

3

Armor of Light

LEVEL

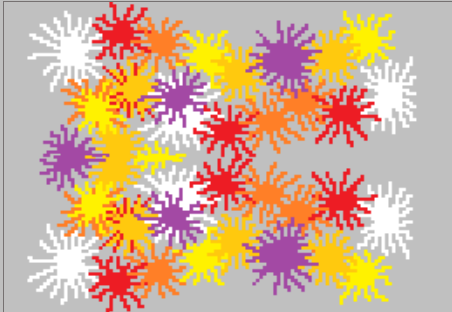
Tier 1

641-1

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



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



Designed by Freepik

Details:

- Bright Sparkly armor surrounds the Caster.

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.

This does NOT...

- Does NOT provide enough consistent light to read by.

Focus Items and/or Kits:

Creations:

Xxx'Em Spells (Bonds/Connections):

Endings:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Duration +50%	6
12	Rollout Initiative	12
14	Duration X2	8

1

Tiro Mess To Block Skill

LEVEL

Tier 1

573-1

Save to block a magic spell (one sq only)



COST	RANGE	AoE	DURATION	ROLL OUT
25% Max	8 Squares	1 Square	Instant	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
	Magical	Battle-Defense	TRO	SKL:3

Designed by Freepik

Details:
Save to block a magic spell (one sq only)

This DOES...
Save to block a magic spell (one sq only)



This does NOT...
Save to block a magic spell (one sq only)

Focus Items and/or Kits:

Creations:

Xxx'Em Spells (Bonds/Connections):

Enhancements:

Endings:
LVL ENDINGS/COUNTERS ROLLOUT SAVE COST

LVL ENHANCEMENTS COST

2

Fire Crack!

LEVEL

Tier 1

412-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
20% Max	6 Squares	1 Target	Instant	Inititive
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Battle-Offense	TRO	RM1



By GEB

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

- 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.

- This does NOT...**
- Does NOT do any damage if the ToHIT roll fails.

Focus Items and/or Kits:

Creations:

Xxx'Em Spells (Bonds/Connections):

Endings:

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

Enhancements:

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

2

Spell Interference

LEVEL

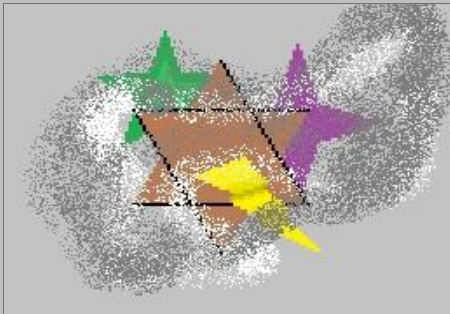
Tier 1

413-1

Save to disrupt spell. No ToHIT. Metal armor = -1 Col.



COST	RANGE	AoE	DURATION	ROLL OUT
30% Max	8 Squares	1 Spell	Instant	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Battle-Offense	TRO	RM1



By GEB

- Details:**
- The caster uses random magical energy to disrupt someone else's spellcasting.
 - If the Target has metal armor then the Save column is 1 worse.
 - For example, if the usual save is RM:1 then the save would be RM:2 if Target wears metal.

- This DOES...**
- Does work against spells:
 - That require a specific existing counter spell to be disrupted
 - That would stop a Nae'Em relationship
 - Does stop permanent effects that have already been activated.
 - Does only work against spells cast within the last 10 minutes.

- This does NOT...**
- Does NOT add its own random messy auras to a current casting.
 - Does NOT block a spell from being cast due to the sloppy use of Tiro magic.
 - Does NOT require the Target to make a Save to determine whether the casting is interrupted:
 - Pass = no interference with their (Target's) spell.
 - Fail = the spell is stopped.

Focus Items and/or Kits:

Creations:

Xxx'Em Spells (Bonds/Connections):

Enhancements:

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

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Range +50%	6

4

Quick Flash Fire

LEVEL

Tier 1

424-1

ToHIT needed. 1d12 Dmg. Save for 1/2.

NOW

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

Details:

- The caster throws colorful embers at a target, dealing 1d20 fire damage.
- If the Target has metal armor then they must pass the Save.
- The magical fire disappears so quickly that this cannot be used as a signal.

This DOES...

- Does deal 1d12 fire damage.
- Does allow the Target to make a Save.
 - Success means half damage is dealt to the Target with a minimum of 1.
 - Failure means full damage is dealt to the Target.

This does NOT...

- Does NOT set anything aflame.

Focus Items and/or Kits:

Creations:

Xxx'Em Spells (Bonds/Connections):

Endings:

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

Enhancements:

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

3

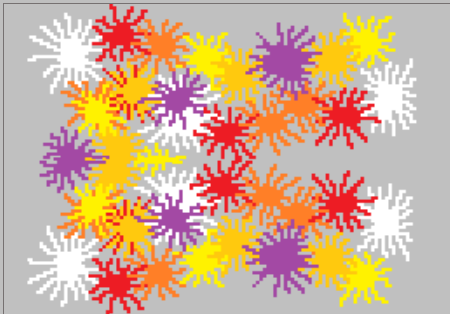
I Have Your Item!

LEVEL

Tier 1

419-1

Magic travel to the item and snatches it. Mgc armor: -1 Col.



COST	RANGE	AoE	DURATION	ROLL OUT
30% Max	4 Sqs	1 Item	1 Round	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Call-Summon	TRO	RM1

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

- 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.

- This does NOT...**
- 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.

Focus Items and/or Kits:

Creations:

Xxx'Em Spells (Bonds/Connections):

Endings:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Range +50%	6
12	Range X2	8
18	AoE = 2 Targets	10

1

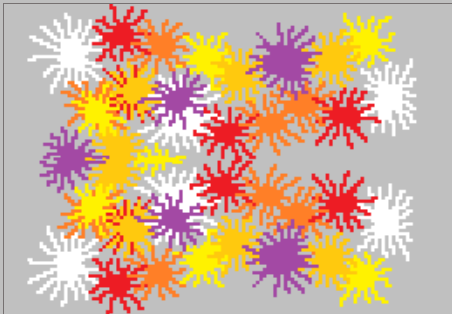
Beauty Contestant - 2nd Prize

LEVEL

Tier 1

422-1

Recipient becomes more attractive by their race's standards.



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

Details:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

Creations:

Xxx'Em Spells (Bonds/Connections):

Endings:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Duration +50%	6
12	Rollout Initiative	12

1

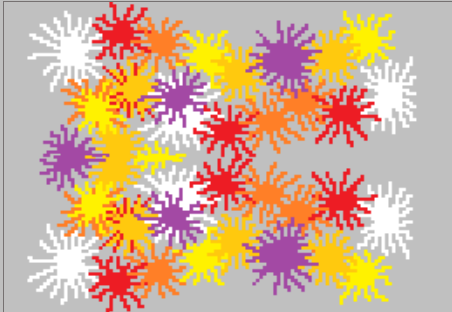
Pie Fight!

LEVEL

Tier 1

410-1

Blocks vision with Save.



COST	RANGE	AoE	DURATION	ROLL OUT
20% Max	4 Squares	1 Target	1 Round	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Illusion-Reality	TRO	RM1

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.

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.

This does NOT...

- Does NOT have any other effect on the target outside of blocking vision.
- Does NOT deal any damage.

Focus Items and/or Kits:

Creations:

Xxx'Em Spells (Bonds/Connections):

Enhancements:

Endings:

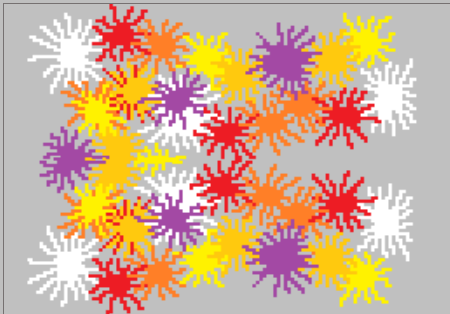
LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
14	Duration X2	8

32 Rope Image

LEVELTier 1417-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
10% Max	1 Rope	1 Rope	2 Hours	1 Minute
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Magical	Illusion-Reality	TRO	SKL1

- 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.

- This DOES...**
- Does allow someone to hold onto the rope and use it for safety.
 - Does allow the Caster to roll a Save to merge the ropes into one.

- This does NOT...**
- 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.

Focus Items and/or Kits:

Creations:

Xxx'Em Spells (Bonds/Connections):

Endings:

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

Enhancements:

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

1

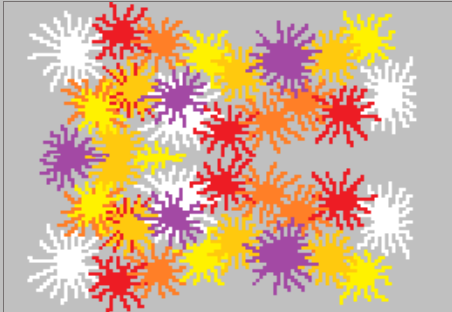
Healing Bolus

LEVEL

Tier 1

408-1

1d12 HP healing.



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

Details:

- A basic healing spell that heals 1d12.

This DOES...

- Does heal 1d12 painlessly.
- Does appear very bright.

This does NOT...

- 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.

Focus Items and/or Kits:

Creations:

Xxx'Em Spells (Bonds/Connections):

Endings:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
18	Healing +4	10
18	Healing +8	10

2

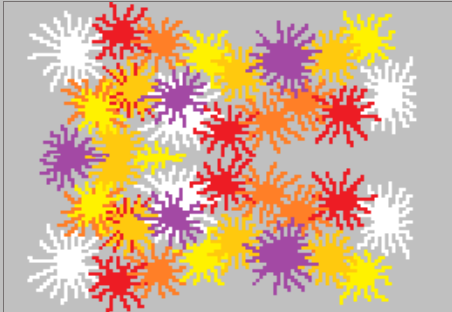
Garish Pup Tent

LEVEL

Tier 1

414-1

xThe Caster creates a colorful tent.



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

Details:

- The Caster creates a colorful tent.

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.

This does NOT...

- 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.

Focus Items and/or Kits:

Creations:

Xxx'Em Spells (Bonds/Connections):

Endings:

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

Enhancements:

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

4


Aural Spark


LEVEL

Tier 1

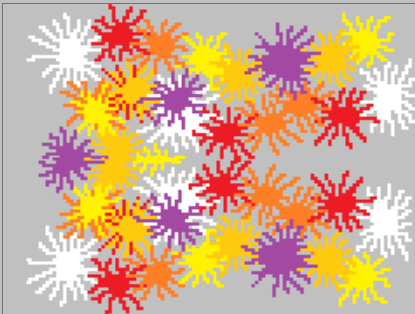
418-1

random color of sparks for 1d20 minutes.





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



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.

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.

This does NOT...

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

Focus Items and/or Kits:

Creations:

Xxx'Em Spells (Bonds/Connections):

Endings:

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

Enhancements:

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

2

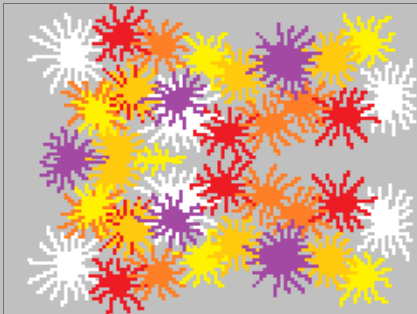
Amplify Own Speech

LEVEL

Tier 1

416-1

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



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

Details:

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

This DOES...

- Does amplify speech from AOE out to range of up to 3 Squares away.
- Does amplify even whispers.

This does NOT...

- Does NOT affect anyone but the caster.
- Does NOT allow sound to carry over walls/barriers.
- Does NOT allow the caster to end the spell prematurely.

Focus Items and/or Kits:

Creations:

Xxx'Em Spells (Bonds/Connections):

Endings:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Duration +50%	6
9	Range +50%	6
9	Range Set at 1 Sq	6
14	Range Set At 3 Sqs	8

3

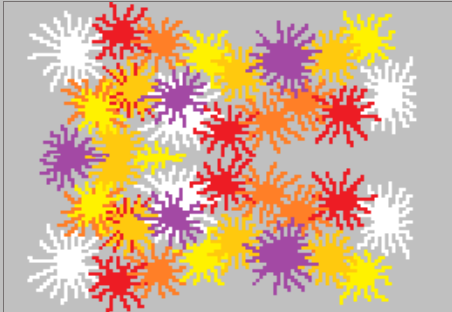
Colored Signal Flare

LEVEL

Tier 1

425-1

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



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

Details:

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

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.

This does NOT...

- 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.

Focus Items and/or Kits:

Creations:

Xxx'Em Spells (Bonds/Connections):

Endings:

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

Enhancements:

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

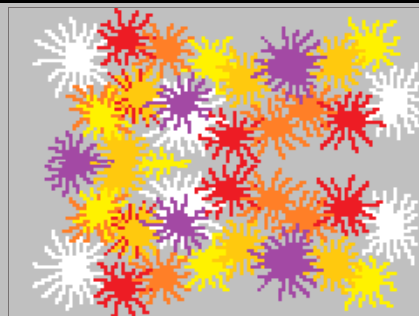
4 Sloppy Spying

LEVEL

Tier 1

415-1

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



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

Details:

- Caster randomly uses one of the senses used to spy.
- After rolling 1d5, the Caster uses the rolled sense to gather information within range.
- The info returned to the Caster is by the sense (taste, smell, hearing, sight, touch)
 - This is in reference to what would be experienced if the Caster were in the AOE.

This DOES...

- Does allow the Caster to roll 1d5 for a random sense, which they can use to spy on someone.
- Does return the results through the used sense,
 - as if the Caster were experiencing the Target's situation.

This does NOT...

- Does NOT allow spying to be done through water or metal.
- Does NOT allow the caster to choose the sense.
- Does NOT affect anyone except the caster.

Focus Items and/or Kits:

Creations:

Xxx'Em Spells (Bonds/Connections):

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
10	Counter: Block Scrving	Initiative	SKL	12

Enhancements:

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

2

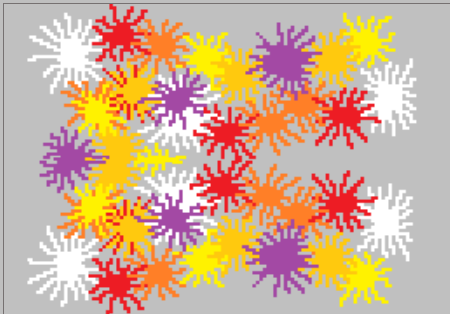
Random Friendship

LEVEL

Tier 1

411-1

Potentially makes someone more tolerant of the caster.



COST	RANGE	AoE	DURATION	ROLL OUT
40% Max	10 Squares	1 Target	Special	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	Personal-Connections	TRO	none

- 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.

- 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 Taregt to make a Save.

- This does NOT...**
- 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.

Focus Items and/or Kits:

Creations:

Xxx'Em Spells (Bonds/Connections):

Endings:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Duration +50%	6
14	Range Set At 3 Sas	8

4

Tiro Tracking

LEVEL

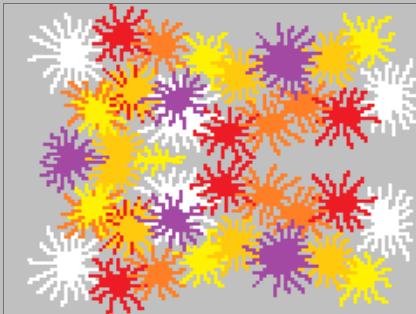
Tier 1

674-1

Find and follow a trail while leaving an obvious trail.



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



Designed by Freepik

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.

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 2d8 signposts planted in one spot,
 - It is considered a Fail when the Save was passed but the path is not in the area.

This does NOT...

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

Focus Items and/or Kits:

Creations:

Xxx'Em Spells (Bonds/Connections):

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Endings:

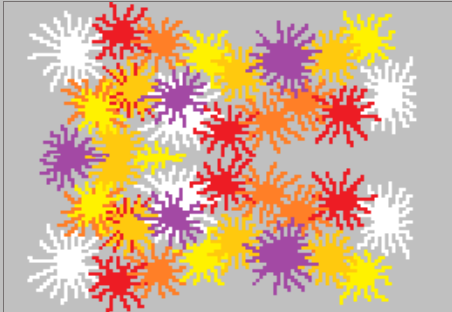
LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0

1

Quick Jump

LEVELTier 1407-1

1d6 sqares in direction indicated. Distance rolled.



COST	RANGE	AoE	DURATION	ROLL OUT
20% Max	1d6 Squares	Self	Instant	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Travel-Planes	TRO	none1

Details:

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

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.

This does NOT...

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

Focus Items and/or Kits:

Creations:

Xxx'Em Spells (Bonds/Connections):

Endings:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Range +50%	6

3

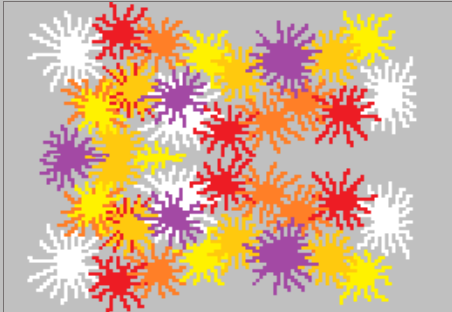
Quick Push!

LEVEL

Tier 1

420-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
40% Max	4 Squares	1 Recipient	Instant	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Magical	Travel-Planes	TRO	none

Details:

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

This DOES...

- Does move an ally 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 Recipient always ends up facing the square they were originally in.
- Does only work if the Caster has known the Recipient for at least a week.
- Does require a willing Recipient.

This does NOT...

- 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.

Focus Items and/or Kits:

Creations:

Xxx'Em Spells (Bonds/Connections):

Enhancements:

Endings:

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

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

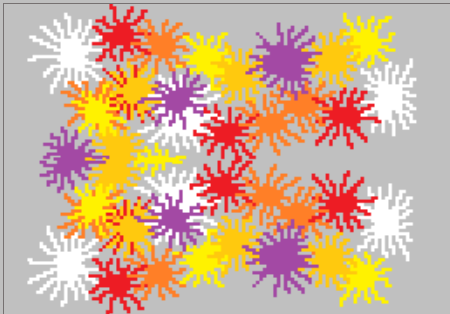
4 Tiro Tasty Cumber Meals

LEVEL Tier 1 643-1

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



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



Designed by Freepik

- 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.

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

- This does NOT...**
- Does NOT create more nutrients than is needed for 1 meal (1/3 of a day).
 - Does NOT remain after one hours' time.

Focus Items and/or Kits:

Creations:

Xxx'Em Spells (Bonds/Connections):

Enhancements:

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

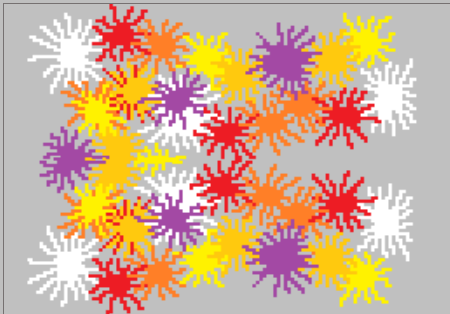
LVL	ENHANCEMENTS	COST
0	No Enhancements	0

1

Water From A Plant

LEVELTier 1409-1

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



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

- 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.

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

- This does NOT...**
- Does NOT spout a lot of water.
 - Does NOT allow the caster to control where the water pours.
 - Does NOT have any affect against plant-like creatures.

Focus Items and/or Kits:

Creations:

Xxx'Em Spells (Bonds/Connections):

Endings:

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

Enhancements:

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