

0.3 TIRO: Armor of Light

LEVELTier 1

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

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



Created by COPILOT

Details:

- Bright Sparkly armor surrounds the Caster.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT provide enough consistent light to read by.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 3 Same Spell

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

0.2 TIRO: Fire Crack!

412-1

LEVEL

Tier 1

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

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



Created by COPILOT

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT do any damage if the ToHIT roll fails.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

0.4 TIRO: Quick Flash Fire

LEVEL Tier 1

ToHIT needed. 1d12 Dmg. Save for no damage.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	12 Squares	Initiative		Battle-Offense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Instant		AGL 2 	TRO



Created by COPILOT

- Details:**
- The caster throws colorful embers at a target, dealing 1d12 fire damage.
 - The magical fire disappears so quickly that this cannot be used as a signal.

- WHAT THIS DOES:**
- Does deal 1d12 fire damage.
 - Does allow the Target to make a Save.
 - Success means no damage is dealt to the Target.
 - Failure means full damage is dealt to the Target.

- WHAT THIS DOES NOT DO:**
- Does NOT set anything aflame.

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

Counter:
No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0



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

0.3 TIRO: I Have Your Item!

419-1

LEVEL Tier 1

snatches item. Mgc armor: -1 Col.

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



Created by COPILOT

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT affect magical, metal or crystalline items.
 - Does NOT allow the caster to end the spell prematurely.
 - Does NOT affect more than one item.

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

Counter:
NO COUNTER AVAILABLE

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

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

0.1 TIRO: Beauty Contestant:2nd Prize

LEVELTier 1

Recipient becomes more attractive by their race's standards.

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

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
0	No Enhancements	0



Focus Items and/or Kits:

- Not required.

0.1 TIRO: Pie Fight!

LEVEL Tier 1

Blocks vision with Save.

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



Created by COPILOT

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT have any other effect on the target outside of blocking vision.
 - Does NOT deal any damage.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

0.3 TIRO: 2 Rope Image

417-1

LEVEL Tier 1

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

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



Created by COPILOT

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

- WHAT THIS DOES:**
- Does allow the Caster to roll a Save to merge the ropes into one.

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

0.1 TIRO: Healing Bolus

LEVELTier 1

1d12 HP healing.

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



Created by COPILOT

- Details:**
- A basic healing spell that heals 1d12.

- WHAT THIS DOES:**
- Does heal 1d12 painlessly.
 - Does appear very bright.

- WHAT THIS DOES NOT DO:**
- Does NOT heal Undead or Living Dead.
 - Does NOT heal any sicknesses, diseases or other ailments.
 - Does NOT deal any damage prior to healing the Recipient.

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

Counter:

No Counter Available.

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

Enhancements:		
LVL	ENHANCEMENTS	COST
0	No Enhancements	0

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

0.2 TIRO: Garish Pup Tent

LEVELTier 1

xThe Caster creates a colorful tent.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	8 Squares	1 Minute		Shelter-Rest-Protection	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	1x2 Squares	8 Hours		none	TRO



Created by COPILOT

Details:

- The Caster creates a colorful tent.

WHAT THIS DOES:

- Does create a brightly colorful tent.
- Does allow the caster and their allies to rest inside (up to 3 people) and get rest bonuses.
- Does function like any other tent (can be blown away, soaked etc)
- Does require the tent to be set up after it is created.

WHAT THIS DOES NOT DO:

- Does NOT let the Caster choose the tent's color, it's random.
 - roll a d20 (1-5 is red, 5-10 is yellow, 10-15 is green, 15-20 is blue)
- Does NOT make a sturdy tent, it must be secured with rocks and the like.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

0.4 TIRO: Aural Spark

LEVELTier 1

random color of sparks for 1d20 minutes.

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

0.2 TIRO: Amplify Own Speech

LEVEL Tier 1

416-1



Created by COPILOT

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

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

Details:

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

WHAT THIS DOES:

- Does amplify speech from AOE out to range of up to 3 Squares away.
- Does amplify even whispers.
- Does allow sound to carry over walls/barriers as normal for the resulting volume.

WHAT THIS DOES NOT DO:

- Does NOT affect anyone but the caster.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 2 Same Spell

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

0.3 TIRO: Colored Signal Flare

LEVELTier 1

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

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 3 Same Spell

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

0.4 TIRO: Sloppy Spying

LEVEL Tier 1

415-1



Created by COPILOT

1d5 for Taste, Smell, Hearing, Sight, or Touch to spy.

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

- Details:**
- Caster is the only one that sees the effects of this spell.
 - All others have no indication other than a lot of multi colored magic floating around.

- WHAT THIS DOES:**
- Does allow the Caster to see the location, but no sound is available.

- WHAT THIS DOES NOT DO:**
- Does NOT affect anyone except the caster.

- Bonds and Connections**
- This is a Vae'Em connection to a venue/location.

- Counter:**
- No Counter Available.

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



Enhancements:		
LVL	ENHANCEMENTS	COST
0	No Enhancements	0

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

0.2 TIRO: Random Friendship

LEVELTier 1

Potentially makes someone more tolerant of the caster.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
40% Max	10 Squares	Initiative		Personal-Connections	Mundane
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	1 Target	Special		SKL3	TRO



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

0.4 TIRO: Tracking

LEVELTier 1

Find and follow a trail while leaving an obvious trail.

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

0.1 TIRO: Quick Jump

LEVEL Tier 1

407-1

1d6 squares in direction indicated. Distance rolled.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	1d6 Squares	Initiative		Travel-Planes	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	Instant		none	TRO



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:		
LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

0.3 TIRO: Quick Push!

LEVEL Tier 1

420-1



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
40% Max	4 Squares	Initiative		Travel-Planes	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Recipient	Instant		BRU 2 	TRO

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

- WHAT THIS DOES:**
- Does move a person to a random spot 4 squares away.
 - Roll a 1d8 for direction (1=N, 2=NE, 3=E, etc),
 - Roll a 1d2 for distance in number of squares.
 - The target always ends up facing the square they were originally in.
 - Does allow the target a Save.
 - If the Save is passed the target resisted and stayed in place.

- WHAT THIS DOES NOT DO:**
- Does NOT allow the Caster to choose the location.
 - Does NOT move more than one recipient per spell cast.
 - Does NOT work on the Caster.
 - Does NOT allow the Caster to end it prematurely.

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

Counter:

No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

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

0.4 TIRO: Tasty Cumber Meals

LEVEL Tier 1

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

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



Created by COPILOT

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT create more nutrients than is needed for 1 meal (1/3 of a day).
 - Does NOT remain after one hours' time.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:		
LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

0.1 TIRO: Water From A Plant

LEVELTier 1

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

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT spout a lot of water.
- Does NOT have any affect against plant-like creatures.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.