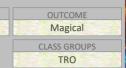
0.3 TIRO: Armor of Light

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

COST	RANGE	ROLL OUT
30% Max	Self	1 Minute
STACK	AoE	DURATION
99	Self	4 Hours



Battle	-Prep
SAVE	COL
none	





- Bright Sparkly armor surrounds the Caster.

Details:

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:

Same Spell

Creations:

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

Enhancements:

LVL ENHANCEMENTS 0 No Enhancements

COST

Focus Items and/or Kits:

0.2 TIRO: Fire Crack!

LEVEL Tiei

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

COST 20% Max	RANGE 6 Squares	ROLL OUT Initiative	
STACK 99	AoE 1 Target	DURATION	



COLLE	CTION	
Battle-0	Offense	
SAVE	COL	
RM	1	

OUTCOME
Magical
CLASS GROUPS
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:

0.4 TIRO: Quick Flash Fire

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

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



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

Focus Items and/or Kits:

0.3 TIRO: I Have Your Item!

LEVEL Tier

snatches item. Mgc armor: -1 Col.

COST	RANGE	ROLL OUT
30% Max	4 Sqs	Initiative
STACK	AoE	DURATION
99	1 Item	1 Round



COLLE	CTION	
Call-Su	mmon	
SAVE	COL	
RM	1	

OUTCOME
Mundane
CLASS GROUPS
TRO



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT affect magical, metal or crystalline items.
- Does NOT allow the caster to end the spell prematurely.
- Does NOT affect more than one item.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

0 No Enhancements 0

Focus Items and/or Kits:

0.1 TIRO: Beauty Contestant: 2nd Prize

FVFI Tier 1

Recipient becomes more attractive by their race's standards.

COST	RANGE	ROLL OUT
15% Max	Self	5 Minutes
STACK	AoE	DURATION
99	Self	12 Hours



'	COLLECTION	
,	Altered Reality	
١	SAVE COL	
"	none	

OUTCOME
Magical
CLASS GROUPS
TRO



Created by COPILO

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:

0.1 TIRO: Pie Fight!

I F\/FI

Tier 1

Blocks vision with Save.

COST	RANGE	ROLL OUT
20% Max	4 Squares	Initiative
STACK	AoE	DURATION
99	1 Target	1 Round



	COLLEC	CTION	
7	Altered	Reality	
	SAVE	COL	
DS	RM	1	

OUTCOME
Mundane
CLASS GROUPS
TRO



Created by COPILO

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:

COST

10% Max

STACK

1

0.3 TIRO: 2 Rope Image

LEVEL Tier

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

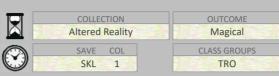
ROLL OUT

1 Minute

DURATION

2 Hours

a due rope non = roper





Created by COPILOT

Details:

RANGE

1 Rope

AoE

1 Rope

- 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:

0.1 TIRO: Healing Bolus

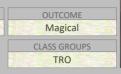
LEVEL Tier

1d12 HP healing.

COST	RANGE	ROLL OUT
30% Max	1 Square	Initiative
STACK	AoE	DURATION
99	Recipient	Permanent



COLLE	ECTION
Health-L	ife-Death
SAVE	COL
none	





Created by COPILO

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:

0.2 TIRO: Garish Pup Tent

LEVEL Tier

xThe Caster creates a colorful tent.

COST	RANGE	ROLL OUT
20% Max	8 Squares	1 Minute
STACK	AoF	DURATION



OUTCOME
Magical

CLASS GROUPS
TRO



Created by COPILO

Details:

1x2 Squares

- The Caster creates a colorful tent.

8 Hours

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:

0.4 TIRO: Aural Spark

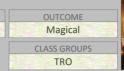
FVFI Ties

random color of sparks for 1d20 minutes.

COST	RANGE	ROLL OUT
10% Max	10 Squares	Initiative
STACK	AoE	DURATION
99	2x2 Sqs	1d20 Minutes



COLLE	CTION	
Ligi	nt-	
SAVE	COL	
none		
	LigI SAVE	





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:

0.2 TIRO: Amplify Own Speech

_EVEL Tier

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

COST 20% Max	RANGE Self	ROLL OUT Initiative
STACK	AoE	DURATION
99	3x3x3 Sq	5 Minutes



COLLE	CTION	
Commun	nication-	
SAVE	COL	
none		

OUTCOME
Magical

CLASS GROUPS
TRO



reated 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.



L: 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:

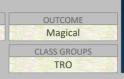
TIRO: Colored Signal Flare

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

COST 15% Max	RANGE 20 Squares	ROLL OUT Initiative
STACK	AoE	DURATION
0	1 Flare	1 Minute



COL	LEC	CTION	
Comm	un	icatio	n-
SAVI	Ē	COL	
none	9		





Details:

- The Caster fires a color<mark>ed s</mark>ignal 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:

Same Spell

Creations:

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

Enhancements:

LVL ENHANCEMENTS 0 No Enhancements

COST

Focus Items and/or Kits:

0.4 TIRO: Sloppy Spying

_EVEL Tier

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

COST	RANGE	ROLL OUT	
25% Max	12 Squares	Initiative	
STACK	AoE	DURATION	
99	3x3x3 Sqs	5 Minutes	



COLLE	CTION
Commur	ication-
SAVE	COL
none	

	OUTCOME
Magical	
	CLASS GROUPS
	TRO



Created by COPILOT

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:

0.2 TIRO: Random Friendship

EVEL Tier

Potentially makes someone more tolerant of the caster.

COST 40% Max	RANGE 10 Squares	ROLL OUT Initiative	(
STACK 99	AoE 1 Target	DURATION Special	7



	COLLECTION		
7	Personal-Co	onnectio	ns
\	SAVE	COL	
	SKL	3	

OUTCOME
Mundane
CLASS GROUPS
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:

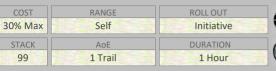
LVL ENHANCEMENTS COST

0 No Enhancements 0

Focus Items and/or Kits:

0.4 TIRO: Tracking

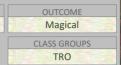
Find and follow a trail while leaving an obvious trail.





Track	king-
SAVE	COL
none	

COLLECTION





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

Focus Items and/or Kits:

0.1 TIRO: Quick Jump

EVEL Tier

1d6 squares in direction indicated. Distance rolled.

COST 20% Max	RANGE 1d6 Squares	ROLL OUT Initiative		COLLECTION Travel-Planes	OUTCOME Magical
STACK	AoE	DURATION	m	SAVE COL	CLASS GROUPS
99	Self	Instant	SWOW?	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:

COST

40% Max

STACK

99

0.3 TIRO: Quick Push!

LEVEL Tier

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

ROLL OUT

Initiative DURATION

Instant

	COLLECTION	OUTCOME
	Travel-Planes	Magical
m3	SAVE COL	CLASS GROUPS
Swow?	BRU 2	TRO



Created by COPILOT

Details:

RANGE

4 Squares

AoE

1 Recipient

- 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:

0.4 TIRO: Tasty Cumber Meals

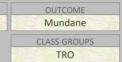
EVEL Tier

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

COST 25% Max	RANGE Touch	ROLL OUT 1 Minute
STACK	AoE	DURATION
99	Varies	1 Hour



	Utility-	
1	SAVE COL	
"	none	





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 nurishment,
- Does continue to provide energy (if eaten) after the 1 hour point.

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

0 No Enhancements 0

Focus Items and/or Kits:

0.1 TIRO: Water From A Plant

_EVEL Tier

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

The custoff enchances a prairie to pour water. 1/2 skin

COST 20% Max	RANGE 1 Square	ROLL OUT Initiative
STACK	AoE	DURATION
3	1 Plant	10 Minutes



Creation	
SAVE	COL
none	

7,400 C. C.	OUTCOME
	Mundane
	CLASS GROUPS
	TRO



Created by CORLO

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: