

2 Triggered Forced Healing

471-1

LEVEL

Tier 1

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

COST	RANGE	ROLL OUT
4 pts	Self	1 Hour
STACK	AoE	DURATION
1	Caster	3 Days



COLLECTION	
Battle-Prep	
SAVE	COL
none	

OUTCOME
Mundane
CLASS GROUPS
ORX-SYL-STM-EOL



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:



Triggered Forced Health Draught

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Subtle Casting	4
12	Rollout Halved	6
18	Healing +4	10

3 Improve Resist & Skill Saves

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LEVEL

Tier 1



COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	5 Minutes		Battle-Prep	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Caster	2 Hours		none	ORX

Details:

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

This DOES...

- ... adjust the target's Resist Save with a benefit of 5%.
- ... adjust the caster target's SKL Save with a benefit of 5%.

This does NOT...

- ... adjust any other Saves.



Focus Items and/or Kits:

- Changes the benefit to 10%,
 - Original RSS Save bonus of 5% with

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Subtle Casting	4
9	Duration +50%	6
12	Rollout Halved	6
12	Rollout Initiative	12
14	Duration X2	8
18	AoE = 2 Targets	10
18	Duration X4	10

4 Weapon Speed Charm



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LEVEL

Tier 1

x



COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	30 Minutes		Battle-Prep	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Weapon	1 Battle		SKL x	ORX

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

Counter:

No Counter Available.

Creations:



Weapon Speed Charm. Buy: 40 GP.

- Small melee/thrown wpn +1 Init.
- Honeysuckle, Limestone, Obsidian shard. 40 GP.
- Needs: ORX Focus, Kitchen/Lab. Creation SP: x3 spell.



Enhancements:

LVL	ENHANCEMENTS	COST
9	Range Set at 1 Sq	6
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10

8


Circle of Protection vs Magic


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LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	8 Minutes		Battle-Prep	Magical

STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	3x3 Squares	10 Minutes		RM2	ORX



Details:


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

This DOES...

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

This does NOT...


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



Focus Items and/or Kits:

- Caster one more column to their benefit.

Bonds and Connections



Counter:

SAME SPELL WILL COUNTER.

Creations:

- Creates a chalky magenta powder.

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

9 Triggered Shield vs 1



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LEVEL

Tier 3

X



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

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections



Counter:

SAME SPELL WILL COUNTER.

Creations:

-- Creates Redish blue sand.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Damage Increased +50%	8
12	Rollout Initiative	12
14	Duration X2	8
16	AoE = 2 Recipients	8

7 Half Wall of Force



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LEVEL

Tier 2

X



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

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

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

This does NOT...
... move once set in place.



Focus Items and/or Kits:
-- Allows an additional corner.

Bonds and Connections



Counter:
SAME SPELL WILL COUNTER.

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
12	AoE X2	6
12	Rollout Halved	6
14	Duration X2	8
16	Rollout 1 Min	8
18	Duration X4	10
20	AOE X4	20



10 Minor Defense Bubble

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LEVEL Tier 3

X

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

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

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

- This does NOT...**
- ... affect ToHIT rolls or AC.
 - ... affect magical weapons.
 - ... affect damage caused by spells.



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

Bonds and Connections



- Counter:**
- SAME SPELL WILL COUNTER.

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Subtle Casting	4
9	Range Set at 1 Sq	6
12	Range X2	8
14	Save +1 Col	8
18	Range X4	10

12 Circle of Containment

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LEVEL Tier 3

Creatures from exiting its area. Must Save to Exit.

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



Created by COPILOT

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

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

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



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

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



Counter: SAME SPELL WILL COUNTER.

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

12 Circle of Langstrom Expulsion

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LEVEL

Tier 3

X

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



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

This DOES...
... banish Langstrom creatures and items to their plane.

This does NOT...
... banish Langstrom creatures/items if the SKL:2 save by the caster fails.
... compel Langstrom creatures to stay within the circle
(tip: use Circle of Containment!)



Focus Items and/or Kits:
-- AoE becomes a 4 Square Radius

Bonds and Connections

Counter:
No Counter Available.

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

Enhancements:

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

1 Force Pinch

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LEVEL

Tier 1



X

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

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

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

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

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Subtle Casting	4
9	Range +50%	6
12	Range X2	8
14	Damage X2	12
14	Save +1 Col	8
18	Range X4	10
20	Rollout Instant	16

2 Force Push

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LEVEL

Tier 1



X

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

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

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

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



Focus Items and/or Kits:
-- The targets Save is more difficult by 1 Column.

Bonds and Connections



Counter:
SAME SPELL WILL COUNTER.

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Subtle Casting	4
9	Range +50%	6
14	Save +1 Col	8
18	Range X4	10

4 Conjure Native Beetles

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LEVEL

Tier 1



Created by COPILOT

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

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

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

- Damage by Insect Swarm is not rolled, set to 5 Dmg.
- Focus Item with crystal is NOT passive.

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:



Beetleroot Granules

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



Enhancements:

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

8 Force Clap

433-1

LEVEL

Tier 2

X



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

Details:
-- Uses unseen force to knock up against the target.

This DOES...
... damage to all in the target squares,
- damage of 2d6 + Acumen Bonus.
... cause each creature in the squares to Save,
- Failing the Save will daze the creature for 1d2 rounds.
- any creatures or loose items between caster and target may be moved by pressure,
- but only the target will usually be dazed and/or take damage.

This does NOT...
... work against non-corporeal creatures.



Focus Items and/or Kits:
-- The Target(s) must use the next most difficult Save Column.

Bonds and Connections



Counter:
SAME SPELL WILL COUNTER.

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

Enhancements:



LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Range +50%	6
12	Range X2	8
14	Damage X2	12
14	Save -1 Col	8

12 Class Power Attack

675-1

LEVEL Tier 3

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

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



Created by COPILOT

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

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

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



- Focus Items and/or Kits:**
- Focus ITEM with crystal is NOT passive.
 - Enemy to pass another RM:3 Save vs knocked back 1

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



Counter: SAME SPELL WILL COUNTER.

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

Enhancements:

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

17 Hammering Force

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LEVEL Tier 5

X



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

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

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

This does NOT...
... need 2 Saves (1 for each attack)



Focus Items and/or Kits:
-- The Target(s) must use the next most difficult Save Column.

Bonds and Connections



Counter:
SAME SPELL WILL COUNTER.

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

Enhancements:

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



17 Force Cage

550-5

LEVEL Tier 5

X



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

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

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

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



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

Bonds and Connections



- Counter:**
- SAME SPELL WILL COUNTER.

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

Enhancements:

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

5 Ribbon Goblin Lookout



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LEVEL

Tier 2

X



COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1/4 Mark	30 Minutes		Altered Reality	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Ribbon Ctrr	8 Hours		none	ORX

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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



Bonds and Connections



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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

1

Draw Up Ground Water

LEVEL

Tier 1

246-1



Created by COPILOT

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

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

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
16	Rollout 1 Min	8

6 Destroy Harmful Substance

481-1

LEVEL

Tier 2

X



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

Details:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

8

Imbue an Item with



LEVEL

Tier 2

270-2



X

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

Details:

--

This DOES...

This does NOT...

Focus Items and/or Kits:

-- No benefit.

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

9 Food Times Three

304-1

LEVEL

Tier 3

COST

12 pts

RANGE

3 Squares

ROLL OUT

1 Day

COLLECTION

Food-Water

OUTCOME

Mundane

STACK

1

AoE

2x2 Squares

DURATION

Permanent

SAVE COL

none

CLASS GROUPS

ORX



Details:


- caster increases the amount of food.

This DOES...


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

This does NOT...

- ... change the quality of the food.

- 
- Focus Items and/or Kits:**
- Focus staff with crystal is NOT passive.
 - adds to the taste of the food,

Bonds and Connections



Counter:

SAME SPELL WILL COUNTER.

Creations:

Yield Improvement Scroll. BUY:30 GP.

- 1 cubic sq of food is tripled. (x2 +original)
- Amaranth Root, Cinderroot, Geen Hemlock, Ivy Runners.
- Campfire. Creation SP: x3 spell

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

1


Forced Heal 1d6 HP (+more)

310-4

LEVEL

Tier 1

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

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



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Reduces fragility Save by 1 coloumn. Check timing.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
3	+2 To Healing Spell	2
4	Aura Notably Brightens	-2
5	+1d6 to Heal	4
6	Subtle Casting	4
8	+1d8 Healing	4
10	+4 to Heal	6
13	+2d6 to Heal	8
17	+2d8 to Heal	8

5 Assist Another's Healing

477-4

LEVEL

Tier 2

X



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

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

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

- This does NOT...**
- ... cast any healing from this caster directly on to the wounded person.

Focus Items and/or Kits:



Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:


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

12 Ranged Forced Healing 2d8+2 HP

LEVELTier 3



Roll 2d8+2. Dmg x1 then Heal x2

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

Details:

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

This DOES...

- Does heal more than just civilized people.

This does NOT...

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

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



15 Held Stasis

490-4

LEVEL Tier 4

X



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

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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

10 Walls of Force (4 to 6)

480-1

LEVEL Tier 3

X



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

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

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

- This does NOT...**
- ... move once set in place.



- Focus Items and/or Kits:**
- Allows for an invisible door over/on the opening.

Bonds and Connections



- Counter:**
- SAME SPELL WILL COUNTER.

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

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

11 Force Wall

466-1

LEVEL Tier 3

X



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

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

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

This does NOT...
... move once set in place.



Focus Items and/or Kits:
-- Wall thickness becomes 2 ft / 60 cm and HP:80
AC:16

Bonds and Connections



Counter:
SAME SPELL WILL COUNTER.

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

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
12	AoE X2	6
12	Rollout Halved	6
14	Duration X2	8
16	Rollout 1 Min	8
18	Duration X4	10
20	AOE X4	20

4 Capture/Release Normal Light

465-1

LEVEL

Tier 1



X

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

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

Counter:

NO COUNTER AVAILABLE

Creations:

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

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

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

4 Arcane Translation - 1 Page



292-1

LEVEL

Tier 1

X



COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	20 Minutes		Communication-	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
0	200 Characters	20 Minutes		RM 2	ORX

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

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

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



- Focus Items and/or Kits:**
- Use of a Focus Item will give a random benefit,
 - caster rolls 1d6 and uses the Enhancement

Bonds and Connections

Counter:
No Counter Available.

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

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	AoE X2	6
12	Rollout Halved	6
14	Duration X2	8
16	Rollout 1 Min	8
18	Duration X4	10

4 Triggered Announcements



476-1

LEVEL

Tier 1



X

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

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

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

- This does NOT...**
- ... trigger for small creatures.
 - ... trigger for dead, undead, or living dead.
 - ... work if more than 30 words are put into the announcement.
 - ... inform the caster when an announcement is given.



- Focus Items and/or Kits:**
- If the stone has a carved face the Announcement will come from the face.

Bonds and Connections

Counter:

No Counter Available.

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

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
12	AoE X2	6
12	Rollout Halved	6
14	Duration X2	8
16	Rollout 1 Min	8

6



Release Arcane Script


468-2

LEVEL

Tier 2

X

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



Details:

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

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

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

This DOES...
asdf

This does NOT...
asdf

Focus Items and/or Kits:

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

7 High Flares

467-1

LEVEL

Tier 2



X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	In Sight	10 Minutes		Communication-	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	16 Sq Sphere	20 Minutes		none	ORX

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections



Counter:

SAME SPELL WILL COUNTER.

Creations:

-- Creates purple candles.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
9	Duration +50%	6
12	Rollout Halved	6
12	Rollout Initiative	12
14	Duration X2	8
16	Rollout 1 Min	8

375-2

Tier 2

COST	RANGE	ROLL OUT		COLLECTION		OUTCOME
8 pts	Touch	1 Hour		Communication-		Magical
STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
1	200 Characters	Permanent		SKL	3	ORX

COST



11 Add Signs to Signpost

484-1

LEVEL Tier 3

X



COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	10 Minutes		Communication-	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Signpost	3 Days		none	ORX

Details:

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

This DOES...

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

This does NOT...

- ... Create a sign post.



Focus Items and/or Kits:

- Sign & post becomes visible.

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

11 Triggered Announcement

485-1

LEVEL Tier 3

X



COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	3 Days		Communication-	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	2 Squares	Permanent		none	ORX

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

7 Hold Civilized Creature

577-1

LEVEL

Tier 2



X

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

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

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

This does NOT...
... inhibit life functions, like breathing.
... interfere with targets hearing or sense of touch.
... target to cast, fight, or complete an action.



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

Bonds and Connections



Counter:
SAME SPELL WILL COUNTER.

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Subtle Casting	4
12	Range X2	8
12	Rollout Initiative	12
14	Duration X2	8
14	Save +1 Col	8
18	Duration X4	10
18	Range X4	10

9 Find Clues To True Name

LEVELTier 3

629-1



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
24 pts	4 Squares	2 Hours		Personal-Connections	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	1 Item	Permanent		RM2	DOK-SYL-STM-EOL-ORX

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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

11 Connect To An Arcane Focus Item

627-1

LEVEL Tier 3

Creates connection between caster and a Arcane Focus Item.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
36 pts	Touch	3 Days		Personal-Connections	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Item	Permanent		RM 3	DOK-SYL-STM-EOL-ORX



Created by COPILOT

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

- This DOES...**
- Does require the item to be of the highest quality.
 - Minimum GP value of 10,000.
 - Does work only if the caster is not currently connected to another Arcane Focus Item.
 - Does create the casters connection to the item provided the Save is passed.

- This does NOT...**
- Does NOT have any effect if the Save fails (at end of Rollout).
 - Does NOT continue or have any effect if blocked by a 'Tiro Mess' spell.



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



- Bonds and Connections**
- This is an Tae'Em connection with a thing.

Counter:

No Counter Available.

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

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Range +50%	6
9	Range Set at 1 Sq	6
12	Range X2	8
18	Range X4	10

11 Disconnect An Arcane Focus Item

626-1

LEVEL Tier 3

Removes connection between all creatures and focus item.

COST	RANGE	ROLL OUT		COLLECTION		OUTCOME
36 pts	Touch	20 Minutes		Personal-Connections		Magical
STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	Current Item	Permanent		SKL	2	DOK-SYL-STM-EOL-ORX



Created by COPILOT

Details:

- Removes the connection between the casters current Arcane Focus item

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Not required.



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
18	Nae'Em Clues Removed	20


12 Langstrom Servant: Pucoe Gree

486-2

LEVEL Tier 3

X



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

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

A Pucoe Gree's properties are:

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

Reaction to anything other than caster's needs:

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

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

- This does NOT...**
- ... function outside of the Langstrom.
 - ... award any extra benefit with the use of more than one Pucoe Gree,
 - All Pucoe Gree work to the same goal at the same time.



Focus Items and/or Kits:

-- Encourages the Pucoe Gree to protect the caster.



Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
9	Duration +50%	6
12	Range X2	8
12	Rollout Initiative	12
14	Duration X2	8
14	Range Set At 3 Sqs	8
16	Rollout 1 Min	8
18	Duration X4	10
18	Nae'Em Clues Removed	20
18	Range X4	10

12 Eavesdrop on Nae'Em Convo

630-1

LEVEL Tier 3

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

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



Created by COPILOT

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

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

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



- Focus Items and/or Kits:**
- Focus Ring with crystal is NOT passive.
 - 20 Minutes added to Duration.



- Bonds and Connections**
- This is a Nae'Emn is a connection to people.



- Counter:**
- SAME SPELL WILL COUNTER.

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

Enhancements:

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

5 Scry to a Nae'Em

LEVEL Tier 2

895-3



Designed by freepik

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

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

Details:

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

This DOES...

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

Requires Nae'Em to agree with the scrying to be done by the caster.

This does NOT...

xx

Focus Items and/or Kits:

- Not required.



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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

5

Call/Return Nae'Em Item

LEVEL

Tier 2

587-3



X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	PMP	Initiative		N Tae'Em-Thing	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Item	Instant		none	ORX

Details:

- Weight limit of 10 lbs / 4.5 Kg.
- Size limit of 1 square (cube).

This DOES...

- ... require an item the caster already has set as a Nae'Em.
- ... affect one single handed light weight item.

This does NOT...

- ... affect any item that is held in place.



Focus Items and/or Kits:

- Allows weight limit up to 30 lbs / 13.6 Kg.



Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Subtle Casting	4
18	Nae'Em Clues Removed	20

4 Call Item (in Sight)

297-1

LEVEL Tier 1



X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	6 Squares	Initiative		Tricks-	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Item	Instant		AGL	ORX

- Details:
- Caster must be able to see the item.
 - Weight limit of 10 lbs / 4.5 Kg

- This DOES...
- ... affect one single handed light weight item.
 - ... allow one person in an adjacent square to attempt to grab the item.
 - The attempt at grabbing requires a Save.

- This does NOT...
- ... affect any item that is held in place.
 - ... affect any enchanted items.



- Focus Items and/or Kits:
- Improves weight limit to 20 lbs / 4.5 Kg

Bonds and Connections

Counter:
No Counter Available.

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

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Subtle Casting	4
9	Range +50%	6
12	Range X2	8
14	Save +1 Col	8
18	Range X4	10

1 Detect Magic & Number of Aspects

LEVELTier 1

892-1



Created by COPILOT

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

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

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:



Scroll of Detect Magic

- Reveals Mundane, Magic, Epic, or God Power.

Dur:Used.



- Astral Specks, Ethereal Grass, Obsidian Shard, Trench Mold, and Vellum.

- Need: Lab, 24 Spell pts, 4 Hrs, Stack:9. BUY:150

GP

Enhancements:

LVL	ENHANCEMENTS	COST
1	Fake Effort	-2
4	Aura Notably Brightens	-2
6	Subtle Casting	4
9	Range +50%	6
12	AoE X2	6
12	Range X2	8
18	Range X4	10
20	Rollout Instant	16

2

Orix View Sign Posts

LEVEL

Tier 1

583-1



X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	8 Squares	2 Minutes		Find-Hide-Reveal	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
3	1x1 Sq Sphere	30 Minutes		none	ORX

Details:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



3 Shadow of the Magi

911-1

LEVEL

Tier 1

Darkness centered just above caster.

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



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.



Creations:

Dust of Darkness

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



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

5 Create Ionic Marker

543-1

LEVEL

Tier 2

X



COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	1 Day		Find-Hide-Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Object	Permanent		none	ORX

Details:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:



Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
12	Range X2	8
14	Range Set At 3 Sas	8
18	Nae'Em Clues Removed	20
18	Range X4	10

5 Locate Ionic Marker

584-1

LEVEL

Tier 2





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

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

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

This does NOT...
... respond with a location if the caster is not on the original plane.
... pin point on a map where the marker is.
... have any effect on objects that already have magic on it.
... have any effect on objects that have been worked

 **Focus Items and/or Kits:**
-- Allows the spell to work with SKL:1 Save.

 **Bonds and Connections**

Counter:
No Counter Available.

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

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
12	Rollout Halved	6
12	Rollout Initiative	12
16	Rollout 1 Min	8
18	Nae'Em Clues Removed	20
18	Range X4	10

9 Detect 'Ems (All Types)

922-1

LEVEL

Tier 3

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

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



Created by COPILOT

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

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

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



- Focus Items and/or Kits:**
- Focus ITEM with crystal is NOT passive.
 - Rollout time is half of the current amount of time.

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

Counter:

NO COUNTER AVAILABLE

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
12	Rollout Halved	6
14	Save -1 Col	8
18	Range X4	10

9 Search for Arcane Focus Item

267-1

LEVEL Tier 3

Detects focus item within range. Vibration/Audible/Visual.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	1 Day		Find-Hide-Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Mark	4 Hours		SKL 2	DOK-SYL-STM-EOL-ORX



Created by COPILOT

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

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

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

Focus Items and/or Kits:

- Not required.



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:


LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
12	AoE X2	6
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10
20	AOE X4	20

11 Sight of the Statue

504-1

LEVEL Tier 3

Used on art/sculptures with eyes.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	1 Mark per Tier	30 Minutes		Find-Hide-Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Object	1 Day		SNS 2	EOL



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Not required.



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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

13 Find Nearest Langstrom Portal

488-1

LEVEL

Tier 4

X



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

Details:
-- Does not give a distance.

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

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



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

Bonds and Connections

Counter:
No Counter Available.

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

Enhancements:

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

16 Reveal True Name

631-1

LEVEL Tier 4

This uses all the clues to find the True Name.

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



Created by COPILOT

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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



Bonds and Connections

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

Counter:
NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as the action.

Enhancements:

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

1 Send Item to A Nae'Em Location

470-1

LEVEL

Tier 1



X

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

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

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

This does NOT...
... affect items that have a sentient life within.
... affect items that are crystal.
... affect items with a planular connection.



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

Bonds and Connections

Counter:
NO COUNTER AVAILABLE

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

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

6 Langstrom Rupture

366-1

LEVEL

Tier 2



X

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

Details:

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

Into OR out of Langstrom

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

Counter:

NO COUNTER AVAILABLE

Creations:

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

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

10 Ladders & Stairs

483-1

LEVEL Tier 3

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



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

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

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

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



- Focus Items and/or Kits:**
- Focus Item with crystal is NOT passive.
 - Adds a hand rails

Bonds and Connections

Counter:
NO COUNTER AVAILABLE

Creations:



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



Enhancements:



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

15 Create Permanent Location Tae'Em

347-1

LEVELTier 4


X

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

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


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

This does NOT...
... remain a Nae'Em if the location changes significantly.



Focus Items and/or Kits:

-- Caster can amble about and be not so obvious with this spell.



Bonds and Connections

Counter:

NO COUNTER AVAILABLE

Creations:

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

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

1 Arcane Light with Class Hue

806-1

LEVEL

Tier 1



Created by COPILOT

Default Light: Candle light

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

Details:

- Light Chart:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:



Astral Candle Light Powder

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



Enhancements:

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

2 Langstrom Cloak Pockets



274-1

LEVEL

Tier 1



X

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

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

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

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



- Focus Items and/or Kits:**
- When used it will mask the magic,
 - Use of the Focus item will cause any reveal

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Subtle Casting	4
9	Range Set at 1 Sq	6
12	Rollout Initiative	12
14	Duration X2	8

3 Animate Cats Eye Marble

473-1

LEVEL

Tier 1



X

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

Details:

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

This DOES...

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

This does NOT...

- ... provide light of any kind.



Focus Items and/or Kits:

- Allows the caster to see through the Focus Item with



Bonds and Connections



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Subtle Casting	4
9	Duration +50%	6
12	Rollout Initiative	12
14	Duration X2	8
18	Nae'Em Clues Removed	20

6 Force Platform

362-1

LEVEL

Tier 2



X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	16 Squares	2 Minutes		Utility-	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	2x2 Sq Platform	10 Minutes		none	ORX

Details:
-- A platform that levitates as directed by the caster.
-- Stats: HP:60 AC:14 Move:2

This DOES...
... create a force platform that can be elevated within range.
... make the platform out of force which means it is invisible.
... move up and down as the caster directs.
... move at a rate of 2 squares per 6 seconds (1 round).

This does NOT...
... move side to side.



Focus Items and/or Kits:
-- Creates a half wall (1 sq high) along side one edge.

Bonds and Connections



Counter:
SAME SPELL WILL COUNTER.

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
6	Subtle Casting	4
9	Duration +50%	6
9	Range +50%	6
12	Range X2	8
12	Rollout Halved	6
12	Rollout Initiative	12
14	Duration X2	8
18	Duration X4	10

3 Call Bonded Person

373-1

LEVEL

Tier 1



X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	PMP	30 Minutes		Creation-Meta	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Recipient	Instant		none	ORX

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

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

This does NOT...
... effect creatures of 'Large'. (larger than 7 ft / 2.13 m).
... effect creatures that are 'Tiny' or smaller. (smaller than 1 ft 8 in / .5 m) .
... stay open after the casters Nae'Em travels through.



Focus Items and/or Kits:
-- AoE can include one more person.



Bonds and Connections

Counter:
No Counter Available.

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

Enhancements:		
LVL	ENHANCEMENTS	COST
12	Rollout Halved	6
12	Rollout Initiative	12
16	Rollout 1 Min	8
18	Nae'Em Clues Removed	20



3 Orix False Glow

579-1

LEVEL Tier 1

X



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

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

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

This does NOT...
... actually make an item have magical properties.
... affect anything other than items.



Focus Items and/or Kits:
-- Creates a low but visible glow, that can be seen normally.

Bonds and Connections



Counter:
SAME SPELL WILL COUNTER.

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

Enhancements:

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

3 Visible Sign Posts

580-1

LEVEL

Tier 1

X



COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	5 Squares	1 Minute		Creation-Meta	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Sign Post	2 Hours		none	ORX

Details:

- About sign posts:
 - Comes with two signs.
 - The origin is either pointing in a compass direction or down,
 - Pointing down indicates the origin was at the post,
 - The second sign is the compass direction the creator went,
 - It tracks the creator ONLY up to 5 Squares from the post,
 - If the creator has traveled from the post in the teleport the result is compass direction of destination.

This DOES...

- ... reveal sign posts created by portals to the caster.
- ... allow the caster to decide whether the sign posts will be visible to others during casting!
- ... reveal up to three sign posts created by portals to the caster.
- ... requires the caster to to choose whether it's visible to everyone during casting.

This does NOT...

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

Focus Items and/or Kits:

Bonds and Connections



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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

16 Create Leather Golem

491-1

LEVEL Tier 4

X



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

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

- Additional 4 damage.

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
9	Duration +50%	6
12	Range X2	8
12	Rollout Halved	6
14	Duration X2	8
14	Range Set At 3 Sqs	8
18	Duration X4	10
18	Range X4	10

17 Place An Arcane Aspect

492-2



LEVEL

Tier 5

X

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

Details:

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

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

This DOES...

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

This does NOT...

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

The Caster Passing the save is able to put an arcane aspect into the item.
The Arcane passing means it does not go into the item.
Each aspect needs a single condition and single result

Examples of aspects with coniditions and results are:

Focus Items and/or Kits:

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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18 Create Wood Golem

493-1

LEVEL Tier 5

X



COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Touch	8 Hours		Creation-Meta	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Construct	1 Day		SKL 2	ORX

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

- Increases damage by 6.

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
9	Duration +50%	6
12	Range X2	8
12	Rollout Halved	6
14	Range Set At 3 Sqs	8
18	Duration X4	10
18	Range X4	10



19 Create Stone Golem

633-1

LEVEL

Tier 5

X

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



Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

- Additional 10 damage.

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
9	Duration +50%	6
12	Range X2	8
12	Rollout Halved	6
14	Duration X2	8
14	Range Set At 3 Sqs	8
18	Duration X4	10
18	Range X4	10