

Battle Actions/Prep									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Avoid Incoming (Ranged/Thrown)	Frontal defense only, flank unchanged. Dodging (+2 AC per Tier) vs Ranged and Thrown attacks.	Self	Self	1 Battle or 1 Ho	Initiative	none	1
1	#Type!	Avoid Incoming (Ranged/Thrown)	Frontal defense only, flank unchanged. Dodging (+2 AC) vs Ranged and Thrown attacks.	Self	1 Battle	1 Battle or 1 Ho	1 Minute	none	1
1	#Type!	Weapon Expertise	1 Weapon gains a Melee ToHIT bonus of +1 per Tier. Last for the lesser of either 24 hours or end of Battle.	Touch	1 Item	End of Battle or 2 Minutes		None	1
3	#Type!	Take Point	Scout ahead for the party Self: 30ft in front. Grp:No suprise. Init+2 in 1st round.	Self	6 Squares ahead	Up To 1 Day	1 Minute	none	99
4	#Type!	Assist Another To Disengage	Help another slowly get away. FTR:-2 attks(Min=1), -2 AC. Recipient moves behind w/AC+4.	3 Squares	1 Recipient	1 Round	Initiative	None	1
5	#Type!	Entangle	Vines blend & wait for their victim. Anyone within the AoE must Save to move a square until out.	2 Squares	2x2 Squares	4 Hours	1 Minute	Brute	3
5	#Type!	Mundane Fire Immunity	No damage from mundane fires cooler than a forge. Be wary of large fires that have no oxygen in some spots.	1 Target	1 Target	1 Hour	5 Rounds	None	1
5	#Type!	Patient and Watchful	This level of observation ensures nothing will be missed. Subtle Watchfulness. AC flank=front.	Self	2x2 Squares	4 Hours	4 Rounds	none	1
5	#Type!	Point 80 ft Ahead	Scout ahead for the party. Self: 80ft in front. Grp:No suprise. Init+4 in 1st round.	Self	16 Squares ahead	Up To 1 day	10 Minutes	None	1
6	#Type!	Coordinate Group Initiatives	Fighter assigns Init bonuses by Class. Self= #Attks-1. Grp= Init +8, +4, +0, -4 to classes.	Self	Player Party	1 Battle	Initiative	None	99
6	#Type!	Increase Fighter Movement	Fighter recipient can move faster (+2 sqs) Can be added on top of multipliers for move. Focus: +2 sqs.	2 Squares	1 Fighter	6 Hours	Initiative	None	1
6	#Type!	Move Shadow to Shadow	Caster jumps from one shadow to another shadow w/in Range. Caster can jump from one shadow to another within range.	24 Squares	Recipient	1 Jump	2 Rounds	None	99
6	#Type!	Vines of Force (Hold)	Inhibits movement by 4 squares. (by 5 sqs with Focus)	4 Squares	4x4 squares	4 Rounds	Initiative	Agility	3
7	#Type!	Coordinate vs 1 Enemy	Fighter focuses party attacks to 1 target. FTR=#Attk-1, AC-1, 1st Init=40. Grp=Init & HIT +2/FTR Tier.	Self	1 Target	5 rounds	Initiative	None	1
7	#Type!	UnEntangle	Clears AOE of bramble.	2 Squares	2x2 Squares	4 Hours	3 Rounds	none	3
8	#Type!	Circle of Protection vs Magic	x	Self	3x3 Squares	10 Minutes	8 Minutes	Skill	1
8	#Type!	Pull Aggro	Convince them you are the biggest threat! JUST 1: Self:Attk-2. AC-4. Grp:Init & AC +2.	Self	8 Sq Radius	3 Rounds	Initiative	Skill	1
10	#Type!	Magical Fire Protection	Caster covered by a magical flame. Magical fire dmg to 1 HP/rd. No protection vs mundane fire.	Self	Self	2 Hours	2 Rounds	None	1
11	#Type!	Catch Small Incoming	x			3 Rounds	Instant	Agility	

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11	#Type!	Protection vs Animals	The animal must pass the Save to enter or exit the sphere,	Touch	3x3x3 Sq Sphere	1 Hour	Initiative	BRU	1
13	#Type!	Enchantment of Returning	Creates a Dagger of Returning for 1 battle.	Touch	1 Small Wpn	1 Battle	5 Minutes	None	1
14	#Type!	Call & Direct An Attack Bear	Calls a bear to be ready for a battle. HP:200 AC:16 Attk:x2 Init&ToHit+12 Dmg:2d10 Move:15	Self	15 Squares	2 Hours	1 Minute	None	2
16	#Type!	Quick Ranged Shot (PreBattle)	Hunter shoots first to start a round zero. 1 Attack. Init+15, if needed. ToHIT & Dmg +5	Melee	1 Creature	Instant	Pre-battle	None	1
Battle Defense									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Heat Wave Wall	Creates a wall of heat meant to inhibit aggressors. 2d3+ACU Fire Dmg vs Melee. Save for 1/2 Dmg.	Self	Self	4 Rounds	Initiative	Resist (Skill/N	1/Tier
1	#Type!	Set for A Charge	Increases AC by +6 vs the charge attacks ONLY. INTERRUPT: Longsword or larger required.	Self	1 Charge	1 Round	Instant	None	1
1	#Type!	Shield Expertise	Lean into your shield training. Small & Medium: Use the shield AC +2.	Self	Self	4 Rounds	Initiative	None	1
1	#Type!	Wind Wall	Gives +4 AC protection vs Thrown & Ranged. Moves with caster. Not into occupied squares.	Self	1 creature (self)	4 Rounds	Initiative	Resist (Skill/N	1
2	#Type!	Defend / Withdraw, No Attacks	Defend as you back away. AC+2/Tier +1 per adjacent FTR. 1/2 move & no attacks.	Self	Self	2 Rounds	Initiative	None	1
3	#Type!	Protect Fighter vs Ranged/Thrown	Recipient must be a fighter class/subclass. Gains +2 vs ranged/thrown attacks. Focus Ring +2 AC.	8 Squares	1 Recipient	End of Battle or Initiative	None	99	
3	#Type!	TIRO: Armor of Light	AC = 16. Bright, sparkly magic armor around Caster.	Self	Self	4 Hours	1 Minute	None	99
3	#Type!	Urgent Disengagement w/ 1 Attack	Swipe at the enemy then run! AoO is possible. JUST 1: Move 2x movement. 1 attack @ -4 ToHIT.	Self	Fighter	1 Round	Initiative	None	1
3	#Type!	Wind Wall For Nae'Em Hunter	Creates wall of wind around the Hunter. Wind storm gives AC+2 vs Ranged/Thrown. (Not Melee)	4 Sq / Tier	1 Recipient	4 Rounds	Initiative	None	1
4	#Type!	Resist The Push	Fighter refuses to move. INTERRUPT: Adds +10 per Tier to BRU Save vs being pushed.	Self	1 Target	Battle	Instant	BRU +10/Tier	1
5	#Type!	Limit Flank Attacks (Counter)	Limits the center flank square to be the only 'Flank'.	Self	Self	5 Rounds	Initiative	Agility	99
5	#Type!	Shield Block vs Melee	Small/Medium shield to block a specific attack. Not crits. INTERRUPT: After Hit/Before Dmg. Save for no shield damage.	0 Squares	Self	1 Attack	Instant	Brute	1
6	#Type!	Bob and Weave	Dodge 1 AoO per Tier. Can move diagonally past targets.	Full Move	Self	1 Round	Initiative	Agility	99
6	#Type!	Evade Missiles	x					Skill	
6	#Type!	Protect Strumos	Protecting the Partner class: Strumos: Near FTR, AC+6. EXTRA: Self: Init & HIT -1, Move 1/2.	1 Square	1 Strumos	1 Round	Initiative	None	99

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6	#Type!	Provide Protection	Protect another with your martial skills. EXTRA: FTR=Init & HIT -2, Move 1/2. Recipient=Range, AC+4.	3 sqs	1 Creature	2 Rounds	Initiative	None	99
6	#Type!	Shield Block vs Ranged	Med/Lrg shld ONLY. Attk blocked: Med=1/Tier Lrg=1/Tier+1 INTERRUPT: After attacks declared. Save for each block.	0 Squares	Self	Up to 2 Rounds	Instant	AGL	1
7	#Type!	Half Wall of Force	x	Touch	4 Sq Long	20 Minutes	20 Minutes	None	6
9	#Type!	Triggered Shield vs 1	x	Self	1 Battle	3 Days	1 Minute	None	1
10	#Type!	Minor Defense Bubble	x	Touch	Self	1 Battle	Initiative	Skill	2
10	#Type!	Tornado Wall	Adjacent squares to the casters take 1d4 damage each round. Caster gains +4 to AC to ALL normal attacks.	Self	3x3 Squares	10 Minutes	2 Rounds	Resist (Skill/N)	1

End

Battle Offense

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Blinding Flashes	Bright sparkling lights may partially blind the targets. Save vs Visual issues. Fail= Init & ToHIT -2.	8 squares	2 x 2 Squares	1 Round / Tier	Initiative	Skill or non-Sk	99
1	#Type!	Flash Of Fire!	Flash directed to target to interfere with sight. No ToHIT. 1d6 + ACU mgc fire dmg. Save or Blind 4 rds, -4 Init/ToHIT.	8 Squares	1 Target	1 Round	Initiative	Agility	99
1	#Type!	Force Pinch 1d4	x	8 Squares	1 Square	1 Round	Next Initiative	Resist (Skill/N)	99
1	#Type!	Massive Bludgeoning Hammerstrike	Blunt damage for regular melee attacks. Only for Hammers. Each hit is critical on Hand/Foot. 1/2 dmg after 30 min.	Melee	Self	2 Rounds	Initiative	None	1
1	#Type!	Phage (Something of Fragility???)	Fragility (Begin @1, +1 / rd, End @ 5) Max 5 rds.	4 Sqs / Tier	1 adjacent sq / Tier	5 Rounds	Initiative	Health	1
1	#Type!	Rose Thorns	1 Target requires a ToHIT +4 and can be lobbed. Delivers 2d6 Damage/Tier, Blunders=missed,	10 Squares	1 Target	1 Round	Initiative	None	99
1	#Type!	TIRO: Pie Fight!	Multi colored Pie appears as it is thrown. Target Saves to NOT block vision.	4 Squares	1 Target	1 Round	Initiative	Agility	99
2	#Type!	Electric Zap	Cast directly to the target w/o any arc or lobbing. Dmg 1d8+ACU, If non-Adam armor +2 Dmg. No ToHIT or Save.	8 Squares	1 Square	1 Round	Initiative	None	99
2	#Type!	Fighters Charge	Use the momentum of a Charge. JUST 1: Move x2, Min 4. Attk=2. AC-4. ToHIT/Dmg +8. No pivot.	Move x2	1 Creature	1 Round	Initiative	None	99
2	#Type!	Flame Bolt	No ToHit. Direct magical dmg 2d10 +ACU. Save to dodge. Magic fire, will not start fires, Not Lobbable	10 Squares	1 Target	1 Round	Initiative	Agility	99
2	#Type!	Force Push 1d6	x	10 Squares	2 Squares	1 Round	Initiative	Brute	1
2	#Type!	Melee Backstab	Attack from behind with surprise or not. EXTRA: Flank. ToHIT+4, Dmg+4 per Tier.	1 Square	1 Target	1 Round	Initiative	None	1
2	#Type!	TIRO: Fire Crack!	ToHit and Save required. 1d3 fire damage. Pass Save to not loose an attack.	6 Squares	1 Target	Instant	Initiative	AGL	99

3	#Type!	Conjure Native Beetles	Conjures local insects. Save: HP=25 Creates:Bag-Beetleroot. Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8	4 Squares	1 Mark	2 Rounds	Initiative	Skill	2
3	#Type!	Heat Metal Armor	Must be direct to target, no lobbing. Four rounds cumulative: AC/Init/ToHIT @ -1.	12 Squares	1 Target	4 Rounds	Initiative	None	3
3	#Type!	Phage Mist	2d4 +ACU per rd. Lobbable requires ToHIT.	10 Squares	Row: 3 SqS	5 Rounds	Initiative	None	3
3	#Type!	Rogues Charge	Rogue moves x2 directly to the target (Min of 4 sqs). JUST 1: 1 Attk. AC-4. Init/ToHIT/Dmg +8. No pivot.	Move x2	1 Target	1 Round	Initiative	None	99
3	#Type!	Shield Bash (Odd rounds)	Use your shield as a weapon on ODD rounds. EXTRA: Sm, Med, Lg Shield. HIT+4. Dmg:Shld AC+STR Bonus.	1 Square	1 Target	1 Round	Initiative	None	1
3	#Type!	TIRO: Quick Push!	Recipient forced to move 1d4 sqs directly away from caster. If there is no room for target then spell fails.	4 Squares	1 Recipient	1 Round	Next Initiative	None	99
4	#Type!	Accurate Ranged Shots	Shoot slower, but more accurately #Attack -1. ToHit & Dmg +2 per Tier.	Char Sheet	1 Target	1 Round	Initiative	None	99
4	#Type!	Critical Surprise Throw	Be fast and get the jump on the enemy with a round 0. JUST 1: ToHIT+6. Dmg=Crit. Only 1 attack. Pre-Battle.	3 SqS / Tier	1 Melee Target	1 Round	Pre-Battle Inst	None	99
4	#Type!	Hunters Melee Charge	Hunter charges quickly and directly to the target. EXTRAL Min 4 SqS. 1 Attk. AC-4. ToHIT/Dmg +8. No pivot.	Move x2	1 Creature	1 Round	Initiative	None	1
4	#Type!	TIRO: Quick Flash Fire	ToHIT needed. 1d12 Dmg. Save for no damage.	12 Squares	1 Target	1 Round	Initiative	Agility	99
5	#Type!	Long Distance Crossbow Shots	Requires the Hunter to use a crossbow. Distance +8 SqS. # of Attacks -1.	By Weapon	1 Target	4 Rounds	Initiative	None	1
5	#Type!	Penetrating Ranged Shots	Shots that do more damage at the cost of accuracy. All bow shots: ToHits -2, Damage+8.	By Weapon	By Weapon	2 Rounds	Initiative	None	1
5	#Type!	Separate Ranged Shots	Roll Init for 1st, select other Inits	by the bow	Self	1 Round / Tier	Next Initiative	None	99
5	#Type!	Step and Shoot	x	Miss Attack	Miss Attack	1 Round	Initiative	None	99
6	#Type!	Held Throw, Single Target	Hold up to 4 shots to gain massive ToHIT and Dmg rolls. ToHIT +5 & Dmg +5 per ATTACK held (Max of +20). Move 1/2.	By Weapon	1 Target	5 Attacks & Hel	Initiative	None	99
6	#Type!	Shoot Thru Party to Target	Target enemy on the other side of friends. All Ranged attacks in Duration. Bonus +2 Init, if announced.	By Weapon	By Weapon	1 Round	Initiative	None	99
7	#Type!	Flame Strike	Flames shoot upward from the Caster & down towards the AoE. No ToHIT. Magic fire lobbed. Dmg 4d10 +ACU. Save for 1/2.	12 Squares	1 Square	1 Round	Initiative	Agility	99
7	#Type!	Held Shot, Single Target	Keep aiming longer and longer for a more accurate shot. Conc on 1 Target ToHIT/Dmg +2 per held attck, max+10.	By Weapon	1 Target	5 Attacks	Initiative	None	99
7	#Type!	Hold Civilized Creature	x	8 Squares	1 Target	5 Rounds	1 Round	Health	
8	#Type!	Critical Shot At 19 to 20	Natural 19-20 ToHITs are critical Hits. 1 Ranged wpn only. 4 hrs.	By Weapon	By Weapon	4 hours	Initiative	None	1

8	#Type!	Hail Stones Attack	A white cloud rises over the area, and throws down hail. Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage.	12 Squares	2x2 Squares	Permanent	Initiative	Resist (Skill/N	1
8	#Type!	Phage Rain (2 Rds)	ToHit not required. Dmg: 3d6+ACU for 2 rds.	8 Squares	1 Square	2 Rounds	Initiative	None	99
8	#Type!	Static Bolt	Roll 1 ToHIT for up to 3 targets. Focus: +2/Tier ToHIT. Dmg 2d6+ACU. Dmg +1d6 if non-Adamantine armor. No Save.	15 Squares	Direct Line	Instant	Initiative	None	99
8	#Type!	Whirling Mordra, Rogue Style	Attack everyone at once when surrounded. JUST 1: 8 sqs targeted w/ 1 attk. ToHIT & Dmg +4.	Touch	Adjacent SqS	1 Round	Initiative	None	99
9	#Type!	Desperation Attack	Hope for the best with these random bonuses. Rolls separate d20-8 and apply to AC, Init, ToHITs, & Dmg.	Self	Self	1 Round	Initiative	None	1
9	#Type!	Force Clap 2d6 Daze 1d2 rds	x	12 Squares	2 Squares	Instant	Initiative	Brute	99
9	#Type!	Single Focus Attacks	Fighter hyper focuses on a single creature. Dur:Battle +8 ToHIT for all melee attacks, then 2 rnds NO bonuses (1d20).	self	1 creature	Battle	Initiative	none	1
10	#Type!	Blunted Bow Shots (Bow Only)	Damage roll Crit (Blunt col). Full then 1/2 (Min 1) Bow (only) w/blunts.	By Weapon	As per Weapon	4 Rounds	Initiative	None	1
10	#Type!	Brutal Push Forward	Push your opponent back into an open square. Attk-1 (min 0), Init+4, ToHIT+2. AC-2. Comparison BRU Save.	1 Square	1 Square	1 Round	Initiative	Brute	1
11	#Type!	Adrenaline Rush	Move and Attack... Or just attack! Narrative hype. Init & HIT+10. Dmg+6.	Self	Self	1 Round	Initiative	None	1
11	#Type!	Class Power Attack Duel	ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTAC INTERRUPT: SYL-Ice, STM-Elect, VEN-Force, DOK-Fire	10 Squares	1 Target	1 Round	Initiative	Skill	99
11	#Type!	Fire Class Power Attack	Direct Fire Dmg 6d10+ACU. Dmg+ by Enhancement & Focus Staff. No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.	10 Squares	1 Target	1 Round	Initiative	Skill	99
11	#Type!	Last Ditch Effort	Refusing to die. Must keep attacking. Must have 30 hp or <. No binding. Heal x 1/2. Death@ - 30 HP.	Self	Self	1 Battle	Initiative	None	1
11	#Type!	Mounted Melee Attack	Use a trained mount and run them down. 1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler.	1 Square	1 Horse	1 Battle	Initiative	None	99
12	#Type!	Electric Class Power Attack	Direct Dmg 4d10+ACU. Dmg+ by Enhancement & Focus Staff. No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.	12 Squares	1 Target	1 Round	Initiative	Skill	99
12	#Type!	Force Class Power Attack	Direct Dmg 4d10+ACU. Dmg+ by Enhancement & Focus Staff. No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.	10 Squares	1 Target	1 Round	Initiative	Skill	99
12	#Type!	Ice Class Power Attack	Direct Dmg 5d10+ACU. Dmg+ by Enhancement & Focus Staff. No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.	10 Squares	1 Target	1 Round	Initiative	Skill	99
12	#Type!	Phage Class Power Attack	Direct Dmg 4d10+ACU. Dmg+ by Enhancement & Focus Staff. No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.	10 Squares	1 Target	1 Rounds	Initiative	Skill	99
12	#Type!	Targeting A Moving Target	Hunter has no negatives when shooting at the target. Number of attacks -1. Minimum of 1. Bow required.	By Weapon	By Weapon	1 Round	Initiative	None	1
12	#Type!	Whirling Mordra	Attack everyone at once when surrounded. JUST 1: 8 sqs targeted w/ 1 attk. ToHIT & Dmg +4.	Touch	8 Squares	1 Round	Initiative	None	1

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13	#Type!	Phage Blobs		12 Squares	2x2 Squares	3 Rounds	Initiative	None	99
13	#Type!	Ranged Sucker Shot(s)	Take aim and shoot an unaware target. Bow only. Init>ToHIT/Dmg +12. Attk 1/2(Min 1). AoE=1.	By Weapon	1 Target	1 Round	Initiative	None	1
14	#Type!	Dokour Flame Attack	Magical fire damage sent directly w/ no lobbing. Dmg 5d8 +10 +ACU bonus. Focus +4/die. Save for 1/2 dmg.	12 Squares	1 Target	1 Round	Initiative	Resist (Skill/N)	99
15	#Type!	Moving And Shooting	Reduces shot distance 1/2, can walk full. Bow required. Reduces # of attks 1/2 (Min 1). Init & ToHit +12.	By Weapon	1 Target	1 Round	Initiative	None	1
15	#Type!	Surprise Death Blow	Most useful in the surprise round. FTR: ToHIT+15, Dmg:Crit. EXTRA: Target: Surprised, Dazed, Stunned, or Held.	Melee	1 Creature	1 Round	Next Initiative	None	1
15	#Type!	Surprise Killing Blow	x					Agility	
16	#Type!	Fire Bombardment	Caster lobs magical fire into multiple squares. 5d10 +ACU dmg. Save within each sq for 1/2 dmg.	12 Squares	Row: 1 sq / Tier	1 Round	Initiative	Agility	99
16	#Type!	Lightning Bolt	Can go through 3 persons not wearing Adamantine body armor. Damage: 2d6+ACU. Admn amor -1d6. Save for 1/2.	15 Squares	Direct Line up to 4 t	1 Round	Initiative	Agility	99
17	#Type!	Force Cage 3d6 to touch	x	8 Squares	3x3 Squares	3 Rounds	10 Minutes	Brute	99
17	#Type!	Hammering Force 3d8 @ 2sq	x	12 Squares	2 Squares	Instant	Initiative	Skill	99

Battle Reaction

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
2	#Type!	AoO on Enter or Exit	1 attack as opponent enters/exits area. INTERRUPT: 1 attack per round. No Movement.	1 Square	1 Target	1 Round	Instant	None	1
3	#Type!	Blunder Reroll	Disregards the first Blunder roll and rolls again. INTERRUPT: One Use. Cannot be used 2 times in a round.	Self	1 Blunder	Instant	Instant	None	1
3	#Type!	Dodge AoO Attacks	Effort to avoid EXTRA attacks w/ comparison AGL Saves. INTERRUPT: Dodge 1/Tier. Must call before AoO dmg is rolled.	Self	Movement	1 Round	Instant	Agility	99
3	#Type!	Draw Attention	Draw attention and possibly aggro to self. INTERRUPT: Move 1/2. May make 1 attack.	In Sight	In Sight	Up to 30 Min	Instant	Skill to NonSk	99
5	#Type!	Disrupt Concentration	Attempt to interrupt a target that is concentrating. INTERRUPT: Attempt to stop a specific spell or action.	8 Squares	3x3 Squares	2 Rounds	Instant	Senses	99
6	#Type!	2nd Attempt To Grab	Second chance to grab and not fall. Reroll Save to grab. INTERRUPT: Not usable to grab weapons.	Touch	Self	Instant	Instant	Skill	1
6	#Type!	AoO on Melee Entry	Interrupt and attack an enemy that has come to you. INTERRUPT: Targets entering melee become open to an attack.	Melee	Self	1 Round	Instant	None	99
7	#Type!	AoO on Kill	Continue an attack through to another. INTERRUPT: After Kill ToHIT+6 on another target.	1 Square	1 Target	Instant	Instant	None	99
7	#Type!	Blunder Change Up	Rolled the percent as normal. INTERRUPT: On the chart select the column you want.	Self	Self	Instant	Instant	None	99

7	#Type!	Critical Roll Additions	Improve your Crit roll. (any above 100 = 99) INTERRUPT: Roll Crit(1d100) +Level +Fighters ToHIT.	Self	1 Critical	Instant	Instant	None	1
7	#Type!	End Of Life	End Life	x	x	Permanent	Instant	None	999
8	#Type!	Brace for Onslaught	Prepare for multiple attackers against you. EXTRA: Attk-2, Min=1. AC+2. BRU & AGL Save rolls +40.	Self	Self	2 Rounds	Initiative	none	99
8	#Type!	Critical Hit, 2nd Choice	After a lousy Critical Hit roll... INTERRUPT: Reroll Critical Hit and choose which roll.	Self	Self	Instant	Instant	None	1
13	#Type!	Feign Death	Rogue falls dead. Rogue is Prone/non-responsive. INTERRUPT: Comparative Save needed on inspection.	Self	Self	2 Rds Minimum	Instant	Skill vs non-Sk	99
End									

Chants

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Chant of Protection, +1 AC/Tier	Gives +1 AC to those who have spoken the words of respect. # of times = caster Tier (w/ words spoken each time).	Self	5 Radius / Tier	10 Minutes	1 Full Round	None	1
1	#Type!	Chant Of Robustness, End DOT	Clears DOT to those who have spoken the words of respect. # of times = caster Tier (w/ words spoken each time).	6 Squares	2x2 SqS	10 Minutes	10 Minutes	Resist (Skill/N	1/Tier
1	#Type!	Light To Calm The Dead	Default is 'Candle' light. Focus Item make brighter. Coal= 0 Sq, Candle= 1 sq, Torch=6 sqs.	Self	Varies	4 Hours	Initiative	None	99
4	#Type!	Direction to Your Ionic Marker	Casters Ancestor shares the direction with the caster. Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)	PMP	1 Nae'Em	Instant	2 Rounds	None	9
8	#Type!	Chant Of Rogues Grace, +1/Tier	+1 Grace to Rogues who have spoken the words of respect. # of times = caster Tier (w/ words spoken each time).	6 Squares	2x2 SqS	10 Minutes	10 Minutes	None	1
10	#Type!	Sense Undead	lasdjk ajsldfj	Self	5 Squares/Tier	adfa	asdfa		1
20	#Type!	Mirror A Person	HP:20(or 35), AC:10/10, Battle x1x1 Init+2 ToHit+2 Dmg+2	15 Square Radius	1 Person	20 Minutes	2 Rounds	None	1

Class Specialty

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Climbing	Climb @ walk move. X2 walk with Kit. Fall=2d8 Dmg / Climb. Init=Instant with Enhancement	Move	Vertical Area	5 Minutes	Initiative	Agility	99
1	#Type!	Create A Field Bandage	Create 1d3 Bandages. HNT Kit. 12 SP. 4 hrs. Campfire. Bees Wax, Amaranth Leaves, Sea Water.	Touch	1d3 Wraps	Permanent	4 hours	None	9
1	#Type!	Rogue To Rogue Signals	Hand and body movements to communicate in site, but quietly. 1 simple statement per rd. Save to pass complex statement.	In Sight	In Sight	30 Minutes	Next Initiative	Skill	1
1	#Type!	Skinning A Hide	Results in usable hides. Save needed. Size by Tier. 1st:2x4, 3rd:3x6, 5th:6x6.	Self	Animal	Permanent	12 Hours	none	99
2	#Type!	Basic Disguise	Look generally like another person, Not exactly like someone. Skill= Wt & Ht. Enhancements= Hair, Skin, Costume, Eyes.	1 Square	Self	12 Hours	30 Minutes	Skill	7

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2	#Type!	Convincing Another (or Lie)	Attempting to push an opinion. Adjusting the Save on noise, audience, and any prep done.	Hearing	Varies	Usually 2 Days	5 Rounds	Skill	99
2	#Type!	Fire Starter	Fire jumps from the hand to the target. 1d1 Dmg. 1 Target per cast. Fire might spread.	6 Squares	1 Item	Continuous	Initiative	Resist (Skill/N)	99
2	#Type!	Make Fire with Sticks	Create a fire with sticks only. Dry Kindling needed. Damp kindling +20. Wet environ +20	Touch	Kindling	Permanent	10 Minutes	None	99
2	#Type!	Silent Movements	Standard pack/sacks & leather armor = Standard Save. No packs/sacks/armor = No Save. 1/2 speed = Roll +20.	Self	Self	20 Minutes	Initiative	Skill	99
2	#Type!	Ventriloquism	Create a sound to emanate from another spot for a diversion. Save adjusted on +noise, +/-crowd, +prep, -mimicry.	4 Sq/Tier	1 Square	1 Round	Initiative	Skill	99
3	#Type!	Hot Rocks	Rocks heat enough to boil water (@ sea level). Up=Heating. Down=No Heat. After rollout @ full heat.	Touch	9 Stones	12 Hours	2 Minutes	None	3
3	#Type!	Improve Resist & Skill Saves	x	Self	Caster	2 Hours	6 Minutes	None	1
3	#Type!	Mental Alarm Clock	Set a wake up time in your head. Wake within next 24 hrs. 1 Rd to clear head.	Self	Self	24 Hours	10 Minutes	None	1
3	#Type!	Repair Undead/Living Dead	Max gain of SP set to 20 SP per day. Heals 1d4 Un/Living Dead.	Touch	1 Target	Permanent	1 Minute	None	99
4	#Type!	Situational Awareness	Fighter concentrates to watch and listen. FTR: ToHIT-2, AC-2. Grp: Init+2, no surprise.	Self	Within Hearing	1 Hour / Tier	4 Minutes	None	1
4	#Type!	Sleight of Hand	May attempt to take OR place an item. Small items only. Save to fool audience. Close quarters actions (arm length)	Self	Arms Length	Instant	1 Round	Skill	99
5	#Type!	Freehand Climbing @ 1/2 Movement	Climb @ 1/2 move. Fall=2d8 Dmg / 1/2 move distance.	Self	1/2 Movement (Sqs 1 Rds (6 Sec)	12 Secs (2 Rd	Agility	99	
5	#Type!	Repair Weapons/Armor	Make needed repairs to armor or weapons. Repaired = Imperfect, but usable.	1 Square	1 Wpn/Armor	Permanent	4 Hours	None	99
10	#Type!	Honing Melee Weapon	Upgrading a functioning weapon to best. Adds +1 to Damage and lasts through next battle.	Touch	1 Weapon	1 Battle	2 Hours	None	99
12	#Type!	Impersonate A Person	Rogue Alters their look, style, and demeanor. Kit required. Cost and Rollout is variable based on complexity.	Self	1 Person	12 Hours	10 Min/Compl	Skill	99
12	#Type!	Wake To Battle	Remain sensitive to battle noises. Save=Instant wakening.	Self	1 Round	1 Round	Next Initiative	Skill -40	1
17	#Type!	Impersonate Person	For Wt & Ht. Enh: Hair, Skin, Costume, Eyes. More Wt & Ht.	Self	1 Person	6 Hours	10 Min/Compl	Skill	
18	#Type!	Arcane Removal Burn (2 of 3)	2nd of 3 castings made by remove all SP from a caster. Class remains, but no SP allowed in that class again.	1 Square	1 Target	Permanent	6 Hours	Resist (Skill/N)	99
18	#Type!	Arcane Removal Close (3 of 3)	3rd of 3 castings made by remove all SP from a caster. Class remains, but no SP allowed in that class again.	1 Square	1 Target	Permanent	6 Hours	Resist (Skill/N)	99
18	#Type!	Arcane Removal Open (1 of 3)	1st of 3 castings made by remove all SP from a caster. Class remains, but no SP allowed in that class again.	1 Square	1 Target	Permanent	6 Hours	Unskilled	99

Commune

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Petition Ancestor Spirit Guide	Try to bring a new Ancestor Spirit Guide to an open slot. After this spell other Commune spells can be used.	Self	Self	5 Min & Perma	2 - 4 Days	None	1
3	#Type!	Converse with Ancestor	This spell overrides the non-communication to another plane. Caster submits queries about a specific topic.	Self	Self	10 Min	10 min @ Daw	Skill	1
8	#Type!	Request Ancestor To Delve	This spell overrides the non-communication to another plane. Submit queries about a specific topic beyond Ancestors era.	Self	Self	See Descr (1-6)	10 Min @ Daw	Skill	1
11	#Type!	Use An Ancestor Skill	Use 1 Ancestor skill @ min of caster/Ancestor level. No overcasting or mastercrafts, High quality can be done.	Skill based	Skill based	6 hrs	1 Hour	none	1
15	#Type!	Possessed By Ancestor	Take advantage of the Ancestors skills. No overcasting or mastercrafts, but high quality can be done.	Self	Self	24 hours	4 hours	none	

Communication

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Speak/Read/Write Common	The character is able to read and write the language known as 'Com'	Self	Self	1 Day	1 Minute	None	99
2	#Type!	Hot Conversations	Fire to Fire talking to Nae'Em and those near by. Can pass small non-mgc items. May be overheard.	PMP	2 Fires	20 Minutes	2 Rounds	None	1
3	#Type!	Hunter Marks	Hunters leave messages in nature that others miss. If Marks are not obvious then Skill Save is needed to notice.	6 Squares	1 Square	1 Month (30 da)	1 Minute	None	99
3	#Type!	TIRO: Colored Signal Flare	Random flare shot about 20 squares upward. 1-5=Red, 6-10=Blue, 11-15=Yellow, 16-20=Green.	20 Squares	1 Flare	1 Minute	Initiative	None	0
4	#Type!	Arcane Translation, 1 Page	x	Touch	200 Characters	20 Minutes	20 Minutes	Skill	0
4	#Type!	Mimic Soft Nature Sounds	Soft low volume natural sounds to discourage attention. Create low natural sounds. Low volume and intensity.	Self	6x6 Squares	20 Minutes	Initiative	None	99
7	#Type!	High Flares	x	In Sight	16 Sq Sphere	20 Minutes	10 Minutes	None	3
19	#Type!	Dead Spirit Conversation	Speaks with up to 6 souls. Requires a shrine, ritual, and tokens.	6 Squares	1 Spirit	Rollout (10 Min)	10 Minutes	Skill	1

End

Creations

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Create Singer's Salve	Campfire Only. Bittercress leaf, Wild garlic oil, Rocko's. DOT damage, heal 2 per cycle, HNT: +4 per daily cycle.	Touch	1d3 Salves	Used / EOY	4 Hours	None for creati	9
1	#Type!	Create/Repair Arrows (24)	24 arrows created. Tier based 1=Crude/Blunt, 2=Standard, 3=Flight.	Touch	Self	Permanent	4 Hours	None	99
2	#Type!	Common Duplicate	Creates a duplicate of a common low value product.	3 Squares	1 Item	Permanent	1 Round	None	999

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2	#Type!	Create Sunrise Potion	Campfire Only. Anise Leaf, Ginger Oil, Honey. Effect: Heal +2 HP @ Sunrise. HNT +4 HP.	Touch	1d3 Potions	Used / EOY	4 Hours	None for creati	9
3	#Type!	Animate Cats Eye Marble	x	Self	Caster	2 Hours	1 Minute	None	1
3	#Type!	Orix False Glow	x	4 Squares	1 Item	15 Minutes	2 Minutes	None	1
3	#Type!	Visible Sign Posts	x	5 Squares	1 Sign Post	2 Hours	1 Minute	None	1
4	#Type!	Create Revive Salve	Need Kitchen/Lab. Bittercress leaves, Pine Tar, Oak sap. 1d3 Salves. Effect: 1d3 HP & Awake 30 Min.	Touch	1d3 Salves	Used / EOY	4 Hours	None for creati	9
4	#Type!	Triggered Announcements	x	Touch	2x1 Sqs (Wall)	Until Triggered	30 Minutes	None	3
4	#Type!	Weapon Speed Charm	x	Touch	1 Weapon	1 Battle	30 Minutes	None	1
6	#Type!	Release Arcane Script	x	Touch	200 Characters	1 Hour	10 Minutes	Resist (Skill/N)	3
7	#Type!	Create Repellent Oil	Campfire Only: Honeysuckle, Marsh Daisy Leaves, & Root Ash. Yield 1d3 items. Repells insects. Large= Health Save.	Touch	1d3 bottles	Used / EOY	4 Hours	None for creati	99
8	#Type!	Constrain Arcane Script	x	Touch	200 Characters	Permanent	1 Hour	None	1
8	#Type!	Create Fragility Poultice	Need Kitchen/Lab. Bees Wax, Seaweed, and Anis Leaves. Yield 1d3 items. Effect: Fragility issues -1 level	Touch	1d3 Poultices	Used / EOY	4 Hours	None for creati	99
8	#Type!	Imbue an Item with	x	Touch	1 Item	5 Years	3 Days	None	99
10	#Type!	Create Maidens Breath (Inhalent)	Campfire Only: Marigold wine, Hemlock ash, Wild garlic oil. Yield of 1d3 items. Effect: Dazed or stunned made better.	Touch	1d3 Vials	Used / EOY	4 Hours	None for creati	99
11	#Type!	Add Signs to Signpost	x	1 Square	1 Signpost	3 Days	10 Minutes	None	99
11	#Type!	Create Aelenes Tea	Campfire Only: Amaranth & Anise leaves, and Ethereal Grass Yield of 1d3 items. Effect: Sleep and SP 2 (or 4) gain @6am	Touch	1 Bag	Used / EOY	4 Hours	None for creati	99
11	#Type!	Create Java Meal Spice	Campfire Only. Peppermint Oil, Beetle Shells, Gingerroot Yield= 1d3 servings. Effect: 24 or 48 hrs awake.	Touch	1 Meal	Used / EOY	4 Hours	None for creati	99
11	#Type!	Triggered Announcement	x	Touch	2 Squares	Permanent	3 Days	None	3
16	#Type!	Create Leather Golem	x	Touch	1 Construct	1 Day	6 Hours	None	3
17	#Type!	Place An Arcane Aspect	x	Touch	1 Item	Permanent	3 Days	None	99
18	#Type!	Create Wood Golem	x	Touch	1 Construct	1 Day	8 Hours	Skill	1

19	#Type!	Create Stone Golem	x	Touch	2x2 Squares	1 Month (30 da	8 Hours	None	1
Fences and Shelters									
Lvl Cost Title Description Range AoE Duration RollOut Save Stack									
1	#Type!	Camp Shock Perimeter		Caster controls a protective line around the AoE. Crossing = zap sound & 1d3+3 electric dmg. Save for 0 dmg.	Touch	3x3 Squares	8 Hours	2 Minutes	Senses 1
2	#Type!	Create LeanTo Shelter (2 ppl)		Rough lean-to or tent struction. Quickly built (1 min) & lasts 12 hrs, unless rough weather.	Touch	1 Shelter	12 Hrs	1 Minute	None 7
2	#Type!	Perimeter Safety		Creates noticeable sounds when stepped on. To cross first a SNS-20 to find, then can cross.	Touch	3x8 Sq Perimeters	8 Hours	30 Minutes	None 99
2	#Type!	TIRO: Garish Pup Tent		Bright multicolored pup tent. 2 participants.	8 Squares	1x2 Squares	8 Hours	1 Minute	None 99
6	#Type!	Force Platform	x		16 Squares	2x2 Sq Platform	10 Minutes	2 Minutes	None 3
6	#Type!	Hunters Hut (10 ppl)		Sturdier version of a Lean-To hut. Stands for 2 days. Holds up to 10 people. Max Fragility Time -1.	Touch	2x1 Squares	2 Days	20 Minutes	None 3
7	#Type!	Circle of Protection vs Phage		Inside circle: reduce acid dmg 3 (min 1). Edge: take 1d6.	9 Squares	3 Sq Radius	1 Hour	5 Minutes	None 99
7	#Type!	Hunters HIDDEN Shelter (5 ppl)		Take time to set up a hidden shelter. Watch for: Smoke, noise, or movements that give it away.	1 Square	3 x 3 Squares	1 day / Tier	4 Hours	None 3
7	#Type!	Strumos Waystation		platform protects anyone on it from normal weather effects. 3x3 Sq platform that protects from some weather	4 Squares	3x3 Squares	12 Hours	1 Minute	None 1
8	#Type!	Circle of Protection vs Undead		Undead are not able to cross the perimeter. Living Dead must Save to pass.	6 squares	3 Square Radius	5 Rounds	Initiative	Skill 1
8	#Type!	Walls of Force (4 to 6)	x		12 Squares	See Description	4 Hours	5 Min / Wall	None 3
9	#Type!	Charged Fencing, Two Sides		2 Thin walls, 3 sq long, 1 sq above ground, 1 sq below ground Pass and take 3d6 electric dmg. Save for 1/2.	6 Squares	2 - 9 Sqs	4 Hours	Initiative	Resist (Skill/N 99
11	#Type!	Force Wall	x		Touch	6 Sqs Long	1 Hour	20 Minutes	None 3
12	#Type!	Astral Shed		Run-down shed outside, 5 rooms inside. Accommodates 8 ppl. PMP entry/exit only through door. Windows view Astral.	Touch	1x1x2 Sqs	8 Hours	1 Minute	None 1
12	#Type!	Tree House		Requires a tree (not a sapling), to start the spell. 60 HP. When closed blocks most sounds & light. Houses 10 people.	8 Squares	4 Sq High Tree	12 Hours	30 Minutes	None 3
13	#Type!	Circle of Containment		Inhibits creatures from leaving the circle, not the caster. Those that are inside must Save to exit.	Touch	3 Sq Rad Circle	4 Hours	10 Minutes	Brute 99
15	#Type!	Magma Moat		2 sqs wide surrounding the AOE. Slight sulfur smell. Magical magma dmg 8d6. Submerged = double. Save for 1/2.	Caster	3x3 Sq Island	6 Hours	30 Minutes	AGL 1
19	#Type!	Fort of Thorns		Temporary protected encampment. Walls 2 sq high x 1 deep. No roof. AC:8 HP:50/sq.	12 Squares	10x10 squares	12 Hours	30 Minutes	None 1

Find or Reveal									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Find Entrance/Gate	When in a Village/Town/City this gives compass direction out. Does NOT work in complex underground environments.	Urban	Community	Instant	Initiative	None	99
1	#Type!	Search For Item	Search for a single item with no Save Roll adjustment. -30 to the Save Roll when performing a general search.	Touch	Variable	Instant	1 Minute	SKL	99
2	#Type!	Orix View Sign Posts	x	8 Squares	1x1 Sq Sphere	30 Minutes	2 Minutes	None	3
3	#Type!	Reveal Value	Rogue reviews an item. Must be able to touch the item. Max weight: 50 lbs or value over 100 gp.	Touch	1 Item	Permanent	10 Rds (1 Min)	Skill	99
4	#Type!	Dispel Magic (Venorx)	List of spells in the Full Descriptions.	4 SqS	1 Target	Permanent	2 Rounds	Skill	99
4	#Type!	Search The Area	Rogue looks for oddities & hints in the search of an area. This scan method is not best for single item searches (-30)	Touch	2w x 2d x 1h SqS	2 Hours	10 Minutes	Skill	1
4	#Type!	TIRO: Tracking	Brightly painted signposts left every 100 squares, and will stay in place for 2 days.	Self	1 Trail	1 Hour	Initiative	Senses	99
5	#Type!	Detect Magic	Item glows if magical. Brightness depends on power of magic. Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind.	2 Squares	1-5 item	Instant	5 Minutes	Skill	1
5	#Type!	Divining Water	Age old method to find where to dig a well. Save Roll... Artic/Tropic: +20, Temperate: +0, Arid/Desert: -40.	1/4 Mark	15 SqS Deep	Permanent	30 Minutes	Skill	1
6	#Type!	Dispel Magic (Strsyl)	See the list of spells this affects in Full Descriptions	Touch	1 Target	Permanent	2 Minutes	Skill	99
8	#Type!	Dispel Magic (Doknec)	Many spells can be temporarily halted or entirely stopped. List of spells in the Full Descriptions.	Touch	1 Target	Permanent	6 Minutes	Skill	99
10	#Type!	Determine True Name	Caster attempts to locate clues to find a True Name.	4 Squares	1 Item	Permanent	2 Hours	Unskilled	99

Food And Drink									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Draw Up Ground Water	Capture wanter in containers. Area=1/4 mark. Repeats may fail. Temp & Tropic= 2 skins/Tier. Arid & Arctic= 2 skins.	Touch	2 Skins/Tier	Permanent	10 Minutes	None	99
2	#Type!	Increase Food (x2)	All within backpack: Food x2 and the resulting food. Only mundane doubled. (not this food)	2 Squares	1-21 Meals	Permanent	10 Minutes	None	3
4	#Type!	Improve Food	Improve Quality/Taste of non-cumber food. Works on all non-poisoned / non-spoiled food.	1 Square	4 Meals	1 Hour	10 Minutes	None	99
4	#Type!	Permanently Preserve Food	Each normal container within the AOE is sealed. Max 150 meals within sealed containers.	4 Squares	1 Square Cube	Permanent	2 Hours	None	99
5	#Type!	Draw Out Rain Water	Create a cloud to rain water down. Desert & hot environments limit this spell.	Caster	1 Square	Permanent	1 Minute	None	99

15	#Type!	Create Food For A Family	Create food and water for 1d12+10 meals. Includes 3 skins of water.	Touch	1 Square	Permanent	5 Minutes	None	3
End									
Fragility									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Cause Illness	Targets 1 sq w/ No ToHIT. Dmg 1d4+ACU. Save vs Sickness I	4 Squares	1 Square	Possibly Days	Initiative	Health	99
2	#Type!	Burn Out Disease/Sickness.	Touch = ToHit vs Prone (touch armor/covering). Dmg/rd= Infected:1d6+ACU. Non Mortal:1d6+ACU+4. Healthy:1d4.	Touch	1 Target	3 Rounds	Initiative	Health	99
3	#Type!	Aid Poisons (Fragility)	Target can Save (@ - 1 Col) right away instead of morning.	2 Squares	1 Target	Permanent	1 Minute	Skill	99
5	#Type!	Quarantine Isolation	Sick/Diseased/Poisoned get 1 column better. No spreading.	4 Squares	1x2 Squares	Permanent	1 Day	None	99
8	#Type!	Electrifying Spell Effect Cleanse		Touch	1 Creature	Permanent	30 Minutes	Resist (Skill/N	99
9	#Type!	Cure Disease	2d8 pts damage, removes Disease I, II, III (with Save).	2 Squares	1 Target	Permanent	4 Hours	Skill	99
Healing and Rest									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Basic Healing 1d8+ACU	Caster's most basic form of healing. Heal 1d8+ACU. Range of 8 sqs for Fighters.	2 or 8 sqs	1 Target	Permanent	Initiative	None	99
1	#Type!	Forced Heal 1d4 per Tier	roll 1d4 per caster Tier. Apply as force damage, then x2 as healing.	1 Square	1 Target	Permanent	Initiative	None	1
1	#Type!	Heal Fire Damage 2d8	PAIN FREE. Heals fire & smoke damage for living creatures. Heals 2d8 HP of fire damage to living corporeal creatures.	1 Square	Target	Instant	Initiative	None	1
1	#Type!	Sylvan Forced Healing 1d6 HP	Roll 1d6. Damage x1 then Heal x2 May knock out / kill the recipient if HP is brought too low.	Touch	1 Creature	Permanent	Initiative	None	99
1	#Type!	TIRO: Healing Bolus	A rainbow of colors surrounds the person being healed. 1d12 HP healing.	1 Square	Recipient	Permanent	Initiative	None	99
2	#Type!	Feather Bed	A feather bed for 1 appears. 1 shift of sleep is equal to a full night.	Touch	1 Bed (1x2 sqs)	12 Hours	2 Minutes	None	3
2	#Type!	Healing Flames 1d4 HP per Tier	Caster chooses Tier to apply. Only for the living. Roll 1d4 /Tier Flame dmg x2. Healing x3. Self heal: Save.	Touch	1 Recipient	Permanent	Initiative	None	99
2	#Type!	Sleep: Light Nap	Inactive+0, Moderate+40, Very+80. Repeated cast -20 each. Save: Fail=Light sleep. Pass=Barely awake, Next Save -20.	4 Squares	1 Target	1d6 Hours	1 Minute	Senses	1
2	#Type!	Triggered Forced Healing 2d8	This is a delayed forced healing, triggered by taking damage, Dmg triggers 2d8 rolled. Dmg first, then 2x Healing.	Touch	Recipient	Damage Taken	30 Minutes	None	9
4	#Type!	Consecration: Final Rites	Dead are pushed beyond this world. A deity may be named. Once cast non-Deities cannot interact w/ that dead creature.	Touch	1 Body	Permanent	30 Min	None	99

4	#Type!	Send The Dead On	Dead are put out of reach. Cannot be raised or animated. Must have been dead for less than 10 yrs. Removes Nae'Ems.	Touch	1 Body	Permanent	30 Min	None	99
4	#Type!	Slow Healing	Save each hour to heal 10 hp per recipient. 4 +1/Tier hrs. No other concentrated efforts by either caster or recipient.	2 Squares	1 Creature	permanent	4 Hours	Skill	3
5	#Type!	Assist Another's Healing	x	4 Squares	1 Heal Spell	Instant	10 Minutes	None	1
5	#Type!	Repair A Dead Body	Ensure a body is prepared for a dignified burial. Doesn't do any actual healing.	1 Square	1 Target	Permanent	30 Minutes	Skill	1
6	#Type!	Cleansing Fire	1 hp Dmg per hour. Immune to Sickness/Disease.	Self	Self	Permanent	2 Hours	Health	1
6	#Type!	Common Healing 2d8+ACU	common healing spell from the Strumos. Heal 2d8+ACU. Range of 8 sqs for Fighters.	2 or 8 sqs	1 Creature	Permanent	Initiative	None	99
6	#Type!	Destroy Harmful Substance	x	6 Squares	1 Square	Permanent	10 Minutes	None	99
9	#Type!	Extra Healing 3d8+ACU	Extra specail healing! Heal 3d8 + ACU Bonus. Range of 8 sqs for Fighters.	2 or 8 sqs	1 Creature	Permanent	Initiative	None	99
11	#Type!	Ectoplasmic Cast	Sprains & Broken bones mended in 1 Hour.	Touch	1 broken bone	Permanent	1 Hour	None	99
11	#Type!	End Current Dmg Over Time	Stops current Damage Over Time (DoT) upon 1 target.	8 Squares	1 Target	Permanent	Initiative	None	99
11	#Type!	Revive Life With A ZAP!	Dead < 25 hrs & pass Save to be alive with 0 HP. Perm: loss of HP.	Touch	1 Body	Permanent	4 Hours	Skill	99
11	#Type!	Summon Life From Death	Dead < 25 Hrs. SKL:3 & -4 current HP, Permanent -5 HP from Max	Touch	1 Body	Permanent	12 Hours	Skill	99
12	#Type!	Great Healing 5d8 +ACU	Great heavy duty healing! Heal 5d8 +ACU Bonus. Range of 8 sqs for Fighters.	2 or 8 sqs	1 Creature	Permanent	Initiative	None	99
12	#Type!	Ranged Forced Healing 2d8+2 HP	Energy from throughout the body is force to an injury. Roll 2d8+2. Dmg x1. Then Heal x2.	15 or 22 sqs	1 Target	Permanent	Initiative	None	99
12	#Type!	Sleep: Deep Doze	Does not affect very active targets. Save: Fail=Deep sleep. Pass:Barely awake, Next Save -40.	4 sqs/Tier	1 Target	4 Hours	10 Minutes	Senses	99
14	#Type!	Major Healing 5d10+4	Healing 5d10 +4 + Acumen Bonus to living corporeal creatures. If healing a Fighter the spell range becomes 16 Sq.	8 or 16 sqs	1 Creature	Permanent	Initiative	None	99
15	#Type!	Consecration of Corpse	Corpse is no longer connected to any thing/body. Block animation and removes Nae'Ems.	1 Square	1 Corpse	Permanent	30 Minutes	None	99
15	#Type!	Held In Stasis	x	Touch	1 Target	1 Month (30 da)	1 Minute	Skill	1
16	#Type!	Major Bolt Of Health 6d12+6	Damages for 1d4, then heals for 6d12+6. Ftr=22 sq range. Recipient looses 1 attack, but may dodge with Save Roll +40	15 or 22 sqs	1 Recipient	Permanent	Initiative	AGL	99
17	#Type!	Ultimate Group Heal 200 HP	3 persons minimum within AoE. 200 HP divided equally. (remainder dropped)	6 Squares	3 Sq Rad Circle	Permanent	20 Minutes	None	99

Hide or Obscure

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
7	#Type!	Slow Alteration Into Ancestor	Change age/clothes/carried items/hair/eyes/facial hair.	Self	Self	4 Hours	4 Rounds	None	1

Illusions

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	TIRO: Beauty Contestant:2nd Prize	Recipient becomes more attractive by their race's standards.	Self	Self	12 Hours	5 Minutes	Senses	99
2	#Type!	TIRO: Random Friendship	Potentially makes someone more tolerant of the caster. Colorful heart-shaped sparkles around casters hands.	10 Squares	1 Target	2 Rounds	Initiative	Skill	99
3	#Type!	TIRO: 2 Rope Image	Roll Save to create illusion of a cut rope now 1 rope.	1 Rope	1 Rope	2 Hours	1 Minute	Resist (Skill/N)	1
5	#Type!	Ribbon Goblin Lookout	x	1/4 Mark	1 Ribbon Ctr	8 Hours	30 Minutes	none	3

End

Ionic Markers

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
5	#Type!	Create Ionic Marker	x	Touch	1 Object	Permanent	1 Day	None	3
5	#Type!	Imbue Ionic Marker (Tae'Em)	Connects with an unworked mundane (non-magic) item. Must have proper scrying spell/device to fully use.	Touch	Caster	Permanent	1 Day	None	9
5	#Type!	Locate Ionic Marker	x	PMP	1 Marker	Instant	1 Hour	Skill -60	99

Light-

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
10	#Type!	SHRINE: Block Scrying	2 GM rolls Save.	15 Squares	1 Square	1 Hour	Initiative	SKL	1

End

Light and Darkness

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Light of Orix (Violet)	Default Light: Candle light	Self	Varies	4 Hours	Initiative	None	99
1	#Type!	Light of Strumos Yellow	Default is 'Candle' light. Focus Item make brighter. Coal= 0 Sq, Candle= 1 sq, Torch=6 sqs.	Self	Varies	12 Hours	Initiative	None	99
1	#Type!	Red Light of Dokour	Default is 'Candle' light. Focus Item make brighter. Coal= 0 Sq, Candle= 1 sq, Torch=6 sqs.	Self	Varies	6 Hours	Initiative	None	99
1	#Type!	Shadow Cover (AC +1)	Shadow surrounds the caster and their belongings Obvious in daytime, Night (AC +2), Day (AC +1).	Self	1 Suare	1 Hour	Initiative	None	1

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1	#Type!	Swamp Lights (Greenish)	Default is 'Candle' light. Focus Item make brighter. Coal= 0 Sq, Candle= 1 sq, Torch=6 sqs.	Self	Varies	2 Hours	Initiative	None	99
3	#Type!	Shadow of the Magi	Darkness centered just above caster. Duration of concentration + 4 rounds.	Self	3 Sq Dia Sphere	Conc +4 Rds	Initiative	None	99
3	#Type!	The Darkness	Darkness centers just above caster. Very noticeable during the day.	Self	5 Sq Dia Sphere	4 Hours	Initiative	None	1
4	#Type!	Capture/Release Light (Violet)	x	Self	12 Sqs Radius	2 Hours	2 Minutes	None	1
4	#Type!	Profiled In Fire	Shrouds the recipient in flames. Those in adjacent squares feel warmth from the magical fire.	12 Squares	Recipient	2 Hours	Initiative	None	3
4	#Type!	TIRO: Aural Spark	Random color of sparks for 1d20 minutes.	10 Squares	2x2 Sqs	1d20 Minutes	Initiative	None	99

Mechanicals

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Create Message Trap	Hidden non-damaging trap. Enhancements/Kit may help. Campfire Only. Need Straps, Triggers, and Levers.	Touch	1 Square	Until Triggered	20 Minutes	Skill	7
1	#Type!	Disarm/Arm Locks and Traps	For locks, Traps, and other mechanical devices. Simple +0, Advanced -20, Complex -50. Rogues Kit +20.	Touch	1 Mechanical	Until Reset	10 Minutes	Skill	99
2	#Type!	Create Impedance Trap	Hidden non-damaging trap. Enhancements/Kit may help. Trap that slows movement by half when Save is failed.	Touch	1x2 Squares	Until Triggered	5 Minutes	None	7
3	#Type!	Acid Etching	Non-magic Stone/Metal/Wood/Leather = No Save. No artifacts.	Touch	1x1 Square	Permanent	30 Min	Resist (Skill/N)	99
5	#Type!	Create Damaging Trap	Hidden damage trap 2d6 damage. Kit Required. Trigger sets off damage. Typically 2d6 dmg.	Touch	1 Square	Until Triggered	2 Hours	Skill	7

End

Nae'ems

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Send Item to A Nae'Em Location	x	PMP	1 Mid Item	Instant	20 Minutes	None	999
2	#Type!	Connect With A Hunter (Nae'Em)	Permanent bond with a Hunter. 2 days casting to create. Reconnection Rollout 1/2. Both must be on same Plane.	1 Square	1 Recipient	Permanent	2 Days	None	99
3	#Type!	Call Bonded Person	x	PMP	1 Recipient	Instant	30 Minutes	None	999
4	#Type!	Speak With Animals	Domesticated = No Save. Non-Domesticated = Skill Save. Speak and understand domesticated animals, large and small.	Touch	1 Animal	4 Hours	5 Minutes	Skill	1
4	#Type!	TIRO: Sloppy Spying	Multi Colored flashes surround the caster for the duration. 1-2=Taste, 3-4=Smell, 5-14=See, 15-20=Hear into AoE.	12 Squares	3x3x3 Sqs	5 Minutes	Initiative	None	99
5	#Type!	Call/Return Nae'Em Item	x	PMP	1 Item	Instant	Initiative	None	1

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6	#Type!	Animal Connection (Ae'Em)	Willing animal & caster connect. Save required.	2 Squares	1 Recipient	EOY	4 Hours	Skill -20	5
6	#Type!	Create a Vae'Em Location	Landing spot for the "Vae'Em Portal (Astral Style)". Resetting: 1 hr @ location or 2 days not @ location.	1 Square	1 Square	Permanent	4 Hours	None	7
7	#Type!	Create Permanent Nae'Em	Can mentally talk with a bonded person when on same plane. Resetting: 1 hr @ location or 2 days not @ location.	1 Square	1 Recipient	Permanent	4 Days	None	3
7	#Type!	Portal To Nae'Em	Caster or Nae'Em must be first to pass through. Can't be created unless Nae'Em agrees to the portal.	PMP	Self+1	5 Minutes	4 Minutes	None	1
7	#Type!	View An Animal (Ae'Em)	Top down view from about 1 square above the animal. Allows only 1 word basic communication.	PMP	1 Ae'Em, 1 sq abov	1 Hour	5 Minutes	None	1
8	#Type!	Raise Nae'Em Fighter Str +1	Add 1 to STR (in Sheet) & and it will auto adjustment.	Touch	1 Fighter	1 Hour	2 Minutes	None	2
11	#Type!	Connect To An Arcane Focus Item	Creates connection between caster and a Arcane Focus Item.	Touch	1 Item	Permanent	4 Days	Resist (Skill/N)	1
14	#Type!	Bestow House Authority	Keep your House Organized. Can tell if a follower is true. Creates A House for the character.	1 Recipient	1 Target	Permanent	1 Week	None	99
20	#Type!	Vae'Em Natural Landmark	Designate a Vae'Em to portal back to. Location becomes a destination for portals/scrys.	PMP	3x3 Squares	Permanent	4 Hours	None	99

Natural Environment

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Find North	Hunter does a quick look and finds North. GM indicates direction of North.	Self	Self	1 Hour	Initiative	None	99
2	#Type!	Benign Approach	Approach animals in a benign way to get close. No attacks In sight of animal. Blending. Calm. Non-aggressive.	10 Squares	10 Squares	1 Hour	5 Minutes	May Need Skill	99
2	#Type!	Plant Growth	Growth will begin as if the conditions optimum. Growth of 4 weeks in 1 hour. Magic plants not affected.	Promotes normal he	4x4 Sq	Permanent	1 Hour	None	99
2	#Type!	Remove Plant Disease	Removes non-magic plant diseases and infestations with a Save. Also can help plant creatures.	4 Squares	4x4 Squares	Permanent	10 Minutes	Skill	0
3	#Type!	Calm Animal	Hunters use mannerisms, food, time, to communicate calmness. Requires a Save for non-domesticated animals.	2 Squares	1 Animal	2 Hours	20 Minutes	May Need Skill	99
3	#Type!	Hunt/Fish/Gather	Hunters can stop for the day and get food. Once per day for 9 hours. 1d6 per Tier +6 meals per day.	Self	20x20 Squares	Rollout	9 Hours	May Need Skill	1
3	#Type!	Water to Steam (Reversible)	Sylvan Magic to change Water into Steam. Or Steam into Water. Resulting steam MAY cause 2 HP damage per caster Tier.	2 Sqs per Tier	1 Sq cube per Tier	Permanent	Initiative	None	
4	#Type!	Predict Weather	Gives best estimation current environment. Estimated likely/known changes coming within the week.	Self	Up to 5 Marks	1 Week	1 Hour	Skill	1
4	#Type!	Water to Ice (Reversible)	Almost instantly change Water to Ice, or vice sa versa. Resulting steam MAY cause 2 HP damage per caster Tier.	2 Sqs per Tier	1 Sq cube per Tier	Permanent	Initiative	None	1
6	#Type!	Animal Healing	A temporary minor bond is created during this spell. Heal 2d8+4 to domestic/wild woodland animals.	4 Sqs	1 Animal	Permanent	1 Minute	None	99

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6	#Type!	Grow A Plant Canopy	Very useful for/with rain and needed shade. Plant Canopy covers 1 to 4 people. Save vs High winds.	12 Squares	3x3 Sq Area	12 Hours	5 Minutes	None	3
7	#Type!	Water Breathing	Can breath fresh/sea water and talk. Does not protect against polluted water.	Self	Self	1 Day	1 Minute	None	9
8	#Type!	Coastal Net Fishing	Not a Solo skill. Hunter direct 3+ helpers Yield: 5d20 +5/helper. Cook:1 hr / 30 meals.	Self	Ocean	Permanent	16 Hours	None	1
10	#Type!	Control Wind Sphere	Directions: N,NE,E,SE,S,SW,W, or NW. Speed: 1/4 to x2.	18 Squares	5x20 Sq Area	12 Hours	10 Minutes	Skill	1
15	#Type!	Control Water Currents	manage the general direction and speed of water Directions: N,NE,E,SE,S,SW,W, or NW. Speed: 1/4 to x2.	Self	4x4x4 SqS	4 Hours	10 Minutes	Skill	1

End

Partner Cooperations

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Call & Direct Small Assistants	Direct group of natural critters via a weak Nae'Em. 3d4 critters for minor tasks. 20 lbs Max.	Self	10 Square Radius	8 Hours	4 Minutes	None	7
2	#Type!	Call & Post Yappy Camp Dog	1d2+1 Dogs brought by the caster. Move = 6. w/AC:13, HP:15, Attk:1, Init&ToHit:+0, Dmg:1d4.	Self	5 squares Radius	8 Hours	5 Minutes	None	3
2	#Type!	Rogue's Right Place, Right Time	Caster pass Save for 1d6 x 5. Used by ROG for Saves. Caster directs spirit to push or murmur to ROG (1/rd).	10 Squares	1 Rogue	1 Hour	1 Round	Skill	1
3	#Type!	Assist Hunter's LeanTo	Improves a currently constructed Lean-To. Lean-To first, then magic to make better.	Touch	1 Lean-To	2 Hours	10 Minutes	None	1
3	#Type!	Call & Direct Rodent	A small, often un-noticed, rodent appears. HP=6, AC=19, Attk=x1, Init/ToHit=0, Dmg=1d4.	Self	20 Squares	30 Min + Ken	1 Minute	None	5
3	#Type!	Invoke Temporary Imp	Image of mini caster w/ Nae'Em. Walk:3, Flight:7 @ 4 high. HP:12, SP:0, Attk:x1x1, Dmg:1d2, Range:1.	8 Squares	PMP	1 day / Tier	1 Hour	Resist (Skill/N)	1
4	#Type!	Invoke Imp Partner (Year long)	Image of mini caster w/ Nae'Em. Walk:3, Flight:8 @ 6 high. HP:22, SP:0, Attk:x1x1, Dmg:1d2+2, Range:1.	30 Squares	PMP	End of Year	24 Hours	None	1
4	#Type!	Summon Feline Familiar	Medium sized mundane/common looking cat. HP=30, AC:15/15, Attk x1x1, Init+6, HIT+6, Dmg:1d6, Move=15	1/2 Mile	Familiar	Permanent	2 Days	Skill	1
5	#Type!	Summon Canine Familiar	Timid common canine is bound to the caster. HP=40, AC:15/15, Attk x1x1, Init+4, HIT+8, Dmg:1d6, Move=12	1/4 Mile	Familiar	Permanent	1 Day	Resist (Skill/N)	1
5	#Type!	Summon Nisse Spirit	Small timid invisible helper must stay within 1/2 a Mark. Will heal caster 1d6 x2 a day and does minor chores.	Self	1/2 Mark	Perm	10 Minutes	Skill	1
6	#Type!	Summon Equine Familiar	Riding horse Nae'Em bonds to the caster. HP=80, AC:15/15, Attk x1x1, Init+0, HIT+0, Dmg:1d4, Move=24.	2 Marks	Familiar	Permanent	1d4 Days	Skill	1
7	#Type!	Call & Direct Corvus	Single bird to observe for the caster. HP=15, AC=22, Attk=x1, Init/ToHit=0, Dmg=1d6.	self	1 Mark + Rep	2 Hours	20 Minutes	None	3
8	#Type!	Call & Set Wolverine Defender	A small bear-like weasel to defends the caster. Defend, HP:50, AC:16/12, Attk:x2x2, Init&ToHit+6, Dmg:1d8+Ken	Self	1 Wolverine	2 Hours	1 Minute	None	3
8	#Type!	Protect Hunter vs Missiles	Hunter gains +2 to AC vs Missiles and Thrown attacks. No effect vs other kinds of attack.	12 Squares	1 Target	2 Hours	2 Rounds	None	1

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8	#Type!	View Imp Spy	From 2 sqs above or through eyes of casters current Imp. Must be on same plane. Dimension sets range to 400 sqs.	100 Squares	1x2x2 Squares	4 Hours	1 Minute	None	3
9	#Type!	Call & Set Wolf Protector	Brings a wolf to defend the caster. Move:15, HP:80 AC:18/18 Attk:x2x2 Init&ToHit+8 Dmg:1d10	16 Squares	1 Image	2 Hours	1 Minute	None	3
9	#Type!	Shape of Nae'Em Rogue	Need current Nae'Em with Rogue & Uses Rogues current image. Caster gains image, but not the skills or knowledge.	Self	Self	2 Hours	3 Minutes	None	99
20	#Type!	Raise The Dead	Must be dead <20 years and recipient is revived with 5 HP. Any missing parts/limbs are still gone.	Touch	1 Corpse	Permanent	8 Hours	Skill	99

Planar

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Langstrom Location (Vae'Em)	x	XX	XX	XX	XX	None	999
2	#Type!	Langstrom Cloak Pockets	x	Touch	1 Worn Garment	1 Week	1 Minute	None	3
4	#Type!	Veil of Shadows	Helps to stay hidden at night. Can intimidate in daytime. Shadow muffles sound & hides those within. Night:SNS:4. Day:SNS	Caster	4x4 Squares	12 Hours	6 Minutes	Skill	1
5	#Type!	Arlo's Astral Storage	Holds up to 10 small to medium items. No Save if no magic. Caster opens/views/closes from PMP. No crystals.	Touch	1 Square	Permanent	2 Minutes	Non (if Mgc ite	1
5	#Type!	Dimension Quick Portal for 3	Caster 1st & two more. PMP>Dimension = 2d3 dmg. Dimension>PMP = 2d4 dmg.	2 Squares	3 Civilized crtrs	2 Rounds	30 Minutes	None	1
5	#Type!	Reveal Origin Plane	Colors reveal the Plane of Origin.	2 Squares	5 items / 1 Square	Rollout	20 Minutes	RM	99
6	#Type!	Dimension Personal Hideaway	Small flaming Dimensional doorway for caster and 2 friends. 1d4 magical fire damage to pass through entrance/exit.	Self +2 persons	1wx2hx3d Squares	2 Hours	Initiative	None	99
6	#Type!	Langstrom Portal	x					None	
6	#Type!	Langstrom Rupture	x	8 Squares	1x1 Sq Portal	1 Minute	30 Minutes	None	1
7	#Type!	Reach To My Home Nook	Summons one (1 handed) item from a preset permanent library.	PMP	Self	Permanent	10 Minutes	None	1
7	#Type!	Vae'Em Portal (Astral Style)	from/To PMP portal. Vae'Em removes need for a Save. Remote Vae'Em reset reduces Rollout to 2 hrs.	1 Square	1 Square	2 Hrs	4 Hours	Skill	1
7	#Type!	View Dimension	Caster/party may view into the Dimension, & vice sa versa. Sight Distance: Day=20 sqs. Night=2 sqs.	1 Square	2x2 Sq Perimeter	6 Hours	4 Minutes	None	1
9	#Type!	Dimension Portal	Caster creates a portal to/from Dimension plane. 2d4 Damage INTO or 2d6 Damage OUT of the Dimension plane.	Touch	Portal Structure	2 Minutes	1 Hour	None	1
9	#Type!	Dimensional Containment	Small flames during rollout, but no edge showing for duration. Non-Dimension creatures may enter and exit at will.	Touch	3x3 Sq Radius	4 Hours	10 Minutes	Resist (Skill/N	1
10	#Type!	Astral Mental Shield	When in the Astral plane this protects the caster. +2 AC vs Astral creatures. Caster Save Rolls +20.	Self	Self	4 Hours	2 Minutes	Skill	99

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11	#Type!	Astral Plane Projection	Astral HP/AC/Wpn Dmg/Base Move = ACU x2. Init/ToHIT/Astral daily SP = ACU. Astral SP Max= ACU x3.	3 sq Radius	1 Person / Tier	3 Days	4 Hours	None	99
12	#Type!	Circle of Langstrom Expulsion	Returns Langstrom creatures. The caster rolls a MGC:2 save.	Touch	3x3 Squares	4 Hours	10 Minutes	None	1
12	#Type!	Portal To A Connecting Soul	portal can't be opened/created unless Nae'Em agrees to the portal.	Self	PMP	2 Minutes	30 Minutes	None	1
13	#Type!	Circle of Astral Expulsion	Circle can be kept going if recast before end of duration. Caster Saves to expell a creature. Once cast range no issue.	Touch	3 Sq Radius	4 Hours	10 Minutes	Skill	1
13	#Type!	Circle, Dimensional Expulsion	Up to 5 creatures can be forced back to Dimension. Casters use Skill Save, all others use non-Skill Save.	Touch	2 x 2 Square	1 Round	12 Secs (2 Rd)	Resist (Skill/N)	5
13	#Type!	Find Nearest Langstrom Portal	x	Self	10 Marks	6 Days	1 Hour	None	1
19	#Type!	Vae'Em Portal (Ethereal Portal)	Creates a portal for anyone to use.	PMP	1 Landmark	Permanent	2 Days	None	99

End

Shape Change

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Shape Of A Dog	Physically changes to a dog, no spell casting. HP:20. AC=20/18, Attkx2, Init & ToHit+8, Dmg=1d6, Move:18	Self	Self	8 Hours	2 Minutes	None	1
2	#Type!	Shape Of A Deer	Shifts into a medium sized mundane deer (Buck or Doe). HP=30, AC=26/18, Attk:x1, Init+12, Dmg=1d6, Move: 18/22	Self	Self	2 Hours	10 Minutes	None	1
3	#Type!	Shape Of A Plant	Plant form: 1x1 or 1x2. Vertical or Horizontal. Can hear/feel. Can NOT see/speak/cast. AC=8. HP=Caster	Self	1x2 Squares	4 Hrs (Min 1 Hr)	1 Minute	None	1
4	#Type!	Shape of A Familiar	Takes a form similar of a current Familiar. Casters HP. Familiars Attk, Init, ToHIT, Dmg, and movement.	Self	Self	4 Hours	6 Minutes	None	1
5	#Type!	Shape Of A Dolphin	Caster becomes a medium sized mundane dolphin HP=40, AC=25/22, Attkx1, Init+0, ToHit+10, Dmg=2d6, Move:15	Self	Self	1 Day	1 Minute	None	9
7	#Type!	Shape Of A Wolf	Shifts into a medium sized wolf. HP=50, AC=22/20, Attkx2, Init & ToHit+8, Dmg=2d6, Move:15/18	Self	Self	4 Hours	10 Minutes	None	1
8	#Type!	Shape Of A Tree	Caster can allow others to hide with them. (1 per Tier) Can hear/feel. Can NOT see/speak/cast. AC=8. HP=Caster	Touch	1 tree	4 Hrs	10 Minutes	None	1
9	#Type!	Shape Of A Bear	Sylvan morphs into a medium sized common brown bear. HP=70, AC=25/20, Attksx2x3, Init+4 ToHit+8, Dmg=2d8, Move:15	Self	Self	2 Hours	5 Minutes	None	1
11	#Type!	Shape Of A Hawk	Shifts into a medium sized mundane Hawk. HP=25, AC=32/27, Attksx1, Init & ToHIT +0, Dmg=1d8, Fly=20	Self	Self	4 Hours	4 Minutes	None	99
13	#Type!	Shape Of A Satyr	Morphs into Satyr (Half man, Half Goat) Able to speak & cast. Move@ 150% sqs (1 hr / day). HP+10.	Self	Self	4 Hours	10 Minutes	None	1
15	#Type!	Shape Of A Centaur	Shifts into existing half horse, half man Able to speak & cast. Move@ 150% Marks. HP+20.	Self	Self	6 Hours	10 Minutes	None	1
16	#Type!	Shape Of A Mer Person	Morphs into a mer-creature. Gender as caster chooses. Able to speak & cast. Swim & breath water. HP+20.	Touch	Self	8 Hours	20 Minutes	None	1

18	#Type!	Shape Of A Harpy	Changes into a Harpy. (Haggerd vulture-like bird / person) +30 HP. Can speak, & cast. Can fly & dive (1/min).	self	self	2 Hours	20 Minutes	None	1
Shrines									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Shrine Of Healing, 1d4/Tier	Heals 1d4 to those who have spoken the words of respect. # of times = caster Tier (w/ words spoken each time).	6 Squares	3x3 SqS	as Rollout	4 hours	none	1
5	#Type!	Arcane Interpretation, 1 Page	Save vs interpretation. Can recast 2 times with Col +1.	Touch	200 Char	1 Hour	10 Minutes	Resist (Skill/N	99
5	#Type!	Obscure Magic Aura				Permanent	5 Minutes	Skill	1
5	#Type!	Scry (to a Nae'Em of any kind)	From 4 SqS above Nae'Em. Use current sight/hearing.	2 Marks / Level	Nae'Em on PMP	1 Hour	2 Minutes	None	3
5	#Type!	Sky Scrying	View the AoE from 10 SqS up. Use current sight/hearing.	5 Marks	15x15 Squares	30 Min / Tier	6 Minutes	None	1
6	#Type!	Create A Home (Ethereal Home Pad)	A return spot for Ethereal Portals	1 Square	1x1 Square	12 Hours	1 Hour	None	1
6	#Type!	Shrine Of the Mystical Mechanic	Negates the Magic part of mechanisms w/ words of respect. # of mechs = caster Tier (w/ words spoken each time).	6 Squares	2x2 SqS	10 Minutes	10 Minutes	Resist (Skill/N	1
6	#Type!	Shrine Of the Written Word	In AoE read/Write any visible common or ancient Language, if a Resist Magic Save is passed.	6 Squares	3x3 SqS	10 Minutes	10 Minutes	Resist (Skill/N	99
8	#Type!	Obscure Magical Depth				1 Year	5 Minutes	Skill	1
8	#Type!	Shrine of Portal Revelation		Shrine	10 Square Radius	4 Hours	4 Minutes	None	3
8	#Type!	Sphere Of Privacy	Those within can talk without fear of being overheard.	8 Squares	3x3 Squares	2 hours / Tier	4 Minutes	Skill	1
9	#Type!	Bonded Spirit Within A Statue	Used on art/sculptures with eyes.	1 Mark per Tier	1 Object	1 Day	30 Minutes	None	4
9	#Type!	Detect 'Ems (All Types)	Use of this spell will reveal clues about a True Name.	4 Squares	1 Square	Instant	20 Minutes	Resist (Skill/N	99
10	#Type!	Remove Obscure Magic				Instant	5 Minutes	Skill	1
10	#Type!	Speak Language	Can speak an unknown language.	Touch	a person	1 Day	3 Minutes	None	99
12	#Type!	Circle of Spiritual Expulsion	x	8 Squares	3x3 squares	4 Hours	30 Minutes	Skill	
14	#Type!	Establish A House	Creates A House the character owns. Can tell if a follower is true.	1 Recipient	1 Target	Permanent	1 Month	None	99
14	#Type!	Ionic Marker Detector	Locate another casters Ionic Marker.	12 Squares	5x5 Squares	30 Minutes	10 Minutes	None	99

Summon or Send								
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save
3	#Type!	TIRO: I Have Your Item!	A colored flash travels towards the item and snatches it. Target may attempt a Save to keep item.	4 Squs	1 Item	1 Round	Initiative	Resist (Skill/N) 99
4	#Type!	Call Item (in Sight)	x	6 Squares	1 Item	Instant	Next Initiative	None 1
6	#Type!	Conjure Arcane Beetles	Conjures a swarm of Arcane Beetles by succeeding on the Save. Beetles attack nearest enemy for 1d8 dmg. X2x2	8 Squares	1 Square	3 Rounds	Initiative	Skill 3
7	#Type!	Invoke Skeleton/Drifter	Magically draws in a Skeleton, which can become a Drifting Ailmant.	2 Squares	1 Corpse	7 Days	2 Hours	Resist (Skill/N) 3
8	#Type!	Create Zombie/Skeleton	x	Touch	1 Target	Save @ EOY	6 Hours	Resist (Skill/N) 7
9	#Type!	Create Plague Bearer/Drifter	Plague Bearers last around 6 months, Drifters last indefinitely.	Touch	1 Corpse	Save @ EOY	6 Hours	Resist (Skill/N) 7
12	#Type!	Langstrom Servant: Pucce Gree	x	1 Square	1 Creature	8 Hours	10 Minutes	None 3
13	#Type!	Summon Item (Tae'Em)	Sumon a Tae'Em from a Vae'Em that is on the same PMP. Kinds of Nae'EMS: Tae'Em=Thing/Item, Vae'Em=Venue/Location.	Same PMP	1 Tae'Em	Instant	Initiative	None 1
20	#Type!	Invoke Wraith/Ghoul	x	50 Marks	2x2 Squares	4 Hrs/Tier	20 Minutes	Skill 1
Traveling (PMP)								
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save
1	#Type!	No Road Needed	Can be much slower or much faster than the road. Stay at normal road speed. No Double time. May need SKL:2	Self	Traversable Land	8 Hours	10 Minutes	May Need Skill
1	#Type!	TIRO: Quick Jump	Glow appears under caster follows them as they jump. 1d6 squares in direction indicated. Distance rolled.	1d6 Squares	Self	Instant	Initiative	None 99
3	#Type!	Summon Astral Beast of Burden	Up to 3 riders with one as the caster. HP=25 AC:17/15, Init+0, Attk:x0x1, ToHit+0, Dmg:1d8, Move:15, 2 Marks/Day.	30 Squares	1 Creature	1 Month (30 da)	20 Minutes	None 3
4	#Type!	Strumos Run	Caster is able to run as fast as a horses canter. 2 times travel through a PMP/Astral. (speed of a horse)	Self	Caster	8 Hours	5 Minutes	None 1
9	#Type!	1000 Yard Stare (1 to 4 days)	Long constant pace, with no rest. Walk x3 in 20 hours. Max 3 days. Encntr unlikely. Surprise likely. Wake=2 rds.	Self	Self	20 Hours	10 Minutes	None 1
9	#Type!	Cover Wilderness Trail	Hunter masks the trail where poss. Another HNT may find it. JUST 1: 1/2 Move until 10th lvl enhancement resets to full.	Touch	Trail 1 Mark Long	Permanent	12 Hours	none 99
10	#Type!	Ladders & Stairs Of The Mist	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
12	#Type!	Find/Follow Wilderness Trail	Attempt to find another Hunters trail. JUST 1: Comparison Skill used, situation may add modifiers.	Self	1 Mark	12 Hours	20 Minutes	Skill 1

Urban Environment

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
9	#Type!	Urban Tracking	Track a target through a community or complex. JUST 1: Move 1/2. Attacks=1. Comparison Save to find/follow.	Self	Urban or Subtrn	4 Hours	3d8 Minutes	Skill	99
10	#Type!	Lose A Tail (Urban)	Avoiding an active pursuer. Comparitive Skill/Non-Skill Saves.	Self	Urban	30 Minutes	3d8 Rounds	Skill	99

Utility or Misc

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	TIRO: Water From A Plant	Water pours as if from a spout, but it is from a plant. The caster enchants a plant to pour water. 1/2 skin.	1 Square	1 Plant	10 Minutes	Initiative	None	3
2	#Type!	TIRO: Amplify Own Speech	Amplifies caster's voice to range of 1d20+4 Squares. Even whispers and does carry over most walls / barries.	1d20+4 Squares.	Forward, Right, & L	5 Minutes	Initiative	None	99
4	#Type!	TIRO: Tasty Gruel	1d12 meals appear at waist height in front of the Caster Provides low levels of nourishment	Touch	Varies	1 Hour	1 Minute	None	99

Watch/Scry

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
2	#Type!	Create A Magical Glow	Item appears magical by creating a visible glow around it. Detect Magic spell = Yes. Number of Aspects = 0.	4 Squares	1 Item	End Of Year	1 Minute	None	9
10	#Type!	Project Astral Image Within PMP	Caster vs others: each seem ghostly yellow to each other. Astral Ghost-like: HP=50, AC=12/12, Move=12, no attacks.	Self	PMP	4 Hours	20 Minutes	None	99
11	#Type!	Eavesdrop on Nae'Em Convo	Listen to a private convo. But give up the ability to see.	20 Sq Radius	1 Convos	5 Min/Tier	5 rounds	Skill	1

z - Basic Skills To All

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Field Binding	Binds a wound and stops any bleeding.	Touch	1 Creature	Permanent	Initiative	None	99
1	#Type!	Hide	Anyone can use basic skills & situation awareness to hide.	Self	Self	10 Minutes	Initiative	None	99
1	#Type!	Riding (horses and other)	Using domesticated animals for travel.	Self	Self	Permanent	Initiative	None	99
1	#Type!	Swimming, Beginning	Swim in a calm pool, lake, river	Self	Self	Permanent	Initiative	None	99