

## AAA-My Party

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	4	4 pts	Situational Awareness	FTR: ToHit-2, AC-2. Grp: Init+2, no surprise.	Self	Within Hearing	1 Hour/Tier	4 Minutes	none	1
End	5	8 pts	Coordinate Group Initiative	Self=#Attk-1, Grp= Init +6, +4, +0, -2 to classes	Self	Player Party	Battle	Initiative	none	99
	5	8 pts	Repair Weapons/Armor	Fixed damaged, but not broken metal weapons and armor.	1 Square	1 Wpn/Armor	Perm	4 Hours	SKL 3	99
End	6	8 pts	1000 Yard Stare March	Walk X3 in 20 hrs. Afterwards need 8 hrs sleep.	Self	Self	20 Hours	10 Minutes	none	1
	10	12 pts	Honing Melee Weapon	Weapon in best condition can have +1 added to damage.	Touch	1 Weapon	1 Battle	2 Hours	none	99

## Ae'Em-Animal

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Invoke Personal Pet	Timid Pet. HP:6. AC:12/12. Init:+6. HIT:-4. Dmg:1d3.	Self	2 Marks	1 Week/Tier	30 Minutes	SKL 2	1
End	4	4 pts	Invoke Domestic Beasts Of Burden	Can call a domesticated horse/bovine/Dog/Llama/Porcine.	20 Squares	1 Animal	Instant	20 Minutes	SKL 3	5
	4	4 pts	Speak to Domesticated Animals	Speak and understand domesticated animals, large and small.	Touch	1 Animal	4 Hours	5 Minutes	none	7
End	6	8 pts	Animal Friendship / Calming	Ae'Em connection to calm woodland and domestic animals.	10 Squares	1 Animal	8 Hours	1 Minute	SKL 3	99
	7	8 pts	Speak With Wild Animals	x	12 Squares	1 Animal	1 Hour	1 Minute	SKL 2	2
End	8	8 pts	Call Hunting Pack	Pack animals urged to respond. Casters call projected.	Self	1/2 Mark / Tier	Instant	5 Minutes	SKL 2	1
	8	8 pts	Invoke Animal Mount	Can choose from chart (no rolling)	2 Marks	1 Creature	12 Hours	1 Hour	SKL 2	1
End	8	8 pts	Invoke Imp Assistant	Image of mini caster. HP:12 Attk:x1x1 Dmg:1d2	30 Squares	8 Sqr x 8 Sqr	1 day / Tier	1 Hour	RM 2	1
	13	16 pts	Call Flock of Birds	Calls a flock of birds within range.	1 Mark	1 School	2 Hours	20 Minutes	SKL 2	1
End	13	16 pts	Call School of Fish	Calls a school of fish that is within range.	1 Mark	1 School	2 Hours	20 Minutes	SKL 3	1
	14	16 pts	Call Woodland Animal		Self	1 Mark	4 Hours	5 Minutes	SKL 2	3

## Battle-Actions

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Ember Flash	1d6 + ACE magical fire damage, no ToHit. Save to ignite.	4 Squares	1 Target	4 Rounds	Initiative	SKL 2	99
End	3	4 pts	Blunder Reroll	One Use. Disregards the first Blunder roll and rolls again.	Self	1 Blunder	Instant	Instant	none	1
	5	8 pts	Converge On The Enemy	Self=#Attk-1, HIT-4, AC-1, Grp=Init & HIT +1/FTR Tier	Self	1 Target	Conc + 2 Rds	Initiative	none	1
End	6	8 pts	Critical Roll Additions	Roll 1d100 +Lvl +ToHit to improve critical roll.	Self	1 Attack	Instant	Instant	none	1
	7	8 pts	Blunder Change Up	Rogue may apply a Melee Blunder to a less impactful column.	Self	Self	Instant	Instant	none	99
End	9	12 pts	COUNTER: Remove Shelter	Ends Magical shelters.	20 Squares	1 Spell	Instant	Instant	SKL 3	99
	9	12 pts	Critical Hit - 2nd Choice	Reroll Critical Hit and must take the roll.	Self	Self	Instant	Instant	none	1
End	10	12 pts	COUNTER: Block Healing	Save blocks a person using a healing spell.	20 Squares	1 Spell	Instant	Instant	SKL 3	99
	10	12 pts	COUNTER: Remove Magic Defense	Ends a currently active defensive spell.	20 Squares	1 Spell	Instant	Instant	SKL 3	99
End	10	12 pts	Last Ditch Effort	Must have 30 hp or <. No binding. Heal x 1/2. Death@ - 30 HP.	Self	Self	1 Battle	Initiative	none	1
	11	12 pts	COUNTER: Disrupt Images	Can dispell unreal visages.	20 Squares	1 Spell	Instant	Instant	SKL 2	99
End	12	12 pts	COUNTER: End Ongoing Damage	Counters ongoing damage that is damage over time.	10 Squares	1 Spell	Instant	Instant	SKL 4	99

## Battle-Defense

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	COUNTER: Avoid An AoO	Save to Avoid AoO. 1 dodge per Tier.	Self	Movement	Instant	Instant	SKL 2	99
End	1	4 pts	COUNTER: Set for Charge	Med Shld+ & Lngswrd+ . AC=Shieldx2 +2. Attk-1.	Self	1 Charge	Instant	Instant	none	1
	1	4 pts	Protect vs Ranged and Thrown	Dodging (+2 AC) vs Ranged and Thrown attacks.	Self	1 Battle	3 days	1 Minute	none	1
End	1	4 pts	Shield Dancing	x				Initiative	none	99
	1	4 pts	Tornado Wall	Pass the Save	Self	1 Square	2 Rounds	Initiative	SKL 2	1
End	2	4 pts	Defend - No attacks	AC: +1 / Tier. No attacks.	Self	Self	2 Rounds	Instant	none	1
	3	4 pts	Disengage	Before Init. Move straight 1-3 sq. Save to avoid. Attk=0.	Self	2-3 Squares	1 Round	Initiative	none	1
End	3	4 pts	Protect Fighter vs Ranged/Thrown	Recipient gains +2 vs ranged/thrown attacks.	8 Squares	1 Recipient	10 Minutes	Initiative	none	1

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and	3	4 pts	Tornado Wall For Hunter	x	4 Sqs / Tier	1 Recipient	4 Rounds	Initiative	none	1
	4	4 pts	Assist Another To Disengage	Highest Init. Move straight 1-3 sq. Save to avoid. Attk=0.	3 Squares	1 Recipient	1 Round	Initiative	RU/AGL 2	1
and	4	4 pts	COUNTER: Shield Block	Before Dmg roll. Sm or Med Shld. Save to block. (Not Crits)	0 Squares	Self	Instant	Instant	BRU 2	1
	4	4 pts	Mundane Fire Protection	Target is immune to mundane fires cooler than a forge.	1 Target	1 Target	20 Minutes	6 Minutes	none	1
and	5	8 pts	Limit Flank Attacks	Limits the center flank square to be the only 'Flank'.	Self	Self	5 Round	Initiative	AGL 2	99
	5	8 pts	Provide Protection	Self: Init & HIT -2, Move 1/2. Recip:near FTR, AC+4.	1 Square	1 Creature	1 Round	initiative	none	99
and	6	8 pts	Bob and Weave	Dodge 1 AoO per Tier. Can move diagonally past targets.	Full Move	Self	2 Rounds	Initiative	AGL 1	99
	6	8 pts	Brace for Onslaught	Attk=1. Save vs Pshbck, Stun, Daze. Must face attk.	Self	Self	2 Rounds	Initiative	BRU 2	99
	6	8 pts	Evade Missiles	x						
	7	8 pts	Half Wall of Force	x	Touch	4 Sqs Long	20 Minutes	20 Minutes	none	6
and	8	8 pts	Circle of Protection vs Undead	Undead must Save to pass. Column = casters tier.	Self	3 Square Radius	5 Rounds	Initiative	RM Tier	1
	8	8 pts	Pull Aggro	Self:Attk=2. AC-4. Grp:Init & AC +2.	Self	8x8 Squares	1d3+1 Rounds	Initiative	none	4
and	10	12 pts	Astral Mental Shield	Save vs Astral = RM:2. AC bonus +2.	Self	Self	4 Hours	2 Minutes	RM 2	99
	10	12 pts	Charged Fence - Two Sides	3d6 touch dmg. Save to pass through.	6 Squares	2 - 9 Sqs	5 Rounds	Initiative	RM 3	99
and	10	12 pts	Minor Defense Bubble	x	Touch	Self	1 Battle	Initiative	RM 2	2
	10	12 pts	Wind Wall	x	Self	1 Square	10 Minutes	2 Rounds	SKL: 2	1
and	11	12 pts	Catch Small Incoming	x						
	11	12 pts	Magical Fire Protection	Mundane fire damage to 1 HP per round. Forge = 1d4 dmg.	Self	Self	20 Minutes	6 Minutes	none	1
and	12	12 pts	Circle of Animal Protection	x	Touch	2x2x2 Sq Sphere	1 Hour	2 Minutes	SKL 2	1
	12	12 pts	Circle of Astral Expulsion	Caster Saves to expell a creature. Once cast range no issue.	Touch	3 Sq Radius	4 Hours	10 Mintes	SKL 2	1
and	12	12 pts	Circle of Containment	Creatures from exiting its area. Must Save to Exit.	Touch	3 Sq Rad Circle	4 Hours	10 Minutes	BRU 3	99
	12	12 pts	Circle of Langstrom Expulsion	x	Touch	3x3 Squares	4 Hours	10 Minutes	SKL 2	1

## Battle-Offense

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Acid Mist	Dmg: 2d4 +ACU for 2 rds, 1 square. No ToHIT.	6 Squares	1 Square	3 Rounds	Initiative	none	2
and	1	4 pts	Acid Rash w/ Ongoing Fragility	Dmg: 2d4 +ACU for 3 rds. Lobbable ToHIT. Save or Sickness I	3 Squares	1 Square	until Healed	Initiative	HTH 1	99
	1	4 pts	AoO on Enter or Exit	As target enters/exits.	1 Square	1 Target	Instant	Instant	none	1
and	1	4 pts	Cause Illness	Targets 1 sq w/ No ToHIT. Dmg 1d4+ACU. Save vs Sickness	4 Squares	1 Square	1 Round	Initiative	HTH 2	99
	1	4 pts	Force Pinch	x	8 Squares	1 Square	Instant	Initiative	RM 2	99
and	1	4 pts	Heat Wave Wall	2d3+ACU Fire Dmg vs Melee. Save for 1/2 Dmg.	Touch	1 Sq (1 Target)	5 Rounds	Initiative	SKL 2	1/Ti
	1	4 pts	Massive Bludgeoning Attacks	Each hit is critical on Hand/Foot. 1/2 dmg after 30 min.	Melee	Self	2 Rounds	Initiative	none	1
and	1	4 pts	Rose Thorns	x	6 Squares	1 Target	Instant	Initiative	none	99
	2	4 pts	Backstab - Melee	Flank. ToHIT+4, Dmg+4 per Tier.	1 Square	1 Target	1 Attack	Instant	none	1
and	2	4 pts	Barbed Sparks	Save vs Visual issues. Fail= Init & ToHIT -2.	Self	4 sq Triangle	5 Rounds	2 Rounds	RM 1	0
	2	4 pts	Electric Zap	Dmg 1d8+ACU, If non-Adam armor +2 Dmg. No ToHIT or Save	8 Squares	1 Square	Instant	Initiative	none	99
and	2	4 pts	Fighters Charge	Attk= Max 2. HIT & Dmg +8. Move x2 w/ min 4 sqs. AC-4.	Move x2	1 Creature	1 Round	Initiative	none	99
	2	20% Max	Fire Crack!	ToHit required. 1d3 Dmg. Metal armor requires Save.	6 Squares	1 Target	Instant	Initiative	RM 1	99
and	2	4 pts	Flame Bolt	No ToHit. Direct magical dmg 2d10 +ACU bonus. Save to dodg	10 Squares	1 Target	1 Round	Initiative	AGL 2	99
	2	4 pts	Force Push	x	10 Squares	2 Squares	Instant	Initiative	RM 2	1
and	2	4 pts	Hail Attack	x	8 Squares	1 Square	Instant	Initiative	RM 2	1
	2	30% Max	Spell Interference	Save to disrupt spell. No ToHIT. Metal armor = -1 Col.	8 Squares	1 Spell	Instant	Instant	RM 1	99
and	3	4 pts	Charge - Rogue	Move x2, Min 4 sqs. Init+10. ToHIT+8. Dmg+8. AC-4.	Move x2	1 Target	1 Round	Initiative	none	99
	3	4 pts	Distraction	Draws aggro or distract a crowd, continued up to duration	In Sight	In Sight	Up to 30 Min	Initiative	none	99
and	3	4 pts	Heat Metal	Four rounds cumulative: AC/Init/ToHIT @ -1.	6 Squares	1 Target	4 Rounds	Initiative	none	3
	3	4 pts	Scorching Skin	1d6 +ACU dmg per round. Save for none. +4 to Dead.	Touch	1 Target	3 Rounds	Initiative	none	99

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3	4 pts	Shield Bash (Odd rounds)	Sm, Med, Lg Shield. Odd Rd. HIT+4. Dmg:Shld AC+STR.	1 Square	1 Target	1 Attack	Initiative	none	1
3	4 pts	Surprise Throw	Init+15. ToHIT+6. Dmg=Crit. Only 1 attack. NON-battle.	1 Sq / Tier	1 Melee Target	1 Attack	Pre-Battle Insta	none	99
4	4 pts	Accurate Ranged Shots	#Attack -1. 1 Target. ToHit & Dmg +2 per Tier.	Char Sheet	1 Target	1 Round	Initiative	none	99
4	4 pts	Conjure Native Beetles	Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d	4 Squares	1 Mark	2 Rounds	Initiative	SKL 2	2
4	4 pts	Hunters Charge	#Atks=1. Move x2, straight, no pivot. ToHIT & Dmg +8.	Move x2	1 Creature	1 Round	Initiative	none	1
4	30% Max	Quick Flash Fire	ToHIT needed. 1d12 Dmg. Save for 1/2.	12 Squares	1 Target	Instant	Initiative	AGL 2	99
5	8 pts	COUNTER: Disruptive Factor	Attempt to stop a specific spell or action.	8 Squares	3x3 Squares	2 Rounds	Instant	none	99
5	8 pts	Instant Ranged Shots	Each attack has a rollout of 'instant' for the duration.	by the bow	Self	1 Rd / Tier	Instant	none	99
5	8 pts	Long Distance Crossbow Shots	Crossbows Only. Distance +8 Sqs. Damage -2 pts (Min 1)	By Weapon	1 Target	4 Rounds	Initiative	none	1
5	8 pts	Penetrating Ranged Shots	All bow shots: ToHits -2, Damage+6.	By Weapon	By Weapon	2 Rounds	Initiative	none	1
5	8 pts	Step and Shoot	x	Miss Attack	Miss Attack	1 Round	Initiative	none	99
6	4 pts	AoO on Melee Entry	Targets entering melee become open to an attack.	Melee	Self	1 Attack	Instant	none	99
6	8 pts	Conjure Arcane Beetles	Save to conjure. Attacks nearest enemy for 1d8 dmg. X2x2	8 Squares	1 Square	3 Rounds	Initiative	SKL 2	3
6	8 pts	Half and Half	x						
6	8 pts	Held Shot - Single Target	Concentrate on 1 Target ToHIT/Dmg +2 per held attck, max+10	By Weapon	1 Target	5 Attacks	Initiative	none	99
6	8 pts	Held Throw - Single Target	ToHIT +5 & Dmg +5 per ATTACK held (Max of +20). Move 1/2.	By Weapon	1 Target	5 Attacks	Initiative	none	99
6	8 pts	Shoot Thru Party to Target	All Ranged attacks in Duration. Bonus +2 Init, if annouced.	By Weapon	By Weapon	1 Round	Initiative	none	99
7	8 pts	AoO on Kill	After Kill ToHIT+6 on another target.	1 Square	1 Target	Instant	Instant	none	99
7	8 pts	Brutal Push Forward	Attk-1 (min 0), Init+4, ToHIT+2. AC-2.	1 Square	1 Square	1 Round	Initiative	BRU 2	1
8	8 pts	Acid Rain	ToHit not required. Dmg: 3d6+ACU for 2 rds.	8 Squares	1 Square	2 Rounds	Initiative	none	99
8	8 pts	Desperation Attack	1d20-8 to AC, Init, ToHITs (all), & Dmg.	Self	Self	1 Round	Initiative	none	1
8	8 pts	Flame Strike	No ToHIT. Magical fire lobbed. Dmg 4d10 +ACU. Save for 1/2.	4 Squares	1 Square	1 Round	Initiative	RM 2	99
8	8 pts	Force Clap	x	12 Squares	2 Squares	Instant	Initiative	RM 2	99
8	8 pts	Hail Stones	Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage.	8 Squares	2x2 Squares	Instant	Initiative	RM 2	1
8	8 pts	Portal To Nae'Em	portal can't be opened/created unless Nae'Em agrees to the po	Self	PMP	5 Min	30 Minutes	None	1
8	8 pts	Static Bolt	Dmg 1d8 +ACU. Row of 3. Dmg +1d8 if non-Adamantine armo	10 Squares	Direct Line	Instant	Initiative	none	99
8	8 pts	Whirling Mordra - Rogue	Single ToHIT+4 & Dmg+4 applied to all surrounding sqs.	Touch	Adjacent Sqs	1 Round	Initiative	none	99
9	12 pts	Adrenalin Rush	Narrative hype. Move/Attk or Attk. Init & HIT+10. Dmg+6.	Self	Self	1 Round	Initiative	none	1
9	12 pts	Curved Throw	Small 1 handed thrown weapon. Min 4 sqs. 45 degree turn.	4 Sqs Min	1 Target	1 Attack	Initiative	SKL 2	99
9	12 pts	Mounted Melee Attack	1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler	1 Square	1 Horse	1 Battle	Initiative	SKL 2	99
10	12 pts	Blunted Bow Shots (Bow Only)	Bow (only) w/blunts. Dmg= Crit Blunt. After battle 1/4 Dmg.	By Weapon	1 Target	4 Rounds	Initiative	none	1
11	12 pts	COUNTER: Disrupt Perimeter	Counter spell disrupts Magical perimeters.	20 Squares	1 Spell	Instant	Initiative	SKL 3	99
11	12 pts	Wake To Battle	Save=Instant wakening.	Self	1 Round	Instant	Instant	SKL 1	1
12	12 pts	Circle - Dimensional Expulsion	Pass Save to expell a dimension creature/item to Dimension.	Touch	3x3 Square	1 Round	12 Secs (2 Rds	MR 2	3
12	12 pts	Class Power Attack	Class Bolt Dmg 4d10+ACU. Save for 1/2 dmg IF same class.	8 Squares	1 Target	1 Round	Initiative	RM 3	99
12	12 pts	Targeting A Moving Target	Attk: 1/2 (Min 1). Init & ToHIT +2 / Tier.	By Weapon	By Weapon	1 Round	Initiative	none	1
12	12 pts	Whirling Mordra	8 sqs targeted w/ 1 attk. ToHIT & Dmg +4.	Touch	8 Squares	1 Attack	Initiative	none	1
13	16 pts	Fire Bombardment	Lobs magical fire. 4d8 +ACU dmg. 3 Sqs. Save for 1/2 dmg.	12 Squares	1x3 Squares	1 Round	Initiative	RM 2	99
13	16 pts	Ice Spear	x	10 Squares	1 Target	Instant	Initiative	AGL 2	1
14	16 pts	Acid Blobs	Dmg 3d6+ACU for 3 rds. 2x2 Sqs. No ToHIT.	12 Squares	2x2 Squares	3 Rounds	Initiative	none	99
14	16 pts	Ranged Sucker Shot(s)	Unaware Target. Bow only. Init/ToHIT/Dmg +12. Attk 1/2(Min	By Weapon	1 Target	1 Round	Initiative	none	1
14	16 pts	Surprise Death Blow	Trgt:Srpzrd/Dazed/Stun/Held. FTR:ToHIT+15. Dmg=Crit.	Melee	1 Creature	1 Attack	Instant	none	1
15	16 pts	Dokour Flame Attack	Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 damage	8 Squares	1 Target	1 Round	Initiative	RM 3	99
15	16 pts	Moving And Shooting	1/2 Distance & Attacks (Min 1) Init & ToHit +12.	By Weapon	1 Target	1 Round	Initiative	none	1
16	16 pts	Water Blast	x	8 Squares	1 Square	3 Rounds	Initiative	AGL 2	3
17	20 pts	Hammering Force	x	12 Squares	2 Squares	Instant	Initiative	RM 2	99

end	17	20 pts	Lightening Bolt	Dmg: 2d6+ACU. Non-Admn amor +6. Up to 4 targets in a row.	12 Squares	Direct Line	Instant	Initiative	AGL 2	99
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## Battle-Prep

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Camp Perimeter Shock	1d3 electric dmg. Save for no dmg. Crossing = zap sound.	Touch	3x3 Sq	8 Hours	2 Minutes	SNS 2	1
end	2	4 pts	Portal Blocking	Glowing blue-white perimeter blocks portals from forming.	4 Squares	1 Target Spell	Instant	10 Minutes	SKL 3	99
	2	4 pts	Triggered Forced Healing	Dmg triggers 2d8 rolled. Dmg first, then 2x Healing.	Self	Caster	3 Days	1 Hour	none	1
end	3	30% Max	Armor of Light	AC becomes 16. Bright, sparkly magic armor around Caster.	Self	Self	4 Hours	1 Minutes	none	99
	3	4 pts	Improve Resist & Skill Saves	x	Self	Caster	2 Hours	5 Minutes	none	1
	4	4 pts	Focused Thrown Attacks	Single Target. Init set to 0. ToHIT+6. Dmg+6.	Thrown	1 Target	1 Round	Initiative=0	none	99
	4	4 pts	Watchful Approach	AC flank=front. AGL/SNS/SER -1 Col. Save to avoid notice.	Self	Self	20 Minutes	1 Minute	none	1
end	4	4 pts	Weapon Speed Charm	x	Touch	1 Weapon	1 Battle	30 Minutes	SKL x	1
	5	8 pts	Entangle	x	Touch	2x2 Squares	4 Hours	1 Minute	BRU 2	3
end	5	8 pts	Point 80 ft Ahead	Sns:2 to avoid Surprise/Dazed/Stun. No convo, 1000 yd stare.	Self	Self	4 Hours	10 Minutes	SNS 2	1
	8	8 pts	Circle of Protection vs Magic	x	Self	3x3 Squares	10 Minutes	8 Minutes	RM 2	1
end	8	8 pts	Critical Ranged Shot (Pre-Battle)	Ranged ToHIT are a natural 18, 19, or 20 then use Critical.	By Weapon	By Weapon	4 Hrs or 1 Battle	1 Minute	none	1
	8	8 pts	Hunter's Boost	x	12 Squares	1 Target	8 Hours	20 Minutes	none	1
end	8	8 pts	Mend Item/Weapon	x	Touch	1 Item	Permanent	10 Minutes	none	3
	8	8 pts	Raise Nae'Em Fighter Str +1	Raises the fighters Strength 1 point.	Touch	1 Fighter	1 Hour	2 Minutes	none	2
end	9	12 pts	Triggered Shield vs 1	x	Self	1 Battle	3 Days	1 Minutes	SNS 2	1
	13	32 pts	Enchantment of Returning	Creates a Dagger of Returning.	Touch	1 Small Wpn	1 Battle	5 Minutes	none	1
end	13	16 pts	Magma Perimeter	Magical magma dmg 8d6. Double dmg if submerged.	Caster	2 Sq Wide Moat	6 Hours	30 Minutes	none	1
	16	16 pts	Quick Ranged Shot (Pre-Battle)	Pre-battle. 1 Attack. Init+15, if needed. ToHIT & Dmg +5	Melee	1 Creature	Instant	Instant	none	1

## Cae'Em-Construct

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	7	16 pts	Invoke Skeleton/Drifter	x					RM 3	
end	8	20 pts	Create Zombie/Skeleton	x	Touch	1 Target	Save @ Cycle	6 Hours	RM 3	7
	10	24 pts	Create Plague Bearer/Drifter	x	Touch	1 Corpse	Save @ Cycle	6 Hours	RM 3	7
end	20	50 pts	Invoke Wraith/Ghoul	x	50 Marks	2x2 Squares	4 Hrs/Tier	20 Minutes	SKL 3	1

## Call-Summon

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	3	30% Max	I Have Your Item!	Magic travel to the item and snatches it. Mgc armor: -1 Col.	4 Sqs	1 Item	1 Round	Initiative	RM 1	99
end	5	8 pts	Call/Return Nae'Em Item	x	PMP	1 Item	Instant	Initiative	none	1
	17	20 pts	Force Cage	x	8 Squares	3x3 Squares	3 Rounds	10 Minutes	SKL 2	99

## Climb-

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Climbing	Climb @ regular move. Fall=2d8 Dmg / Move distance. Kit=Col-	Move	Vertical Area	5 Minutes	1 Minute	AGL 3	99
end	5	8 pts	Freehand Climbing @ 1/2 Movement	Climb @ 1/2 move. Fall=2d8 Dmg / 1/2 move distance.	1/2 Movement (Sqs)	1/2 Movement (Sqs)	6 Seconds	12 Sec Prep	AGL 3	99
	9	12 pts	2nd Attempt To Grab	2nd chance to grab and not fall. Save to grab.	Touch	Self	Instant	Instant	SKL 2	1

## Communication-

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Rogue To Rogue Signals	1 simple statement per rd. Save to pass complex statement.	In Sight	In Sight	Instant	Initiative	SKL 3	1
end	1	4 pts	Speak/Read/Write Common	x	Self	Self	1 Day	1 Minute	none	99
	2	20% Max	Amplify Own Speech	Amplifies caster's voice to range of 1d20+4 Squares.	Self	3x3x3 Sq	5 Minutes	Initiative	none	99

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end	2	4 pts	Convincing Another (or Lie)	Adj Save on noise, audience, and any prep.	Hearing	Varies	Usually 2 Days	5 Rounds	SKL 3	99
	2	4 pts	Ventriloquism	Adj Save on noise, crowd, and any prep.	4 Sqs/Tier	1 Square	1 Round	Initiative	SKL 2	99
end	3	5% Max	Colored Signal Flare	Random flare between Red, Blue, Yellow, and Green.	20 Squares	1 Flare	1 Minute	Initiative	none	0
	4	4 pts	Arcane Translation - 1 Page	x	Touch	200 Characters	20 Minutes	20 Minutes	RM 2	0
end	4	25% Max	Sloppy Spying	1d5 for Taste, Smell, Hearing, Sight, or Touch to spy.	12 Squares	3x3x3 Sqs	5 Minutes	Initiative	none	99
	4	4 pts	Triggered Announcements	x	Touch	2x1 Sqs (Wall)	Till Triggered	30 Minutes	None	3
end	5	8 pts	Arcane Interpretation - 1 Page	Save vs interpretation. Can recast 2 times with Col +1.	Touch	200 Char	20 Minutes	Initiative	RM 2	99
	6	8 pts	Overhear the Conversation	Within sight & Range can hear as if within 1 Sq.	8 Squares	1 Conversation	1 Hour	5 Minutes	none	99
	6	8 pts	Read/Write Recipient's Language	Read/Write Recipients Language. Common & Ancient Languages	1 Square	1 Person	4 Hours	30 Minutes	none	99
	6	8 pts	Release Arcane Script	x	Touch	200 Characters	1 Hour	10 Minutes	SKL 1	3
end	7	8 pts	High Flares	x	In Sight	16 Sq Sphere	20 Minutes	10 Minutes	none	3
	8	8 pts	Constrain Arcane Script	x	Touch	200 Characters	Permanent	1 Hour	SKL 3	1
end	10	12 pts	Speak Language	Can speak an unknown language.	Touch	a person	1 Day	3 Minutes	None	99
	11	12 pts	Add Signs to Signpost	x	Touch	1 Signpost	3 Days	10 Minutes	none	99
end	11	12 pts	Triggered Announcement	x	Touch	2 Squares	Permanent	3 Days	none	3
	16	16 pts	Cultural Immersion	Non verbal & cultural nuances are learned upon 1st occurrence.	Touch	1 Recipient	2 Days	10 Minutes	none	3

end	Creation-Meta									
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	20% Max	Water From A Plant	The caster enchants a plant to pour water. 1/2 skin.	1 Square	1 Plant	10 Minutes	Initiative	none	3
end	3	4 pts	Call Bonded Person	x	PMP	1 Recipient	Instant	30 Minutes	none	1
	3	2 pts	Eolas False Magical Glow	Creates a glow that shows when using Detect Magic.	4 Squares	1 Item	End Of Year	10 Minutes	none	9
end	3	4 pts	Orix False Glow	x	4 Squares	1 Item	15 Minutes	2 Minutes	none	1
	3	4 pts	Reveal Sign Posts	Make signposts visible (or not).	15 Squares	1 Sign Post	2 Days	1 Minute	none	1
end	3	4 pts	Visible Sign Posts	x	5 Squares	1 Sign Post	2 Hours	1 Minute	none	1
	6	8 pts	Make/Repair Arrows	12 arrows. Tier1=Crude/Blunt, Tier2=Standard, Tier3=Flight.	Touch	Self	Permanent	4 Hours	none	99
end	16	16 pts	Create Leather Golem	x	Touch	1 Construct	1 Day	6 Hours	none	3
	17	20 pts	Coax Arcane Aspect	x	Touch	1 Item	Permanent	3 Days	none	99
end	18	20 pts	Create Wood Golem	x	Touch	1 Construct	1 Day	8 Hours	SKL 2	1
	19	20 pts	Create Stone Golem	x	Touch	2x2 Squares	1 Month	8 Hours	SKL 4	1

end	Creations-									
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Create Singer's Salve	Yields 1d3 jars. Effect on DOT +2/+4 HP at each cycle.	Touch	3 Salves	End Of Year	4 Hours	none	99
end	1	4 pts	Create Sunrise Potion	Yield of 1d3 Potions. Effect: Heal +2/+4 HP @ Sunrise.	Touch	1 Potion	Year End	4 Hours	none	99
	2	1 pt	Apply A Field Bandage	[Cloth/moss, before healing]=1 attempt. Binds. HP+1.	Touch	1 Creature	Permanent	Initiative	none	99
end	5	8 pts	Create Revive Salve	KITCHEN: Yields 1d3 Salves. Effect: 1d3 HP & Awake 30 Min.	Touch	1 Jar	Year	4 Hours	SNS 2	99
	7	8 pts	Create Health Poultice	Yield 1d3 items. Effect: Sick/Dis Col -1	Touch	1 Cloth	Year End	4 Hours	SKL 2	99
end	7	8 pts	Create Repellent Oil	Yield 1d3 items. Effect: Repels insects Save col-1.	Touch	1 Jar	Year End	4 Hours	SNS 2	99
	11	12 pts	Create Clear Mind Inhalant	Yield of 1d3 items. Effect: Dazed/Stunned/Sleep col-1.	Touch	1 Vial	Year End	4 Hours	SNS 2	99
end	11	12 pts	Create Java Meal Spice	Yield of 1d3 items. Caffeine effect for 48 hrs. Don't repeat.	Touch	1 Meal	Year End	4 Hours	SKL 2	99
	12	12 pts	Create Calming Tea	Yield of 1d3 items. Effect: Deep Sleep & morning SP +2/+4.	Touch	1 Jar	Year End	4 Hours	SNS 1	99

end	Disguise-									
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	2	4 pts	Disguise	Skill= Wt & Ht. Enhancements= Hair, Skin, Costume, Eyes.	1 Person	Audience	12 Hours	30 Minutes	SKL 4	7
end	12	12 pts	Impersonate	For Wt & Ht. Enh: Hair, Skin, Costume, Eyes. More Wt & Ht.	Self	1 Person	6 Hours	30 min / Compl	SKL 3	99



13 16 pts Feign Death GM rolls detection Save. AC=3/3. Rogue Prone, non-responsiv Self Self 2 Rds Minimum Instant SNS 2 99

## Environ-Nature

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
2	4 pts	Plant Healthy Growth	x	Self	4x4 Sqs	Permanent	1 Hour	none	0
2	4 pts	Remove Plant Disease	x	4 Squares	4x4 Squares	Permanent	10 Minutes	SKL 2	0
4	4 pts	Predict Weather	x	Self	Up to 5 Marks	1 Week	1 Hour	none	1
7	8 pts	Plant Canopy	x	12 Squares					3
11	12 pts	Control Wind Sphere	x	18 Squares	5x20 Sq Area	12 Hours	10 Minutes	SKL 3	1
17	20 pts	Control Water	x	Self	4x4x4 Sqs	4 Hours	10 Minutes	SKL 3	1

## Find-Hide-Reveal

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
1	4 pts	Detect Magic & Number of Aspects	Mundane=Nothing, Magic=Candle pwr, Epic=Dazed, God=Blin	2 Squares	1x1x1 Square	Instant	5 Minutes	RM 2	1
1	4 pts	Find Entry Gate	Only Large ruins,dungeons,complexes require a Save.	Urban	Community	30 Minutes	1 Round	SKL 2	99
1	pts	Hide	x	Self	Self	10 Minutes	Initiative	SKL 1	99
2	4 pts	Crack in the Wall	Caster & 1 other person moves into a visible crack.	2 Squares	Caster+Guest	3 Rounds	Initiative	none	1
2	4 pts	Know Your Name	Locally known name of the person	20 Squares	1 Target	Instant	Initiative	none	1
2	4 pts	Orix View Sign Posts	x	8 Squares	1x1 Sq Sphere	30 Minutes	2 Minutes	none	3
3	4 pts	Reveal Value	Max weight: 50 lbs to reveal if over 100 gp.	Self	1 Item	Permanent	10 Rounds	SKL 3	99
4	4 pts	Aspects Counted By Type	Get an accurate count of Aspects.	1 Square	1 Item	Permanent	30 Minutes	RM 2	99
4	4 pts	Direction to Ionic Marker	Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)	PMP	1 Nae'Em	1 Month	2 Hours	none	99
4	4 pts	Find Hidden Accesses	Easy to Hard: camouflaged, concealed, and Hidden.	Self	2w x 2d x 1h Sqs	Usually 2 Days	10 Minutes	SKL 3	1
4	4 pts	Identify Aspects (1/Tier)	Identify 1 Aspect per Tier.	1 Square	1 Item	Permanent	30 Minutes	none	99
5	8 pts	Create Ionic Marker	x	Touch	1 Object	Permanent	1 Day	none	3
5	48 pts	Create Ionic Marker (Nae'Em)	Connects with an unworked mundane (non-magic) item.	Touch	Caster	Permanent	1 Day	none	9
5	8 pts	Detect Magic	Magic=Candle. Mundane=None. Epic=Blinding, Save vs Blind.	2 Squares	1 item	Instant	5 Minutes	RM 2	1
5	8 pts	Know About You	Tier-Class, HP%, SP%, Postion title (Wagon master, Prince...)	8 Squares	1 Creature	Instant	1 Minute	SKL 1	1
5	8 pts	Locate Ionic Marker	x	PMP	1 Marker	Instant	1 Hour	SKL 2	99
6	8 pts	Attention Avoidance	Bubble: 1 HP, 5 AC. Muffles sound. Deters Dokour detection.	Caster	4x4 Squares	4 Hour	6 Minutes	SNS 2	1
6	8 pts	Shadow Cover	Shadow surrounds the caster and their belongings.	Self	1 Suare	1 Hour	1 Minute	none	1
6	8 pts	Wander and Pass Unnoticed	Any more than casual passage requires Save. Non-Rogues N	Self	Urban	10 Rounds	1 Round	SKL 3	99
7	8 pts	Sphere Of Privacy	Those within can talk without fear of being overheard.	8 Squares	3x3 Squares	2 hrs / Tier	4 Minutes	RM 2	1
9	36 pts	Detect 'Ems (All Types)	Use of this spell will reveal clues about a True Name.	4 Squares	1 Square	Instant	2 Hours	RM 2	99
9	12 pts	Hide in a Plant	x	Touch	1 Plant	2 Hours	10 Minutes	none	1
10	12 pts	Counter: Block Scrying	GM rolls Save.	Touch	4 x 4 Squares	1 Hour	Initiative	SKL 2	1
11	12 pts	Sight of the Statue	Used on art/sculptures with eyes.	1 Mark per Tier	1 Object	4 Hours	30 Minutes	SNS 2	99
13	16 pts	Find Nearest Langstrom Portal	x	Self	10 Marks	6 Days	1 Hour	none	1
18	30 pts	Identify All Aspects	Fully Identify a magical item	Touch	1 Object	Permanent	6 Hours	none	99

## Flora-Fauna-Nature

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
1	4 pts	Skinning A Hide	Save & Kit required. Size by Tier. 1st:2x4, 3rd:3x6, 5th:6x6.	Self	Animal	Permanent	12 Hours	SKL 1	99
2	4 pts	Benign Approach	Approach animals in a benign way to get close. No attacks	10 Squares	10 Squares	1 Hour	5 Minutes	none	99
3	4 pts	Calm Animal	Hunter to Use Save col 2. Situation reduces Save col to 1.	2 Squares	1 Animal	2 Hours	20 Minutes	SKL 2	99

## Food-Water

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
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	1	4 pts	Draw Up Ground Water	Pull water from ground. 2 skins / Tier. 1 skin in dry areas.	Touch	2 Skins/Tier	Permanent	5 Minutes	none	99
and	3	4 pts	Hunt/Fish/Gather	Able to hunt, fish, or gather once per day for 9 hours.	Self	20x20 Squares	9 Hours	9 Hours	SKL 2	1
	4	4 pts	Improve Food	Food becomes nutritional.	1 Square	4 Meals	1 Hour	10 Minutes	none	99
and	4	4 pts	Increase Food	x	2 Squares	1-21 Meals	Permanent	10 Minutes	none	3
	5	8 pts	Create Rain Water	Desert & hot environments may limit or inhibit this spell.	Caster	1 Square	Permanent	1 Minute	none	99
and	5	8 pts	Divining Water	x	1/4 Mark	6-15 Sqs Deep	Permanent	30 Minutes	SKL 4	1
	6	8 pts	Destroy Harmful Substance	x	6 Squares	1 Square	Permanent	10 Minutes	none	99
and	8	8 pts	Imbue an Item with	x	Touch	1 Item	5 Years	3 Days	none	99
	9	12 pts	Coastal Net Fishing	3-12 helpers. Meals:6d20+5 per helper. Cook:1 hr / 30 meals.	Self	Ocean	Permanent	16 Hours	none	1
and	9	12 pts	Food Times Three	x	3 Squares	2x2 Squares	Permanent	1 Day	none	1
	15	16 pts	Create Food For A Family	2d12+10 meals w/ water.	Touch	1 Square	Permanent	5 Minutes	none	3

Health-Life-Death										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Basic Healing	Heal 2d6 +ACU. If helping a Nae'Emed Fighter range is 8 sqs.	2 Squares	1 Target	Permanent	Initiative	none	99
and	1	4 pts	Field Binding	x	Touch	1 Creature	Instant	Initiative	none	99
	1	4 pts	Forced Heal 1d6 HP (+more)	Roll dice. Apply as force damage. Apply x2 as healing.	1 Square	1 Target	Permanent	Initiative	none	1
and	1	30% Max	Healing Bolus	1d12 HP healing.	1 Square	Recipient	Permanent	Initiative	none	99
	1	4 pts	Sylvan Forced Healing 1d6 HP	x	Touch	1 Creature	Permanent	Initiative	none	99
and	2	4 pts	Heal Sickness	Target can Save (@ - 1 Col) right away instead of morning.	2 Squares	1 Target	Instant	1 Minute	none	0
	2	4 pts	Healing Flames 1d4 HP per Tier	Roll 1d4. Flame damage x2. Healing x3. Save if self heal.	Touch	1 Recipient	Permanent	Initiative	SKL 3	99
and	3	4 pts	Reduce Fire Damage	Magical/mundane fire dmg is reduced by 1 per die, min 1.	Self	Caster	20 Minutes	5 Rounds	HTH 2	1
	4	4 pts	Delayed Healing 2d6	Delayed Heal - up to 4 hrs (+2d6 HP). 1 per creature.	2 Squares	1 Creature	4 Hours	2 Minutes	none	99
and	4	4 pts	Final Rites	Dead are pushed beyond this world. A diety must be named.	Touch	1 Body	Permanent	2 Hours	none	99
	4	4 pts	Repair A Dead Body	Preps a body for funeral viewing.	1 Square	1 Target	Perm	30 Minutes	SKL 2	1
and	4	4 pts	Slow Healing	10 HP per undisturbed hr. MUST SAVE EVERY HOUR. Max 4	2 Squares	2 Creatures	8 Hours	10 Minutes	SKL 2	3
	5	8 pts	Assist Another's Healing	x	4 Squares	1 Heal Spell	Instant	10 Minutes	none	1
and	5	8 pts	Cleansing Fire	1 hp Dmg per hour. Immune to Sickness/Disease.	Self	Self	12 Hours	30 Minutes	none	1
	5	-2 pts	Repair Undead/Living Dead	Max gain of SP set to 20 SP per day.	Touch	1 Target	Perm	1 Minute	none	99
and	6	-4 pts	Animal Healing	Heal 2d8+4 to domestic/wild woodland animals.	4 Sqs	1 Animal	Permanent	1 Minute	none	99
	6	8 pts	Common Healing	x	Touch	1 Creature	Instant	Initiative	none	99
and	7	8 pts	Electrifying Sickness Cleanse	1 pt damage, removes Sickness I, II, III (with Save).	Touch	1 Creature	Permanent	8 Hours	SKL 2	99
	8	8 pts	Extra Healing	x	Touch	1 Creature	Instant	Initiative	none	99
and	9	12 pts	Heal Disease	2d8 pts damage, removes Disease I, II, III (with Save).	2 Squares	1 Target	Permanent	8 Hours	SKL 2	99
	10	12 pts	End Current Dmg Over Time	Stops current Damage Over Time (DoT) upon 1 target.	8 Squares	1 Target	Permanent	Initiative	none	99
and	11	12 pts	Heal 5d6+2 HP	x	2 Squares	1 Target	Permanent	Initiative	none	99
	11	48 pts	Life Zap	Dead < 25 hrs & pass Save to be alive with -4 HP.	Touch	1 Body	Permanent	8 Hrs	HTH 3	99
and	12	12 pts	Heal 5d6+6 HP	x	2 Squares	1 Creature	Permanent	Instant	none	99
	12	12 pts	Ranged Forced Healing 2d8+2 HP	Roll 2d8+2. Dmg x1 then Heal x2	6 Squares	1 Target	Permanent	Initiative	none	99
and	14	16 pts	Healing Bolt	1d2 Dmg. Then 6d6 Healing.	12 Squares	1 Creature	Permanent	Initiative	none	99
	15	16 pts	Focused Stasis	x	Touch	1 Target	1 Month	1 Minute	RM 1	1
and	16	16 pts	Consecration of Corpse	Block animation and removes Nae'Ems.	1 Square	1 Corpse	Permanent	30 Minutes	none	99
	17	20 pts	Group Heal	3 persons minimum within AoE. 200 pts divided equally.	6 Squares	3 Sq Rad Circle	Permanent	20 Minutes	none	99
and	19	60 pts	Arcane Removal (2 of 3)	2nd of 3 castings made by separate casters to remove power.	Touch	1 Target	Permanent	6 Hours	RM 3	99

Illusion-Reality										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack

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	1	5% Max	Beauty Contestant - 2nd Prize	Recipient becomes more attractive by their race's standards.	Self	Self	12 Hours	5 Minutes	none	99
End	1	20% Max	Pie Fight!	Blocks vision with Save.	4 Squares	1 Target	1 Round	Initiative	RM 1	99
	3	10% Max	2 Rope Image	Roll Save to create illusion of a cut rope now 1 rope.	1 Rope	1 Rope	2 Hours	1 Minute	SKL 1	1
End	4	4 pts	Gathering The Darkness	Target is outlined in pure shadow if Save is passed.	Touch	Self	6 Hours	10 Minutes	RM 2	1
	5	8 pts	Ribbon Goblin Lookout	x	1/4 Mark	1 Ribbon Crtr	8 Hours	30 Minutes	none	3
End	6	8 pts	Alter Self - Medium Sized Dog/Cat	x	Self	Self	8 Hours	1 Round	none	1
	7	8 pts	Annie's Slow Alteration	Change age/clothes/carried items/hair/eyes/facial hair.	Self	Self	4 Hours	4 Rounds	none	1
End	9	12 pts	Image of Nae'Em Rogue	Need current Nae'Em with Rogue. Uses Rogues current image	Self	Self	2 Hours	3 Minutes	none	99
	9	12 pts	Young Helper	Helper can be far away but healing can be done through it.	1/2 Mark	1 Square	1 Hour	Initiative	none	1
End	11	12 pts	Illusional Bear	x	16 Squares	1 Image	30 Minutes	1 Minute	none	1
	11	12 pts	Personal Decoy	Image of caster must stay in range and moves at 1/2 rate.	25 Squares	25 Sq Radius	20 Minutes	2 Rounds	none	5
End	13	16 pts	Illusional Condor	x	8 Squares	1 Image	2 Hours	1 Minute	none	1
	13	16 pts	Illusional Dolphin	x	8 Squares	1 Image	2 Hours	1 Minute	none	1
End	14	16 pts	Alter Self - Porpoise	x	Self	Self	3 Hours	10 Minutes	none	1
	15	16 pts	Alter Self - Hawk	x	Self	Self	4 Hours	10 Minutes	none	1
End	15	16 pts	Alter Self - Wolf	x	Self	Self	4 Hours	20 Minutes	none	1
	17	20 pts	Alter Self - Condor	x	Self	Self	2 Hours	5 Minutes	none	99
End	18	20 pts	Alter Self - Bear	x	Self	Self	2 Hours	5 Minutes	none	1
	18	20 pts	Alter Self - Stingray	x	Self	Self	2 Hours	5 Minutes	none	1
End	19	20 pts	Circle of Thorns (15 ft x 5 ft)	xx	12 Squares	10x10 squares	12 Hours	1 Hour	SKL 2	1
	20	20 pts	Mirror A Person	HP:20(or 35), AC:10/10, Battle x1x1 Init+2 ToHit+2 Dmg+2	15 Square Radius	1 Person	1 Hour	2 Rounds	none	1

## Light-

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	4	10% Max	Aural Spark	random color of sparks for 1d20 minutes.	10 Squares	2x2 Sqs	1d20 Mins	Initiative	none	99
End	4	4 pts	Capture/Release Normal Light	x	Self	12 Sqs Radius	2 Hours	2 Minutes	none	1

## Locks-

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Set Or Open Padlock	Enh: Slim key+4 pts. Magical=TIRO/EOL needed.	Touch	Lock	Until Reset	2 Minutes	AGL 2	99
End	4	4pts	Set Or Open Door Lock	Enh: Slim key+8 pts @ 5th lvl. Magical: TIRO/EOL needed.	Touch	Lock	Until Reset	6 Minutes	SKL 3	99
	6	8pts	Set Or Open Chest Lock	Enh: Slim key+8 pts @ 5th lvl. Magical: TIRO/EOL needed.	Touch	Lock	Until Reset	6 Minutes	SKL 3	99
End	9	12pts	Set Or Open Wall Lock / Mechanism	Enh: Slim key+8 pts @ 5th lvl. Magical: TIRO/EOL needed.	Touch / 1 Sq	Lock	Until Reset	10 Minutes	None	99

## Movement-

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	2	4 pts	Walk Quietly	SKL roll varies based on burden and situation.	Self	Self	20 Minutes	Initiative	SKL VAR	99
End	3	4 pts	Take Point	Self: 30ft in front. Grp:No supriz. Init+2 in 1st round.	Self	6 Squares	8 Hours	1 Minute	SNS 2	99

## Nae'Em-People

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Create a Temporary Nae'Em	Short term bonding with a willing civilized creature.	2 Squares	1 Civ Creature	1 Week	2 Hours	SKL 2	99
End	2	4 pts	Rogue's Right Place, Right Time	x	Touch	1 Rogue	1 Hour	5 Minutes	none	1
	3	4 pts	Create Temp Nae'Em w/ Acolyte	Creates a permanent Nae'Em connection.	15 Marks	1 Recipient	Permanent	4 Hours	none	1
End	6	8 pts	Speak with Dead	Up to 100 years dead per Tier. Skull answers in common.	Touch	1 Target	5 Questions	20 Minutes	none	99
	6	8 pts	Speak With The Resting Dead	x	1 Square	3 Squares	15 Minutes	5 Rounds	SKL 2	1
End	7	8 pts	Create Permanent Nae'Em	A Willing person becomes connected to the caster.	Touch	1 Recipient	Permanent	3 Days	SKL 1	3
	7	8 pts	Direction To A Dokour Target	Save Column varies to reveal alignments from 50 to 200.	Self	7 Mark/Tier Radius	Instant	1 Hour	RM Varies	1



End	7	8 pts	Eavesdrop on Nae'Em Convo (Eolas)	Listen to a private convo and NOT give up sight.	8x8 Squares	1 Convo	5 Min/Tier	10 Min	SKL 2	1
	7	8 pts	Speak To Dokour Target	x	Touch	1 Recipient	1 Round per Tie	4 Hours	SKL 1	7
End	11	36 pts	Connect To An Arcane Focus Item	Creates connection between caster and a Arcane Focus Item.	Touch	1 Item	Permanent	3 Days	RM 3	99
	11	36 pts	Disconnect An Arcane Focus Item	Removes connection between all creatures and focus item.	Touch	Current Item	Permanent	20 Minutes	SKL 2	99
End	12	12 pts	Eavesdrop on Nae'Em Convo	Listen to a private convo. But give up the ability to see.	20 Sq Radius	1 Convo	5 Min/Tier	5 rounds	SKL 2	1
	12	12 pts	Portal To Nae'Em	portal can't be opened/created unless Nae'Em agrees to the po	Self	PMP & 2 Uses	2 Min	30 Minutes	None	1
End	13	16 pts	Summon Nae'Em	x	PMP	1 Nae'Em	2 Hours	10 Minutes	none	1
	16	64 pts	Reveal True Name	This uses all the clues to find the True Name.	1 Square	1 Square	Permanent	12 Hours	none	99
	19	20 pts	Dead Spirit Conversation Circle	x	6 Squares	1 Spirirt	10 Questions	10 Minutes	SKL 2	1
	20	20 pts	Bring Back The Dead	Must be dead <20 years. Come back with 5 hp.	Touch	1 Corpse	Permanent	8 Hours	SKL 2	99

## Personal-Connections

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	2	4 pts	Hunter Nae'Em Connection	x	Touch	1 Recipient	Permanent	3 Days	none	1
End	2	10% Max	Random Friendship	Potentially makes someone more tolerant of the caster.	10 Squares	1 Target	Special	Initiative	none	99
	4	4 pts	Hunter Marks	Unworked items arranged to leave a message to another Hunter	6 Squares	1 Square	1 Month	1 Minute	none	99
End	7	8 pts	Create a Temporary Nae'Em	Short term bonding with a willing civilized creature.	2 Squares	1 Civ Creature	1 Week	1 Day	SKL 2	1
	7	8 pts	Hold Civilized Creature	x	8 Squares	1 Target	5 Rounds	1 Round		
End	12	12 pts	Langstrom Servant: Pucoe Gree	x	1 Square	1 Creature	8 Hours	10 Minutes	none	3

## Shelter-Rest-Protection

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	2	4 pts	Dozing or Heavy Sleep	Inactive persons. Save: pass = 1d6 hrs. Fail = Light sleep.	4 Squares	1 Target	1d6 Hours	1 Minute	SNS 2	1
End	2	4 pts	Feather Bed	A feather bed for 2 appears.	Touch	1x2 Sqs	12 Hours	2 Minutes	none	3
	2	20% Max	Garish Pup Tent	xThe Caster creates a colorful tent.	8 Squares	1x2 Squares	8 Hours	1 Minute	none	99
End	2	4 pts	Hunters Hut (10 ppl)	Stands for 2 days. Holds up to 10 people.	Touch	2x1 Squares	8 Hours	20 Minutes	SKL 2	3
	2	4 pts	Perimeter Safety	Creates noticable sounds when stepped on.	Touch	3x8 Sq Perimeters	8 Hours	30 Minutes	none	99
End	3	4 pts	Assist Hunter's Lean-To	x	Touch	1 Lean-To	2 Hours	10 Minutes	none	1
	3	4 pts	Create Temporary Shelter (3 ppl)	Quickly built (1 min) & lasts 2 days, unless rough weather.	Touch	1 Shelter	2 Days	10 Minutes	none	99
End	5	8 pts	Quarantine Isolation	Sick/Diseased/Poisoned get 1 column better. No spreading.	4 Squares	1x2 Squares	1 Day	1 Hour	none	99
	7	8 pts	Circle of Protection vs Acid	Inside circle: reduce acid dmg 3 (min 1). Edge: take 1d6.	9 Squares	3 Sq Radius	1 Hour	5 Minutes	none	99
End	7	8 pts	Deep Doze	4 deep sleep hours to recover from exhaustion.	Touch	1 Ctrr/Tier	4 Hours	10 Minutes	SNS 4	99
	7	8 pts	Hunters Hidden Shelter (4 ppl)	Hunting blind for 4 people. Not for urban use.	1 Square	3 x 3 Squares	8 Hours / Tier	1 Hour	None	3
End	7	8 pts	Strumos Waystation	3x3 Sqs platform that protects from some weather	4 Squares	3x3 Squares	12 Hrs	1 Minute	none	1
	10	12 pts	Walls of Force (4 to 6)	x	12 Squares	See Description	4 Hours	5 Min / Wall	none	3
End	11	12 pts	Force Wall	x	Touch	6 Sqs Long	1 Hour	20 Minutes	none	3
	13	16 pts	Astral Shed	Small shed outside... 5 rooms inside.	Touch	1x1x2 Sqs	8 Hours	1 Minute	none	1
End	14	16 pts	Tree House	x	8 Squares	4 Sq High Tree	12 Hours	30 Minutes	SMS 2	3

## Tae'Em-Thing

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	2	4 pts	Ribbon Horse	Self w/carried items.	1 Square	1 Creation	8 Hours	5 Minutes	SNS 2	Tier
End	4	4 pts	Call/Return Nae'Em Item	x	PMP	1 Item	Instant	Initiative	none	1
	5	8 pts	Seaweed Dolphin	Stats: HP:2 AC:15/10 Move:12 Sqs swim 24 sqs race	3 Marks	1 Dolphin	2 Hours	10 Minutes	none	1
End	6	8 pts	Ribbon Bat	Bat - HP:2 AC:18/12 Move: 15 Sqs flight	Self	Self	2 Hours	10 Mintes	none	1
	7	8 pts	Ribbon Wolf	Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run	Self	Self	2 Hours	10 Minutes	none	1
End	7	8 pts	Summon From Home Library	x						

## ALL

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	8	8 pts	Invoke Imp Spy	Brings in imp (large insect size). Can be scryed on.	2 Sqs	PMP	End of Year	2 Days (24 Hrs)	none	1
end	8	8 pts	Scry on Imp Spy	Can scry on your Imp within PMP.	Touch	1x2x2 Squares	4 Hours	1 Minute	none	3
	9	12 pts	Search for Arcane Focus Item	x	Self	1 Mark	4 Hours	1 Day	SKL 2	1
end	14	16 pts	Curse Ionic Marker	x	PMP	PMP	1 Day	10 Minutes	none	99
	18	20 pts	Summon Astral Beast of Burden	x	8 Squares	2x2 Squares	1 Month	20 Minutes	SKL 2	3

## Tracking-

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Find North	GM indicates direction of North.	Self	Self	1 Hour	Initiative	none	99
	4	30% Max	Tiro Tracking	Find and follow a trail while leaving an obvious trail.	Self	1 Trail	1 Hour	Initiative	none	99
	9	12 pts	Cover Trail	Cover Trail. Move @ 1/2= No Save. Move @ Full= SKL:3. GM r	Touch	1 Mark Trail	12 Hours	20 Minutes	none	99
end	9	12 pts	Urban Tracking	Rogue attempts to follow a hot path within an hour.	Self	Urban or Subtrrn	2 Hours	3d8 Minutes	SNS 2	99
	10	12 pts	Find/Follow Trail	Find/Follow. Move @ 1/2=SKL:2. Move @ Full= SKL:4. GM r	Self	1 Mark	24 Hours	20 Minutes	none	1
end	10	12 pts	Lose A Tail	This skill is about avoiding a currently active pursuer.	Self	Urban	Permanent	3d8 Min	SKL 2	99

## Traps-

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Message -Create/Find/Remove	Trigger created to present a message.	Touch	1 Square	Year or Tripped	20 Minutes	AGL 3	7
end	2	6 pts	Impedance Trap-Create/Find/Remove	Trap that entangles or slows movement.	Touch	1x2 Squares	Year or Tripped	20 Min	AGL 3	7
	5	12 pts	Damage Trap -Create/Find/Remove	Trigger sets off damage.	Touch	1 Square	Year or Tripped	20 Min	AGL 3	7
end	5	8 pts	Set Up Eolas Spell Release (Trap)	Trigger releases/enacts an Eolas Spell.	Touch	Per Spell	Year or Tripped	20 Minutes	AGL 3	7
	13	16 pts	Magical Trap Assistance	x						

## Travel-Planes

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	20% Max	Quick Jump	1d6 squares in direction indicated. Distance rolled.	1d6 Squares	Self	Instant	Initiative	none 1	99
end	1	pts	Riding (horses and other)	x	Self	Self	Permanent	Instant	none	99
	1	4 pts	Send Item to A Nae'Em Location	x	PMP	1 Mid Item	Instant	20 Minutes	none	99
end	1	pts	Swimming - Beginning	x	Self	Self	Permanent	Instant	none	99
	3	10% Max	Quick Push!	Caster moves an ally to a random spot 4 squares away.	4 Squares	1 Recipient	Instant	Initiative	none	99
end	3	4 pts	Strumos Run	1.5 times normal travel.	Self	Caster	4 Hours	5 Minutes	none	1
	5	8 pts	Langstrom Location	x						
end	6	8 pts	Attach Wings To Animal	x	Touch	1 Creature	12 Hours	30 Minutes	none	7
	6	8 pts	Decrease Movement	Inhibits movement by 4 squares. (by 5 sqs with Focus)	4 Squares	4x4 squares	4 Rounds	Initiative	none	3
end	6	8 pts	Increase Nae'Em Fighter Movement	Target moves faster in normal conditions. +2 Move.	2 Squares	1 Creatures	1 Hour	Initiative	none	1
	6	8 pts	Langstrom Rupture	x	8 Squares	1x1 Sq Portal	1 Minute	30 Minutes	none	1
end	6	8 pts	Travel Shadow to Shadow	Caster can jump from one shadow to another within range.	24 Squares	Caster	20 Minutes	2 Rounds	none	99
	8	8 pts	Dimension Personal Hideaway	1d4 dmg to enter 1 wide/deep x 2 high. Caster only.	Self	1x2 Squares	2 Hours	10 Minutes	none	99
end	8	8 pts	Hunters Stare (1-4 days)	Walk x3 in 20 Hrs. Encntr unlikely. Sprs likely. Wake=3 rds.	Self	Self	12 Hours	10 Minutes	SKL 3	1
	10	12 pts	Ladders & Stairs	Ladder: 1-12 sqs x 1 sq Lean. Stairs: 6 sqs x 6 sqs Lean.	12 Squares	1 Square	1 Hour	5 Rounds	none	99
end	10	12 pts	PMP Projection	Astral Ghost-like: HP=50, AC=12/12, Move=12, no attacks.	Self	PMP	4 Hours	20 Minutes	none	99
	11	12 pts	Astral Plane Projection	ACUMEN Bonus... x2=HP x3=AC. Movement=1/2 Spell Poin	Self	Astral Plane	4 Hours	20 Minutes	none	99
end	11	12 pts	Border of Dimension Containment	Creatures of Dimension must Save to leave the containment.	Touch	3x3 Sq Radius	4 Hours	10 Minutes	BRU 4	1
	12	12 pts	Personal Wings Of Flying	x	Self	Self	4 Hours	10 Minutes	none	5
end	13	16 pts	Faster Path	Solo=150%. Group=120% w/Hunter @ point. Not all environs.	Self	Non-Urban	1 Day	10 Minutes	none	1
	15	16 pts	Create Permanent Location Tae'Em	x	10 Squares	2x2 Sq Area	Permanent	1 Day	none	1

Tricks-									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
4	4 pts	Call Item (in Sight)	x	6 Squares	1 Item	Instant	Initiative	AGL	1
4	4 pts	Sleight of Hand	Roll Save to fool audience. Close quarters actions (1 sq).	Self	Arms Length	Instant	5 Rounds	SKL 2	99
Utility-									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
1	4 pts	Arcane Light	Default Light: Candle light	Self	Varies	4 Hours	Initiative	none	99
1	pts	Cooking - Basic	x	5 feet / 1/5 meters	Campfire	10 Minutes	2 Hours	none	99
1	00% Ma	Graduate Tiro Ritual	x	Self	Self	Permanent	Instant	none	99
1	4 pts	Small Domestic Pet Form	x	Touch	Self	4 Hours	5 Rounds	none	1
2	4 pts	Langstrom Cloak Pockets	x	Touch	1 Worn Garment	1 Week	1 Minute	none	3
2	4 pts	Make Fire with Sticks	Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col	Touch	Kindling	Permanent	10 Minutes	SKL 1	99
2	4 pts	Mental Alarm Clock	Set time to wake and wake at that time. 1 Rd to clear head.	Self	Self	18 Hours	10 Minutes	none	1
3	4 pts	Animate Cats Eye Marble	x	Self	Caster	2 Hours	1 Minute	none	1
3	4 pts	Shadow of the Magi	Darkness centered just above caster.	Self	Varies	Conc +4	Initiative	none	99
4	4 pts	Mimic Soft Nature Sounds	Create low natural sounds. Low volume and intensity.	Self	6x6 Squares	20 Minutes	Initiative	SNS 2	99
4	25% Ma	Tiro Tasty Cumber Meals	1d12 meals appear at waist height in front of the Caster	Touch	Varies	1 Hour	1 Minute	none	99
5	8 pts	Arlo's Astral Storage	x	1 Square	1 Square	10 Minutes	2 Minutes	none	1
5	8 pts	Fire Starter	Fire jumps from the hand to the target.	6 Sqaures	1 Item	Instant	Initiative	SKL 1	99
6	8 pts	Force Platform	x	16 Squares	2x2 Sq Platform	10 Minutes	2 Minutes	none	3
6	8 pts	Pause Magical Lock	Freezes magic in a specific trap for the duration if Saved.	2 Squares	Lock	Rollout	10 Minutes	RM 3	99
7	8 pts	Profiled In Fire	x	Self	Self	10 Minutes	Initiative	none	1
8	16 pts	Find Clues To True Name	Use of this spell will reveal clues about a True Name.	4 Squares	1 Item	Permanent	2 Hours	RM 2	99
8	8 pts	Increase Nae'Em Rogues Grace	Increase Grace of a Nae'Em Rogue by 2. (Stack of 1)	Touch	1 Rogue	2 Hours	3 Minutes	none	1
15	16 pts	Surprise Killing Blow	x						
17	20 pts	Impersonate Person	x						

Vae'Em-Venue Site									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
2	4 pts	Hot Conversations	Audio visual fire to fire Nae'Em. Small item pass through.	PMP	2 Fires	20 Minutes	2 Rounds	none	1
3	4 pts	Ethereal Return Portal	x	PMP	Caster	Instant	30 Minutes	none	99
5	8 pts	Scry Open areas - 5 Marks	x	5 Marks	15x15 Squares	30 Min / Tier	5 Minutes	none	1
5	8 pts	Scry to a Nae'Em	View from 4 squares above, but will lower the view if needed.	8 Marks	1 Nae'Em	1 Week	20 Minutes	SKL 2	3
6	8 pts	Create Ethereal Home Pad	x	1 Square	1x1 Square	1 Hour	1 Hour	none	1
7	8 pts	Astral Portal	GM Saves for accurate destination.	1 Square	1 Square	1 Minute	2 Hour	SKL 4	1
7	8 pts	View Dimension Vae'Em	View the area of Dimension.	Self	1x6 Sq Perimeter	6 Hours	10 Minutes	SNS 2	1
8	8 pts	Scry - Dense Populations	x	Community	4x4 Squares	10 Min / Tier	5 Minutes	none	1
8	8 pts	Summon Nisse Vae'Em	x	Self	8x8x8 Sqs	1 Day	5 Minutes	SKL 1	1
9	12 pts	Scry To A Vae'Em (Place)	x	Current Plane	Nae'Em 4x4 Sqs	1 Hour / Tier	5 Minutes	none	1
10	12 pts	Portal to Dimension	Portal into Dimension. 2d4 dmg to travel, Save for 1/2.	Touch	Portal Structure	2 Minutes	2 Hours	RM 2	1
19	20 pts	Natural Landmark Nae'Em	x	PMP	1 Landmark	Permanent	2 Hours	none	99
20	20 pts	Nae'Em Natural Landmark	x	PMP	1 Landmark	Permanent	2 Hours	none	99