AAA-My Party

DURATION (C) ROLL OUT AREA OF EFFECT SAVING THROW STACK COST RANGE 4 pts Self Within Hearing 1 Hour/Tier 4 Minutes none 1 4 Situational Awareness

AREA OF EFFECT

Player Party

AREA OF FEFECT

1 Wnn/Armor

AREA OF EFFECT

Self

1 Weapon

DURATION X

DURATION C

DURATION (

20 Hours

1 Battle

DURATION

Perm

Battle

ROLL OUT

Initiative

ROLL OUT

4 Hours

ROLL OUT

10 Minutes

ROLL OUT

2 Hours

RANGE

Self

RANGE

1 Square

RANGE

Self

Touch



LEVEL

Fighter maintains a watchful eye for enemies.

Fighter must maintain concentration for the duration.

Battle does not interrupt this skill.

Fighter's party gains bonuses to Initiative (+2) and will not a surprise round.

COST

8 pts

COST

8 nts

COST

8 pts

Fighter has penalties to ToHIT (-2) and AC (-2) for the duration.

ENHANCEMENT(S) COUNTER(S) 1

SAVING THROW

Coordinate Group Initiative

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

This skill only affects the Fighter's party.

This skill can be reset by a second use of the skill

701-1

ENHANCEMENT(S)

STACK

99

STACK

99

STACK

1

STACK

99

COUNTER(S)

SKI

SAVING THROW

5 Repair Weapons/Armor

Using the Fighters Kit the Fighter repairs weapons and armor. Unbroken weapons/armor can be repaired. 1 item per Tier within the duration.

Non-magic items do not need a Save to be fixed. Repaired items are returned to an intact, yet imperfect state.

Repairing Magic items requires passing a Save. Save column must match the Magical + Required

2 ENHANCEMENT(S) COUNTER(S)

SAVING THROW

none

6 1000 Yard Stare March

> Character can march on without sleep or food during a slow but long march. Able to walk 3 times the normal distance for the given situation in 20 hours. There is a lower likelihood of an encounter and a higher likelihood of surprise.

2 ENHANCEMENT(S)

0 COUNTER(S) SAVING THROW

none

I F\/FI

After using this skill 8 straight hours of sleep may be needed within an hour. 702-1 COST RANGE AREA OF EFFECT DURATION X

10 Honing Melee Weapon

Clean and oil while completing minor repairs bringing it back to peak performance. Weapon gets +1 Dmg thru next battle for blades, hammers, & axes. Enhancement to +2. Undamaged weapons are brought back to it's former best condition.

A weapon with major chips, cracks, breaks, or bends is considered 'damaged'.

12 pts

This will only work on non-magic weapons that are not already in it's best condition.

Required

3 ENHANCEMENT(S)

COUNTER(S)

'Em-Animal

NAE'EM COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 4 pts Self 2 Marks 1 Week/Tier 30 Minutes SKL 2 1

Invoke Personal Pet

Timid domestic animal is bound to the caster. (Rat, Cat, Bird, Dog) Timid creature that Nae'Em bonds with the caster. Shies from aggression and battle. Makes noises & must rest/recooperate as normal for its kind. Can touch/move items. After 1 day pet learns the ways of the caster enough to attempt rough communication.

Visible. AC:12/12. 1 Attk. Init:+6 HIT:-4 Dmg:1d3. HP:6. Death @ 0 HP. See/Hear as pet.

0 ENHANCEMENT(S) 0 COLINTER(S)

LEVEL NAE'EM AREA OF EFFECT COST DURATION RANGE ROLL OUT SAVING THROW STACK 20 Squares 20 Minutes 5 4 pts 1 Animal Instant SKL 3

Invoke Domestic Beasts Of Burden

A Horse, Oxen/Cow, Dog(Large), Llama, or Pig can be called. Caster can call a specific animal or a kind of animal. Domestic are animals that are found and tolerated in civil communities.

RANGE

Horses, Oxen/Cows, Dogs(Large), Llama, and Pigs.

Even if the bovine/equine is not a riding beast char can still ride it. COST

COL-1

ROLL OUT

6 ENHANCEMENT(S)

STACK

COUNTER(S) SAVING THROW

4 pts Touch 1 Animal 4 Hours 5 Minutes none 7 This spell starts after the rollout and continues as the casters remains in touch.

AREA OF EFFECT

Speak to Domesticated Animals

Speak and understand domesticated animals, large and small. Ghostly sepia colored roots grow out of casters hand.

Does not affect non-domesticated animals or monsters.

Animal will respond within the limits of their intellect.

5 ENHANCEMENT(S)

Recipient

SKL:2

Ω COUNTER(S)

COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK Animal Friendship / Calming 8 pts 10 Squares 1 Animal 8 Hours 1 Minute SKL 99



NAE'EM

Assists with other animal spells which untilize a connection of trust. Calms wild woodland and domestic animals.

Does not work with water creatures or monsters.

Does NOT affect any animals in a rage, frenzy, hurt, or conditioned to attack.

4 ENHANCEMENT(S)

LEVEL NAE'EM

7 Speak With Wild Animals

COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THRO	W	STACK
8 pts	12 Squares	1 Animal	1 Hour	1 Minute	SKL	2	2

DURATION (D)

1 day / Tier

2 Hours



Speak/understand wild animals

Stack x2

5 ENHANCEMENT(S)

0 COUNTER(S)

LEVEL NAE'EM	382-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THRO	W	STACK
8 Call Hunting Pack		8 pts	Self	1/2 Mark / Tier	Instant	5 Minutes	SKL	2	1



Pack animals are urged to respond to casters call.

368-1

Caster audibly prods a pack for response.

Casters call is projected throughout Aoe. Will be heard as sounds of that pack. Possible Packs: Wild Dogs, Wolves, Hyenas, Lions.

+Urgency Save

7 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL NAE'EM 387-1 COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 2 Marks 1 Creature 12 Hours 1 Hour SKI Invoke Animal Mount 8 pts 1

RANGE

30 Squares

1 Mark

RANGE

4 Squares



restruction. Moved from 5th level

Call Animal Mount

Barely visible copper colored roots Dissipate Into the Air. (Horses: riding, war, draft)

Caster choose mount breed and type. Character chooses from chart below.

+ Passenger

8 ENHANCEMENT(S) COUNTER(S)

SAVING THROW

Invoke Imp Assistant

Emerges out of a flame. Looks similar to caster, but miniature and with a tail. Small ball of magical fire creates an imp.

Emerges out of a flame. Looks similar to caster, but miniature and with a tail. Imp has same skin color, hair color/style, and race (Miniaturized) as caster.

Alter the description

SAVING THROW

STACK

STACK

1

RM

6 ENHANCEMENT(S) COUNTER(S)

ROLL OUT

1 Hour

20 Minutes

ROLL OUT

Initiative

Imp is about 3 inches high (7.6 cm). Emerges out of a flame. Looks similar to caster, but LEVEL NAE'EM

16 pts

8 pts

589-1 AREA OF EFFECT COST RANGE DURATION ROLL OLIT

13 Call Flock of Birds

16 pts 1 Mark 1 School 2 Hours 20 Minutes SKI 1

AREA OF EFFECT

8 Sqr x 8 Sqr



NAE'EM

Calls a flock of birds within range.

Caster must be outside in the flocks normal environment.

Passing the Save draws a flock.

Save column can be reduced if the flock is close.

Preditory birds will raise the column.

COL-1

6 ENHANCEMENT(S) 0 COUNTER(S)

3

395-1 RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW

1 School

AREA OF EFFECT

1 Target

13 Call School of Fish

Calls a school of fish that is within range. Caster must be in or near water. Passing the Save draws a school of fish.

Save column can be reduced if a school is near.

Preditory or aggressive fish are will raise the column.

COL-1

SKL

6 ENHANCEMENT(S) 0 COUNTER(S)

14 Call Woodland Animal

COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK Self 1 Mark 4 Hours 5 Minutes SKL 3



1

NAE'EM

Calls a woodland animal within range.

Call a Deer, Wolf, Fox, Cougar, or Hawk.

Spiritlike auburn roots rise then dispurse into the air.

Col -1

ENHANCEMENT(S) COUNTER(S)

SAVING THROW

SKL

Battle-Actions

Ember Flash

1d6 + ACU magical fire damage, no ToHit. Save vs ignite. Use as a flashbang?

CREATION: 4 hrs to create 3 Walnut sized Pink Ceramic Balls.

Red Hot Coal, Lamp Oil, Cinderroot. Need Kitchen or Lab. Shelf life: EOY.

Requires ToHIT + 1/2 GRC bonus. 1d3 Dmg. Range:14 sq

4 pts

ENHANCEMENT(S)

0 COUNTER(S)

Blunder Reroll

COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 4 pts Self 1 Blunder Instant Instant none 1

DURATION 💥

4 Rounds



Rogue desparately attempts to lessen the impact of a Blunder.

Allows Rogue to attempt to mitigate a Blunder roll

647-1

Rogue disregards the first Blunder roll and rolls again.

Rogue must take the 2nd roll.

ENHANCEMENT(S) COUNTER(S)

Converge On The Enemy

RANGE AREA OF EFFECT COST 8 pts Self 1 Target

DURATION 2 Conc + 2 Rds

DURATION

DURATION 💟

Instant

DURATION

Instant

DURATION

Instant

DURATION

Instant

DURATION

Instant

ROLL OUT Initiative

ROLL OUT

Instant

ROLL OUT

SAVING THROW STACK none 1



Fighter coordinates the groups attacks for a better effect.

683-1

This effort will continue as long as the Fighter concentrates and then 1 more round.

Fighter targets a single enemy with jeers & war cries to encourage the group to attack.

Reduces their number of attacks by one (Minimum of 0), ToHIT (-4), and AC (-1). The Fighter's party would gain Initiative (+1/FTR Tier) and ToHIT (+1/FTR Tier)

0 ENHANCEMENT(S) COUNTER(S)

Critical Roll Additions

Self 1 Attack 8 pts

AREA OF EFFECT

AREA OF EFFECT

Self

AREA OF EFFECT

1 Spell

AREA OF EFFECT

Self

AREA OF EFFECT

1 Spell

AREA OF EFFECT

1 Spell

AREA OF EFFECT

RANGE

RANGE

Self

RANGE

20 Squares

RANGE

Self

RANGE

20 Squares

RANGE

20 Squares

DURATION SAVING THROW ROLL OUT STACK Instant Instant 1



Fighters skill and experience pays off with a critical success!

Before the critical roll. Roll 1d100 +Lvl +ToHIT to improve critical roll.

COST

8 pts

12 pts

COST

12 pts

COST

12 pts

COST

12 pts

COST

COST

Note that there are 2 ways to get an exact 100:

828-1

1. Roll a 100 on the 1d100

2. Roll a 1d100 and add the bonuses to exactly 100.

0 ENHANCEMENT(S)

SAVING THROW

none

0 COUNTER(S)

STACK

99

STACK

1

99

STACK

STACK

STACK

99

Blunder Change Up

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

ENHANCEMENT(S)

SAVING THROW

COUNTER(S)

COUNTER: Remove Shelter

COUNTER: Ends Magical shelters. Ends shelter spells prematurely.

Destroys active magical shelter spells,

Dumps creatures out unharmed unless there is a drop between shelter and ground. Has no effect on any mundane shelters, even if it is magically assisted.

ENHANCEMENT(S) Ω

COUNTER(S) SAVING THROW

none

Critical Hit - 2nd Choice

Fighter can upgrade a natural critical roll. Fighters luck improves with more choices when rolling a critical!

ENHANCEMENT(S)

3

Reroll a Critical and choose either the original roll or the reroll.

COUNTER(S)

SAVING THROW GM

10 COUNTER: Block Healing

Blue and orange ribbons streak out to the target spell. COUNTER SPELL. Blocks non-automatic healing spells. Saving throw blocks a person using a healing spell.

692-1

ENHANCEMENT(S) 0

SAVING THROW

COUNTER(S) Ω



10 COUNTER: Remove Magic Defense

Blue and orange ribbons streak out to the target spell. COUNTER: Ends a currently active defensive spell.

Does work on currently active spells.

Does NOT have any effect on caster's own spells,

- Caster should use "Caster Ends Spell'

ENHANCEMENT(S)

COUNTER(S) Ω SAVING THROW

10 Last Ditch Effort

12 pts Self Self 1 Battle Initiative none 1 Pure determination keeps a fighter in battle even after death. Must be played out.

Fighter buffers their 'Death Point' with 30 points. If they normally die at -12 it becomes -4 Fighter must have 30 HP or less to use the skill.

RANGE

During skill use: Binding has no effect & 1/2 Healing while in negative points. Afterwards the Fighter may be dead, out cold, or just weak.

COUNTER(S)

1 FNHANCEMENT(S)

12 pts

Does work on currently active magical illusions and visual spells.

Does NOT affect anything that is physical.

Does NOT affect a Rogues disguising, since that is a mundane effort.

0 COUNTER(S)



Blue and orange ribbons streak out to the target spell. COUNTER SPELL. Can dispell unreal visages with a Save.

570-1

COST RANGE 20 Squares

AREA OF EFFECT 1 Spell

DURATION Instant

ROLL OUT Instant





0 ENHANCEMENT(S)

ALL SAVING THROW DURATION ROLL OUT STACK COST RANGE AREA OF EFFECT 12 COUNTER: End Ongoing Damage SKI 12 pts 10 Squares Instant Instant 1 Snell Counters ongoing damage that is damage over time. COUNTER SPELL. Ends a currently active battle spell. Damage that is scheduled to re-occur can be cancelled. A final round of damage may happen once the spell has been cast. 0 ENHANCEMENT(S) COUNTER(S) Does NOT have any effect with ongoing damage from non-spells.

Bocs Not mave any	CIICCC WICH	Oligo	7115 AC	amage Trom Hor	operro.					
Battle-Defense										
LEVEL	800-1	<i>3</i> ;3(COST	RANGE	AREA OF EFFECT	DURATION ₩	ROLL OUT	SAVING THROW	/ 😨	STACK
1 COUNTER: Avoid An AoO		+	4 pts	Self	Movement	Instant	Instant	SKL	2	99
Rogue dodges and w										

This is an attempt to counter and dodge AoO attacks from others.

The number of AoO's that can be dodged is equal to the Rogues Tier. (1 per Tier)

This is an 'Counter Action'. Only 1 is allowed per round.

This skill does NOT interfere with the Rogues normal attacks in the round. COST

4 pts

COST

4 pts

COST

COUNTER(S) SAVING THROW

ENHANCEMENT(S)

STACK

1

STACK

99

STACK

STACK

COUNTER: Set for Charge

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

RANGE

Self

RANGE

RANGE

RANGE

0 ENHANCEMENT(S) COUNTER(S)

none

Defending Fighter's number of attacks is lowered by 1 (Minimum of 1)

COST RANGE AREA OF EFFECT DURATION (D ROLL OUT SAVING THROW STACK

AREA OF EFFECT

AREA OF EFFECT

AREA OF EFFECT

AREA OF EFFECT

1 Charge

DURATION X

Instant

DURATION

DURATION

DURATION

ROLL OUT

Instant

ROLL OUT

Initiative

ROLL OUT

ROLL OUT

1 Protect vs Ranged and Thrown

4 pts Self 1 Battle 3 days 1 Minute 1

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

4 ENHANCEMENT(S) 1 COUNTER(S)

SAVING THROW

1 Shield Dancing

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

254-2

677-1

681-4

COUNTER(S)

SAVING THROW

ENHANCEMENT(S)

none

1 Tornado Wall

Self 4 pts 1 Square 2 Rounds Initiative SKL 1



LEVEL

Ghostly light brown roots rise and spiral around the caster. A single square whirlwind provides AC+2 vs Ranged/Thrown attacks.

Tornado stays with the caster as they move, but cannot push into an occupied square.

Casting is not affected by the tornado unless the spell is vulnerable to wind.

This can NOT be combined with other spells such as Heat Wave Wall.

+2 AC

2 ENHANCEMENT(S)

1 COUNTER(S) SAVING THROW

Defend -

No attacks 4 pts Self Self 2 Rounds Instant none 1



Fighter fully focuses on blocking and dodging attacks to avoid damage. AC+1 per Tier. No attacks. Base move x half.

Fighter quickly glides up behind then an enemy to deliver a strong blow.

COST

ENHANCEMENT(S) 0 COUNTER(S)

Disengage

COST AREA OF EFFECT DURATION ROLL OUT SAVING THROW 4 pts Self 2-3 Squares 1 Round Initiative none 1



NAE'EM

Fighter skillfully avoids combat as they avoid battle. REQUEST BEFORE INITIATIVE IS ROLLED. Fighter moves in a straight line up to 3 Squares.

Fighters AC is improved by 4.

BRU/AGL:2 to avoid AOO's. Fighter can use either Brute or Agility Save. No attacks are allowed while using this skill

1 ENHANCEMENT(S) 0 COUNTER(S)

Protect Fighter vs Ranged/Thrown

DURATION 👗 COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK 8 Squares 1 Recipient 10 Minutes Initiative 4 pts none 1



Barely visible straw colored sparks swirl around the fighter the fades. Recipient Fighter must have a Nae'Em with the caster.

Gains +2 to AC vs ranged and thrown attacks. No benefit vs melee.

Total AC bonus:+4

ENHANCEMENT(S)

ALL 285-2 RANGE AREA OF EFFECT COST DURATION ROLL OUT SAVING THROW STACK 3 Tornado Wall For Hunter 4 pts 4 Sqs / Tier Initiative 1 1 Recipient 4 Rounds none Insubstantial tan roots rise and spiral around the Hunter partner. Recipient in the eve of storm. Wind gives AC+2 vs Ranged/Thrown. Recipient must be a Hunter by a Nae'Em to the caster and must reside in only one square. Tornado stavs with Hunter. Skills aren't affected / blocked unless vulnerable to wind. ENHANCEMENT(S) COUNTER(S) This spell will not allow the Hunter to push into another occupied square SAVING THROW DURATION X ROLL OUT Initiative BRU/AGL 2 Assist Another To Disengage 4 pts 3 Squares 1 Recipient 1 Round Fighter aids another while they face the same enemy & attempt to exit a battle safely. REQUEST BEFORE INITIATIVES ARE ROLLED. Both roll initiative & move during highest initiative in a straight line 1-3 squares. 0 ENHANCEMENT(S) Both Save either Brute or Agility Save to avoid AOO's and are not allowed to attack. 0 COUNTER(S) No attacks are allow by the recipient and the fighter. 682-1 SAVING THROW LEVEL COST RANGE AREA OF EFFECT DURATION ROLL OUT STACK BRU COUNTER: Shield Block 4 pts 0 Squares Self Instant Instant 2 1 Fighter blocks an enemy's attack with their sheild. COUNTER: Block a single melee attack BEFORE the damage from the attack is announced. Fighter blocks an enemy's attack with a medium or smaller shield. ENHANCEMENT(S) Fighter a Save to block. Blunders merely fail. Criticals allow 2nd block instantly. COUNTER(S) This skill cannot block critical hits TO the fighter. DURATION X RANGE AREA OF EFFECT ROLL OUT SAVING THROW Mundane Fire Protection 6 Minutes 4 pts 1 Target 1 Target 20 Minutes none 1 4 Grants Target immunity to mundane fires cooler than a forge. 4 hrs to create 3 orange breakable ceramic balls. Warms those close Potash, Lime, Oak Sap. 6 ENHANCEMENT(S) Need campfire. Duration as Spell. COUNTER(S) Shelf life: EOY. 648-6 COST RANGE AREA OF FEFECT DURATION ROLL OLIT SAVING THROW STACK Limit Flank Attacks 8 pts Self Self 5 Round Inititive AGL 99 The Rogue continuously shifts so attackers have limited options to complete a flank attack. Only the single square directly behind the Rogue can attack their flank. The 3 squares behind a Rogue are normally considered flanks. ENHANCEMENT(S) This skill limits the one center flank square to be the 'Flank'. 0 COUNTER(S) All other surrounding squares are considered 'Front'. 680-1 COST RANGE AREA OF EFFECT DURATION X ROLL OUT SAVING THROW STACK 8 pts 1 Square 1 Creature initiative none 99 Provide Protection The Fighter blocks attacks to the recipient using weapons and position of body. Fighters Initiative and ToHit drops by 2 and Movement is in half (with recipient). Fighter is able to interpose and take 'Extra' attacks in place of the recipient. ENHANCEMENT(S) Recipient must remain within 1 sq of the Fighter and recipients AC + 4. COUNTER(S) The recipient must not be actively unwilling, (can be unconscious) 650-1 I F\/FI COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK Full Move Self 2 Rounds Initiative 99 **Bob and Weave** 8 pts 6 Rogue can bob and weave to avoid AoO

Dodge attacks of opportunity. 1 attempt to dodge an attack per Tier.

Rogues passing the AGL Save will avoid the AoO. Movement is not affected.

ENHANCEMENT(S) COUNTER(S) Λ

3

678-1 AREA OF EFFECT DURATION 2 ROLL OUT SAVING THROW COST RANGE STACK Self Self 2 Rounds Initiative **BRU** 99 Brace for Onslaught 8 pts



Fighter steadies themselves against major force attacks. Number of attacks is reduced by 1 each round (minimum of 1) Fighter must pass the Save to resist each Pushback, Stun, or Daze.

Facing away from (not just looking) the attacks will negate the 'Stand Ground' effect.

May defend vs 3 continuous front squares. (no flanking squares).

651-3 COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 6 Evade Missiles 8 pts



Meant for Dev Raechio Avoid Missiles Meant for Dey Raechio

0 ENHANCEMENT(S)

FNHANCEMENT(S)

COUNTER(S)

7 Half Wall of Force

COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 6 8 pts 20 Minutes 20 Minutes Touch 4 Sas Long none

DURATION

DURATION **

DURATION (C

DURATION

5 Rounds

DURATION

1 Battle

1d3+1 Rounds



Barely visible burgundy coils follow the caster's hand outlining the wall.

1/2 Sa high and 1 to 4 Sa long. Each Sq has HP:30 AC:15

Non-moveable nearly invisible wall (1 ft / 30 cm thick). May have 1 corner if desired.

RANGE

RANGE

Self

+ another corner.

7 ENHANCEMENT(S) COUNTER(S)

SAVING THROW (

Circle of Protection vs Undead

Self 8 pts 3 Square Radius 5 Rounds Barely visible mustard colored sparks which highlights the perimeter then fades. Undead must Save to pass through the perimeter. Save column is equal to casters tier.

AREA OF EFFECT

8x8 Squares

AREA OF EFFECT

Self

AREA OF FEFECT

2 - 9 Sas

AREA OF EFFECT

Self

Range 6 Sq Radius

ROLL OUT

Initiative

ROLL OUT

Initiative

ROLL OUT

2 Minutes

ROLL OUT

Initiative

ROLL OUT

Initiative

4 ENHANCEMENT(S)

SAVING THROW

none

Does function as long as the caster concentrates (within duration). 691-1

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

436-1

355-1

1 COUNTER(S)

STACK

4

STACK

99

STACK

2

Pull Aggro

LEVEL

Fighter convinces enemy(ies) to target them. GM rolls 1d3+1 to determine max number of creatures. NOTE: Enemy must be able to think. Fighter is a better target but has fewer attacks (-2, Min 1) and Lower AC (-4). Party becomes a less attractive target with increases to Initiative (+2) and AC (+2).

ENHANCEMENT(S)

This is NOT a guarrantee the ploy will work. It depends on the creature(s).

COST

12 pts

COST

8 pts

COUNTER(S) SAVING THROW

10 Astral Mental Shield

12 pts 4 Hours Barely visible flaxen colored sparks surround the caster Protection from astral influence while in the Astral Plane. Astral plane is a mental plane and as such attacks are generally mental.

RANGE

Self

Total AC Bonus +4 5 ENHANCEMENT(S)

This inhibits Astral attacks. Save vs Astral = RM:2. AC bonus +2.

RANGE

6 Squares

RANGE

Touch

COUNTER(S SAVING THROW

RM

10 Charged Fence - Two Sides

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

Invisible Wall

5 ENHANCEMENT(S) 1 COUNTER(S) SAVING THROW

2

10 Minor Defense Bubble

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

Lavender coils loop around the caster in a ribboned chain-linked bubble.

COST

COST

Other recipients

RM

7 ENHANCEMENT(S) COUNTER(S)

10 Wind Wall

386-2 COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK Self 10 Minutes 2 Rounds 12 pts 1 Square SKL: 1



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

> ENHANCEMENT(S) COUNTER(S)

AREA OF EFFECT RANGE DURATION ROLL OUT SAVING THROW STACK

11 Catch Small Incoming

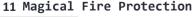
12 pts

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

653-3

0 FNHANCEMENT(S) COUNTER(S)

871-1 DURATION X COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK Self 20 Minutes 6 Minutes 12 pts none 1



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

Forge fire = 1 hp / Rd.

6 ENHANCEMENT(S)

12 Circle of Animal Protection

RANGE COST AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 12 pts 2x2x2 Sa Sphere 2 1 Touch 1 Hour 2 Minutes SKI

DURATION C

DURATION C

DURATION 8

DURATION &

until Healed

3 Rounds

4 Hours



LEVEL

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

394-2

453-1

454-1

487-1

263-1

Column +1

7 ENHANCEMENT(S)

SAVING THROW

2

3

STACK

99

STACK

2

STACK

1

STACK

99

COUNTER(S)

ROLL OUT

10 Mintes

ROLL OUT

10 Minutes

ROLL OUT

Initiative

ROLL OUT

Initiative

ROLL OUT

Intiative

12 Circle of Astral Expulsion

12 pts Touch 3 Sq Radius 4 Hours Drawn 3 sq radius circle glows then fades. Caster Save to banish a creature.

AREA OF EFFECT

AREA OF EFFECT

Creature lands in a random location within the Astral plane.

Drawn circle that stops creatures from exiting its area.

Spell continues until end of duration regardless of number of creatures/save.

COST

Returns Astral creatures to their home plane. The caster rolls a Save.

COST

6 ENHANCEMENT(S)

COUNTER(S) SAVING THROW

BRU

12 Circle of Containment

12 pts Touch 3 Sq Rad Circle Barely visible blue streams of light form a cage inside the circle.

RANGE

RANGE

Can be used in/as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)" Must Save to Exit.

BRU:>95

4 ENHANCEMENT(S) COUNTER(S)

12 Circle of Langstrom Expulsion

RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 12 pts Touch 3x3 Squares 4 Hours 10 Minutes SKL 1



LEVEL

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

AOE: 4 Sq Radius

6 ENHANCEMENT(S)

SAVING THROW

none

COUNTER(S

AREA OF EFFECT

1 Square

AREA OF EFFECT

1 Square

AREA OF EFFECT

1 Square

Battle-Offense

4 pts 6 Squares Acid Mist

A green cloud emits from the caster's hands and gathers over the target square. Damage of 2d4 + ACU for 2 rds on 1 square. Leave area to avoid.

RANGE

RANGE

3 Squares

No ToHIT is required. Effects all creatures in the square regardless of armor/clothing. Does NOT cause any structural damage or damage to the armor.

COST

COST

4 pts

ENHANCEMENT(S) COUNTER(S)

SAVING THROW (O)

HTH

1 Acid Rash w/ Ongoing Fragility

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

May go beyond the given fragility during start of day from this point forward

ENHANCEMENT(S) 6

COUNTER(S)

COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW AoO on Enter or Exit 4 pts 1 Square 1 Target Instant Instant none



"Extra" attack which can be taken if an enemy enters or exits melee range. With entry/exiting melee range a Fighter may interrupt battle to attack the combatant.

ENHANCEMENT(S)

This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.

COUNTER(S)

Cause Illness

RANGE AREA OF EFFECT DURATION X ROLL OUT SAVING THROW 4 pts 4 Squares 1 Square 1 Round Initiative HTH 99

DURATION

Instant



Sparks directed straight to target the square the caster points to. (No ToHIT) Damage of 1d4+ACU to 1 sq for 1 round from a direct spark. No lobbing.

Target's failed Save indicates Sickness I.

This can progress through Sickness II and III, to Disease I-II, then to death.

COST

4 pts

ENHANCEMENT(S)

SAVING THROW

RM

0 COUNTER(S) RANGE

8 Squares

Force Pinch

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

ENHANCEMENT(S)



ALL 882-1 DURATION 😹 ROLL OUT SAVING THROW STACK RANGE AREA OF EFFECT COST Initiative SKI 4 nts Touch 1 Sq (1 Target) 5 Rounds 1/Tier 1 Heat Wave Wall Creates an inhibiting wall of heat vs those nearby (Melee). Heat wall around Caster delivers 2d3+ACU Bonus Fire Damage (Melee). Save for 1/2 dmg. Recipient w/in 6 sas Casting, Ranged, and thrown attacks will pass through this wall with no issues. Note casting which result in melee actions/damage would be inhibited by this spell. 5 ENHANCEMENT(S) COUNTER(S) Duration may be Initiative, but may be delayed due to fuel ignition. COST AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK Melee Initiative Massive Bludgeoning Attacks 4 pts Self 2 Rounds 1 Fighters use the flat or blunt area of their weapon. Every Hit is treated as a critical roll using the Hand/Foot chart (Damage only). FFull damage is applied right away. After 30 minutes half of the damage fades away. 3 ENHANCEMENT(S) Bludgeoning can be applied to all or none of the attacks. 0 COUNTER(S) Cannot be applied to non-melee attacks. 328-2 LEVEL COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 4 pts 6 Squares 1 Target Instant Initiative 99 1 Rose Thorns none The caster flicks their wrist to throw thorns at the target. (ToHIT Required) A single ToHIT+4 for 2d6+ACU Bonus Thorns (1 Dmg each). Can be lobbed. ToHIT+6 The caster flicks their wrist to throw thorns at the target. 2 ENHANCEMENT(S) COUNTER(S) 667-1 AREA OF EFFECT RANGE DURATION ROLL OUT SAVING THROW Backstab - Melee 4 pts 1 Square 1 Target 1 Attack Instant none 1 2 Rogue takes advantage of a nearby targets flank. TOHIT +4 & Dmg +4 per Tier. This special attack must target the enemies flank. This skill improves the effect of a normal backstab. ENHANCEMENT(S) This is an 'Extra' Attack. Only 1 Extra attack is allowed per round. COUNTER(S) Rogue can interrupt the battle, resolve the Extra attack, then the battle continues. 269-1 COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK RM Barbed Sparks 4 pts Self 4 sq Triangle 5 Rounds 2 Rounds 0 Caster conjures and throws colorful lights fom their fingertips into the AOE. Can distract or temporarily blind people for up to 2 rounds. Dur= 4 Rds All in AoE must Save to not be blinded for this round + 1 more. 7 ENHANCEMENT(S) Those that did Save have no visual issues. 1 COUNTER(S) Failed saves create issues seeing clearly. Penalties: Init & ToHIT -2. 261-1 RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 4 pts 8 Squares 1 Square Instant Initiative none 99 Electric Zap Sparkling flaxen colored sparks race directly to the target, zapping them. (No ToHIT) Direct damage of 1d8+ACU on 1 sq. +2 damage if non-Adamantine armor. +4 Damage Sparks race to the target without any arc or lobbing. 5 ENHANCEMENT(S) No ToHit or Save required. 0 COUNTER(S) DURATION X COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK Fighters Charge 4 pts Move x2 1 Creature 1 Round Initiative 99 Fighter races forward and uses their momentum to help in an attack. This charge must be in a striaght line and not start or stop with a pivot. Fighter gains bonuses to ToHIT (+8), Damage (+8), and Movement (X2). ENHANCEMENT(S) They have detriments to Move (min 4 squares), Number of attacks (Max 2), and AC (-4). COUNTER(S) This is an 'Extra' Attack. Only 1 Extra attack is allowed per round. 412-1 AREA OF EFFECT DURATION ROLL OUT SAVING THROW COST RANGE STACK 20% Max Inititive RM 99 Fire Crack! 6 Squares 1 Target Instant Bright Multi Colored flashes appear in the caster's hand. (ToHIT Required) Caster rolls a Thrown ToHit. 1d3 Damage. Metal armor requires Save. 4 FNHANCEMENT(S)

COST

4 pts

Shelf life: EOY.

No ToHit. Direct magical fire dmg 2d10 +ACU bonus. Save to dodge.

Yellow Hot Coal, Oil, Potash, Lime, Cinderroot.

Creation: 4 Hrs to create 3 red breakable ceramic balls.

Requires ToHIT & direct path.

Need Kitchen or Lab.

2 Flame Bolt

RANGE

10 Squares

Dmg:2d10.

AREA OF EFFECT

1 Target

Save to Dodge.

Magic Fire.

DURATION X

1 Round

ROLL OUT

Initiative

COUNTER(S)

SAVING THROW

5 ENHANCEMENT(S)

0 COUNTER(S)

Col +1

ALL 262-1 AREA OF EFFECT I F\/FI COST RANGE DURATION ROLL OUT SAVING THROW STACK 4 pts 10 Squares 2 Squares Instant Initiative RM 2 1 2 Force Push Solid lavender coils extend from caster's hand to push directly from the caster to the target Direct damage of 1d6 + ACU. Target(s) Save or pushed back Save Col +1 Solid lavender coils extend from caster's hand to push directly from the caster to the (No ToHIT) 5 ENHANCEMENT(S) target. COUNTER(S) 259-2 AREA OF EFFECT DURATION ROLL OUT SAVING THROW 2 2 Hail Attack 4 pts 8 Squares 1 Square Instant Initiative RM 1 Mist from the caster creates a cloud above the target and hail pelts down to a square. (Damage: 3d4 + ACU Bonus. Target Saves for 1/2 Damage. +4d4 Mist from the caster creates a cloud above the target and hail pelts down to a square. 4 ENHANCEMENT(S) (No ToHIT) 0 COUNTER(S) 413-1 LEVEL COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 30% Max Instant Instant RM 99 2 Spell Interference 8 Squares 1 Spell Caster sends colorful sparks towards a spell. Save to disrupt Target's current spell. Metal armor = 1 column worse. ENHANCEMENT(S) COUNTER(S) 0 RANGE AREA OF EFFECT DURATION X ROLL OUT SAVING THROW STACK 4 pts Move x2 1 Target 1 Round Initiative none 99 3 Charge - Rogue The rogue races forward to deliver an intimidating hit. One attack only, Minimum Move of 4 in a direct line, AC -4, ToHIT +8, & Damage +8. 'Extra' Attack. Only 1 Extra attack is allowed per round. ENHANCEMENT(S) When announced before/during initiative add 10 to Initiative. 3 Charge must be a straight path to the target (Min of 4 sqs) and not end with a pivot. COUNTER(S) 661-1 COST RANGE AREA OF FEFECT DURATION X ROLL OUT SAVING THROW STACK **Distraction** 4 pts In Sight In Sight Up to 30 Min Initiative none 99

Draw attention. May draw aggro or distract a crowed. Must be maintained to continue. Roll >05, Move x1/4, Attck=0. Target: AC-4, no multi rd THE DIFFERENCE BETWEEN THIS SKILL AND THE COUNTER SPELL CALLED DISRUPTIVE FACTOR:

THIS WILL NOT COUNTER MOST THINGS, BUT CAN DRAW AGRO OR ATTENTION.

0 COUNTER(S) 300-1 COST RANGE AREA OF EFFECT DURATION 📆 ROLL OUT SAVING THROW STACK 4 pts 6 Squares 1 Target 4 Rounds Initiative none 3 3 Heat Metal

AREA OF EFFECT

1 Target

AREA OF EFFECT

1 Target

AREA OF EFFECT

1 Melee Target

3

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

RANGE

RANGE

1 Square

1 Sq / Tier

COST

4 pts

COST

🕇 4 pts

Round 2: Initiative -2 Ac -2 ToHIT -2 Round 3: Initiative -3 Ac -3 ToHIT -3

Round 4: ToHIT -4 Initiative -4 Ac -4

Scorching Skin

Ghostly rust colored flames encases the caster's hand. Caster must touch the target. (Roll a ToHIT)

1d6 +ACU damage per round.

+4 additional damage to Undead/Living dead.

Does radiate heat but not much light

Shield Bash (Odd rounds)

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

All 'Shield Bash' must be directed to the same target 673-1 COST RANGE

Surprise Throw 4 pts



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

3 ENHANCEMENT(S)

ENHANCEMENT(S)

AC/Init/ToHIT additional -1

STACK

99

STACK

1

STACK

99

6 ENHANCEMENT(S)

1 COUNTER(S)

SAVING THROW

No Sickness/Disease

1 COUNTER(S)

SAVING THROW

none

ENHANCEMENT(S)

none

0 COUNTER(S)

1 FNHANCEMENT(S) COUNTER(S) ROLL OUT DURATION SAVING THROW

ROLL OUT

Initiative

ROLL OUT

Initiative

Pre-Battle Instant

DURATION 8

DURATION X

1 Attack

1 Attack

3 Rounds

If other Surprise attacks happen, highest rolled Init wins and others fail to happen.

LEVEL

COST RANGE AREA OF EFFECT 4 nts Char Sheet 1 Target

DURATION 📈 ROLL OUT 1 Round Initiative

DURATION 💥

DURATION X

1 Round

DURATION

DURATION 🙎

DURATION X

DURATION 🚜

DURATION 2

2 Rounds

DURATION

1 Round

4 Rounds

1 Rd / Tier

2 Rounds

Instant

2 Rounds

SAVING THROW none

STACK 99

STACK

1

STACK

99

STACK

99

STACK

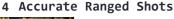
1

STACK

1

STACK

99





A focus on accuracy rather than speed.

Shooter focus' on a single target for the round.

724-1

Shooter gains +2 ToHIT and +2 Damage per Tier. Plus to damage is NOT per die.

Shooter loses 1 attack (Minimum 1). This skill requires the use of a bow / crossbow.

Applies to all ranged shots during the round.

2 ENHANCEMENT(S) COUNTER(S)

4 Conjure Native Beetles

4 Squares 4 pts 1 Mark

RANGE

Move x2

ROLL OUT Initiative

ROLL OUT

Initiative

Initiative

ROLL OUT

Instant

ROLL OUT

Instant

ROLL OUT

Initiative

ROLL OUT

Initiative

ROLL OUT

Initiative

SAVING THROW SKL 2

Arcane swarm appears in a square adjacent to the target. Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.

723-1

424-1

801-1

718-1

➡ Will attack any living target. Even if the target is friendly to the caster.

COST

4 pts

COST

COST

8 pts

Save to conure.



7 ENHANCEMENT(S)

SAVING THROW

none

2 COUNTER(S)

Hunters Charge



LEVEL

Hunter charges up to an enemy for a frontal melee attack.

Charge must be a straight path to the target and not end with a pivot.

Hunter gains bonuses to ToHIT (+8), Damage (+8), and Movement (X2). Detriments to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4).

No other attacks (including 'Extra' attacks) can be attempted in the same round.

ENHANCEMENT(S)

COUNTER(S)

Quick Flash Fire

COST	RANGE	AREA OF EFFECT
0% Max	12 Squares	1 Target

ROLL OUT

SAVING THROW AGL 99



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

(ToHIT Required)

AREA OF FEFECT

AREA OF EFFECT

Self

AREA OF EFFECT

1 Target

AREA OF EFFECT

By Weapon

AREA OF EFFECT

Miss Attack

AREA OF EFFECT

AREA OF EFFECT

1 Creature

ENHANCEMENT(S) COUNTER(S)

SAVING THROW

COUNTER: Disruptive Factor



RANGE

RANGE

by the bow

RANGE

RANGE

By Weapon



Character draws attention to themselves in attempt to interrupt others. This action might disrupt other actions or break concentration of others. All the Targets in the AoE must pass the Save to not be affected/interrupted. Enhancements are able to increase the range.

This is a Counter Action and can only be used once in a round.

ENHANCEMENT(S)

0 COUNTER(S) SAVING THROW

none

none

Instant Ranged Shots



Hunter is able to use each of their attacks as separate initiatives during the round. Delivers each shot one at a time in the round using an instant rollout for each shot. The Hunter must identify a specific bow for this skill and concentrate on this skill. Multiple bows can get this benefit with separate use of this skill for each bow.

ENHANCEMENT(S) COUNTER(S) 0 Each attack is instant & will be completed before the next attack from another person

Long Distance Crossbow Shots



Damage is reduced by 2 points (Min 1). Distance is increased by 8 squares.

COST

8 pts

COST

Hunter must use a crossbow with flight bolts. Bows cannot use this skill. No changes to

Initative and ToHIT rolls.

ENHANCEMENT(S)

SAVING THROW

COUNTER(S) Λ SAVING THROW

none

Penetrating Ranged Shots



Hunter focus' on burying the arrows deep into the targets the cost of accuracy.

This skill only works with bows and for ranged attacks.

This skill requires the use of a bow and the ToHIT has a penalty of 2.

COST

8 pts

The damage (upon a hit) gains a bonus of +6 Damage. The minimum damage is 8.

2 FNHANCEMENT(S)

SAVING THROW

none

COUNTER(S) This applies to all of the Hunters bow shots for the duration. RANGE

Miss Attack

5 Step and Shoot



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

Dmg +2

1 ENHANCEMENT(S)

6 AoO on Melee Entry

COST 4 pts

RANGE AREA OF EFFECT Melee Self

DURATION X 1 Attack

DURATION 🔏

3 Rounds

DURATION

DURATION 📙

DURATION X

DURATION X

1 Round

DURATION

Instant

1 Round

5 Attacks

ROLL OUT Instant

SAVING THROW none

STACK 99

STACK

STACK

99

STACK

99

STACK

99

STACK

STACK

99



Rogue take AAO as target enters the battle

665-1

282-1

649-3

818-1

Allows Rogue an Attack of Opportunity when a target enters into melee range. This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.

Rogue can interrupt the battle, resolve the Extra attack, then the battle continues.

0 ENHANCEMENT(S) COUNTER(S)

6 Conjure Arcane Beetles

8 Squares 8 pts 1 Square

RANGE

RANGE

RANGE

RANGE

By Weapon

RANGE

By Weapon

AREA OF EFFECT

AREA OF EFFECT

AREA OF EFFECT

AREA OF EFFECT

1 Target

AREA OF EFFECT

By Weapon

AREA OF EFFECT

1 Target

1 Square

Initiative

ROLL OUT

ROLL OUT

Initiative

ROLL OUT

Initiative

ROLL OUT

Instant

Initiative

ROLL OUT

SAVING THROW

Save to conjure. Recommend sequentail casting due to multiple round Duration. Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2). 🗖 This spell continues through Duration even if caster is not aware.

SKL:>05

9 ENHANCEMENT(S)

The beetles attack non-enemies if no enemies are in range.

Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8 COST

8 pts

COST

8 pts

8 pts

COST

8 pts

8 pts

1 COUNTER(S)

SAVING THROW

LEVEL 6 Half and Half

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

ENHANCEMENT(S)

COUNTER(S)

6 Held Shot - Single Target

8 pts By Weapon 1 Target 5 Attacks

ROLL OUT SAVING THROW Initiative

none 99



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

ENHANCEMENT(S) COUNTER(S) SAVING THROW

none

Held Throw - Single Target

Holds a thrown attack as they concentrate on a single target to find a weakness. TOHIT +5 & Dmg +5 per ATTACK held (Max of +20). Movement is cut in half of walking.

If the target is out of sight/range for a round or more this effort is broken. During the wait time the following non-damaging skills can be used on the same target: Rogue Signals, Ventriloquism, Wander and Pass Unnoticed, Walk Quietly.

ENHANCEMENT(S) COUNTER(S)

Shoot Thru Party to Target

Hunter is able to target the enemy just beyond or inter-mixed with their own group.

ENHANCEMENT(S)

SAVING THROW

none

Past known party members. Initiative +2. All ranged attacks in Rd. Hunter must annouced BEFORE initiative roll to gain the Initiative bonus of +2. If not annouced, the Hunter still is able to shoot through the group to the target.

COUNTER(S) 0 SAVING THROW

AoO on Kill



RANGE

'Extra' attack focuses on another non-flank enemy within melee range with +6 ToHIT.

Is an Extra Attack. Only 1 Extra attack is allowed per round.

Interferes with skills such as 'Converge On The Enemy' & "Situational Awareness'.

ENHANCEMENT(S) COUNTER(S)

BRU

'Range X2' Enhancement allows attacks on combatants 2 sqs away with a 1 sq move. AREA OF EFFECT DURATION X SAVING THROW COST RANGE ROLL OUT

1 Square

Brutal Push Forward

From a standstill to a massive push almost instantly! This skill will push the target back 1 square, if the square is open. Fighter gains a bonus to their Initiative (+4 if stated) and ToHIT (+2).

Init+4 if stated. AC-2, Attacks-1, ToHIT+2.

Fighter has one less attack (Min of 0). Use Enhancement 'Attacks +1' for Min of 1 1 FNHANCEMENT(S) COUNTER(S)

8 Acid Rain

COST RANGE AREA OF EFFECT DURATION 🔀 ROLL OUT SAVING THROW 8 pts 8 Squares 2 Rounds Initiative 1 Square none

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



9 ENHANCEMENT(S)

Desperation Attack

8 pts Self Self

AREA OF EFFECT

AREA OF EFFECT

AREA OF EFFECT

RANGE

DURATION X ROLL OUT 1 Round Initiative

DURATION

1 Round

DURATION

SAVING THROW STACK 1 none



Fighter attacks in wild and desperate attacks that just might work. Fighter can end up with a devastating -7 adjustment or up to +12 bonus!!! Roll a 1d20-8 and adjust AC. Then roll 1d20-8 and adjust the Initiative.

COST

COST

Then roll 1d20-8 and adjust the ToHITs. Then roll 1d20-8 and adjust the damage roll. (There is a Strumos spell that can change the formula to 1d20-5!)

3 ENHANCEMENT(S) COUNTER(S)

Flame Strike

8 pts 4 Squares 1 Square



ROLL OUT

Initiative





Flames shoot upward from the Caster's hand and down towards the AoE.

hurts fire based.

SAVING THROW

RM

LEVEL

No ToHIT required. Can Lob magical fire to target. Damage of 4d10 +ACU. Target Saves for 1/2 damage. Magical fire does not light things afire.

690-1

441-1

433-1

4 ENHANCEMENT(S)

0 COUNTER(S)

STACK

99

STACK

99

STACK

99

99

Force Clap

8 pts 12 Squares 2 Squares Instant A force wall pushes directly from the caster to the target but only the target will usually b

COST

Save Col +1

COUNTER(S)

Target Saves or Daze 1d2 rds. Damage of 2d6+ACU.

RANGE

A force wall pushes directly from the caster to the target but only the target will usually be dazed and/or take damage. (No ToHIT)

6 ENHANCEMENT(S)

8 Hail Stones

RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW 8 pts 8 Squares 2x2 Squares Instant Initiative RM 1



Barely visible rust colored roots, rise over the area, and throw down hail. (No ToHIT) Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage.

Has a reduced effect against hot temperature targets. Delivers the attack and damage from above the target.

897-2

+1d6 Dmg 6 ENHANCEMENT(S)

0 COUNTER(S)

8 Portal To Nae'Em

COST RANGE AREA OF FEFECT DURATION ROLL OLIT SAVING THROW STACK 8 pts Self 5 Min 30 Minutes None 1

DURATION

DURATION X

1 Round

portal can't be opened/created unless Nae'Em agrees to the portal. portal can't be opened/created unless Nae'Em agrees to the portal.

the caster and one other person can pass through. Or Nae'Em and one other person can pass through. First to pass through must be either the Nae'Em or the caster.

RANGE

ENHANCEMENT(S) 0 COUNTER(S)

Static Bolt

8 pts 10 Squares **Direct Line** Instant (ToHIT Required)

AREA OF EFFECT

AREA OF EFFECT

Adjacent Sqs

+4 Dmg

SAVING THROW

SAVING THROW

none

Sparks travel from the caster's hand directly towards the target. Damage of 1d8 + ACU on 3 in row. +1d8 damage if non-Adamantine armor.

ROLL OUT

Initiative

ROLL OUT

Initiative

ENHANCEMENT(S)

Sparks travel for 3 squares in a direct row. 1st square of row must be within Range.

COST

8 pts

COST

COUNTER(S)

Whirling Mordra - Rogue

Rogue spins about and attacks all targets adjacent to them.

1 Attack applied to all targets in adjacent squares. Only this attack and no others in the r

RANGE

Touch

Roll ToHit once with +4 bonus. This ToHit applies to each target.

Roll Damage one with +4 bonus. This Damage applies to each target that was hit.

This is applied to all surrounding squares regardless wheter friend or foe.

ENHANCEMENT(S) COUNTER(S) 0

Adrenalin Rush

AREA OF EFFECT DURATION X SAVING THROW COST RANGE ROLL OUT STACK 12 pts Self Self 1 Round Initiative none 1



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

ENHANCEMENT(S)

COUNTER(S)

Curved Throw

SAVING THROW COST RANGE AREA OF EFFECT DURATION 🔏 ROLL OUT 1 Attack Initiative 12 pts 4 Sqs Min 1 Target



Allows Rogue to throw a 1 handed throwing weapon around a corner.

1 handed weapon designed to be thrown, curves (Diagonally 45 degrees) as thrown.

Throw must be a minimum of 4 squares.

819-1

2 ENHANCEMENT(S)

RANGE

AREA OF EFFECT

1 Horse

Mounted Melee Attack

12 pts 1 Square Character is able to direct a trained mount into battle.

Requires the use of a trained mount.

Single handed weapons only.

Character is only able to use small or buckler shield

Only 1 attack when moving. Max 2 attacks when stopped.

815-1

0 ENHANCEMENT(S) COUNTER(S)

SKI

SAVING THROW STACK

2

STACK

1

STACK

99

DURATION 💥 COST ROLL OUT SAVING THROW AREA OF EFFECT Initiative 12 pts By Weapon 1 Target 4 Rounds

10 Blunted Bow Shots (Bow Only)

Hunter aims to subdue, not kill. Full damage is applied till end of round, then only 1/4 of the damage remains.

Hunter must use a bow with blunted missiles. Crossbowyers cannot use this skill.

No changes to Initative and ToHIT rolls.

Damage is from the critical blunt column. Use 'Blunt' on Criticals chart.

COST

1 ENHANCEMENT(S) 0 COUNTER(S)

3

ROLL OUT SAVING THROW LEVEL COST RANGE AREA OF EFFECT DURATION 12 pts Initiative SKI 20 Squares Instant 1 Spell

11 COUNTER: Disrupt Perimeter

Blue and orange power streaks out to perimeter. COUNTER SPELL. Ends a currently active circle of power. Blue and orange power streaks out to perimeter.

ENHANCEMENT(S)

SAVING THROW

COUNTER(S)

11 Wake To Battle

Fighter jumps from full sleep to full battle mode instantly. Once awake the Fighter is able to move and attack normally, exhaustion will not inhibit this Fighter must pass the Save to wake. If sleep was magical then Save column set 2 higher.

RANGE

Self

This skill can be enacted by the Player even if the Character is asleep.

12 pts

1 ENHANCEMENT(S)

AREA OF EFFECT

1 Round

This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.

Ω COUNTER(S)

519-1 COST RANGE AREA OF FEFECT DURATION ROLL OUT SAVING THROW STACK 3x3 Square 12 Circle - Dimensional Expulsion 12 pts Touch 1 Round 12 Secs (2 Rds) MR



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

ENHANCEMENT(S) COUNTER(S)

Knockback w/ RM:3

SAVING THROW

2 ENHANCEMENT(S)

ENHANCEMENT(S)

STACK

1

STACK

99

675-1 COST RANGE AREA OF EFFECT DURATION 📈 ROLL OUT SAVING THROW STACK 12 pts 8 Squares 1 Target 1 Round Initiative RM 12 Class Power Attack

RANGE



LEVEL

Bolt of power: Dmg 4d10+ACU Bonus. Save for 1/2 dmg IF same class. SYL:Ice, DOK:Fire, STM:Elect, ORX:Force, EOL:Acid The power surges outward impacting the enemy.

No ToHIT required.

0 COUNTER(S)

DURATION X

DURATION (**)

1 Battle

DURATION

Instant

ROLL OUT

Initiative

ROLL OUT

Instant

ROLL OUT

12 Targeting A Moving Target

12 pts By Weapon By Weapon 1 Round Initiative 1 Hunter tracks the movment and shoots!

AREA OF EFFECT



Init+4 and ToHIT+8 vs Moving targets for 1 Rd. Bonuses of +2 per Tier to Initiative and ToHIT

Penalties to Number of attacks reduced to half normal. Minimum is 1 attack.

Standard 'Moving Target' AC adjustment of AC-4 is accounted for with ToHIT Bonus.

COUNTER(S)

AREA OF EFFECT DURATION COST RANGE

COST

ROLL OUT SAVING THROW STACK 12 pts Touch 8 Squares 1 Attack Initiative 12 Whirling Mordra none



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

COUNTER(S) Adjusted ToHIT & Dmg rolls are applied to all targets. Note some targets may be missed

531-1 COST RANGE AREA OF EFFECT DURATION X ROLL OUT SAVING THROW 16 pts 12 Squares 1x3 Squares 1 Round Initiative RM 2



Ruby colored flames cascade from the caster's hand into the sky and down to the AoE. Lobs damage of 4d8+ACU bonus to 3 Sqs. Target Saves for 1/2 damage.

This can be lobbed but needs clearance past obsticles before hitting target.

No ToHIT is required. Damage to 3 adjcent squares.

AoE: Row of 3 squares in a line leading away from caster within range.

AoE: 3x2 Squares. 2 wide. 4 ENHANCEMENT(S)

0 FNHANCEMENT(S)

ALL 401-2 SAVING THROW STACK ROLL OUT COST DURATION RANGE AREA OF EFFECT Initiative AGI 16 pts 10 Squares Instant 13 Ice Spear 1 Target Solid brown roots grow into a spear. ToHIT is required and this is lobbable. Dmg: 3d8+ACU Bonus +4. ToHIT +4. Target dodges (AGL) for 1/2 Damage. Save Col +1 Solid brown roots grow into a spear. ToHIT is required and this is lobbable. 3 ENHANCEMENT(S) COUNTER(S) 1 520-1 DURATION 🔏 COST AREA OF EFFECT ROLL OUT SAVING THROW STACK 16 pts 12 Squares 2x2 Squares Initiative 99 14 Acid Blobs 3 Rounds none Sickly green Acid blobs begin to fall in the AoE. (Scroll of Acid Blobs) Damage 3d6+ACU for 3 rds on 2x2 squares from above. Leave to avoid. 3x3 AoE Sickly green Acid blobs begin to fall in the AoE. Scroll of Acid Blobs (No ToHIT) 6 ENHANCEMENT(S) Can be used in/as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP) 1 COUNTER(S) 770-1 ROLL OUT SAVING THROW LEVEL COST RANGE AREA OF EFFECT DURATION X STACK 16 pts Initiative none By Weapon 1 Target 1 Round 14 Ranged Sucker Shot(s) 1 Hunter scopes out a stationary target that is unaware of any danger. The target must have a relaxed sense about them. Not with their guard up. Bonuses: +12 to Init, ToHIT, and Damage. Though, Initiative may not come into play. Detriments: One unaware target, Bow required, & half normal attacks. (Min 1) ENHANCEMENT(S) COUNTER(S) Target may have armor / be in a protected state. Required unguarded stance of target RANGE AREA OF EFFECT DURATION X SAVING THROW COST ROLL OUT 1 Attack 16 pts Melee 1 Creature Instant none 1 14 Surprise Death Blow Vulnerable target is beat down. Target must be unable to defend themselves (Surprised/Dazed/Stunned/Held). Fighter gains +15 bonus to ToHIT. ENHANCEMENT(S) Damage is rolled on the Critical chart. And enhancements can add to the damage. COUNTER(S) This is an 'Extra' Attack. Only 1 Extra attack is allowed per round. COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK RM 15 Dokour Flame Attack 16 pts 8 Squares 1 Target 1 Round Initiative 99 Flames erupt out of the casters hand heading directly to the target. (No ToHIT) Directs a ball of magical flame straight to the target. No lobbing. Dmg +4/die Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 damage. 3 ENHANCEMENT(S) Does not light anything on fire since this is a magical fire. 0 COUNTER(S) COST RANGE AREA OF EFFECT DURATION X ROLL OUT SAVING THROW STACK 15 Moving And Shooting 16 pts By Weapon 1 Target 1 Round Initiative none 1 Hunter uses a ranged weapon while shooting from an unstable position. Instability could be: Ships deck, Horseback, Slipping, etc. . . Potentially negates some of the downsides of being unstable as your attempt to shoot. ENHANCEMENT(S) A ranged weapon must be used. The weapon will only have half of the normal distance. COUNTER(S) 0 Minimum of 1. Number of attacks are halved. DURATION E SAVING THROW (O) COST RANGE AREA OF EFFECT ROLL OUT STACK 16 pts 8 Squares 1 Square 3 Rounds Initiative 16 Water Blast Caster throws a blast of water at the enemy. This direct blast has no arc. (No ToHIT). Target dodges with AGL for 1/2 dmg. Dmg 5d8 + ACU Bonus. Put out Mgc fire Caster throws a blast of water at the enemy. This direct blast has no arc. (No ToHIT). ENHANCEMENT(S) and 3rd rounds allow concurrent casting. COUNTER(S) AREA OF EFFECT SAVING THROW COST RANGE DURATION ROLL OUT STACK 20 pts 12 Squares 2 Squares RM 99 17 Hammering Force Instant Initiative A giant floating hammer moves directly to the target. Force pushes and causes 1/2 damage to Damage of 3d8 + ACU in 2 sqs. Target(s) Save or Stunned 1d3 rds. Save Col +1

A giant floating hammer moves directly to the target. Force pushes and causes 1/2 damage to

RANGE

12 Squares

AREA OF EFFECT

Direct Line

DURATION

Instant

ROLL OUT

Initiative

0

(No ToHIT)

COST

20 pts

Lightening travels from the caster's hand directly towards the target(s).

creatures/items in the way.

Damage of 2d6 + ACU on 4 in row.

1/2 damage if Save passed.

+1d6 damage if non-Adamn armor.

+4 damage with use of Focus ring.

17 Lightening Bolt

823-1

5 ENHANCEMENT(S)

COUNTER(S)

SAVING THROW

3 ENHANCEMENT(S)

0 COUNTER(S)

AGL

+6 Dmg

STACK

99

ALL Battle-Prep DURATION (*) ROLL OUT SAVING THROW AREA OF EFFECT STACK COST RANGE 8 Hours 2 Minutes SNS 4 pts Touch 3x3 Sa 1 Camp Perimeter Shock Sandy colored sparks scatter to the perimeter and fade away. 8 Sq Dia circle around caster delivers 1d3 electric damage. +1d3 Dmg When a creature crosses the perimeter causes a zap sound. 4 FNHANCEMENT(S) The creature must roll a Save. Passing means no damage, otherwise 1d3 damage. 2 COUNTER(S) SAVING THROW LEVEL RANGE AREA OF EFFECT DURATION ROLL OUT STACK COST 4 Squares 1 Target Spell Instant 10 Minutes SKL 2 Portal Blocking 4 pts Glowing blue-white perimeter blocks portals from forming. Prevents portals from forming. Does NOT interfere with other castings. SKI ·1 Does allow other casters to try Save. ENHANCEMENT(S) - pass = the target portal is interrupted COUNTER(S) fail = this spell has no effect on the target portal AREA OF EFFECT DURATION (D) ROLL OUT SAVING THROW COST RANGE STACK Self 3 Days 1 Hour 2 Triggered Forced Healing 4 nts Caster none 1 Damage triggers 2d8 rolled. Damage first, then 2x Healing. CAN CREATE: Triggered Forced Healing Potion: Buy:12 GP. Stack+1 Damage then 2x in Healing. - 2d6 rolled. 4 FNHANCEMENT(S) - Bear Bones, Quicksilver, Dried Thistle. COUNTER(S) Requires campfire. Creation SP:x3 Spell. 641-1 DURATION (C LEVEL COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK 30% Max Self 4 Hours 1 Minutes 99 3 Armor of Light Self Solid Multi Colored flashes and surrounds the Caster. AC becomes 16. Image of bright, sparkly magic armor around Caster. 3 ENHANCEMENT(S) 1 COUNTER(S) 474-1 LEVEL COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 4 pts Self 5 Minutes Caster 2 Hours 1 Improve Resist & Skill Saves none Violet coils encircles the caster, flashes, then fades away. -5% to Resist Magic and Skill Saves for this ORIX. Total= 10% adjust Violet coils encircles the caster, flashes, then fades away.

670-1

Initiative for these attacks are set to 0. For all normal attacks in the round.

Weapon +1 Init, poss +2 or +3.

Concentrates on a target and throws at the last second. Rogue holds all attacks until an initative of 0.

Focused Thrown Attacks

Watchful Approach

Weapon Speed Charm

Entangle

COST

4 pts

COST

4 pts

4 pts

COST

8 pts

This allows a trap to be sprung hours after the caster has left.

Caster throws etheral vines into the AoE. The vines blend & wait for their victim.

Root/vines/branches in area reach out and attempt to grab any moving creatures.

If no root/vine/branch are in the environment then brown ribbons reach out.

Must concentrate. No Search/Trap Acts. SKL:2 to not be noticed.

Must roll SKL:2 to not be noticed while using this skill. 302-1

Bright plum colored coils encircle the weapon. (A pink oil)

Bright plum colored coils encircle the weapon. (A pink oil)

878-2

Save required to move from square to square.

Rogue is obvisouly and continously scanning and monitoring their surroundings.

Flank AC = Front AC. Saves vs Agility, Senses, and Serendipty better by 1 column.

This cannot be done while focusing on singular issues like traps, locks, disguises.

RANGE

Thrown

RANGE

Self

RANGE

Touch

Each + is a separate spell.

RANGE

Touch

Thrown attacks gain a +6 ToHIT and Damage to a single target at the end of the round.

AREA OF EFFECT

1 Target

AREA OF EFFECT

Self

AREA OF EFFECT

1 Weapon

AREA OF EFFECT

2x2 Squares

Does not affect additional attacks.

DURATION X

DURATION X

20 Minutes

1 Battle

DURATION (C)

4 Hours

1 Round

ROLL OUT

Initiative=0

ROLL OUT

1 Minute

30 Minutes

ROLL OUT

1 Minute

8 ENHANCEMENT(S) COUNTER(S)

ENHANCEMENT(S)

ENHANCEMENT(S)

COUNTER(S)

4 ENHANCEMENT(S) 0 COUNTER(S)

SAVING THROW (

6 ENHANCEMENT(S)

0 COUNTER(S)

BRU

Col +1

SAVING THROW

SKL

Column -1

COUNTER(S)

SAVING THROW

none

STACK

99

STACK

1

1

STACK

SAVING THROW

8 pts Self Self

RANGE

DURATION (C) 4 Hours

10 Minutes

DURATION (C)

ROLL OUT 10 Minutes

SAVING THROW STACK SNS

1

STACK

1

STACK

3

STACK

2

STACK

1

STACK

1

STACK





Hunter takes on roll of a Point Person as the group moves forward.

COST

If surprised Hunter Saves to overcome group surprise.

729-1

Hunter must be about 80 feet ahead of the group and alone in that point position.

Hunter maintains concentration to gain the benefits. Sns:2 to avoid Surprize, Dazed, & Stun. No convo, 1000 yard stare. ENHANCEMENT(S)

2

COUNTER(S) SAVING THROW

8 Circle of Protection vs Magic

Self 8 pts

COST

8 pts

COST

8 pts

COST

Magenta coils ripple from caster's hand to the edge of AOE. (Chalky magenta powder)

Magenta coils ripple from caster's hand to the edge of AOE. (Chalky magenta powder)

AREA OF EFFECT

3x3 Squares

AREA OF EFFECT

COL +/- 1

10 ENHANCEMENT(S)

1 COUNTER(S)

LEVEL

757-1

Critical Ranged Shot (Pre-Battle)

Challenges to the circle equals MGC:? Save

383-2

472-1

4 Hrs or 1 Battle 8 pts By Weapon By Weapon

RANGE

RANGE

12 Squares

ROLL OUT 1 Minute

ROLL OUT

8 Minutes

SAVING THROW none

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

ENHANCEMENT(S)

COUNTER(S)

Hunter's Boost

AREA OF EFFECT

1 Target

AREA OF FEFECT

1 Item

AREA OF EFFECT

AREA OF EFFECT

AREA OF EFFECT

1 Small Wpn

AREA OF EFFECT

2 Sq Wide Moat

20 Minutes

ROLL OUT

ROLL OLIT

10 Minutes

ROLL OUT

2 Minutes

ROLL OUT

1 Minutes

ROLL OUT

5 Minutes

ROLL OUT

30 Minutes

SAVING THROW none

Rust colored roots drift into the air and suround the partner just before fading away. Hunter's Boost (+10 HP, 1 Better on Endure Column)

Rust colored roots drift into the air and suround the partner just before fading away.

DURATION (X

8 Hours

DURATION

Permanent

DURATION (

1 Hour

DURATION

3 Days

DURATION X

DURATION (X

6 Hours

1 Battle

9 ENHANCEMENT(S)

COUNTER(S) SAVING THROW

Min HP of 1

Mend Item/Weapon

Touch Magenta coils wind around the item and flare brightly. (Violet flash powder)

RANGE



Prep item BEFORE damage done. Then use to repair. Magenta coils wind around the item and flare brightly. (Violet flash powder)

Cleans item. 7 ENHANCEMENT(S)

SAVING THROW

none

none

0 COUNTER(S)

8 Raise Nae'Em Fighter Str +1

8 pts Touch 1 Fighter Sparks cause the fighter to sparkle throughout the duration.

RANGE

RANGE

Touch

RANGE

Caster

RANGE

All adjustments to saves, initiatives, ToHITs are then applied. See stacking number to determine how many Nae'Em Fighters can be affected.

COST

COST

32 pts

COST

16 pts

One spell per creature, even if stack indicates more than 1.

7 ENHANCEMENT(S)

0 COUNTER(S) SAVING THROW

SNS

Triggered Shield vs 1

Raise Fighter Str +1

12 pts Self 1 Battle Redish blue sparks dance around the caster. (Redish blue sand)

-1 ToHIT

ENHANCEMENT(S)

NAE'EM

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

COUNTER(S)

none

SAVING THROW

13 Enchantment of Returning



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

548-1

510-1

FNHANCEMENT(S)

COUNTER(S)

SAVING THROW

13 Magma Perimeter

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

5x5 Square Island

Magma is 1 square deep. Submerged creatures have damage doubled.

3 ENHANCEMENT(S)



DURATION \$ ROLL OUT SAVING THROW COST RANGE AREA OF EFFECT STACK 16 Quick Ranged Shot (Pre-Battle) 16 pts Melee Instant Instant 1 1 Creature none Hunter starts a battle with a +15 Init to their bow attacks.



Hunter creates a zero round by with this quick shot.

Only 1 attack is allowed.

Bonuses are given to Initiative +15, ToHIT +5, and Damage +5.

439-6

540-6

813-6

3 ENHANCEMENT(S) COUNTER(S)

SAVING THROW

Cae'Em-Construct LEVEL NAE'EM

7 Invoke Skeleton/Drifter

16 pts Barely visible crimson flames extend from the Caster and surround the AoE. This magically draws in either a Skeleton or a Drifting Ailment.

RANGE

RANGE

Touch

RANGE

Touch

RM

ROLL OUT

ROLL OUT

6 Hours

ROLL OUT

6 Hours

Stacking=5

3 ENHANCEMENT(S) 0 COUNTER(S)

SAVING THROW

3

3

STACK

\Lambda Barely visible crimson flames extend from the Caster and surround the AoE.

NAE'EM

8 Create Zombie/Skeleton

> Brilliant crimson flames surround and infuse a corpse. Zombies usually last around 6 months, Skeletons last indefinitely.

COST

COST

20 nts

Creation Pt+20 Marks

RM

3 FNHANCEMENT(S) COUNTER(S) SAVING THROW

A Brilliant crimson flames surround and infuse a corpse.

NAE'EM

LEVEL

10 Create Plague Bearer/Drifter

Brilliant crimson flames surround and infuse a corpse. Plague Bearers usually last around 6 months, Drifters last indefinitely. Brilliant crimson flames surround and infuse a corpse.

COST

24 pts

RM

Creation Pt+20 Marks

3 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL NAE'EM

20 Invoke Wraith/Ghoul

551-6

COST RANGE AREA OF EFFECT 50 pts 50 Marks 2x2 Squares

DURATION 4 Hrs/Tier

DURATION 1

DURATION 1

DURATION 🗶

Save @ Cycle

DURATION

Instant

DURATION

3 Rounds

DURATION

5 Minutes

Save @ Cycle

ROLL OUT 20 Minutes

SAVING THROW STACK SKI

1

Barely visible burgundy colored flames extend from the Caster and surround the AoE. This magically draws in either a Wraith or a Ghoul.

Barely visible burgundy colored flames extend from the Caster and surround the AoE.

AREA OF EFFECT

3x3 Squares

AREA OF EFFECT

Vertical Area

AREA OF EFFECT

AREA OF EFFECT

1 Target

AREA OF EFFECT

1 Corpse

Stacking=3 4 ENHANCEMENT(S)

COUNTER(S)

Call-Summon

3 I Have Your Item!

419-1

587-1

550-1

829-1

COST RANGE 30% Max 4 Sqs

DURATION X AREA OF EFFECT 1 Item 1 Round

ROLL OUT Initiative

ROLL OUT

Initiative

ROLL OUT

10 Minutes

ROLL OUT

1 Minute

SAVING THROW

1

RM

STACK

99

STACK

1

STACK

99



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

COST

20 pts

COST

4 pts

Unbound light weight Nae'Em can be called. Limit of 10 lbs / 4.5 Kg.

Purple coils spin around the casters hand until an item appears.

ENHANCEMENT(S)

COUNTER(S) 1

Call/Return Nae'Em Item

8 pts PMP 1 Item Purple coils spin around the casters hand until an item appears.

RANGE

SAVING THROW

30 lbs / 13.6 Kg

none

3 ENHANCEMENT(S)

COUNTER(S)

COST RANGE AREA OF EFFECT

8 Squares

RANGE

Move

SAVING THROW SKL

17 Force Cage

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

Cage HP = 398

7 ENHANCEMENT(S)

SAVING THROW

3

AGL

1 COUNTER(S)

Climb-

Climbing

Items in Rogues kit (Ropes and pitons, and such) will adjust the Save column.

No packs or sacks & hands must remain free. Failed Save =a fall.(2nd Grab Skill?) Falling damage is 2d8 for every section the character has climbed.

ENHANCEMENT(S) COUNTER(S)



Rogue removes bulky items, sacks, and packs to climb quickly Rogues climb up/down is movement. Others climb at 1/2 their moment.

Freehand Climbing @ 1/2 Movement

COST RANGE AREA OF EFFECT 8 pts 1/2 Movement (Sqs./2 Movement (Sqs.



DURATION

DURATION X

DURATION

1 Day

DURATION X

DURATION DURATION

DURATION X

1 Round

DURATION

Usually 2 Days

5 Minutes

ROLL OUT 12 Sec Prep AGI

ROLL OUT

Instant

ROLL OUT

Initiative

ROLL OUT

1 Minute

ROLL OUT

Initiative

ROLL OUT 5 Rounds

ROLL OUT

Initiative

SAVING THROW 3

2

STACK 99



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

0 ENHANCEMENT(S) COUNTER(S)

SAVING THROW

9 2nd Attempt To Grab

12 pts Touch Self Instant A Rogue a attempt to recover from missing a grab

RANGE

RANGE

RANGE

Self

RANGE

Hearing

RANGE

4 Sqs/Tier

RANGE

RANGE

1 ENHANCEMENT(S) 0 COUNTER(S)

SAVING THROW GM

3

STACK

99

STACK

99

STACK

99

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

COST

COST

Communication-

1 Rogue To Rogue Signals

4 nts In Sight In Sight Instant A rogue taps to a song, shakes a hand, or stands to stretch. Is it communication?

AREA OF EFFECT

AREA OF EFFECT

AREA OF EFFECT

AREA OF EFFECT

3x3x3 Sa

AREA OF EFFECT

Varies

AREA OF EFFECT

1 Square

AREA OF EFFECT



Includes Sign language, Facial expressions, and Non-verbal / Body language, etc. One statement per round. Only basic information is put across. If more subtle or complex communication is attempted a Save must be passed. Coded a message or local terminology is used the information is NOT 'readable'

1 ENHANCEMENT(S)

COUNTER(S) SAVING THROW

SKI

1 Speak/Read/Write Common

4 pts Self Self The character is able to read and write the language known as 'Common'.

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

COST

20% Max

4 pts

COST

4 pts

COST

0 ENHANCEMENT(S)

0 COUNTER(S) SAVING THROW

none

Amplify Own Speech

The caster takes a deep breath and speaks at an amplified volume.

416-1

646-1

LEVEL

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

ENHANCEMENT(S)

COUNTER(S) SAVING THROW GM

2 Convincing Another (or Lie)

Rogue embelishes, bends, or breaks the truth in an attempt to convince someone. Players that role playing this out will get the Save column droped by 1. Save column adjusted based on audience size and mood, the extremness of the lie, etc.

COUNTER: Disruptive Factor & contrary voices against the Rogue can affect column num.

ENHANCEMENT(S)

SAVING THROW **GM**

SKI

If the target is general ("Any one person in the crowd") the column is reduced. COUNTER(S)

Ventriloquism

A voice/sound is coming an unidentified place/person.

Mimic sounds or a short sentence per round.

615-1

Must indicate where sounds will seemly come from (within Range) Save to convince. Save column based on audience size, noise level, mimicry, skill of listeners, etc.

Best: Prep the crowd and act out with cohorts with a practiced persona.

ENHANCEMENT(S)

0 COUNTER(S) SAVING THROW

Colored Signal Flare

ROLL OUT 15% Max 20 Squares 1 Flare 1 Minute Initiative none 0



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

ENHANCEMENT(S)

1 COUNTER(S)

Arcane Translation - 1 Page

COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 4 pts Touch 200 Characters 20 Minutes 20 Minutes RM 0



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

Plum colored coils drift to the text and lightly rebounds back to the caster.

Random Enhancement

6 ENHANCEMENT(S)

4 Sloppy Spying

AREA OF EFFECT COST RANGE 25% Max 3x3x3 Sas 12 Squares

DURATION 🔀 ROLL OUT 5 Minutes Initiative

DURATION X

20 Minutes

DURATION

1 Hour

DURATION (C)

4 Hours

DURATION

1 Hour

DURATION

20 Minutes

DURATION 💭

1 Day

ROLL OUT

30 Minutes

ROLL OUT

Initiative

ROLL OUT

5 Minutes

ROLL OUT

30 Minutes

ROLL OUT

10 Minutes

ROLL OUT

10 Minutes

ROLL OUT

3 Minutes

SAVING THROW none

STACK 99

STACK

3

STACK

99

STACK

99

STACK

99

STACK

3

STACK

3

STACK

STACK

99



1d5 for Taste, Smell, Hearing, Sight, Touch.

415-1

476-1

582-1

Ghostly Multi Colored flashes surround the caster's tongue, nose, ears, eyes or hands and feet for the duration.

RANGE

RANGE

Touch

RANGE

8 Squares

RANGE

1 Sgare

RANGE

Touch

RANGE

In Sight

ENHANCEMENT(S) COUNTER(S)

4 Triggered Announcements

2x1 Sqs (Wall) 4 pts Touch Till Triggered

AREA OF EFFECT

AREA OF EFFECT

200 Char

AREA OF EFFECT

1 Conversation

AREA OF EFFECT

1 Person

AREA OF EFFECT

200 Characters

LEVEL NAE'EM

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

Redish blue smoke moves from the casters hands to the center spot on the stone.

COST

8 pts

Facail movements

SAVING THROW

None

5 ENHANCEMENT(S)

1 COUNTER(S) SAVING THROW

2

Arcane Interpretation - 1 Page

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

Random Enhancement

RM

2nd attempt at 3rd column. 3rd attempt at 4th column.

6 ENHANCEMENT(S)

COUNTER(S) SAVING THROW

Overhear the Conversation 6

> Within sight & Range can hear as if within 1 Sq. Conversations can be heard, but if in a very loud crowd won't be as effective. Example: In the middle of a crowd celebrating and singing.

8 pts

COST

8 pts

COST

8 pts

COST

8 pts

Use in combat

none

If you would normally have to lean into someone's personal space this won't work.

4 ENHANCEMENT(S) COUNTER(S)

SAVING THROW

none

NAE'EM I F\/FI

6

Read/Write Recipient's Language

Barely visible green weave in the shape of letters surrounds the person.

Common & Ancient Languages. (Can create a scroll with this spell).

💢 Allows the caster to read and write the recipient's language. Text appears to the caster in their own language.

376-1

Transform what the caster writes into the recipient's language. 468-2

ENHANCEMENT(S)

COUNTER(S) SAVING THROW

SKL

Release Arcane Script

Purple smoke gathers around the script.

467-1

ENHANCEMENT(S)

1

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

COUNTER(S)

7 High Flares

16 Sq Sphere Brilliant violet smoke issues from the casters hand and quickly turn into the flares the cast

AREA OF EFFECT

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

Delayed 5 Minutes.

SAVING THROW

SAVING THROW

ENHANCEMENT(S)

RANGE AREA OF EFFECT COST DURATION ROLL OUT

COST

12 pts

0 COUNTER(S)

8 Constrain Arcane Script

8 pts Touch 200 Characters 1 Hour 3 1 Permanent SKL

AREA OF EFFECT

a person



Smokey magenta coils swirl around the script. Write in Arcane

Smokey magenta coils swirl around the script.

ENHANCEMENT(S) COUNTER(S)

10 Speak Language

RANGE

Touch

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

503-1

Proficency

7 ENHANCEMENT(S)

0 COUNTER(S)

SAVING THROW

None



The caster touches a person who speaks the language. Allows speaking of a current language.



RANGE

11 Add Signs to Signpost

12 pts Touch

COST

3 Davs 10 Minutes

DURATION

DURATION (D)

DURATION

Instant

DURATION 1

End Of Year

DURATION

DURATION (D)

SAVING THROW STACK 99 none

STACK

3

STACK

3

STACK

3

STACK

1

STACK

9

STACK

1

1



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

484-1

485-1

523-1

Visible Sign & Post

9 ENHANCEMENT(S) COUNTER(S)

11 Triggered Announcement

12 pts Touch 2 Squares

RANGE

DURATION ROLL OUT SAVING THROW Permanent 3 Days none

ROLL OUT



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

Violet coils move to the target then fade into the targeted area.

COST

Speaks if a face

6 ENHANCEMENT(S) 1 COUNTER(S)

LEVEL 16 Cultural Immersion

16 pts Touch 1 Recipient 2 Days Barely visible jade colored weave surrounds the recipient.

AREA OF EFFECT

1 Signpost

AREA OF EFFECT

AREA OF EFFECT

AREA OF EFFECT

1 Recipient

AREA OF EFFECT

1 Item

none

SAVING THROW

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

change clothing ENHANCEMENT(S)

none

COUNTER(S) 0

Creation-Meta

1 Water From A Plant

the significance right away.

DURATION 🔣 AREA OF EFFECT COST RANGE 20% Max 1 Plant 10 Minutes 1 Square

ROLL OUT Initiative

ROLL OUT

30 Minutes

ROLL OUT

10 Minutes

ROLL OUT

ROLL OUT

1 Minute

ROLL OUT

10 Minutes

SAVING THROW

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

ENHANCEMENT(S)

0 COUNTER(S) SAVING THROW

LEVEL NAE'EM Call Bonded Person

none

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

372-1

373-1

AOF +1

4 ENHANCEMENT(S) COUNTER(S)

Eolas False Magical Glow

When cast a bright blue glow surrounds a non-magic item, then fades.

RANGE

4 Squares

RANGE

PMP



Make an item appear magical. Trap? Lock? Weapon? Rock? Rope?

COST

4 pts

COST

2 pts

COST

AoE X2

- Once scroll is read the first item touched glows with magic.

11 ENHANCEMENT(S)

Creation SP: x3 spell cost.

Ingredients: Peppermint Oil, Pine Tar, Wine. Effect Dur: EOY Save Again.

SAVING THROW

SKL:3 to make scroll.

0 COUNTER(S SAVING THROW

none

4 pts 4 Squares 1 Item 15 Minutes 2 Minutes Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fa

AREA OF EFFECT

AREA OF EFFECT

Reveal of Magic will show a false positive.

RANGE

Visible to all

Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fades.

RANGE

10 ENHANCEMENT(S)

1 COUNTER(S)

Reveal Sign Posts

Orix False Glow

4 pts 15 Squares 1 Sign Post 2 Days SAVING THROW none



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

Reveals 5 posts

6 ENHANCEMENT(S) 1 COUNTER(S)

Visible Sign Posts

COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4 pts	5 Squares	1 Sign Post	2 Hours	1 Minute	none	1



Smokey violet coils Move Outward To Reveal Any Posts.

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

580-1

ENHANCEMENT(S)



ALL 722-1 DURATION 🐸 ROLL OUT RANGE AREA OF EFFECT SAVING THROW COST STACK 4 Hours 99 8 pts Touch Self Permanent 6 Make/Repair Arrows none Hunter uses a sharp blade, skill, time and materials to create arrows. Kit required for all except blunt & crude arrows. Required Tier 1: 12 crude or blunt arrows. Tier 2: 12 standard arrows, require and arrow heads and sinew 2 ENHANCEMENT(S) 0 COUNTER(S) Tier 3: 12 flight arrows require, light weight shafts and sinew 491-1 COST RANGE AREA OF EFFECT DURATION SAVING THROW ROLL OUT STACK 1 Contstruct 1 Day 6 Hours 16 Create Leather Golem 16 pts Touch none 3 wrap the leather into a humaniod shape. AC:16/10, Move 6. 1x1 Init-2 ToHIT+2 2d10 Dmg, HP:120 Damage +4 wrap the leather into a humaniod shape. 9 ENHANCEMENT(S) 1 COUNTER(S) 492-2 LEVEL COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 20 pts Touch 1 Item Permanent 3 Davs 99 17 Coax Arcane Aspect none Embeds an aspect permanently ENHANCEMENT(S) COUNTER(S) 493-1 RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW 18 Create Wood Golem 20 pts Touch 1 Construct 1 Day 8 Hours SKL 1 Bright lavender coils bind the wood into a moving creature. SKL:2 to create. AC:19/13, Move 8. 1x1 Init+0 ToHIT+4 3d8 Dmg. HP:160 Damage +6 Bright lavender coils bind the wood into a moving creature. 8 ENHANCEMENT(S) 1 COUNTER(S) 633-1 COST RANGE AREA OF FEFECT DURATION ROLL OLIT SAVING THROW STACK 19 Create Stone Golem 20 pts Touch 2x2 Squares 1 Month 8 Hours SKI 1 Vivid violet coils surround the stone and animates a creature. SKL:4 to create. AC:22/19, Move 10. 1x1 Init+0 ToHIT+8 3d10 Dmg. HP:200 Damage +10 Vivid violet coils surround the stone and animates a creature. 9 ENHANCEMENT(S) 1 COUNTER(S) Creations-ROLL OUT COST RANGE AREA OF EFFECT DURATION 1 SAVING THROW STACK Touch 3 Salves End Of Year 4 Hours 99 1 Create Singer's Salve 4 pts none Hunter creates a Singer's Salve in their own way, resulting in 3 small corked jars. Qty:3 Helps with damage over time (DOT) if Save is passed. Required 📑 1 bunch-Bittercress leaf, 1 jar-Wild garlic oil, 1 shot-Rocko's Hot Water. 1 ENHANCEMENT(S) Requires a Campfire and Hunters KIT. 0 COUNTER(S) Salve works against DOT. +2 (+4 if by Hunter) healed at each cycle of the DOT. 710-1 COST RANGE AREA OF EFFECT DURATION 1 ROLL OUT SAVING THROW STACK 4 Hours 99 **Create Sunrise Potion** 4 pts Touch 1 Potion Year End none Hunter creates a Sunrise Potion in their own way. Qty:3 To be used at 6 AM to gain 2 extra HP (5 HP with Hunter) if Save passes. Required 🖥 1 Bunch of Anises leaf, 1 Jar of Ginger Oil, 1/4 cup of honey, Campfire, & KIT. 1 ENHANCEMENT(S) Potion used at sunrise heals 2 HP. If hunter applies it then 4 HP. 0 COUNTER(S) Requires a campfire and Hunters Kit. RANGE AREA OF EFFECT DURATION 💢 ROLL OUT SAVING THROW Apply A Field Bandage 1 pt Touch 1 Creature Permanent Initiative none 99 Once per battle per target. Always binds. Use of Hunter Kit (Out of battle) gives an additional +2 HP. Hunter slaps on a hurried bandage that binds the wound and heals 1 HP. 1 ENHANCEMENT(S) If applied after a healing spell this skill has no effect. 0 COUNTER(S) (Kit/Kitchen NOT required) Requires a campfire. SAVING THROW AREA OF EFFECT ROLL OUT STACK COST RANGE DURATION 4 Hours Create Revive Salve 8 pts Touch 1 Jar Year **SNS** 99 Workshop/kitchen IS required. Qty:1-3. Heals Unconscious creature 1d3 HP and revives for 30 min if Save passes Kit & Workshon 🖥 1 bunch of Bittercress leaves, 1 jar of Pine sap, 1 jar of Oak sap, 0 ENHANCEMENT(S) Hunters Kit and KITCHEN required. 0 COUNTER(S)

ALL 754-1 ROLL OUT SAVING THROW STACK DURATION 1 COST AREA OF EFFECT RANGE Year End 4 Hours SKI 7 Create Health Poultice 8 pts Touch 1 Cloth Hunter creates a Poultice. Oty:1-3. Helps recover from Sickness/Disease by making the Save column one better (-1). Required Sickness/Disease rolls are done in the morning using the Health:2 Save. Requires a campfire and a Hunters Kit. 2 ENHANCEMENT(S) COUNTER(S) SAVING THROW (RANGE AREA OF EFFECT DURATION ROLL OUT Touch Year End 4 Hours SNS 7 Create Repellent Oil 8 pts 1 Jar End result: 3 Small corked jars of repellent. Qty:1-3. Repels Insects. Save column one better (col -1). Required. 🖪 Ingredients are Honeysuckle, Palm, Marshdaisy. 0 ENHANCEMENT(S) Requires a campfire and a Hunters Kit. 0 COLINTER(S) 768-1 SAVING THROW DURATION 1 ROLL OUT LEVEL COST RANGE AREA OF EFFECT STACK Year End 12 pts 4 Hours SNS 99 11 Create Clear Mind Inhalent Touch 1 Vial Hunter creates an inhalent. Qty:1-3. Dazed or stunned become clear headed with Save. Required ☐ This helps Save column. (Col-1). Requires a campfire and a Hunters KIT. 2 ENHANCEMENT(S) Hunter creates an inhalent. Ingredients are Garlic, Ginger, Hemlock. COUNTER(S) AREA OF EFFECT DURATION ROLL OUT SAVING THROW COST RANGE Touch Year End 4 Hours 12 pts 1 Meal 99 11 Create Java Meal Spice Hunter creates a bit of spice. Qty:1-3. Recipeint will remain alert 48 hrs. (cannot be past 48). Required Hunter creates a small edible that will keep the person awake for most of the day. 2 ENHANCEMENT(S) 1 does per 24 hours. Ingredients are Anise, Peppermint, Hemlock. Requires a campfire and a Hunters KIT. 1 COUNTER(S) RANGE AREA OF FEFECT DURATION 1 ROLL OLIT SAVING THROW (O) STACK 4 Hours 12 Create Calming Tea 12 pts Touch 1 lar Year End SNS 99 Hunter creates a very recognizably tasty tea which helps with Skill Point recovery. Qty:1-3. Deeper sleep and raises Skill Pts at 6am. Pts + 2.Required 🚍 Hunter creates a very recognizably tasty tea which helps with Skill Point recovery. 2 ENHANCEMENT(S) Cabbage, Ginger, Palm, Oak, KIT 1 COUNTER(S) Disguise-ROLL OUT DURATION (C) SAVING THROW LEVEL RANGE AREA OF EFFECT 4 pts 1 Person Audience 12 Hours 30 Minutes SKL 2 Disguise Rogue alters the recipient to evade notice. Changes appearance of gender, costuming (within class), Hair (color, style, condition) -2 Col Weight +-5lbs (2.27 kg) Max 10 lbs (4.54kg) and Height +-2 in (5cm) Max 4 in (10cm). ENHANCEMENT(S) All are within skill. Additional enhancements available higher levels are: 0 COUNTER(S) Weight>10 lbs, Height>4in, Hair/Fur, Skin/Hide/Scales/Fur, Costuming, Eye color 787-1 RANGE DURATION (C) SAVING THROW GM COST AREA OF EFFECT ROLL OUT STACK 12 pts Self 6 Hours 30 min / Complexity SKI 99 12 Impersonate 1 Person Rogue alters themselves to appear to be another very specific person. Change appearance of gender, costuming, Hair (color/style/condition), skin, & Required Wt, Ht, Skin (Hide/Scales/Fur), & Eye color to mimic a specific known person. 10 ENHANCEMENT(S) Save columns adjust based on knowledge, amount of prep, amount of practice, etc. 0 COUNTER(S) Exact Cost based on original 12 points + cost of all enhancements that are needed. COST RANGE AREA OF EFFECT DURATION 2 ROLL OUT SAVING THROW 13 Feign Death 16 pts 2 Rds Minimum Instant SNS Rogue falls to the ground and appears dead. Rogue appears dead to others. Rogue AC=3/3. Rogue must make GM aware this skill will be used in the upcoming round. ENHANCEMENT(S) Rogue can choose what segment to start. If the skill isn't used the points sill are. 0 COUNTER(S) GM will roll the Save for any checks for signs of life. **Environ-Nature** 264-2 COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK Plant Healthy Growth 4 pts Self 4x4 Sas Permanent 1 Hour none 0 Barely visible olive colored roots Wind Around The Base Of The Plants. (fine green powder) Promotes normal healthy growth. 1d4 Plant HP ################## 3 ENHANCEMENT(S) 0 COUNTER(S)

ALL 265-2 COST RANGE AREA OF EFFECT I FV/FI DURATION ROLL OUT SAVING THROW STACK 4x4 Squares 2 Ω 4 pts 4 Squares Permanent 10 Minutes 2 Remove Plant Disease SKI Barely visible olive colored roots wind around the base of the plants. (brown grainy powder) Remove Plant Disease Removes All Barely visible olive colored roots wind around the base of the plants. (brown grainy powder) 6 ENHANCEMENT(S) COUNTER(S) 299-2 DURATION SAVING THROW COST AREA OF EFFECT ROLL OUT STACK Self 1 Week Predict Weather 4 pts Up to 5 Marks 1 Hour none 1 Barely visible sepia colored roots rise into the air, hover, then float down.

Predicts Weather patterns for a wk. GM rolls casters MGC:3

Barely visible sepia colored roots rise into the air, hover, then float down.

2 ENHANCEMENT(S) 0 COUNTER(S)

379-2 ROLL OUT LEVEL COST RANGE AREA OF EFFECT DURATION SAVING THROW STACK 8 pts 12 Squares Plant Canopy 3

Barely visible auburn roots grow into saplings creating a light leafy canopy. Plant Canony (2 Civilized)

Barely visible auburn roots grow into saplings creating a light leafy canopy.

9 ENHANCEMENT(S) COUNTER(S)

+ a Wall

RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW 12 pts 18 Squares 5x20 Sq Area 12 Hours 10 Minutes SKL 1 11 Control Wind Sphere



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

ENHANCEMENT(S)

DURATION HOW

Instant

30 Minutes

DURATION 🔏

3 Rounds

COUNTER(S)

393-2 COST RANGE AREA OF FEFECT DURATION ROLL OLIT SAVING THROW STACK Control Water 20 pts Self 4x4x4 Sas 4 Hours 10 Minutes SKI 3 1



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

4 pts

4 pts

ENHANCEMENT(S) 0

SAVING THROW (O)

COUNTER(S)

1 Detect Magic & Number of Aspects

Caster attempts to find out if an item/object is magical Mundane=Nothing, Magic=Candle pwr, Epic=Dazed, God=Blind(Save vs Blind.)

AREA OF EFFECT

1x1x1 Square

Community

AREA OF EFFECT

Caster+Guest

 \vec{lagge} Everyone in 20 sqs must Save if the item is powerful. Failing blinds 2d4 rds. Detection will not enact powers/magic. Does give a count of Aspects within the item.

RANGE

2 Squares

No blinding. 7 ENHANCEMENT(S)

RM

ROLL OUT

5 Minutes

ROLL OUT

1 Round

ROLL OUT

Initiative

COUNTER(S)

 $^{f m{\oplus}}$ Does not reveal the kind $_{f of}$ magic. DURATION X RANGE AREA OF EFFECT COST

SKI

SAVING THROW

STACK

99

99

STACK

1

Find Entry Gate

Find-Hide-Reveal

The Rogues quickly surveys the situation and knows the direction to go! ${\tt Compass \ direction \ to \ entrance \ used \ last.} \quad {\tt Rogue \ gets \ N/NE/E/SE/S/SW/W/NW \ and \ a \ landmark.}$ This works without any Save in villages, Towns, Cities, and Palaces. Not Villages. Requires Rogue to pass the Save to use this inside complexes, ruins, dungeons, & such.

Urhan

RANGE

2 Squares

Does not give distance, best path, or elevations.

275-1

ENHANCEMENT(S) 0 COUNTER(S)

1

SAVING THROW

SKL

814-1 AREA OF EFFECT DURATION ROLL OUT 1 Hide pts Self Self 10 Minutes Initiative



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

0 ENHANCEMENT(S)

0 COUNTER(S) SAVING THROW

none

Crack in the Wall

Caster must find a visible crack in the wall. Caster uses a crack to create the extra dimensional Ethereal space. Caster can include another person.

6 ENHANCEMENT(S)

0 COUNTER(S)

Caster and other person are either in or out. Cannot straddle. Can cast from hiding

Caster must enter and use the space for the spell to be used.

COST

4 pts

ALL LEVEL NAE'EM 280-1 AREA OF EFFECT DURATION ROLL OUT SAVING THROW COST RANGE STACK Initiative 4 pts 20 Squares Instant 1 2 Know Your Name 1 Target none No standard casting movements as the caster mumbles. Learn the name target goes by for the situation. Locally known name of the person ENHANCEMENT(S) COUNTER(S) 583-1 RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW COST STACK 8 Squares 1x1 Sq Sphere 30 Minutes 2 Minutes 2 Orix View Sign Posts 4 pts 3 Lavender coils orbit the casters head. View Sign Posts Lavender coils orbit the casters head. 9 ENHANCEMENT(S) 0 COUNTER(S) 744-1 DURATION C SAVING THROW GM ROLL OUT LEVEL COST RANGE AREA OF EFFECT STACK Self 10 Rounds 4 pts 1 Item Permanent SKI 99 Reveal Value Rogue appraises small and medium sized items. The value of an item can depend on many things, but rogues can give an estimate. Col -1 Initial evaluation answering 'Is it less than 100gp?' done without skill points. ENHANCEMENT(S) To estimate values over 100 gp requires a Save. COUNTER(S) 0 This does NOT determine providence of the item. AREA OF EFFECT DURATION 💢 ROLL OUT SAVING THROW RANGE 30 Minutes 4 pts 1 Square 1 Item Permanent RM 4 Aspects Counted By Type Barely visible lime colored weave leave the caster's hand and surround the item. Get an accurate count of Aspects. SAVE required. read 1st aspect Also get a count of the type of aspects: 4 ENHANCEMENT(S) Informational. Battle Effects, Spell Effects (non-Battle), Intelligence Within, or COUNTER(S) Diety Touched 581-1 NAE'EM DURATION 🞾 COST RANGE AREA OF FEFECT ROLL OUT SAVING THROW STACK Direction to Ionic Marker 4 pts PMP 1 Nae'Fm 1 Month 2 Hours none 99 Barely visible lime colored weave surrounds the marker. Identifies the markers location. (N, NE, E, SE, S, SW, W, NW) reveals plane Must be on the current PMP. 4 ENHANCEMENT(S) 0 COUNTER(S) COST RANGE AREA OF EFFECT DURATION (D) ROLL OUT SAVING THROW 4 pts Self 2w x 2d x 1h Sqs Usually 2 Days 10 Minutes Find Hidden Accesses Find unnoticed areas from easiest to hardest. (Camouflage, concealed, and Hidden.) Search for panels, doors, and other cleverly hidden issues. Col -1 Will reveal if there are issues in range and give descriptions. 4 ENHANCEMENT(S) Difficulty, lighting, & other conditions alter the Saving throw column. 1 COUNTER(S) DURATION 💢 COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK 4 pts 1 Square 1 Item Permanent 30 Minutes 99 Identify Aspects (1/Tier) Learn magical properties and other information imbedded into an item. CAN CREATE A SCROLL: Scroll Of Identify One Aspect. BUY:150 GP. Rollout is 10 Min. - Identify 1 Aspect. One scroll per item. ENHANCEMENT(S) - Cinderroot, Wild Garlic, A Small Piece Of Steel. COUNTER(S) Kitchen/Lab. Creation SP: x3 spell cost. NAE'EM 543-1 RANGE AREA OF EFFECT DURATION COST ROLL OUT SAVING THROW STACK 8 pts Touch 1 Object 1 Dav 3 Create Ionic Marker Permanent none

6

ROLL OUT

1 Day

ENHANCEMENT(S) COUNTER(S)

5 ENHANCEMENT(S)

0 COUNTER(S)

STACK

9

SAVING THROW

Thick purple coils surrounds the item and fades into it.

Thick purple coils surrounds the item and fades into it.

Trackable common place item w/ no other magic on it.

COST

48 pts

From common unworked non-magic item creates a trackable marker as a Tae'Em.

RANGE

Touch

Cannot be purchased.

AREA OF EFFECT

Caster

DURATION 🔀

Permanent

542-1

Beetleroot, Cinderroot, Oak/Pine/Palm wood Beetleroot, Cinderroot, common stone.

Creates permanent marker

Create Ionic Marker (Nae'Em)

Ionic Marker.

NAE'EM

ALL 893-1 ROLL OUT SAVING THROW STACK AREA OF EFFECT DURATION COST RANGE 5 Minutes RM 8 pts 2 Squares Instant 5 Detect Magic 1 item Caster attempts to find out if an item/object is magical. Mundane=None. Epic=Blinding Light, Save vs Blind. Magic=Candle light. Save Col -1 Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. Casting this will not enact the powers or magic, 3 ENHANCEMENT(S) COUNTER(S) nor does it reveal the kind of magic is in play. NAE'EM 885-1 SAVING THROW GM

AREA OF EFFECT

1 Creature

AREA OF EFFECT

1 Marker

AREA OF FEFECT

1 Suare

AREA OF EFFECT

Urban

AREA OF EFFECT

3x3 Squares

AREA OF EFFECT

1 Square

DURATION

Instant

DURATION

Instant

DURATION 🔀

DURATION

10 Rounds

2 hrs / Tier

DURATION 2

Instant

1 Hour

Know About You

NAE'EM

LEVEL

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

RANGE

PMP

8 Squares

6 ENHANCEMENT(S) COUNTER(S)

SAVING THROW

SKI

STACK

99

STACK

1

Locate Ionic Marker

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

8 pts

COST

8 pts

SKL:1

ROLL OUT

1 Minute

ROLL OUT

1 Hour

ROLL OUT

6 Minutes

ROLL OUT

1 Minute

ROLL OUT

1 Round

ROLL OUT

4 Minutes

ROLL OUT

2 Hours

7 ENHANCEMENT(S) COUNTER(S)

SAVING THROW

6 Attention Avoidance

RANGE AREA OF EFFECT DURATION 8 pts Caster 4x4 Squares 4 Hour

SNS

Torchlight inside

Bubble surrounds caster to muffles sound & deter detection. Save to not be observed. Bubble of Haze, the Breakable. BUY:20 GP.

- Hides those within. Sphere as not noticable at night.

- Oak Root, Trench Mold, Wheat Roots. Creation SP: x3 spell cost.

RANGE

Self

RANGE

Self

RANGE

8 Squares

RANGE

6 ENHANCEMENT(S) COUNTER(S) SAVING THROW

Shadow Cover

8 pts Flames surrounds the caster and darkens the area as it fades to black. Shadow surrounds the caster and their belongings.

COST

8 pts

COST

Muffles caster in AOE

none

At night helps Dokour blend into darkness.

- Campfire.

357-1

741-1

In daylight Dokour still in darkness, but is very obvious.

7 ENHANCEMENT(S) 2 COUNTER(S) SAVING THROW

Wander and Pass Unnoticed

Rogue assumes a common look as they stroll around and attempt to blend. This is used when there is an active search for the Rogue.

COST

8 pts

COST

Col-1

2 ENHANCEMENT(S)

0 COUNTER(S)

LEVEL NAE'EM

Disguise, distractions and like skills should enhance the Savings roll. Saves adjusted for environments, race (Graymore?), crowds, Rogues speed, etc. Non Rogues attempting this must pass a NON:3 Save DURATION (C

SAVING THROW STACK

Sphere Of Privacy

Circle of white perimeter. Those within can talk without fear of being overheard. Blocks Nae'Ems for duration. Afterwards Nae'Ems are no longer blocked. GM rolls Save to see if caster is aware of any current scrys.

Aoe: 5x5 Saaures

If Save passes then any current scrying within AoE fails. GM usually does NOT report pass or failure.

8 ENHANCEMENT(S) 0 COUNTER(S)

Detect 'Ems (All Types)

36 pts 4 Squares Bright Orange ribbons float to the object/person and fade as they surround them. SAVING THROW RM

STACK

99

NAE'EM

Caster attempts to reveal the existence and nature of a Nae'Em. This will create a separate glow for each Nae'Em, Ae'Em, Vae'Em, Tae'Em, and Cae'Em. But only 1 can be reviewed.

Rollout Halved.

4 FNHANCEMENT(S) COUNTER(S)

Hide in a Plant

COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 12 pts Touch 1 Plant 2 Hours 10 Minutes none 1



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

Can hear

11 ENHANCEMENT(S)

ALL DURATION (C) SAVING THROW STACK ROLL OUT COST RANGE AREA OF EFFECT 4 x 4 Squares 1 Hour Initiative SKI 10 Counter: Block Scrving 12 pts Touch 2 Blue and orange weaves surround the caster. Require the caster to place the spell in a single location. (Range: Touch) GM rolls Save. If Save passes then any current scrving within AoE fails. 0 ENHANCEMENT(S) COUNTER(S) GM usually does NOT report pass or failure. NAE'EM 504-1 SAVING THROW GM AREA OF EFFECT DURATION (X ROLL OUT 1 Mark per Tier 30 Minutes SNS 11 Sight of the Statue 12 pts 1 Object 4 Hours 2 99 Barely visible seafoam colored weave travels from the caster's hand to the statue. Used on art/sculptures with eyes. Caster to see through the eyes of a statue. 2 ENHANCEMENT(S) Does NOT allow the caster to hear or feel by bonding with the statue. 0 COUNTER(S) 488-1 LEVEL COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 16 pts Self 10 Marks 6 Davs 1 Hour 13 Find Nearest Langstrom Portal none 1 Bright purple coils arrange into 1 to 2 letters indicating the compass direction. Returns a direction of N, NE, E, SE, S, SW, W, NW to the caster. Distance in Marks Bright purple coils arrange into 1 to 2 letters indicating the compass direction. 7 ENHANCEMENT(S) COUNTER(S) AREA OF EFFECT DURATION 💢 ROLL OUT SAVING THROW COST RANGE 30 pts Touch 1 Object Permanent 6 Hours none 99 18 Identify All Aspects Barely visible spruce colored weave surrounds an item. Fully Identify a magical item Reveals what every aspect is. ENHANCEMENT(S) COUNTER(S) ora-Fauna-Nature DURATION 🔀 ROLL OUT SAVING THROW I FV/FI COST RANGE AREA OF EFFECT Self 12 Hours 4 nts Animal Permanent SKI 99 Skinning A Hide Hunter settles in to clean, trim, skin, and cure an animal hide. Pass Save to complete 1 hide in the 12 hours. (1 per day) Required Hide finished at end of duration. This includes Skinning, Trimming, Cleaning, Drying. 1 ENHANCEMENT(S) Tier of Hunter indicates the size of the finished hide regardless of size of creature. COUNTER(S) և 1st= Small(2x4 ft/60x120 cm) 3rd= Med(3x6 ft/90x180 cm) 5th= Lrg(6x6 ft/180x180 cm). 714-1 COST RANGE AREA OF EFFECT DURATION (CY. ROLL OUT SAVING THROW STACK 10 Squares 1 Hour 5 Minutes 2 Benign Approach 4 pts 10 Squares 99 Use of 'Calm Animal' skill will greatly help this effort. Approaching animals and not alarming them (much). No attacks. How close depends on the animal, situation, and the level of the hunter. ENHANCEMENT(S) If started outside of range the animal may leave while not noticing the hunter. COUNTER(S) Using this within range means the animal is aware, and hopefully not scared. DURATION (C) COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK 20 Minutes 2 Hours Calm Animal 4 nts 2 Squares 1 Animal SKI 99 The hunter calms a wild animal in their own way. Some animals flee before effect happens. Skill:2 Calming animals can be more difficult with some creatures that are very skittish. ENHANCEMENT(S) Hunter should use calming mannerisms, slow patient movement, and food to help. COUNTER(S) Must Save using column 2, but can use column 1 if the situation fits (as per GM). Food-Water ROLL OUT DURATION 🔀 COST RANGE AREA OF EFFECT SAVING THROW STACK 4 pts Touch 2 Skins/Tier Permanent 5 Minutes 99 Draw Up Ground Water none Blue and Orange ribbons burrow into the ground. Typical person requires 1 skin per day. De Pull water from ground. 2 skins per Tier. 1 skin in dry areas. +2 Skins extra Blue and Orange ribbons burrow into the ground. 2 ENHANCEMENT(S) Typical person requires 1 skin per day. Deserts mean 2 per day. 0 COUNTER(S) 725-1 DURATION (*) COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK Hunt/Fish/Gather 4 pts Self 20x20 Squares 9 Hours 9 Hours SKL Able to hunt, fish, or gather once per day

Required

1 ENHANCEMENT(S)

0 COUNTER(S)

Skill Save: 2 to be rolled, but adjusted for region.

Pass=12 meals. Fail=2d4 meals.

Spring/Summer: Pass=35 meals. Fail=3d8 meals.

Fall/Winter:

RANGE

4 Improve Food

DURATION (C) AREA OF EFFECT COST RANGE 1 Hour 4 pts 4 Meals 1 Square



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



ROLL OUT

10 Minutes

ROLL OUT

Duration = 1 day

SAVING THROW

SAVING THROW

none

STACK

99

7 ENHANCEMENT(S) 0 COUNTER(S)

Increase

Food	4 pts	2 Squares	1-21 Meals	Permanent	10 Minutes	none	3
D 3 ' '13 1 G3							

AREA OF EFFECT



LEVEL

Barely visible red flames surrounds targetted prepared food. Doubles up to 21 meals in casters pack. Barely visible red flames surrounds targetted prepared food.

306-1

305-2

253-2

351-2

481-1

Ensures food is safe

4 ENHANCEMENT(S)

Does not affect magically created food.

0 COLINTER(S)

Create Ra

	253-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
ain Water		8 pts	Caster	1 Square	Permanent	1 Minute	none	99



Desert and hot environments may limit or inhibit this spell.

1 cubic square of drinkable water.

20lbs/9kg Pressure

2 ENHANCEMENT(S) 0 COUNTER(S)

Divining Water

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

DURATION



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

Save Col -1

6 ENHANCEMENT(S) 1 COUNTER(S)

Destroy Harmful Substance

COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
8 pts	6 Squares	1 Square	Permanent	10 Minutes	none	99



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

Bright wine colored coils drift about in the AOE then fades.

9 ENHANCEMENT(S)

0 COUNTER(S)

8 Imbue an Item with

COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
8 pts	Touch	1 Item	5 Years	3 Days	none	99



LEVEL

Lasts 5 years if within 8 Sqs of caster.

6 ENHANCEMENT(S) 0 COUNTER(S)

Coastal Net Fishing

12 pts Self Ocean Permanent 16 Hours none 1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	12 pts	Self	Ocean	Permanent	16 Hours	none	1



Hunter coordinates a net fishing effort. Hunter coordinates fishing in deep waters.

774-1

458-1

3-12 assistants needed.

Meals gained: 6d20 + 5/assistant.

Cook:1 hr per 30 meals

0 ENHANCEMENT(S) 0 COUNTER(S)

Food Times Three

COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
12 pts	3 Squares	2x2 Squares	Permanent	1 Day	none	1



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

Tastier

8 FNHANCEMENT(S) COUNTER(S)

15 Create Food For A Family

COST	RANGE	AREA OF EFFECT	DURATION 🐸	ROLL OUT	SAVING THROW	STACK
16 pts	Touch	1 Square	Permanent	5 Minutes	none	3



Barely visible golden sparks surround an area, before food and water appear. 2d12+10 meals.

Simple hot meal and cool water.

Improved taste & Wine

5 ENHANCEMENT(S)

ALL Health-Life-Death DURATION 🔀 ROLL OUT RANGE AREA OF EFFECT SAVING THROW STACK COST 4 pts 1 Target Permanent Initiative 99 2 Squares none 1 Basic Healing When assisting a Nae'Emed fighter use range of 8 sqs Heal 2d6 + ACU Bonus. If helping a partner Fighter range is 8 sqs. Min Roll 7 The caster's hands glow and direct the healing to a wound. When assisting a Nae'Emed fighter use range of 8 sqs 6 ENHANCEMENT(S) 1 COUNTER(S) COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 1 Field Binding 4 pts Touch 1 Creature Instant Initiative 99 none Binds a wound and stops any bleeding. Character applies emergent first aid. 0 ENHANCEMENT(S) COUNTER(S) 310-1 NAE'EM COST RANGE AREA OF EFFECT DURATION 🔀 ROLL OUT SAVING THROW STACK 4 nts 1 Square Permanent Initiative 1 Target none 1 1 Forced Heal 1d6 HP (+more) Healing energy drawn from all parts of the body are forced to the wounded area. First roll the dice and calculate full healing with enhancements, Fragility Save - 1 Column Then apply as force damage to the target, if the target is dead the next steps fail. 8 ENHANCEMENT(S) Lastly, apply the full healing time two (x2) to the target. COUNTER(S) This becomes more powerful (and more costly) with the Enhancements DURATION 🔀 COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK 30% Max 1 Square Recipient Permanent Initiative 99 1 Healing Bolus none A rainbow of colors surrounds the person being healed. 1d12 HP healing. A rainbow of colors surrounds the person being healed. 3 ENHANCEMENT(S) 0 COUNTER(S) 585-2 ROLL OUT LEVEL COST RANGE AREA OF EFFECT DURATION SAVING THROW STACK Touch Initiative 99 4 pts 1 Creature Permanent none Sylvan Forced Healing 1d6 HP Spiritlike light brown roots Envelope The Wound And Force The Wound To Heal. (bite sized naan Roll 1d6. Damage x1 then Heal x2 +1 HP per die Spiritlike light brown roots Envelope The Wound And Force The Wound To Heal. (bite sized 2 ENHANCEMENT(S) naan bread) COUNTER(S) 277-1 COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 2 Squares Instant 1 Minute 2 Heal Sickness 4 pts 1 Target 0 Sparks surround the sick person and they glow with a yellow light. Use Targets Health Save. Use Frailty Scale. - Does allow target to roll a Health Save at one column lower than normal. ENHANCEMENT(S) Does allow target to roll the save right away (vs waiting for start of day). COUNTER(S) - Does allow repeated spells to bring the target from Sickness III to no sickness. DURATION 🔀 COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK Permanent Initiative 99 Healing Flames 1d4 HP per Tier 4 pts Touch 1 Recipient SKI Spiritlike rose colored flames dance around the wound. Self heal requires Save. Roll 1d4 per Tier. Dmg x2 with pain, then Heal x3. +1 HP extra Does heal living creatures and plants, but most plants die from the damage first. 3 ENHANCEMENT(S) Does NOT heal or hurt the undead and living dead. Caster can choose what Tier level to use. 0 COUNTER(S) RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW Reduce Fire Damage 4 pts Self Caster 20 Minutes 5 Rounds HTH 3 surround the wound on the caster and stitch the skin together. Any magical/mundane fire dmg is reduced by 1 per die, minimum of 1. Total of 4 Pts Reduced.

301-1

per creature, but 99 (Stack) can be made.

Delayed Heal - up to 4 hrs (+2d6 HP)

Yellow sparks float around the person the caster is healing.

Yellow sparks float around the person the caster is healing.

4 Delayed Healing 2d6

COST

4 pts

RANGE

2 Squares

AREA OF EFFECT

1 Creature

6 ENHANCEMENT(S)
2 COUNTER(S)

Duration reset to 1 week.

7 ENHANCEMENT(S)

1 COUNTER(S)

STACK

99

SAVING THROW

none

ROLL OUT

2 Minutes

DURATION (C)

4 Hours

ALL 822-1 ROLL OUT DURATION 🔀 RANGE AREA OF EFFECT SAVING THROW COST STACK 99 4 Final Rites 4 pts Touch 1 Body Permanent 2 Hours none Yellow flames creep across the body without burning it. Must be dead a month or less. The dead are sent beyond any connection that can be made from the known planes. To finish the spell a dieties name must be spoken aloud. ENHANCEMENT(S) COUNTER(S) 876-1 SAVING THROW DURATION ROLL OUT AREA OF EFFECT 30 Minutes

1 Target

AREA OF EFFECT

2 Creatures

AREA OF EFFECT

1 Heal Spell

AREA OF FEFECT

Self

AREA OF EFFECT

1 Target

AREA OF EFFECT

1 Animal

AREA OF EFFECT

1 Creature

AREA OF EFFECT

1 Creature

Perm

DURATION (C)

8 Hours

DURATION

Instant

DURATION (*)

12 Hours

DURATION

Perm

DURATION

Permanent

DURATION

Instant

DURATION 🔀

Permanent



The body is wrapped in bright yellow lights for the entire roll out.

4 pts

COST

4 pts

8 pts

The body is left as whole as much as possible, based on how much of the body remains.

1 Square

RANGE

2 Squares

RANGE

4 Squares

RANGE

Self

RANGE

Touch

RANGE

4 Sqs

All wounds are cleaned inside and out.

All wounds are physically closed up with enough

374-1

445-1

minor healing to ensure there are not holes or openings.

5 ENHANCEMENT(S)

COUNTER(S) SAVING THROW

2

STACK

3

STACK

1

STACK

1

STACK

99

STACK

99

STACK

99

STACK

99

Slow Healing

Yellow sparks float around the person the caster is healing. 10 HP per undisturbed Hour. MUST SAVE EVERY HOUR TO CONTINUE. heal a creature of the caster's choosing for 10 HP/hr.

Maximum of 4 hours per creature. Save every hour. Failed Save ends spell 2 HP / Hr

SKI

ROLL OUT

10 Minutes

ROLL OUT

10 Minutes

ROLL OUT

30 Minutes

ROLL OUT

1 Minute

ROLL OUT

1 Minute

ROLL OUT

Initiative

ROLL OUT

8 Hours

ENHANCEMENT(S) COUNTER(S)

SAVING THROW

none

LEVEL

Assist Another's Healing

Barely visible purple coils reach out to join the efforts of the other healing spell.

Other caster: Heal x2 then +4

Barely visible purple coils reach out to join the efforts of the other healing spell.

10 ENHANCEMENT(S)

COUNTER(S) SAVING THROW

Cleansing Fire

8 pts Magenta flames engulf the caster during the RollOut then flames fade away. Removes frialty from the caster.

> COST -2 pts

> > COST

-4 pts

COST

8 pts

COST

8 pts

COST

1 hp Dmg per hour.

Immune to Sickness/Disease.

Cast to another

none

4 ENHANCEMENT(S)

2 COUNTER(S) SAVING THROW

Repair Undead/Living Dead

Encasing the undead/living dead in flames for one full minute. "Heals" the target for 1d6 points while caster may gain 2 SP.

Target must actually be at less than maximum points. Must have a need to be "healed".

Has no effect on a corpse.

Max gain of SP set to 20 SP per day

no Sick/Disease to caster

SAVING THROW

none

none

5 ENHANCEMENT(S) 1 COUNTER(S)

NAE'EM I F\/FI 6

Animal Healing

Barely visible brown roots Grow At The Casters Feet Then Fades.

Heal 2d8+4 to domestic or wild woodland animals.

359-2

(treats for the animal to eat)

Caster GAINS 4 pts when casting this if the animal is healed.

Max benefit gain of 20 SP

+4 HP

ENHANCEMENT(S)

COUNTER(S) Λ SAVING THROW

Common Healing

Barely visible brown roots Grow At The Casters Feet Then Fades. (treats for the animal to ea

Heal 2d8 + ACU Bonus. If helping a partner Fighter range is 8 sqs. Yellow sparks float around the person the caster is healing. (Potion of Milky Yellow Liquid)

RANGE

Touch

RANGE

Touch

+1d4 HP

none

4 FNHANCEMENT(S) COUNTER(S)

SAVING THROW

7 Electrifying Sickness Cleanse

Golden sparks move from the caster to the recipient. Creature cleared of Sickness. but very uncomfortable.

Does make the caster immunue to getting any Sickness for the rollout.

Creature must pass Save.

COI -1

8 ENHANCEMENT(S)



ALL 312-3 COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 99 8 pts Touch Initiative 8 Extra Healing 1 Creature Instant none Yellow sparks float around the person the caster is healing. Heal 3d8 + ACU Bonus +4 HP Yellow sparks float around the person the caster is healing. 4 ENHANCEMENT(S) COUNTER(S) 278-2 AREA OF EFFECT DURATION 🐸 ROLL OUT SAVING THROW (O COST

1 Target

AREA OF EFFECT

1 Target

AREA OF EFFECT

1 Target

AREA OF FEFECT

1 Body

AREA OF EFFECT

1 Creature

AREA OF EFFECT

AREA OF EFFECT

1 Creature

2 Squares

RANGE

8 Squares

RANGE

2 Squares

RANGE

Touch

RANGE

2 Squares

RANGE



LEVEL

Golden sparks move from the caster to the recipient and hover. Creature cleared of Disease. but very uncomfortable.

Does make the caster immunue to getting THIS disease for the rollout. Creature must pass Save.

12 pts

COST

12 pts

COST

12 pts

Col -1

8 Hours

ROLL OUT

Initiative

Permanent

DURATION 🔀

Permanent

DURATION

Permanent

DURATION 🔀

Permanent

DURATION

Permanent

DURATION 🔀

DURATION 🔀

Permanent

6 ENHANCEMENT(S)

2

99

99

STACK

99

1 COUNTER(S) SAVING THROW STACK

10 End Current Dmg Over Time

Stops current Damage Over Time (DoT) upon 1 target.

d6 healing

5 ENHANCEMENT(S)

SAVING THROW

none

none

Enacted in next round on casters initiative Does NOT heal or cure the target of any diseases.

502-1

0 COUNTER(S)

11 Heal 5d6+2 HP

LEVEL NAE'EM

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

+1d4 HP

ROLL OUT

8 Hrs

ROLL OUT

Instant

ROLL OUT

Initiative

ROLL OUT

Initiative

ROLL OUT

Initiative

6 ENHANCEMENT(S)

COUNTER(S)

447-1

SAVING THROW HTH

STACK 99

STACK

99

STACK

99

STACK

99

11 Life Zap



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

COST

48 pts

COST

12 pts

COST

COST

16 pts

Health at 10 HP

5 ENHANCEMENT(S) 1 COUNTER(S)

SAVING THROW

none

12 Heal 5d6+6 HP

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

Yellow sparks surround the wounded person.

+1d4 HP

5 ENHANCEMENT(S)

0 COUNTER(S) SAVING THROW



12 pts 6 Squares 1 Target Permanent Barely visible Blue sparks and Orange ribbons wind around the recipient.

Energy from throughout the body is force to an injury.

Roll dice and use the result to apply damage,

the use double the same result and apply healing. 457-1

ENHANCEMENT(S)

COUNTER(S) Ω SAVING THROW

none

14 Healing Bolt

12 Squares Bright yellow spark towards the target, which surrounds them.

RANGE

+1d4 HP

4 FNHANCEMENT(S)

Damages the target for 1d2 Lightning damage, then heals 6d6 HP.

COUNTER(S)

490-1 COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 16 pts Touch 1 Month 1 Minute 15 Focused Stasis 1 Target RM 1



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

Burgundy coils wrap around the target then orbit the target until the end of duration.

Duration +6 Months 8 ENHANCEMENT(S)

ALL 459-1 ROLL OUT DURATION 🔀 LEVEL SAVING THROW COST RANGE AREA OF EFFECT STACK 99 16 pts Permanent 30 Minutes 16 Consecration of Corpse 1 Square 1 Corpse none Dull yellow sparks flutter around the corpse. Blocks the dead from becoming animated and removes all Nae'Ems. Cannot not work in environment that is blocked from other planes. Requires a holy symbol from the caster or from the deceased. 4 ENHANCEMENT(S) COUNTER(S) AREA OF EFFECT DURATION 💢 ROLL OUT SAVING THROW STACK 17 Group Heal 3 Sq Rad Circle Permanent 20 Minutes 99 20 pts 6 Squares Orange sparks Surround the group. 3 persons minimum within AoE. 200 pts divided equally. +50 HP Orange sparks Surround the group. 5 ENHANCEMENT(S) 1 COUNTER(S) LEVEL NAE'EM 539-6 DURATION 🔀 ROLL OUT SAVING THROW COST RANGE AREA OF EFFECT STACK 60 pts 6 Hours Touch Permanent RM 99 19 Arcane Removal (2 of 3) 1 Target 3 Brilliant rust colored flames flow over the body of the Target. Step 2 of process to permanently remove SP. ORX/DOK/STR Required. Nae'Em is created with other casters and the target. 2 ENHANCEMENT(S) After the spell is done (failed or not) the Nae'Em is over. COUNTER(S) Illusion-Reality DURATION (C) AREA OF EFFECT ROLL OUT SAVING THROW RANGE STACK 1 Beauty Contestant - 2nd Prize 15% Max Self Self 12 Hours 5 Minutes 99 none Recipient becomes more attractive by their race's standards. Caster lets colorful sparks cover the part they wish to change, 3 ENHANCEMENT(S) which fade after a moment. 1 COUNTER(S) 410-1 DURATION X ROLL OUT SAVING THROW LEVEL COST RANGE AREA OF EFFECT STACK 20% Max 4 Squares 1 Round Initiative RM 99 1 Target 1 Pie Fight! Glowing Pie appears as thrown pie to block vision. The caster makes a throwing gesture and a pie made out of colorful light appears, flying ENHANCEMENT(S) towards the target COUNTER(S) 417-1 DURATION (C COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK 10% Max 2 Hours 1 Minute 3 2 Rope Image 1 Rope 1 Rope 1 Illusion makes 1 rope seem like 2 short ropes. The caster conjures a rope that looks like two short ropes made out of colorful ribbons. ENHANCEMENT(S) COUNTER(S) 515-1 DURATION (C) COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK 6 Hours 10 Minutes 4 Gathering The Darkness 4 pts Touch Self RM 1 A darkness coalesces around the target's body. Target is outlined in pure shadow if Save is passed. Save Column + 1 Does NOT fully obfuscate the targets form in shadow if Save is passed. 3 ENHANCEMENT(S) 2 COUNTER(S) LEVEL NAE'EM RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW Ribbon Goblin Lookout 8 pts 1/4 Mark 1 Ribbon Crtr 8 Hours 30 Minutes none 3 Vivid purple coils wend around to create the shape of a halfling sized ribbon creature. LVL:2 HP:2 Attks:x0x1 Init:0 ToHIT:0 Dmg:2 Move:6 Sqs. Telepathic Convo Vivid purple coils wend around to create the shape of a halfling sized ribbon creature. 8 ENHANCEMENT(S) 0 COUNTER(S) AREA OF EFFECT COST RANGE DURATION **ROLL OUT** SAVING THROW STACK Alter Self - Medium Sized Dog/Cat 8 pts Self Self 8 Hours 1 Round none 1 Barely visible tan roots Wrap around and froms the caster into a domestic dog or cat. Alter Self - Domestic Dog/Cat Move+6 Barely visible tan roots Wrap around and froms the caster into a domestic dog or cat.

Spells/Skills can often be used.

7 ENHANCEMENT(S)

RANGE

Self

7 Annie's Slow Alteration

8 pts Self Self 4 Hours

AREA OF EFFECT

AREA OF EFFECT

Self

AREA OF EFFECT

AREA OF FEFECT

25 Sq Radius



NAE'EM

Take 4 rounds to slowly morph. Move from young FTR elf & exit as older commoner elf. Enter a crowd as a young armored elf and exit as an older unarmored elf. Can change their age, clothing, carried items, hair, eyes, and facial hair. They normally cannot change their race, height, weight, and gender.

COST

12 pts

This uses the rogues current image. Therefore will copy a disguise as well.

COST



ROLL OUT

4 Rounds

ROLL OUT

3 Minutes

ROLL OUT

Initiative

ROLL OUT

2 Rounds

Change Race, Ht, Wt, Gender

STACK

1

99

STACK

1

STACK

5

STACK

4 ENHANCEMENT(S)

SAVING THROW

SAVING THROW

none

COUNTER(S) 1

none

Image of Nae'Em Rogue 9

This image may be more useful after the rogue dons a disguise. Creates an illusion making the caster look like the Rogue.

Safest to do when surround (in a crowd) by 10 or more people.

315-1

500-1

335-1

Caster must have a current conversation with the rogue to start and keep this going.



speak like rogue

7 ENHANCEMENT(S) 1 COUNTER(S)

SAVING THROW

none

LEVEL Young Helper

12 pts 1/2 Mark 1 Square Caster summons a human-shaped creation made of bright yellow ribbons.

(15 HP and 10 AC)

RANGE

25 Squares

RANGE

Caster summons a vision of a youth creature same race as caster. NOT A LIVING CREATURE.

Helper made of bright yellow ribbons.

Glowing Ribbon Youngster.

Heal Conduit

4 ENHANCEMENT(S) COUNTER(S)

COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 12 pts 16 Squares 1 Image 30 Minutes 1 Minute none 1

DURATION (*)

DURATION (X

DURATION (C)

1 Hour

2 Hours



Barely visible tan roots rise to become the image of a bear. Illusional Bear

Barely visible tan roots rise to become the image of a bear.

Set mood

10 ENHANCEMENT(S) 1 COUNTER(S)

SAVING THROW

none

11 Personal Decov

Barely visible seafoam colored weave surround an area where the duplicate appears. Creates an image of the caster.

But must stay in range and moves at 1/2 rate.

590-2

591-2

561-2

506-1

If casters image changes within duration the image changes as well.

COST

12 pts

Image +10 HP.

6 ENHANCEMENT(S) 1 COUNTER(S)

12 Caster Becomes Ribbon Creature

COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 12 pts

DURATION

20 Minutes

Caster Becomes Ribbon Creature

ENHANCEMENT(S) COUNTER(S)

13 Illusional Condor

COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 16 pts 8 Squares 1 Image 2 Hours 1 Minute none 1



LEVEL

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

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

COST

Set Mood

11 ENHANCEMENT(S)

0 COUNTER(S)

13 Illusional Dolphin

RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW 16 pts 8 Squares 2 Hours 1 Minute 1 Image none 1



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

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

Set mood

11 FNHANCEMENT(S) COUNTER(S)

14 Alter Self - Porpoise

COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 16 pts Self Self 3 Hours 10 Minutes none 1



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

Barely visible brown roots envelope the caster to become a porpoise.

6 ENHANCEMENT(S)

AREA OF EFFECT

RANGE

15 Alter Self - Hawk

16 pts Self Self

402-2

558-2

404-2

559-2

560-2



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

COST

6 ENHANCEMENT(S)

COUNTER(S)

SAVING THROW

none

STACK

1

15 Alter Self - Wolf

AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 20 Minutes 16 pts Self Self 4 Hours none 1

DURATION

4 Hours

ROLL OUT

10 Minutes



I F\/FI

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

Barely visible brown roots envelope the caster to become a wolf. Can speak wolf!

Can cast from this form.

6 ENHANCEMENT(S) COUNTER(S)

LEVEL 17 Alter Self - Condor

COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROV	N STACK
20 pts	Self	Self	2 Hours	5 Minutes	none	99



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

Shining amber roots Grow To Cover The Caster changing them into a condor.

ENHANCEMENT(S) COUNTER(S)

18 Alter Self - Bear

RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 20 pts Self Self 2 Hours 5 Minutes none 1

DURATION



Shining amber roots Grow To Cover The Caster changing them into a bear.

AC:20 HP:Dbl Move:Walkx2 Init:+8 x2x2 ToHit:+22 Dmg:4d8+6

Shining amber roots Grow To Cover The Caster changing them into a bear. Can speak bear.

RANGE

Can cast from this form.

+1d6 Dmg

ROLL OLIT

3 ENHANCEMENT(S) COUNTER(S)

STACK

SAVING THROW

18 Alter Self - Stingray

20 pts Self Self 2 Hours 5 Minutes none 1

AREA OF FEFECT



Shining amber roots Grow To Cover The Caster changing them into a Stingray.

COST

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

ENHANCEMENT(S) COUNTER(S)

19 Circle of Thorns (15 ft x 5 ft)

COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 20 pts 12 Squares 10x10 squares 12 Hours 1 Hour SKL 2 1



XX XX

Adds a roof

8 ENHANCEMENT(S)

0 COUNTER(S)

20 Mirror A Person

DURATION (C) COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK 20 pts 15 Square Radius 1 Person 1 Hour 2 Rounds none 1

DURATION



Light-

Caster creates the image of a person within range.

525-1

The image can speak in their own voice, move and say what the caster commands it to. No effect unless the caster can also use those skills/spells and attacks.

Stats= HP:20 (Focus Item=35), AC:10/10, Battle x1x1 Init+2 ToHit+2 Dmg+2

COST

see and hear

ROLL OUT

ENHANCEMENT(S)

COUNTER(S)

SAVING THROW

10% Max 10 Squares 2x2 Sqs 1d20 Mins Initiative none 99 Aural Spark

AREA OF EFFECT



Colorful lights surround an area.

Non-flammable point of low light. 1 of 5 colors.

465-1

ENHANCEMENT(S)

0 COUNTER(S)

Capture/Release Normal Light

absorbs a light)

COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK Self 12 Sqs Radius 2 Hours 2 Minutes none 1 4 pts



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

RANGE

Item emits a light

4 ENHANCEMENT(S)

ALL Locks-DURATION 🐸 ROLL OUT SAVING THROW STACK COST RANGE AREA OF EFFECT 4 pts Touch **Until Reset** 2 Minutes AGL Lock 1 Set Or Open Padlock Inspect the lock during rollout & choose to try to open it (or re-lock it). 3 tries. Inspection first, if issue is found (trap?) points are spent & lock not touched. Skeleton key padlocks cost no extra points to attempt. Create lock x3 pts. 3 ENHANCEMENT(S)



Slim key padlocks enhancement requires level 4 Rogue and cost 4 more points. Magical: TIRO 'Spell Interference' w/Save OR EOLAS SPELL 'Pause Magical Lock' COST RANGE AREA OF EFFECT DURATION S

4pts

COST

8nts

0 COUNTER(S)

6 Minutes

ROLL OUT

ROLL OUT

6 Minutes

SAVING THROW STACK SKL

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

Touch

RANGE

Touch

Lock

AREA OF EFFECT

Lock

AREA OF EFFECT

Self

AREA OF EFFECT

6 Squares

AREA OF EFFECT

1 Civ Creature

AREA OF EFFECT

Col -1

ENHANCEMENT(S) COLINTER(S) Ω

SAVING THROW

3

Set Or Open Chest Lock 6

Set Or Open Wall Lock / Mechanism

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

2 FNHANCEMENT(S) COUNTER(S)

None

SKI

Interference' OR 'Pause Magical Lock' 832-1

RANGE AREA OF EFFECT 12pts Touch / 1 Sq Lock

DURATION 💢 ROLL OUT **Until Reset** 10 Minutes SAVING THROW GM

STACK 99

STACK

99

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

Required

2 ENHANCEMENT(S)

0 COUNTER(S)

Movement-

2 Walk Quietly

4 pts Self

RANGE

RANGE

Self

DURATION X 20 Minutes

DURATION

8 Hours

DURATION

1 Week

DURATION

1 Hour

Until Reset

DURATION 💢

Until Reset

ROLL OUT Initiative

ROLL OUT

1 Minute

ROLL OUT

2 Hours

ROLL OUT

5 Minutes

SAVING THROW SKI VAR

STACK

99

STACK

99

STACK

1

STACK

1

2

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

COST

4 pts

COST

ENHANCEMENT(S)

SNS

COUNTER(S) SAVING THROW

Take Point

Rogue initailly surveys the area, then continues to scout as the party travels. Rogue moves to be 30 ft ahead of the group, party gains Init+2 for 1st round of battle.

Rogue acts as a scout watching for potentail issues.

Rogue is not able use any skills or efforts that require a maintained concentraction.

ENHANCEMENT(S)

COST

COST

Barely visible spruce colored weave shines around the rogue, then dissipates.

COUNTER(S)

Nae'Em-People LEVEL NAE'EM

4 pts 2 Squares

RANGE

RANGE

Touch

SAVING THROW

1 Create a Temporary Nae'Em

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

3 ENHANCEMENT(S)

COUNTER(S) SAVING THROW

Rogue's Right Place, Right Time

4 pts 1 Rogue Barely visible spruce colored weave shines around the rogue, then dissipates. Assists the Rogue to be unnoticed.

COL+1

6 ENHANCEMENT(S)

0 COUNTER(S)

none

NAE'EM

283-1

COST RANGE AREA OF EFFECT 4 pts 15 Marks 1 Recipient

ROLL OUT DURATION C Permanent 4 Hours

SAVING THROW none

Create Temp Nae'Em w/ Acolyto

пр	I	iae	EIII	W/	ACC	ту	tе
Th	_	C 2 C	ton	foci	1505	on	cn

The caster focuses on creating and establishing a mental connection with the acolyte, which allows them to communicate.

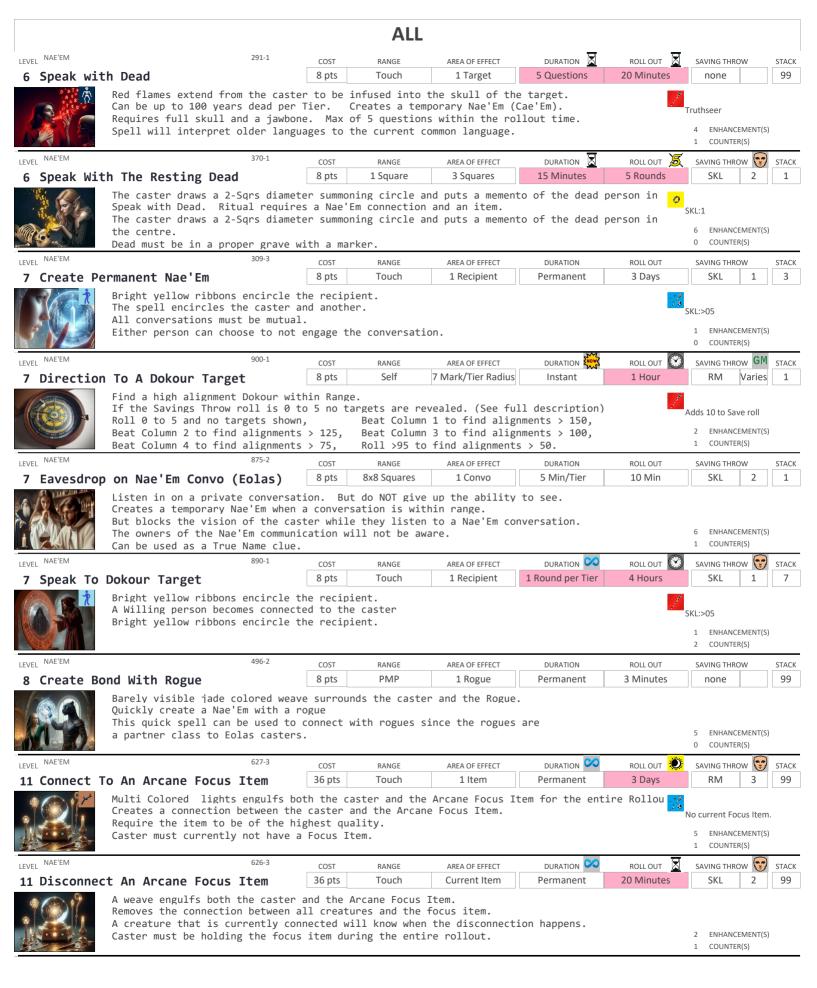
Dur=20

'Acolyte' is a creature same class but lower level than caster.

6 ENHANCEMENT(S)



No visual indicator. Must spend 4 hours with the acolyte to get to know them for the connection to work.



ALL LEVEL NAE'EM 630-1 DURATION 😹 ROLL OUT SAVING THROW COST RANGE AREA OF EFFECT STACK 5 Min/Tier 2 1 12 pts 20 Sq Radius 5 rounds SKI 12 Eavesdrop on Nae'Em Convo 1 Convo Listen in on a private conversation. But give up the ability to see. Creates a temporary Nae'Em when a conversation is within range. But blocks the vision of the caster while they listen to a Nae'Em conversation. The owners of the Nae'Em communication will not be aware. ENHANCEMENT(S) COUNTER(S) Can be used as a True Name clue. NAE'EM SAVING THROW AREA OF EFFECT DURATION ROLL OUT STACK

12 Portal To Nae'Em

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

12 pts

6 ENHANCEMENT(S) Nae'Em/caster and one other person can pass through. COUNTER(S)

PMP & 2 Uses

2 Min

30 Minutes

455-3 NAE'EM LEVEL COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK PMP 1 Nae'Em 16 pts 10 Minutes 13 Summon Nae'Em 2 Hours none 1

Self

The caster focuses and connects to their Bonded to allow the spell to affect them. Bonded is able to travel to caster at 4x speed.

The caster focuses and connects to their Bonded to allow the spell to affect them.

4 ENHANCEMENT(S) COUNTER(S)

x8 Travel

None

1

DURATION 💢 ROLL OUT SAVING THROW RANGE AREA OF EFFECT 64 pts 1 Square 1 Square Permanent 12 Hours none 16 Reveal True Name



This uses all the clues the caster has gathered attempt to find the True Name. Use clues gathered to attempt to find the True Name. Caster states aloud all the clues during the rollout.

Resulting in the direction and distance in marks if the Save is passed.

6 ENHANCEMENT(S) COUNTER(S

Rollout 8 Hrs

The knowledge is NOT announced out loud. LEVEL NAE'EM 462-3 RANGE AREA OF FEFECT DURATION ROLL OLIT SAVING THROW STACK 19 Dead Spirit Conversation Circle 20 pts 6 Squares 1 Spirirt 10 Questions 10 Minutes SKI



The caster draws a summoning circle and attempts to summon a soul. Speak with a soul. Requires a ritual.

The caster draws a summoning circle and attempts to summon a soul. DOES NOT NEED A BODY. MUST HAVE UNIQUE PERSONAL POSSESIONS.

4 ENHANCEMENT(S)

SAVING THROW

SKL

STACK

99

1

MGC:1

ROLL OUT

8 Hours

ROLL OUT

0 COUNTER(S)

DURATION 🥨

Permanent

DURATION

LEVEL NAE'EM 463-1 COST RANGE AREA OF EFFECT 20 pts Touch 1 Corpse 20 Bring Back The Dead

> Bright amber sparks Surround the corpse, then heals it. Must be dead <20 years. Come back with 5 hp. Restore them to 5 HP.

Works if the person is missing body parts.

Allows the person to be healed back to full HP with other spells.

0 Health at 10 HP

> 5 ENHANCEMENT(S) 0 COUNTER(S)

Personal-Connections LEVEL NAE'EM 287-2 RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW COST STACK



4 pts Touch 1 Recipient Permanent 3 Days none



Barely visible olive colored roots extend from casters hand to the hunters hand. Create Partner Nae'Em Bond with a specific Hunter Barely visible olive colored roots extend from casters hand to the hunters hand.

COST

REMOVE. NAE EM CONNECTIONS NOW COVER THIS AND MORE.

411-1

ENHANCEMENT(S) SAVING THROW

0 COUNTER(S)

RANGE

Random Friendship

40% Max 10 Squares 1 Target Special Initiative none 99 Colorful heart-shaped sparkles around casters hands.

AREA OF EFFECT

Potentially makes someone more tolerant of the caster.

ENHANCEMENT(S) 0 COUNTER(S)

902-1 DURATION (D) COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK 4 pts 6 Squares 1 Square 1 Month 1 Minute none 99 4 Hunter Marks



Hunter can leave marks that look like naturally dispersed and meaningless arrangements. No Save to find, just need to look

🖪 Hunter can leave marks that look normal to others but are meaningless to others. Others are NOT able to make sense of these arrangements.

ENHANCEMENT(S)

ALL LEVEL NAE'EM 898-6 DURATION (D RANGE AREA OF EFFECT ROLL OUT SAVING THROW COST STACK 1 Week 2 7 Create a Temporary Nae'Em 8 pts 2 Squares 1 Civ Creature 1 Day SKI 1 DOKOUR SHOULD NOT HAVE THIS. ALREADY HAVE --> LOCATE ANOTHER DOKOUR (NAE'EM) Short term bonding with a willing civilized creature. 0 ENHANCEMENT(S) COUNTER(S) 577-1 AREA OF EFFECT ROLL OUT SAVING THROW COST RANGE DURATION STACK 7 Hold Civilized Creature 8 pts 8 Squares 1 Target 5 Rounds 1 Round Barely visible burgundy coils streak out from the casters pointed finger and winds around the Must be in sight. Target unable to cast, fight, or talk. target can talk Barely visible burgundy coils streak out from the casters pointed finger and winds around 8 ENHANCEMENT(S) the recipient. 1 COUNTER(S) LEVEL NAE'EM 486-2 COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 10 Minutes 12 pts 1 Square 8 Hours 12 Langstrom Servant: Pucoe Gree 1 Creature none 3 Lime green colored swirls create a small humaniodish creature. (2 ft / 60 cm high) Vaguely humanoid gray servant from Langstrom Protect caster Lime green colored swirls create a small humaniodish creature. (2 ft / 60 cm high) 11 ENHANCEMENT(S) 0 COUNTER(S) Shelter-Rest-Protection 268-1 DURATION (C) AREA OF EFFECT ROLL OUT SAVING THROW ((I)) COST RANGE 4 pts 4 Squares 1d6 Hours 1 Minute SNS 2 Dozing or Heavy Sleep 1 Target 2 Inactive persons. Save: pass = 1d6 hrs. Fail = Light sleep. Encourages a Target to fall asleep. Anywhere from 1 to 6 Hours. Col +1 Save fail means Target falls into a light sleep. 6 ENHANCEMENT(S) Save pass means the GM rolls a d6 to see how long the Target remains asleep. Once a target is asleep they cannot wake themselves. 2 COUNTER(S) 273-1 DURATION (C) ROLL OUT SAVING THROW COST RANGE AREA OF EFFECT I F\/FI STACK 2 Minutes 12 Hours 3 4 pts Touch 1x2 Sas none Feather Bed Faint yellow sparks trace the shape of a bed and fade away. A feather bed appear. AOF = 2Can fit 2 persons. 4 ENHANCEMENT(S) Does continue even once the caster is out cold, asleep, etc... COUNTER(S) 414-1 DURATION (COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK 2 Garish Pup Tent 20% Max 8 Hours 1 Minute 8 Squares 1x2 Squares 99 Bright Multi Colored flashes form a broken down colorful tent. Bright multicolored pup tent. 2 participants. ENHANCEMENT(S) COUNTER(S) 713-1 DURATION (C) COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK 8 Hours 20 Minutes Hunters Hut (10 ppl) 4 pts Touch 2x1 Squares SKI 3 The hunter creates a shelter out of avialable materials Creates temporary shelter for 8 persons. required The hunter creates a shelter out of avialable materials. 2 ENHANCEMENT(S) If left up the shelter will fall within 2 days. 0 COUNTER(S) 🕮 After duration the shelter will no longer keep the weather out. DURATION (C COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK Perimeter Safety 4 pts Touch 3x8 Sq Perimeters 8 Hours 30 Minutes none 99 Hunter uses materials from the environment to alert the party of intruders.

8x8 perimeter. Snaps/breaks/cracks sounds when crossed.

266-2

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

Brownn roots grab and secure a lean-to to the ground.

LEVEL NAE'EM

Assist Hunter's Lean-To

Hunter uses materials from the environment to alert the party of intruders.

COST

4 pts

RANGE

Touch

AREA OF EFFECT

1 Lean-To

DURATION

2 Hours

ROLL OUT

10 Minutes

2 ENHANCEMENT(S) 0 COUNTER(S)

6 ENHANCEMENT(S) 0 COUNTER(S) STACK

1

SAVING THROW

none

COI + 1

ALL DURATION (C) ROLL OUT RANGE AREA OF EFFECT SAVING THROW COST STACK 99 4 pts Touch 1 Shelter 2 Davs 10 Minutes 3 Create Temporary Shelter (3 ppl) none Quickly built (1 min) & lasts 2 days, unless rough weather. Very heavy rains and/or heavy winds will destroy this. Shelter fits up to 3 people. - Any rolls to help the sick or diseased gains five (+5). 0 ENHANCEMENT(S) COUNTER(S) 557-1 DURATION (D) ROLL OUT SAVING THROW AREA OF EFFECT STACK 1 Day 1 Hour 99 Quarantine Isolation 8 pts 4 Squares 1x2 Squares Barely visible tan colored sparks Surround The AOE For The Duration. Gives a sick/diseased person a better Save column on Frailty chart. AOE x2 No spreading of a contagion is likely when using this. 7 ENHANCEMENT(S) 1 COUNTER(S) 427-1 DURATION (C) ROLL OUT LEVEL COST RANGE AREA OF EFFECT SAVING THROW STACK 5 Minutes 8 pts 9 Squares 3 Sq Radius 1 Hour 99 Circle of Protection vs Acid none Caster draws a magical circle in green weave that protects against acid. The green weave becomes bubbling acid. Acid 1d6 dmg at edge Those within the circle reduce acid damage by 3 points (min 1). ENHANCEMENT(S) Passing in or out (crossing the edge) CAUSES 1d6 points of acid damage. COUNTER(S) 517-1 DURATION ROLL OUT RANGE AREA OF EFFECT 10 Minutes 8 pts Touch 1 Crtr/Tier 4 Hours SNS 7 Deep Doze Magenta flames extend from the Caster's hand to the recipient. Full night's rest in 1 shift (4 Hours) instead of 2 (8 Hours). Dim night light. During the 4 hours the recipient is not able to wake. 3 ENHANCEMENT(S) After the 4 hours recipient is reinvigorated. 0 COUNTER(S) Does not overcome negative HP or SP. DURATION 💭 RANGE AREA OF FEFECT ROLL OUT SAVING THROW STACK Hunters Hidden Shelter (4 ppl) 8 pts 1 Square 3 x 3 Squares 8 Hours / Tier 1 Hour None 3 Hunter creates a hunting blind for up to 4 people. Inhabitants should be aware of possible issues: - High winds will knock this down ENHANCEMENT(S) - smoke from fires may be noticed 0 COUNTER(S) Not useable in obvious locations (urban) COST RANGE AREA OF EFFECT DURATION (ROLL OUT SAVING THROW STACK 8 pts 4 Squares 3x3 Squares 12 Hrs 1 Minute none 1 Strumos Waystation Caster creates a waystation that looks normal in most respects. 0 3x3 Sqs platform that protects from some weather Canvass walls Has center area for fires and 4 posts supporting a flat roof. 5 ENHANCEMENT(S) 1 COUNTER(S) 480-1 COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 12 pts 12 Squares See Description 4 Hours 5 Min / Wall 3 10 Walls of Force (4 to 6) none Solid lavender coils follow the caster's hand outlining the walls. 2 Sqs High. Length up to 6 Sqs per wall. Door Included. Solid lavender coils follow the caster's hand outlining the walls. ENHANCEMENT(S) COUNTER(S) 466-1 AREA OF EFFECT SAVING THROW COST RANGE DURATION ROLL OUT STACK 6 Sqs Long 12 pts Touch 20 Minutes 3 11 Force Wall 1 Hour none Bright violet coils Outline the wall then fade away. 2 Sqs High. Length up to 6 Square and 1 corner. HP:80 AC:16 Bright violet coils Outline the wall then fade away. 7 FNHANCEMENT(S) COUNTER(S) 456-1 DURATION (X COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK 1x1x2 Sqs 8 Hours 1 Minute 13 Astral Shed 16 pts Touch none 1

Run-down-looking wooden shed that's actually a 4-bedroom house on the inside.

+1 Bedroom

5 ENHANCEMENT(S) 1 COUNTER(S)

Small outside but 4 bedroom house inside.

Small shed outside... 5 rooms inside.

400-2 COST RANGE AREA OF EFFECT DURATION I FV/FI ROLL OUT SAVING THROW STACK 16 pts 2 3 8 Squares 4 Sq High Tree 12 Hours 30 Minutes **SMS** 14 Tree House



Barely visible brown roots wind up into the trees branches and create a house. (Seeds that gr Tree House

Barely visible brown roots wind up into the trees branches and create a house. (Seeds that grow vines up the tree)

Egress

5 ENHANCEMENT(S) COUNTER(S)

243-2 LEVEL COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 4 pts 1 Square 1 Creation 8 Hours 5 Minutes SNS Tier 2 Ribbon Horse

RANGE

PMP

RANGE

3 Marks

RANGE

Self

RANGE

AREA OF EFFECT

1 Item

AREA OF EFFECT

1 Dolphin

AREA OF EFFECT

Self

AREA OF EFFECT

Self

AREA OF EFFECT

AREA OF EFFECT

PMP

AREA OF EFFECT

DURATION

Instant

DURATION

2 Hours

DURATION

2 Hours

DURATION

2 Hours

DURATION



NAE'EM

Shining olive colored roots create The Shape Of A Ribbon Light Riding Horse. Self w/carried items.

Can carry 1 large person, 2 medium sized, or 3 small.

Has 20 lines for inventory... separate from ability to carry people.

Looks almost Real-ish

ENHANCEMENT(S) COLINTER(S)

STACK

1

1

STACK

1

STACK

1

STACK

STACK

3

SAVING THROW

none

4 Call/Return Nae'Em Item

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

COST

4 nts

30 lbs / 13.6 Kg

ROLL OUT

Initiative

ROLL OUT

10 Minutes

ROLL OUT

10 Mintes

ROLL OUT

10 Minutes

ROLL OUT

3 ENHANCEMENT(S)

Lime colored weave spins around the caster's hand until the item appears.

COST

8 pts

COUNTER(S)

SAVING THROW STACK

5 Seaweed Dolphin

AC:15/10 Move:12 Sqs swim Dolphin - Stats: HP:10 25 sqs race Caster creates the image of a Dolphin out of any Seaweed like materials. Ribbons create a dolphin which act mostly like normal dolphins.

COST

8 pts

COST

8 pts

COST

Ribbons dolphins are not as good as real dolphins.

592-1

593-1

333-2

AC:15/10 Move:12 Sqs swim 24 sas race Range: 5 Marks 8 ENHANCEMENT(S)

none

none

0 COUNTER(S) SAVING THROW

LEVEL NAE'EM Ribbon Bat

Ribbons create a bat which act mostly like normal bats.

Bat - HP:2 AC:18/12 Move: 15 Sqs flight

Ribbons create a bat which act mostly like normal bats.

Ribbons bats are not as good as real bats.

Stats: HP:2 AC:18/12 Move:15 Sqs Flight Low Light

8 ENHANCEMENT(S) 0 COUNTER(S) SAVING THROW

Ribbon Wolf

8 pts Self

Ribbons create a wolf which act mostly like normal wolf. Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run

Ribbons create a wolf which act mostly like a normal wolf.

Ribbons wolves are not as good as real wolves.

Stats: HP:12 Move:12 Sqs walk AC:16/12 20 sas run Attck: 1x1 1d6 Dmg 8 ENHANCEMENT(S)

none

0 COUNTER(S) SAVING THROW

NAF'FM

7

511-3 COST RANGE

Summon From Home Library

Green weave surrounds the caster's hand and a book appears.

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

Reading light

10 ENHANCEMENT(S)

0 COUNTER(S)

LEVEL NAE'EM

8 pts 2 Sqs

DURATION End of Year

DURATION (C)

4 Hours

ROLL OUT 2 Days (24 Hrs)

ROLL OUT

1 Minute

none 1

Invoke Imp Spy

Creates a dark dark red imp. About 3 in high (7.6 cm). Is a construct Nae'Em.

880-6



4 ENHANCEMENT(S)

0 COUNTER(S)

LEVEL NAE'EM Scry on Imp Spy

8 pts Touch 1x2x2 Squares Requires the caster to have created an Imp Spy previously.

RANGE

Sees through Imp Spy's eyes with normal vision only.

Does NOT communicate with Imp Spy

Send 1 command.

SAVING THROW

none

2 ENHANCEMENT(S)



Imp Spy must be on the PMP.

LEVEL NAE'EM 9 Search for Arcane Focus Item

SAVING THROW STACK ROLL OUT COST RANGE AREA OF EFFECT DURATION 1 Day 12 pts Self 4 Hours SKI 2 1 Mark

DURATION

1 Day



NAE'EM

14 Curse Ionic Marker

I FVFI

Caster places their Focus Item within a circle of power then begins the chanting. Caster must have their own Focus Item to find a like Focus Item. Caster places their Focus Item within a circle of power then begins the chanting.

none

10 Minutes

ROLL OUT

7 ENHANCEMENT(S)

STACK

99

544-3

COST

16 pts

0 COUNTER(S) SAVING THROW

NAE'EN LEVEL

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

267-2

activate manually

none

6 ENHANCEMENT(S) 0 COUNTER(S)

461-2 COST RANGE AREA OF EFFECT DURATION

PMP

SAVING THROW STACK

18 Summon Astral Beast of Burden

2x2 Squares 20 pts 1 Month 20 Minutes SKI 8 Squares 3 Caster summons an astral beast of burden.

AREA OF EFFECT

PMP

Calming

10 ENHANCEMENT(S) 0 COUNTER(S)

1	B 34	12 c -

Summon astral beast of burden, 25 HP, 17/15 AC, 18 Move. Caster summons an astral beast of burden.

711-1

674-1

Tracking-1 Find North

DURATION 💮 RANGE AREA OF EFFECT ROLL OUT SAVING THROW COST STACK 4 pts Self Self 1 Hour Initiative 99 none



I FV/FI

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

1 ENHANCEMENT(S)

0 COUNTER(S)

Tiro Tracking

DURATION (C) ROLL OUT COST RANGE AREA OF EFFECT SAVING THROW STACK 30% Max Self 1 Hour Initiative 99 1 Trail none

DURATION (C)

DURATION DURATION

DURATION 💢

2 Hours



Find and follow a trail while leaving an obvious trail.

Solid Multi Colored flashes litter the path to show everyone in sight where the path is.

ENHANCEMENT(S) COUNTER(S)

DURATION (C COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK Touch 1 Mark Trail 12 Hours 20 Minutes 9 Cover Trail 12 pts 99



LEVEL

Hunter slows down to ensure no trial is left behind. Hunters 'might' uncover trail. Max:1 mark covered. Hunter slows down to ensure no trial is left behind.

788-1

Attempts to cover trail at full speed require GM to roll characters SKL:3.

COST

12 pts

ENHANCEMENT(S)

SAVING THROW GM

STACK

99

STACK

99

COUNTER(S)

SNS

ROLL OUT

3d8 Minutes

ROLL OUT

ROLL OUT

9 Urban Tracking

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

AREA OF EFFECT

Urban or Subtrrn

AREA OF EFFECT

AREA OF EFFECT

RANGE

Self

RANGE

Rogue attempts to follow a hot path, before it grows cold.

GM rolls for the Rogues success.

ENHANCEMENT(S)

0 COUNTER(S) SAVING THROW

10 Find/Follow Trail 12 pts Self 1 Mark 24 Hours 20 Minutes none 1 Hunter becomes the tracker.



Succeed=GM rolls characters SKL:2. Move x 1/2. Movement is reduced in half.

817-1

To move full speed and attempt tracking GM uses SKL:3 Save.

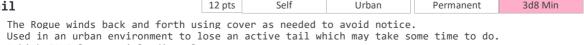
ઋ COST

ENHANCEMENT(S) 0 COUNTER(S)

SKL

SAVING THROW GM

10 Lose A Tail



RANGE

A high SAVE leaves misleading clues. Players can improve the Save by role play and descriptions. GM rolls the Save for any pursuers.

ENHANCEMENT(S) 0 COUNTER(S)

ALL Traps-DURATION 1 ROLL OUT SAVING THROW GM AREA OF EFFECT STACK COST RANGE 4 pts Year or Tripped 20 Minutes AGL Touch 1 Square Message -Create/Find/Remove Un-enhanced traps makes noticable noise and are only blended & can be hidden (+4 pts) Signage pops up as triggered. Find mundane traps(12 pts Total). Remove(8 pts Total) Required Triggers: Trip rope/wire(+0 pts), Pressed covering (+8 pts) Ceiling (+4 pts), 9 ENHANCEMENT(S) Locations: In/on floor (+0 pts), Wall/Door (+8 pts) 0 COUNTER(S) Type: Pop out/up (+0 pts). Drop down (+4 pts) SAVING THROW GM AREA OF EFFECT LEVEL COST RANGE DURATION 1 ROLL OUT STACK Touch 1x2 Squares Year or Tripped 20 Min AGL 2 Impedance Trap-Create/Find/Remove 6 pts Makes trip or entangle traps. Find mundane in AoE(12 pts Total). Remove Trap(20 pts Total). Un-enhanced traps are only blended, but can be hidden (+4 pts). Required Triggers: Trip rope/wire(+0 pts), Pressed covering (+8 pts) 10 ENHANCEMENT(S) Locations: In/on floor (+0 pts), Ceiling (+4 pts), Wall/Door (+8 pts) 1 COUNTER(S Type: Pop out/up (+0 nts)Drop down (+4 pts) Shoot out (+8 pts) SAVING THROW GM RANGE AREA OF EFFECT DURATION 1 ROLL OUT COST STACK 12 pts Touch Year or Tripped 20 Min AGI 3 1 Square Damage Trap -Create/Find/Remove Traps that propel projectiles. Find all mundane traps for 12 pts. Remove a trap 20 pts. Traps make noise can be noticed and are only blended & can be hidden (+4 pts). Required Triggers: Trip rope/wire(+0 pts), Pressed covering (+8 pts) 7 FNHANCEMENT(S) In/on floor (+0 pts), Ceiling (+4 pts), Wall/Door (+8 pts) Locations: COUNTER(S) Drop down (+4 pts) Shoot out (+8 pts) SAVING THROW GM DURATION 1 RANGE AREA OF EFFECT ROLL OUT Touch Per Spell Year or Tripped 20 Minutes AGL 3 5 Set Up Eolas Spell Release (Trap) 8 pts Frame work for EOLAS Magical Fire Trap. Remove Trap 20 pts OR TIRO Mess 25%. Traps make noise can be noticed and are only blended & can be hidden (+4 pts). Required Trip rope/wire(+0 pts), Pressed covering (+8 pts) Triggers: 3 ENHANCEMENT(S) ocations: In/on floor (+0 pts), Ceiling (+4 pts), Wall (+8 pts) Drop down (+4 pts) 0 COUNTER(S) Type: Pop out/up (+0 pts) Shot out (+8 pts) 747-4 AREA OF EFFECT I F\/FI COST RANGE DURATION ROLL OUT SAVING THROW STACK 16 pts 13 Magical Trap Assistance If found it shows how a trained rogue can deactivate it. Eolas to cast a mgc trap 'find'. Create and Disarm Magical Trap ENHANCEMENT(S) COUNTER(S) Travel-Planes 407-1 DURATION § COST AREA OF EFFECT ROLL OUT SAVING THROW STACK RANGE 20% Max 1d6 Squares Self Instant Initiative 1 99 1 Quick Jump none 1d6 squares in direction indicated. A colorful glow appears under the caster's feet and follows them like a rainbow as they jump. 2 ENHANCEMENT(S) 0 COLINTER(S) 636-1 LEVEL COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK Self 99 Permanent Instant 1 Riding (horses and other) pts none Using domesticated animals for travel. Able to ride mounts that are equal to a horse. Twice speed of walking. Using domesticated animals for travel. ENHANCEMENT(S) COUNTER(S) COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK PMP 1 Mid Item 20 Minutes 99 Send Item to A Nae'Em Location 4 pts Instant none Solid blue coils flashes as a portal opens and swallows the covered object. Item fits into 1 Sq blanket and not living. Add Ionic Marker Solid blue coils flashes as a portal opens and swallows the covered object. 4 ENHANCEMENT(S) COUNTER(S 637-1 COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 1 Swimming - Beginning pts Self Self Permanent Instant none 99 Swim in a calm pool, lake, river Beginning swimming in calm water Swim in a calm pool, lake, river Λ ENHANCEMENT(S)

ALL 420-1 RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW COST STACK 40% Max 1 Recipient Initiative 99 3 Ouick Push! 4 Squares Instant none Bright Multi Colored flashes travel towards the Recipient and surround them. Recipient moved to random spot up to 4 Squares away. ENHANCEMENT(S) COUNTER(S) 248-1 RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK Self 4 Hours 5 Minutes 3 Strumos Run 4 pts Caster 1 Sparks form a circle around the caster. 1.5 times travel through a PMP. Move x2 Caster avoids objects like normal. Can carry items and small pets. 4 ENHANCEMENT(S) 1 COUNTER(S) 478-2 NAE'EM LEVEL AREA OF EFFECT DURATION ROLL OUT COST RANGE SAVING THROW STACK 8 pts 5 Langstrom Location creates a 'known' location in the Langstrom. ENHANCEMENT(S) COUNTER(S) LEVEL NAE'EM RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 8 pts Touch 1 Creature 12 Hours 30 Minutes none 7 Attach Wings To Animal Barely visible brown roots sprout out of the creatures back to become wings. New Stats - Attk:x0x1 Init+6 ToHIT+8 Dmg 1d10 AC 22/12 2 Marks/Day Barely visible brown roots sprout out of the creatures back to become wings. 8 ENHANCEMENT(S) 0 COUNTER(S) 358-1 DURATION C COST RANGE AREA OF FEFECT ROLL OUT SAVING THROW STACK Initiative Decrease Movement 8 pts 4 Squares 4x4 squares 4 Rounds none 3 Inhibits movement by 4 squares. (by 5 sqs with Focus) THIS SPELL CAN CREATE: Scroll of Grabbing Roots. RIIV · 10 GP Move -1 again Inhibits Movement. Move-2. AGL:2 for full movment. 5 ENHANCEMENT(S) Cinderroot, Oak Sap, Palm Root. 0 COUNTER(S) Campfire. Creation SP: x3 spell cost. DURATION 🔏 RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK 8 pts 2 Squares 1 Creatures 1 Hour Initiative none 1 Increase Nae'Em Fighter Movement Target can move faster in normal conditions. +2 Move. 0 Potion Of Martail Speed. Move+2 Sqs - Fighters Movement +2 for normal walk/fly/swim. 5 ENHANCEMENT(S) Honey, Viper Snake Scales, Veggie Oil. 20 Min. 0 COUNTER(S) Kitchen/Lab. Creation SP: x3 spell cost. COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 8 pts 8 Squares 1x1 Sq Portal 1 Minute 30 Minutes none 1

Langstrom Rupture

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

Barely visible wine colored coils swirl and to become a lime green portal.

ENHANCEMENT(S) COUNTER(S) 247-1 DURATION 🛣 AREA OF EFFECT ROLL OUT SAVING THROW COST RANGE STACK

Caster

20 Minutes

2 Rounds

Travel Shadow to Shadow

Shining ruby colored flames Profile The Caster Then Dim To Nothing. Caster can jump from one shadow to another within range.

This does work for the caster only on shadows that the caster can see and in Range.

24 Squares

This dowoes allow more options at night when more shadows are available.

8 pts

COUNTER(S) DURATION (C COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK 8 pts Self 1x2 Squares 2 Hours 10 Minutes 99 none

Dimension Personal Hideaway

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



Partial gets SKL:1

none

No light when cast

6 FNHANCEMENT(S)

99

5 ENHANCEMENT(S)

RANGE

8 Hunters Stare (1-4 days)

12 Hours 8 pts Self Self



SKI

SAVING THROW STACK

99

STACK

99



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

COST

12 pts

COST

COST

1 ENHANCEMENT(S) COUNTER(S)

SAVING THROW STACK

10 Ladders & Stairs

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

Ladders And Ladders Breakable. BUY:60 GP.

ROLL OUT

10 Minutes

ROLL OUT

5 Rounds

ROLL OUT

20 Minutes

ROLL OUT

20 Minutes

DURATION (**)

DURATION (C)

DURATION C

DURATION (X

4 Hours

DURATION

4 Hours

DURATION (D)

1 Day

1 Hour

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

RANGE

RANGE

12 Squares

Hand rails 10 ENHANCEMENT(S)

none

Focus Item.

608-1

452-2

756-1

483-1

Obsidian Shard, Stagnant Sea Water, Marigold Wine. Creation SP: x3 spell cost.

AREA OF EFFECT

AREA OF EFFECT

1 Square

AREA OF EFFECT

AREA OF EFFECT

AREA OF FEFECT

3x3 Sq Radius

AREA OF EFFECT

Self

AREA OF EFFECT

Non-Urban

AREA OF EFFECT

2x2 Sq Area

1 COUNTER(S) SAVING THROW

LEVEL 10 PMP Projection

12 pts

Self PMP 4 Hours Colored sparks form a profile which becomes the image of the caster.

Move=18

The casters Astral image is able to take a ghostly form and watch living creatures. Only can see living creatures, nothing that is not sentient. Caster will seem ghostly to the creatures and vice sa versa.

4 ENHANCEMENT(S)

COUNTER(S)

11 Astral Plane Projection

Astral Plane 12 pts Self 4 Hours

0

SAVING THROW STACK none 99



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

If image in the Astral Plane is destroyed or dies the char in PMP is at -8 HP.

COST

12 pts

COST

12 pts

HP x2

4 ENHANCEMENT(S) COUNTER(S)

11 Border of Dimension Containment

Touch

Self

RANGE

10 Squares

RANGE

DURATION (C) ROLL OUT 10 Minutes SAVING THROW BRU

STACK 1

STACK

5

STACK

1

STACK

1

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

Save = >95

4 ENHANCEMENT(S)

1 COUNTER(S) SAVING THROW

12 Personal Wings Of Flying

Brown colored roots sprout from shoulders and become bird wings. New stats= Attk:x0x1 Init+16 ToHit+8 Dmg:1d12 Brown colored roots sprout from shoulders and become bird wings.

(non-battle flight =

+Recipient (non-battle flight =

ROLL OUT

10 Minutes

ROLL OUT

10 Minutes

4 ENHANCEMENT(S)

1 COUNTER(S) SAVING THROW

none

13 Faster Path

NAE'EM

COST RANGE 16 pts Self

COST

16 pts

Solo=150%. Group=120% w/Hunter @ point. Not all environs.

Hunter estimates fastest path through known environments.

773-1

The local area does NOT have to be known by hunter, only the type of environment.

Hunter can lead the group using a faster pace and a better path.

ENHANCEMENT(S)

COUNTER(S)

1 mark/12 hrs)

Orange ribbons encircle the area.

DURATION ROLL OUT 1 Dav Permanent

SAVING THROW

none

15 Create Permanent Location Tae'Em

Location becomes a teleport destination. Orange ribbons encircle the area.

Casual

7 FNHANCEMENT(S) COUNTER(S

Tricks-

LEVEL COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK Call Item (in Sight) 4 pts 6 Squares 1 Item Instant Initiative AGL 1

Barely visible plum colored coils extend from casters hand to the item. Unbound & light (10 lbs / 4.5 Kg) within sight. Grab attempt possible. Barely visible plum colored coils extend from casters hand to the item.

20 lbs / 4.5 Kg

6 ENHANCEMENT(S)



ALL 750-1 ROLL OUT SAVING THROW GM STACK DURATION (COST RANGE AREA OF EFFECT SKL 2 4 Sleight of Hand 4 pts Self 5 Rounds Arms Length Instant

4 Stergill C	71 Hallu	1 pt5	Jen	7 IIII D ECIIBEII	mstarre	3 11041143	JILE 2	
	Rogue can perform skillful deception Roll Save to Rogue can perform skillful deception Roll Save to Rogue can perform skillful deception and the skills to Save column with other skills to	fool an tion lik lank. I	audience. Ke that of a s If audience is	flanking the Ro	0	1.	3 ENHANCEMEN 0 COUNTER(S)	т(S)
Utility-								
LEVEL	806-1	COST	RANGE	AREA OF EFFECT	DURATION X	ROLL OUT	SAVING THROW	STACK
1 Arcane Li	ight	4 pts	Self	Varies	4 Hours	Initiative	none	99
	With a twirling of the fingers to No Focus = Candle power. With Figure With a twirling of the fingers to Eolas can use as a trap with the Default Light: Candle light	ocus cas he caste	ster can set po er brings abou	ower as per Tier t light!		×	Brighter by Tier 7 ENHANCEMEN 1 COUNTER(S)	T(S)
LEVEL	666-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1 Cooking -	- Basic	pts	5 feet / 1/5 meters	Campfire	10 Minutes	2 Hours	none	99
	Allows a character to cook a sim Meal for four people	nple meal	l for 4 people				0 ENHANCEMEN 0 COUNTER(S)	T(S)
LEVEL	640-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1 Graduate	Tiro Ritual	100% Max	Self	Self	Permanent	Instant	none	99
	fog envelops character during me 2 days of introspection and cast fog envelops character during me	er learn	ns school loca	tion.			0 ENHANCEMEN 0 COUNTER(S)	т(S)
LEVEL	827-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1 Small Don	nestic Pet Form	4 pts	Touch	Self	4 Hours	5 Rounds	none	1
	Caster morphs into the pet slowl Caster able to take the form of Caster morphs into the pet slowl	a common y over 3	n domestic pet				+ 8 hours 0 ENHANCEMEN 0 COUNTER(S)	T(S)
	Move = 1/2 Move No use of Spe						0 COONTEN(5)	
LEVEL	Move = 1/2 Move No use of Spe	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
		COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Worn Garment	duration 1 Week	ROLL OUT 1 Minute		STACK 3

1 COUNTER(S)

AREA OF EFFECT

Kindling

AREA OF EFFECT

Self

DURATION 🗀

DURATION C

18 Hours

Permanent

ROLL OUT

10 Minutes

ROLL OUT

10 Minutes

Make Fire with Sticks 4 pts Touch Hunter rubs two sticks together to create a small fire.

Make Fire with Sticks. 3 attempts. Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col

Hunters Kit helps (-1 col).

716-1

Hunters base Save is SKL:1. NON Hunters base Save is NON:3 703-1

Mental Alarm Clock 4 pts Able to set a time and wake up at that time.

Fighter reviews the surroundings to understand normal sounds are during the rollout.

Fighter must not be exhausted or forced to sleep. Does not guarrantee restful sleep.

When waking it takes 1 full round before Fighter is able to be clear headed.

COST

RANGE

RANGE

Self

LEVEL NAE'EM AREA OF EFFECT COST RANGE DURATION **ROLL OUT** SAVING THROW STACK Animate Cats Eye Marble 4 pts Self Caster 2 Hours 1 Minute none 1



Solid violet coils orbit above the caster's head then fades. Caster sees through the marble which can be part of an item. Solid violet coils orbit above the caster's head then fades.

Multi-Vision

SAVING THROW

0 ENHANCEMENT(S)

0 COUNTER(S)

SAVING THROW

0 COUNTER(S)

none

SKL

COL -1

STACK

99

1

7 ENHANCEMENT(S)

ENHANCEMENT(S)

ALL 911-1 DURATION 💥 AREA OF EFFECT ROLL OUT SAVING THROW COST RANGE STACK 3 Shadow of the Magi Initiative 99 4 pts Self Varies Conc +4 none With a twirling of the fingers the caster brings about a blanket of darkness. Bag of Dust of Darkness. If purchased: BUY @ 20 GP. Brighter by Tier Creates a dark shade for 20 minutes. - Ginger Oil, Grave Dirt. Sand, Fine Grit. 7 ENHANCEMENT(S) 0 COUNTER(S) Kitchen/Lab. Creation SP: x3 spell cost. 726-1 SAVING THROW COST AREA OF EFFECT DURATION ROLL OUT Self 20 Minutes Initiative Mimic Soft Nature Sounds 4 pts 6x6 Squares SNS 2 99 Hunter creates low sounds that can be mistaken for natural sounds. Indistinct natural outdoor sounds. Low volume and intensity. Hunter can create soft low sounds with no penalty, 2 ENHANCEMENT(S) As the volume of a sound rises the GM may adjust the Save. Λ COUNTER(S) As the sounds become more distinct the GM may adjust the Save. 643-1 DURATION 🔀 ROLL OUT LEVEL COST RANGE AREA OF EFFECT SAVING THROW STACK 25% Max 1 Minute Touch Varies 1 Hour 99 Tiro Tasty Cumber Meals none 1d12 meals appear at waist height of the Caster. Solid Multi Colored flashes extend from the Caster's hand and form into consumable food. ENHANCEMENT(S) COUNTER(S) RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 8 pts 1 Square 1 Square 10 Minutes 2 Minutes none 1 Arlo's Astral Storage The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the ca Open or Close storage. No magic or metal or crystals +5 items The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the 4 ENHANCEMENT(S) caster sees the items within. 0 COUNTER(S 361-2 COST RANGE AREA OF FEFECT DURATION ROLL OUT SAVING THROW STACK Fire Starter 8 pts 6 Sqaures 1 Item Instant Initiative SKI 99 Ember strands wind around the hand. Fire jumps from the hand to the target. Flammable objects take 1d1 damage. SKL:2 Save for objects on Targets. A darkened fire bolt 4 ENHANCEMENT(S) COUNTER(S) 362-1 COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK Force Platform 8 pts 16 Squares 2x2 Sq Platform 10 Minutes 2 Minutes none 3 Shining wine colored coils Outline the platform. Levitating plaform. HP:60 AC:14 Move:2 Half Wall Shining wine colored coils Outline the platform. 9 ENHANCEMENT(S) 0 COUNTER(S) 834-1 SAVING THROW GM LEVEL COST RANGE AREA OF EFFECT DURATION ROLL OUT STACK Pause Magical Lock 2 Squares Rollout 10 Minutes 8 pts Lock 6 Freezes all magic within a specific trap for the duration. helps rogue with magical locks Range = 12 Squares Must target a specific magical trap. ENHANCEMENT(S) Freezes all magic within the trap for the duration with Save passed. 0 COUNTER(S) If duration ends then magic may be enacted. DURATION 👗 AREA OF EFFECT ROLL OUT SAVING THROW COST RANGE STACK 8 pts Self 10 Minutes Initiative Profiled In Fire Self none 1 Barely Visible Heat Waves surround the Arcanist's body for the duration. Wreathes the caster in the image of intimidating flames. warmth = 2x2 AoE 6 FNHANCEMENT(S) COUNTER(S) LEVEL NAE'EM 629-1

COST

16 pts

Caster attempts to locate clues to find a True Name.

Bright Orange ribbons float to the object/person and fade as they surround them.

Find Clues To True Name

RANGE

4 Squares

AREA OF EFFECT

1 Item

DURATION 🔀

Permanent

ROLL OUT

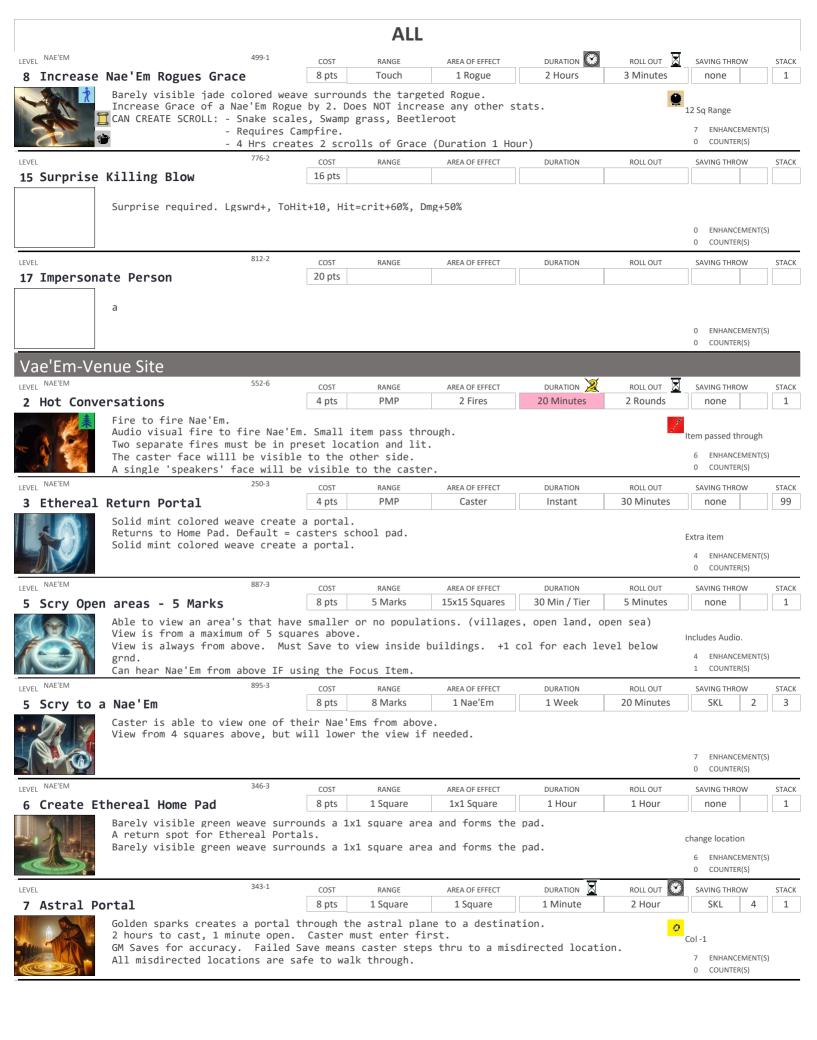
2 Hours

SAVING THROW

99

RM

Rollout Halved. 6 ENHANCEMENT(S) 0 COUNTER(S)



RANGE

View is always from above. Must Save to view inside buildings. +1 col for each level below

RANGE

7 View Dimension Vae'Em

LEVEL NAE'EM

8 pts Self 1x6 Sa Perimeter



ROLL OUT

10 Minutes

5 Minutes

2 1 SNS

STACK

1

SAVING THROW



Creates a thin membrane around the caster as a 6 square perimeter AoE. Passage is often unnoticed. SNS:2 for Target to notice. Creates a thin membrane around the caster as a 6 square perimeter AoE.

COST

Dimension = Sepia

5 ENHANCEMENT(S) 0 COUNTER(S)

NAE'EM

8 Scry - Dense Populations

Community 4x4 Squares 10 Min / Tier 8 pts

AREA OF EFFECT

AREA OF EFFECT

AREA OF EFFECT

8x8x8 Sas

SAVING THROW

Able to view an area's that have larger populations. (Towns and Cities).

View is from a maximum of 5 squares above.

COST

none

Includes Audio.

grnd.

Can hear Nae'Em from above IF using the Focus Item. 435-2

516-2

886-3

2 ENHANCEMENT(S)

1 COUNTER(S)

LEVEL NAE'EM

Summon Nisse Vae'Em

Self 8 pts

DURATION ROLL OUT 1 Day 5 Minutes

DURATION

6 Hours

DURATION

SAVING THROW STACK SKL 1



The caster summons a small gnome-like familiar. A creature that can be seen with ultra violet light. The caster summons a small gnome-like familiar.

Named Nisse

8 ENHANCEMENT(S)

Scry To A Vae'Em (Place)

RANGE AREA OF EFFECT 12 pts **Current Plane** Nae'Em 4x4 Sqs

DURATION ROLL OUT 1 Hour / Tier 5 Minutes COUNTER(S)

SAVING THROW STACK 1



With Save able to view a Nae'Em.

View is from a maximum of 5 squares above.

View is always from above.

Can hear Nae'Em from above IF using the Focus Item.

Does NOT require acceptance from, or notice to, the Tae'Em, since it is a place.

COST

COST

COST

Includes Audio.

RM

none

2 ENHANCEMENT(S) 1 COUNTER(S

341-1 10 Portal to Dimension

AREA OF EFFECT 12 pts Touch Portal Structure

RANGE

DURATION 2 Minutes

DURATION

Permanent

ROLL OUT SAVING THROW

2 Hours

ROLL OUT

2 Hours

STACK

STACK

99

Portal into Dimension. 2d4 dmg to travel, Save for 1/2.

602-3

406-2

Ruby colored flames surround the caster and vanish along with the caster. The flames cause magical fire damage of 2d4 points (will not light combustibles)

Caster lands in Dimension in a permeable dome (60 HP & 10 AC).

Field (dome) surrounding exit on Dimension side, Movement 1/2. Outside dome is fine. Dome HP x2

5 ENHANCEMENT(S)

1 COUNTER(S)

SAVING THROW

none

LEVEL NAE'EM

19 Natural Landmark Nae'Em

20 pts PMP 1 Landmark Barely visible seafoam colored weave envelopes the landmark

RANGE

RANGE

Closer

3 ENHANCEMENT(S)

Find Natural Landmark and the image of it becomes a Nae'Em Barely visible seafoam colored weave envelopes the landmark

0 COUNTER(S)

LEVEL NAE'EM

20 Nae'Em Natural Landmark

20 pts PMP AREA OF EFFECT 1 Landmark

AREA OF EFFECT

DURATION ROLL OUT Permanent 2 Hours

SAVING THROW

STACK 99



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

Close to Landmark

ENHANCEMENT(S)