

0.3 TIRO: Armor of Light

LEVEL Tier 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.

1

Camp Perimeter Shock

LEVEL

Tier 1

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

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



Created by COPILOT

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

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

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

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



**Counter:**  
LVL: 1 Same Spell

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	AOE +50%	12
14	Duration X2	8



- Focus Items and/or Kits:**
- Spell does 2d3 lightning damage instead of 1d3.
  - Focus Ring w/ Crystal is not passive.


2

Triggered Forced Healing

LEVEL

Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Hour		Battle-Prep	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Caster	3 Days		none	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 themself.
- Lastly, the caster applies twice the result as healing to themselves.
- This spell may be used to place temporary magic on a high quality gem.
- Once damage has been taken this spell enacts.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- 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.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 2 Same Spell

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
10	Rollout Halved	6
16	Healing +4	10
18	Duration X4	10



Focus Items and/or Kits:

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

# 8 Raise Nae'Em Fighter Str +1

LEVEL

Tier 2

437-1



Created by COPILOT

Raises the fighters Strength 1 point.

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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



Counter:

LVL: 8 Same Spell

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
10	Rollout Halved	6
14	Range At 3 Sqs	8



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Duration becomes 4 Hours

# 12 Circle of Containment

LEVEL

Tier 3

454-1



Created by COPILOT

Creatures from exiting its area. Must Save to Exit.

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

**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.

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

- 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.

**Bonds and Connections**

- No Nae'Em connection.



**Counter:**

LVL: 12 Same Spell

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

- Focus Item with crystal is NOT passive.
- Creature may only leave the circle with BRU:>95.

### 3 Protect Fighter vs Ranged/Thrown



LEVEL Tier 1

286-1



Created by COPILOT

Recipient gains +2 vs ranged/thrown attacks.

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

# 8 Circle of Protection vs Undead




LEVEL Tier 2

436-1



Created by COPILOT

Undead must Save to pass. Column = casters tier.

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 8 Same Spell

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	AoE X2	6
14	Range At 3 Sqs	8
14	Stacking +1	8



Focus Items and/or Kits:



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


449-1

10 Astral Mental Shield

LEVELTier 3

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	2 Minutes		Battle-Defense	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	Self	4 Hours		RM2	STM



Created by COPILOT

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT extend its protection to anyone but the caster without the enhancement.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

- Focus Ring with crystal is NOT passive.
- While in the Astral Plane grants +4 AC instead.



10 Charged Fencing - Two Sides

LEVEL




Tier 3

448-1



Created by COPILOT

3d6 touch dmg. Save to pass through.

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 10 Same Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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




13 Circle of Astral Expulsion


453-1

LEVEL

Tier 4

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME		
16 pts	Touch	10 Minutes		Battle-Defense	Magical		
STACK	AoE	DURATION		SAVE SKL	COL		CLASS GROUPS
1	3 Sq Radius	4 Hours		SKL	2		STM



Created by COPILOT

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

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

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

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
18	Duration X4	10

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- Save -1 Col.

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.

1Cause Illness

LEVELTier 1

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

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



Created by COPILOT

**Details:**

- Skin irritation possible.

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

Enhancements:		
LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	AoE X2	6
18	Range X4	10

**Focus Items and/or Kits:**

- Not required.



2

Barbed Sparks

LEVEL

Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Battle-Offense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	4 sq Triangle	5 Rounds		RM 1	STM



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

2

Electric Zap

LEVEL

Tier 1

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

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



Created by COPILOT

**Details:**

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

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

Enhancements:

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



**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- Initiative +4.

# 4 Conjure Native Beetles

LEVEL


Tier 1

295-1



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



2 RDS



## Details:

- Conjures 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.

## WHAT 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.

## WHAT THIS DOES NOT DO:

- 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.

## Bonds and Connections

- No Nae'Em connection.



## Counter:

LVL: 4 Same Spell

## 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
9	Range +50%	6
12	Range X2	8
14	Damage X2	12



## Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Save +1 Column.



8 Static Bolt

LEVEL

Tier 2

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

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 8 Same Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Save +1 Col

# 12 Class Power Attack

LEVEL




Tier 3

675-1



Created by COPILOT

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

COST	RANGE	ROLL OUT	  RDS	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

**Details:**

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

**WHAT 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.

**WHAT THIS DOES NOT DO:**

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

**Bonds and Connections**

- No Nae'Em connection.



**Counter:**

LVL: 12 Same Spell

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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

17

Lightening Bolt


LEVEL

Tier 5



Created by COPILOT

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

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 17      Same Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

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	COL	CLASS GROUPS
99	1 Item	1 Round	RM	1	TRO



1 RDS



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.



3

Summon Astral Beast of Burden

LEVEL

Tier 1

AC:17/15, Init+0, Attk:x0x1, ToHit+0, Dmg:1d8, Move:15, 2 Marks/Day.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	30 Squares	20 Minutes		Call-Summon	Mundane
STACK	AoE	DURATION		SAVE SKL	CLASS GROUPS
3	1 Creature	1 Month (30 days)		COL 2	STM



Created by COPILOT

Details:

- About the Astral Creature:
  - If attacked it will attack in random directions as if it does not understand.
  - its battle stats: AC:17/15, Init+0, Attk:x0x1, ToHit+0, Dmg:1d8, Move:15, 2 Marks/Day.
  - can have short bursts of speed, but no continuous trotting or running.
- Contenance of the creature:
  - it is a quadrapedal low-intelligent beast of burden with a horse-like way about it.
  - as a beast of burden it will be docile unless provoked/surprised.
  - it does not understand the PMP and senses no danger/friendship except with the caster.
  - it will eat anything that is edible for the caster.

WHAT THIS DOES:

- Does summon a healthy astral beast of burden if the Save is passed.
- Does bring a creature to the caster that communicates through a Ae'Em connection.
- Does stay on PMP as long as it's within Range of the caster.
- Does summon a creature that does not sense danger or friendship with any but the caster.
- Does work well with some circles of power: Animal Protection, Containment, etc...
  - but not with expulsion type containment or spells.
- Does allow up to 3 people to ride it, but one of the people MUST be the caster.
  - Other sequentail castings could be used as pack animals,
    - but won't carry living creatures without the caster.
- Does work well in all PMP regions: Artic, Temperate, Arid, and Tropical.

WHAT THIS DOES NOT DO:

- Does NOT ensure commoners will react well to such a strange sight.
- Does NOT summon wild/unruly or an unhealthy creature.



Bonds and Connections

- This Is an Ae'Em connection with an Animal.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Stacking +1	8
18	Duration X4	10



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive
- Raises the creatures HP to 50.

# 6 Summon Nisse

LEVEL

Tier 2

435-1



Created by COPILOT

A creature that can be seen with ultra violet vision.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Self	3 Hours	Call-Summon	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	8x8x8 Sqs	1 Month (30 days)	SKL 1	STM



## Details:

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

## WHAT THIS DOES:

- Does allow the caster to summon a Nisse.
- Does allow the caster to request the Nisse to help out.
- Does require the caster to make a Save when casting.
- Does allow spell to continue even if the caster is out cold, asleep, etc.
- Does summon a physical creature,
  - HP:12 AC:18 Init+10 ToHIT-10 (Runs from fights).

## WHAT THIS DOES NOT DO:

- Does NOT allow the caster to command the Nisse to do any of the things it dislikes.
- Does NOT allow the Nisse to stay with the caster permanently.
- Does NOT create a month-long bond with the Nisse.



## Bonds and Connections

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

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Stacking +1	8
18	Duration X4	10



## Focus Items and/or Kits:

- Focus ring with crystal is NOT passive
- Nisse called is known by name to the caster,
  - That Nisse will have a 10x10x10 AoE.

13 Summon Strumos Creations (Tae'Em)

LEVEL

Tier 4

455-1



Created by COPILOT

Caster summons up to 6 items from a Vae'Em.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	PMP	10 Minutes		Call-Summon	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Nae'Em	Instant		none	STM

Details:

- Item(s) are drawn to the caster through the Astral Plane.
- Since the items are created by the caster and the location is a Vae'Em to the caster the spell is a Tae'Em spell. Tae'Em is a connection to a thing or object.

WHAT THIS DOES:

- Does require the caster to create a Vae'Em connection to the location of the items.
- Does require the location of all of the items be at one place on the same PMP.
- Does require items that have been created by the caster.
  - ingredients my be purchased, but items must be creations made by the caster.

WHAT THIS DOES NOT DO:

- Does NOT have any effect on items placed on a PMP different than the caster.
- Does NOT have any effect on when using one spell for items in different locations.



Bonds and Connections

- This Is an Tae'Em connection with up to 6 things.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
20	Rollout Instant	16



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive
- Allows caster to use 'Subtle Casting' at no cost.

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	 <b>1</b> RDS	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.

1

Draw Up Ground Water

LEVEL

Tier 1

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



Created by COPILOT

Details:

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

WHAT 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.

WHAT THIS DOES NOT DO:

- 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).

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	AoE X2	6
16	Rollout 1 Min	8
20	AOE X4	20



Focus Items and/or Kits:

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

4

Improve Food

LEVEL

Tier 1

Food becomes nutritional.

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	AoE X2	6
14	Duration X2	8



Focus Items and/or Kits:



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


15 Create Food For A Family

458-1

LEVELTier 4

2d12+10 meals w/ water.

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



Created by COPILOT

**Details:**

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

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

**Bonds and Connections**

- No Nae'Em connection.


**Counter:**

No Counter Available.

**Creations:**

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

Enhancements:		
LVL	ENHANCEMENTS	COST
12	Rollout Init	12
14	Range At 3 Sqs	8
18	Range X4	10



**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- Improves taste and quality of the food.
- Water can be mild wine or mead.

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.

1

Basic Healing

LEVEL

Tier 1

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

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



Created by COPILOT

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



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

- WHAT THIS DOES NOT DO:**
- Does NOT heal anything not currently living,
    - Dead, undead, living dead.
    - Constructs, un-embodied life.

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


**Counter:**

NO COUNTER AVAILABLE

- Creations:**
-  Draught Of Health
- Heals 2d6. Dur:used.
  - Mercury, Astral Specks, Wheat Stalks.
  - Creation: 16 Spell pts, 8 Hrs, Stack:9.
  - Requires campfire. BUY:80 GP.
- 

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Range X2	8
16	Healing +4	10
18	Healing +8	10

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


1

Forced Heal 1d6 HP (+more)

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.

WHAT 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.

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
14	Range At 3 Sqs	8
18	Range X4	10



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Reduces fragility Save by 1 coloumn. Check timing.
- May use this at daybreak for sickness/disease.



2

Heal Sickness

LEVEL

Tier 1

277-4



Created by COPILOT

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

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:



Cure Sickness



- Pass Save SKL:1 to cure sickness. Dur:Used.
- Green Hemlock Ashes, Honeysuckle, Oak Leaves.
- Creation: 12 Spell pts, 4 Hrs, Stack:9.
- Requires campfire. BUY:5 GP.

Enhancements:

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

Focus Items and/or Kits:

- Not required.

4

Delayed Healing 2d6

LEVEL

Tier 1

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

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:



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



Enhancements:

LVL	ENHANCEMENTS	COST
16	Healing +4	10
18	Healing +8	10



Focus Items and/or Kits:

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

4

Slow Healing

LEVEL

Tier 1

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

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

374-4



Created by COPILOT

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT cure diseases/poison/other ailments.
  - Does NOT continue if the patient is disturbed within Duration,
  - Any effort beyond simple walking.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

NO COUNTER AVAILABLE

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
16	AoE = 2 Ppl	8
16	Healing +4	10
18	Healing +8	10



**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- Makes the healing +12 HP / Hr.

5

Repair A Dead Body

LEVEL

Tier 2

876-4



Created by COPILOT

Preps a body for funeral viewing.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	30 Minutes		Health-Life-Death	Mundane
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	1 Target	Permanent		SKL2	STM

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT provide any substantial healing.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	AoE = 2 Targets	10
18	Range X4	10



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Change Range to 8 Squares.

6

Common Healing

LEVEL

Tier 2

X

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



Created by COPILOT

Details:

- Caster heals a creature for 1d8+2.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT damage the target before healing.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:



Draught Of Health

- Heals 2d6. Dur:used.
- Astral Specks, Mercury, Wheat stalks.
- Creation: 16 Spell pts, 8 Hrs, Stack:9.
- Requires campfire. BUY:80 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
16	Healing +4	10
18	AoE = 2 Targets	10
18	Healing +8	10



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive
- Adds another d4 of healing,
  - Total healing is 3d8 + 1d4 + 2 HP.

7

Electrifying Sickness Cleanse

LEVEL

Tier 2

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	2 Hours		Health-Life-Death	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	1 Creature	Permanent		SKL2	STM



Created by COPILOT

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT Cause electrical damage to other creatures or objects.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
14	Range At 3 Sqs	8



Focus Items and/or Kits:

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


8

Extra Healing

LEVEL

Tier 2

X

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
16	AoE = 2 Ppl	8
16	Healing +4	10
18	Healing +8	10



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive
- Adds another d4 of healing,
  - Total healing of 3d8 + ACU Bonus + 4 HP.

9 Cure Disease

LEVEL

Tier 3

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

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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



11

Heal 5d6+2 HP

LEVEL

Tier 3

451-4



Created by COPILOT

X

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

Details:

- Caster heals a creature 5d6 + 2 HP.

WHAT THIS DOES:

- Does heal 5d6 + 2

WHAT THIS DOES NOT DO:

- Does NOT affect Dead, Undead, or Living Dead

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
14	Range At 3 Sqs	8
16	Healing +4	10



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive
- Adds another 1d4 healing.
  - Total is 5d6 + 1d4 + 2 + Enhancements.

11 Revive Life With A ZAP!

LEVEL

Tier 3

447-1



Created by COPILOT

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

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



Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save -1 Col	8
18	AoE = 2 Targets	10



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Creature brought back comes back with 4 HP.

12

Heal

5d6+6

HP

LEVEL

Tier 3



Created by COPILOT

X

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

Details:

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

WHAT THIS DOES:

- Does heal a creature for 5d6+6 HP.

WHAT THIS DOES NOT DO:

- Does NOT work on Undead or Living Dead.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
16	Healing +4	10
18	Healing +8	10



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive
- Adds another 1d4 healing,
  - Total of 5d6 + 1d4 + 6 + Enhancements.



12

Ranged Forced Healing 2d8+2 HP

LEVEL

Tier 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



Created by COPILOT

Details:

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

WHAT THIS DOES:

- Does heal more than just civilized people.

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
14	Duration X2	8
20	Rollout Instant	16

Focus Items and/or Kits:

- Not required.



# 14 Consecration of Corpse

LEVEL

Tier 4

459-4

Block animation and removes Nae'Ems.

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



Created by COPILOT

Details:

- Blocks the dead from becoming animated.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

Counter:

No Counter Available.

Creations:



Consecration Anointment

- Sprinkle over dead to stop animations/Nae'Ems.
- Specks, Cinderroot, Ether Grass, Obsidian, Mold.
- Creation: 48 Spell pts, 24 Hrs, Stack:3. Dur:Perm.
- Requires Focus, Lab, & Holy symbol. BUY:150 GP.

Enhancements:

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

Focus Items and/or Kits:

- Not required.

14 Healing Bolt

LEVEL

Tier 4

1d2 Dmg. Then 6d6 Healing.

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT affect the caster to heal Living Dead or Undead.
- Does NOT affect non-corporeal 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
16	Healing +4	10
18	AoE = 2 Targets	10
18	Healing +8	10



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Adds another 1d4 to the healing,
  - Total healing of 6d6 + 1d4 + Enhancement

# 18 Group Heal

LEVEL

Tier 5

460-4

3 persons minimum within AoE. 200 pts divided equally.

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



Created by COPILOT

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

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

**WHAT THIS DOES NOT DO:**  
- Does NOT work on Living Dead or Undead.  
- Does NOT work on groups of two or a single person.

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

**Counter:**  
No Counter Available.

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

Enhancements:		
LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	Healing +4	10
18	Healing +8	10



**Focus Items and/or Kits:**  
- Focus ring with crystal is NOT passive.  
- Adds another 50 HP to be divided among the group,  
    - Total of 250 HP + Enhancements.

# 20 Raise The Dead

LEVEL

Tier 5

463-1



Created by COPILOT

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

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

Details:

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

WHAT THIS DOES:

- Does bring a person who has been dead for less than 20 years back to life with Save .
- Does restore them to 5 HP.
- Does work if the person is missing body parts, but the parts will not come back.
- Does allow the person to be healed back to full HP with other spells.

WHAT THIS DOES NOT DO:

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



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.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	Healing +4	10
18	AoE = 2 Targets	10



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Heals the person to 10 HP. (Additional 5 HP)



0.2 TIRO: Garish Pup Tent

LEVELTier 1

The 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.

2 Feather Bed

LEVELTier 1

A feather bed for 2 appears.

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



Created by COPILOT

Details:

- Caster creates a soft sleeping area.

WHAT THIS DOES:

- Does continue even once the caster is out cold, asleep, etc...
- Does protect against cold weather, but not freezing.

WHAT THIS DOES NOT DO:

- Does NOT create any objects,
  - No blanket, bed, feathers, etc.
- Does NOT give comfort to more than 2 persons.
- Does NOT change any properties of the surrounding ground/area,
  - Only a creature lying down will notice a comfortable difference.
- Does NOT enhance a sleeping area beyond the bed.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	AOE +50%	12
12	Rollout Init	12



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Allows 1 spell to affect 2 areas,
  - Two separate AOE's of 1x2 Sqs.



## 2 Sleep

LEVEL

Tier 1

268-1

Inactive persons. Save: pass = 1d6 hrs. Fail = Light sleep.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 Squares	1 Minute		Shelter-Rest-Protection	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Target	1d6 Hours		SNS 2 	STM



Created by COPILOT

### Details:

- Can possibly push an inactive person into sleep.
- Sleep can still be interrupted by normal external, mundane means.
  - Examples include loud noises, moving the Target, etc.
  - Extra saves may be needed based on situation.
- If a Target falls asleep due to this spell the Target cannot wake self.

### WHAT THIS DOES:

- Does give complete rest to the Target if they continue sleep for 6+ hours.
- Does allow the Target to roll a Save.
  - Failure means Target falls into a light sleep.
  - Success means the GM rolls a d6 to see how long the Target remains asleep.

### WHAT THIS DOES NOT DO:

- Does NOT have any effect on an active person.
- Does NOT stop an affected Target from being woken up.
- Does NOT create a light that draws attention unless all other areas are pitch black.

### 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
10	Rollout Halved	6
12	Range X2	8
14	Stacking +1	8



### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Makes the Save one column worse for the Target.


5

Quarantine Isolation

LEVEL

Tier 2

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

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Allows 1 spell to affect 2 areas,
  - Two separate AOE's of 1x2 Sqs.

7

Deep Doze

LEVEL

Tier 2

517-1



Created by COPILOT

4 deep sleep hours to recover from exhaustion.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	10 Minutes		Shelter-Rest-Protection	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Ctrr/Tier	4 Hours		SNS 4 	STM

Details:

- After the 4 hours of uninterrupted sleep the Target recovers from exhaustion.
  - This includes exhaustion from chasing, being chased, or casting certain spells.
  - This does NOT help with exhaustion from Overcasting.
- Waking up before the Duration expiration negates the usual morning replenishment.
  - An early wake up leaves the Recipient as tired as if they had gotten no sleep at all.
  - Too much of this (7+ days) in a row without proper rest WILL result in exhaustion.

WHAT THIS DOES:

- Does allow for a full night's rest in the span of 4 hours.
- Does make it very difficult to wake the recipient from sleep.
  - Recipient must Save to wake before 4 hours is up.

WHAT THIS DOES NOT DO:

- Does NOT create a Nae'Em connection of any kind between the Caster and the Recipient(s).
- Does NOT normally allow the Recipient to wake up on their own,
  - Any Recipient passing the Save indicates a graceful wake up on 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
4	Aura Brightens	-2
10	Rollout Halved	6
14	Range At 3 Sqs	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Can create a dim night light (Index:3) that is placed

7

Strumos Waystation

LEVEL

Tier 2

3x3 Sqs platform that protects from some weather

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



Created by COPILOT

**Details:**

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

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	AoE X2	6
14	Duration X2	8
18	Duration X4	10



**Focus Items and/or Kits:**

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

13 Astral Shed

LEVELTier 4

Small shed outside... 5 rooms inside.

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10
20	Rollout Instant	16




Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Creates one additional bedroom (adds 1 bed.)

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

LEVELTier 1

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

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



Created by COPILOT

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

LEVEL Tier 1

425-1



Created by COPILOT

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

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

Details:

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

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.

6 Speak with Dead

291-1

LEVEL

Tier 2



Created by COPILOT

Up to 100 years dead per Tier. Skull answers in common.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	20 Minutes		Communication-	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	5 Questions		none	DOK-STM

Details:

- Caster speaks aloud to the dead and hears out loud the responses.
- Caster creates a limited and forced Cae'Em relationship with the target.

WHAT THIS DOES:

- Does limit the time to 1 hour or 5 questions, which ever happens soonest.
- Does allow the caster to converse with a creature that is dead,
  - Up to 100 years per Tier of the caster.
- Does require to have some solid portion of the skull to be still remaining.
- Does require the target to be dead and not animated in any way.
- Does require the target to be NOT be magic'd in any way.
- Does force the target to respond to each question.
- Does interpret any older versions of a common language to the current common language.

WHAT THIS DOES NOT DO:

- Does NOT work on previously questioned targets. (Previous Nae'Em for the current caster)
- Does NOT have any effect when non-questions are put forth.
- Does NOT guarantee truthful or accurate responses.
- Does NOT interpret arcane or secret languages.
- Does NOT have any effect on undead or living dead, although it may appear to work.
- Does NOT have any effect on dead creatures that had lived without a head.



Bonds and Connections

- This is an Cae'Em connection with a construct (temp)

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
14	Range At 3 Sqs	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Allows caster to know if the response to the question

9

Speak With The Resting Dead

LEVEL

Tier 3

370-1



Created by COPILOT

Requires undisturbed & marked grave.      Save allows speech.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	6 Squares	20 Rds (2 Min)		Communication-	Magical
STACK	AoE	DURATION		SAVE    COL	CLASS GROUPS
1	3 Squares	5 Minutes		SKL    2	STM

Details:

- Caster performs a summoning ritual using a summoning circle and a memento of the deceased person, then summons their spirit to speak to them.
- Communication is also voluntary on the spirit's part.
  - The dead can be summoned to be near the caster, but not forced to speak.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

**Bonds and Connections**

- This Is an Cae'Em connection with Construct.

**Counter:**

LVL: 9      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
9	Range +50%	6
14	Duration X2	8

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- The save required is now SKL:1.

# 19 Dead Spirit Conversation Circle

LEVEL

Tier 5

462-1



Created by COPILOT

Speaks with up to 6 souls. Requires a ritual & tokens.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	6 Squares	10 Minutes		Communication-	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Spirit	Rollout		SKL 2	STM-DOK

Details:

- Caster performs a summoning ritual using a summoning circle, then summons souls and spirits to speak to them.
- Communication is also voluntary on the soul/spirit's part,
  - the summoning itself is not voluntary.

WHAT THIS DOES:

- Does require a 10-minute summoning ritual to be performed by the caster.
- Does require the caster to have a personal item of each of the deceased.
- Does require the caster to pass a SKL:2 save to summon the spirit. (Fail: no summon)
- Does require the souls/spirits to rise and meet with the caster, but not to communicate,
  - souls/spirits that have been dead for over 100 years will not be available for this.
  - souls/spirits that have been disconnected from the planes of the living are not available.
- Does allow for 10 questions and answers. One set per minute.
  - Unanswered questions do not count.
  - Time may run out before the caster gets 10 answers.
- Does allow the caster to ask a single question and wait for any to answer,
  - Multiple answers to 1 question is not counted as multiple questions.
  - Repeating the same question is another question.

WHAT THIS DOES NOT DO:

- Does NOT allow the summoning of deceased persons that's been dead for a 100+ years.
- Does NOT allow the caster to continue the ritual once it's been interrupted.
  - They must end the spell and start over by casting this again..
- Does NOT allow the caster to force the spirit to comply with requests.



Bonds and Connections

- This Is an Cae'Em connection with a construct.



Counter:

LVL: 19 Same Spell

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
9	Range +50%	6
10	Rollout Halved	6





Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive
- The Save required is now SKL:1.

# 0.2 TIRO: Random Friendship

LEVEL Tier 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		SAVE COL	CLASS GROUPS
99	1 Target	Special		SKL 3	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.

2

Connect With A Fighter

LEVEL

Tier 1

4 Days casting creates a permanent bond. Limited to PMP.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	PMP	2 Days		Personal-Connections	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
2	1 Recipient	Permanent		none	STM



Created by COPILOT

Details:

- Limited: Both people must be on the same plane for this to work.

WHAT THIS DOES:

- Does create a Permanent mental bond allows either party to initiate and/or accept.
- Does support 2 (See Stack) connections to Fighters.
- Does allow the Focus ring to have healing spells to be cast unseen through the Nae'Em.

WHAT THIS DOES NOT DO:

- Does NOT have any function/effect when the caster and Fighter are not on the same plane.
- Does NOT continue (Is removed) by Arcane (Ancient Magic).
- Does NOT send any tactile, olfactory, or audible senses.
- Does NOT send any mental images.



Bonds and Connections

- This is a Nae'Em connection with a person (Fighter).

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
1	Fake Effort	-2
4	Aura Brightens	-2
6	Subtle Casting	4



Focus Items and/or Kits:

- Focus Ring with crystal is NOT passive.
- Can cast Healing spells through the Nae'Em.



3

Connect To A House

LEVEL

Tier 1

4 Days casting creates a permanent bond. Limited to PMP.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	PMP	4 Days		Personal-Connections	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
2	Nae'Em	Permanent		none	STM



Created by COPILOT

**Details:**


- Limited: Both people must be on the same plane for this to work.

**WHAT THIS DOES:**

- Does create a Permanent mental bond allows either party to initiate and/or accept.
- Does support 2 (See Stack) connections to a member of a House.
- Does allow the Focus ring to have healing spells to be cast unseen through the Nae'Em.
- Does require the character to be joined to a House first,
  - then the character can use this spell to connect to a House member via a Nae'Em.

**WHAT THIS DOES NOT DO:**

- Does NOT have any function/effect when the caster and House member are not on the same plane.
- Does NOT continue (Is removed) by Arcane (Ancient Magic).
- Does NOT send any tactile, olfactory, or audible senses.
- Does NOT send any mental images.



**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.

**Enhancements:**

LVL	ENHANCEMENTS	COST
1	Fake Effort	-2
4	Aura Brightens	-2
6	Subtle Casting	4



**Focus Items and/or Kits:**

- Not required.

6

Create a Vae'Em Location.

LEVEL

Tier 2

GM Saves for accurate destination.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	4 Hours		Personal-Connections	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
7	1 Square	Permanent		none	STM



Created by COPILOT

Details:

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

WHAT THIS DOES:

- Does allow no Save use if the caster has a location Nae'Em set as the destination.
- Does ensure all misdirected locations are safe to walk through.

WHAT THIS DOES NOT DO:

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



Bonds and Connections

- This Is an Vae'Em connection with a location/venue.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
10	Rollout Halved	6
14	Save -1 Col	8

Focus Items and/or Kits:

- Not required.

7

Create Permanent Nae'Em

LEVEL

Tier 2

Willing person & caster connect.     Save required.

COST	RANGE	ROLL OUT		COLLECTION		OUTCOME
12 pts	1 Square	4 Days		Personal-Connections		Magical
STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
3	1 Recipient	Permanent		SKL	2	EOL-SYL-STM




Created by COPILOT

- Details:**
- This bonds a person to the caster with a Nae-Em.
  - Limited: Both people must be on the same plane for this to work.

- WHAT THIS DOES:**
- Does create a Permanent mental bond and allows either party to initiate and/or accept.
  - Does support 3 (See Stack) connections to civilized creatures.
  - Require the

- WHAT THIS DOES NOT DO:**
- Does NOT send any tactile, olfactory, or audible senses.
  - Does NOT send any mental images.
  - Does NOT have any function/effect when the caster and connected are not on the same plane.
  - Does NOT continue (Is removed) by Arcane (Ancient Magic).



**Bonds and Connections**

- This is a Nae'Emn is a connection to a person.

**Counter:**


NO COUNTER AVAILABLE

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
18	Range X4	10



**Focus Items and/or Kits:**

- Focus ITEM with crystal is NOT passive.
- Improves the Save by 1 column,
  - from a SKL:2 to a SKL:1

9 Find Clues To True Name

LEVELTier 3

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



Created by COPILOT

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)

WHAT 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.

WHAT THIS DOES NOT DO:

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



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
9	Range +50%	6
10	Rollout Halved	6
18	Range X4	10



Focus Items and/or Kits:

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

11

Connect To An Arcane Focus Item

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	CLASS GROUPS
1	1 Item	Permanent		RM 3	DOK-SYL-STM-EOL-ORX

627-1



Created by COPILOT

Details:

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

WHAT 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.
- Does allow a caster with a current Focus Item to cast this as a counter to another casting.

WHAT THIS DOES NOT DO:

- 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.



Bonds and Connections

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



Counter:

SAME SPELL

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
12	Range X2	8
14	Save -1 Col	8



Focus Items and/or Kits:

- Caster must NOT have a currrent Focus Item.
- Note: Stack=1.



# 0.4 TIRO: Tracking

674-1

LEVEL

Tier 1

Find and follow a trail while leaving an obvious trail.

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



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.

5

Detect Magic

LEVEL

Tier 2

893-1

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

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



Created by COPILOT

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

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

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

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

NO COUNTER AVAILABLE

**Creations:**



Scroll of Detect Magic

- Reveals Mundane, Magic, Epic, or God Power.
- Astral Specks, Ethereal grass, Obsidian shard, Trench mold, Vellum. Dur:Used.
- Needs: Lab, 24 Spell pts, 4 Hrs, Stack:9. BUY:150 GP



**Enhancements:**

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



**Focus Items and/or Kits:**

- Focus ITEM with crystal is NOT passive.
- Save to detect is easier. Save column reduced by 1.

9

Search for Arcane Focus Item

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		SAVECOL	CLASS GROUPS
1	1 Mark	4 Hours		SKL2	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'.

WHAT 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.

WHAT THIS DOES NOT DO:

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



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
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8

Focus Items and/or Kits:

- Not required.



# 11 Astral Plane Projection

LEVEL

Tier 3

452-1



Created by COPILOT

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

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

**Details:**

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

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

NO COUNTER AVAILABLE

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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

16 Reveal True Name

LEVEL

Tier 4

631-1



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.

- WHAT 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.

- WHAT THIS DOES NOT DO:**
- 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.



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




Focus Items and/or Kits:

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

0.1 TIRO: Quick Jump

LEVELTier 1

1d6 squares in direction indicated. Distance rolled.

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

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



Created by COPILOT

- 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.

7 Astral Portal To Known Location

LEVELTier 2

GM Saves for accurate destination.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	2 Hours		Travel-Planes	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	1 Square	1 Minute		SKL4	STM

GM



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

- This is a Vae'Em connection with a Venue/Location.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8



Focus Items and/or Kits:

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

10 PMP Projection

LEVELTier 3

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

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



Created by COPILOT

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

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

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

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



**Counter:**  
LVL: 10      Same Spell

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

Enhancements:		
LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10



- Focus Items and/or Kits:**
- Focus ring with crystal is NOT passive.
  - Allows a spirit movement of 18 sqs.

3

Strumos Run

LEVEL

Tier 1

1.5 times normal travel.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	5 Minutes		Travel-PMP	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Caster	4 Hours		none	STM



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 3      Same Spell



Creations:

Potion Of Speed Boost



- Fighters Movement +2.    Dur:20 Min.
- Veggie Oil, Snake Scales, Honey.
- Creation: 24 Spell pts, 24 Hrs, Stack:9.
- Requires Kitchen/Lab.    BUY:25 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
18	AoE = 2 Targets	10



Focus Items and/or Kits:

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

# 6 Increase Nae'Em Fighter Movement



LEVEL Tier 2

352-1



Created by COPILOT

Target moves faster in normal conditions. +2 Move.

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT allow a creature to cross difficult terrain any better due to the speed.
- Does NOT allow casting on the caster AND a creature. Stack of 1.
- Does NOT assist any sort of accelerated travel,
  - Running, Jogging.
  - Plunging.
  - Diving.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 6 Same Spell



Creations:

Potion Of Speed Boost

- Fighters Movement +2. Dur:20 Min.
- Veggie Oil, Snake Scales, Honey.
- Creation: 24 Spell pts, 24 Hrs, Stack:9.
- Requires Kitchen/Lab. BUY:25 GP.



Enhancements:

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



Focus Items and/or Kits:

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



0.4 TIRO: Tasty Cumber Meals

LEVELTier 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		SAVECOL	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 hour's 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.

1 Arcane Light with Class Hue

LEVELTier 1

Default Light: Candle light

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



Created by COPILOT

Details:

- Light Chart:

Description	Viewing	Seen
Coal	1 Sq	3 Sqs
Candle	2 Sqs	8 Sqs
Torch	6 Sqs	20 Sqs
Lantern	20 Sqs	60 Sqs
- Description is an example to indicate how bright the light is,

- Seen is the maximum distance an outside creature can be and still see the light

WHAT 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.

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1      Same Spell

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
9	Duration +50%	6
14	Duration X2	8
18	Duration - EOY	20



Focus Items and/or Kits:

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


4

Shadow of the Magi

LEVEL

Tier 1

Darkness centered just above caster.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Utility-	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'.

WHAT 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.

WHAT THIS DOES NOT DO:

- Does NOT muffle any sounds the Caster might make.
- Does NOT work if the caster is not able to continue,
  - If caster is unconscious, dead, or out of range, etc.
- Does NOT stay fixed to a static spot,
  - This spell does stay fixed in relation to the caster, right above them.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1      Same Spell

Creations:



Dust of Darkness

- Creates a dark shadow 2x2x2 sqs.    Dur:5 Min.
- Ginger Oil, Grave Dirt.    Sand,    Fine Grit.
- Creation: 12 Spell pts & 24 Hrs & Stack:9.
- Lab required.      BUY:20 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
14	Range At 3 Sqs	8
20	Rollout Instant	16



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Duration becomes 20 Minutes w/o concentration.

5

Arlo's Astral Storage

LEVEL

Tier 2

338-1



Created by COPILOT

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	2 Minutes		Utility-	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	1 Square	Permanent		none	STM

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT allow anyone but the caster to,
  - Open or close the storage.
  - Withdraw and deposit items within.
  - See the items within.
- Does NOT allow large items or creatures to be stored (i.e. boulders, housing).



Bonds and Connections

- This Is an Vae'Em connection with a venue/location.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	AoE X2	6
12	Rollout Init	12



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive
- Allows an extra 5 small or medium items to be stored.

# 0.1 TIRO: Water From A Plant

LEVEL Tier 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.

6

Dispel Magic

LEVEL

Tier 2

Caster and GM both roll the Save.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	10 Minutes		Creation-Meta	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Item	Permanent		SKL 2 	SYL-STM



Created by COPILOT

Details:

Comparison process:

- Caster rolls a Save and determines how close they are to passing,
  - Caster might be xx amount OVER the needed Save or XX under the needed Save.
- GM must FIRST determine the Save Column based on the item.
  - GM then rolls a Save and determines how close they are to passing,
  - GM might be xx amount OVER the needed Save or XX under the needed Save.
- Casters and GM results are compared,
  - If the casters result is higher then item's magic has been dispelled,
  - If the GMs result is higher OR equal the magic stays as is.

WHAT THIS DOES:

- Does require both the caster and the GM to roll Saves.
- Does set the Casters Save Column to 2.
- Does require the GM to determine the Save Column based on the nature of magic of the item.
- Does affect any spells that have a Duration that is NOT permanent.

WHAT THIS DOES NOT DO:

- Does NOT ensure the caster is safe from side effects or curses.
- Does NOT affect any magic/spells that are non-permanent.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER IS AVAILABLE

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
18	Range X4	10

Focus Items and/or Kits:

- Not required.