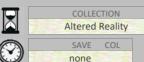
0.1 TIRO: Beauty Contestant: 2nd Prize

Recipient becomes more attractive by their race's standards.

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



| OUTCOME |
|--------------|
| Magical |
| CLASS GROUPS |
| TRO |



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

COST LVL ENHANCEMENTS 0 No Enhancements

Focus Items and/or Kits:

0.1 TIRO: Pie Fight!

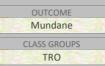
LEVEL Tier :

Blocks vision with Save.

| COST | RANGE | ROLL OUT | |
|---------|-----------|------------|---|
| 20% Max | 4 Squares | Initiative | 7 |
| STACK | AoE | DURATION | |
| 99 | 1 Target | 1 Round | 4 |



| | COLLE | CTION |
|-----|---------|---------|
| r i | Altered | Reality |
| | SAVE | COL |
| | RM | 1 |





Created by COPILOT

Details:

- If the Target has metal armor then the Save is 1 column worse.
- This is a magical pie, and thus cannot give any kind of sustenance.

WHAT THIS DOES:

- Does Require a Save to be rolled by the target:
 - Fail = Target's vision is blocked for one round.
 - Pass = Spell has no effect.

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

0 No Enhancements 0

Focus Items and/or Kits:

0.1 TIRO: Healing Bolus

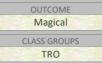
LEVEL Tier 1

1d12 HP healing.

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



| COLLE | CTION | |
|-----------|----------|--|
| Health-Li | fe-Death | |
| SAVE | COL | |
| none | | |





Created by COPILOT

Details:

- A basic healing spell that heals 1d12.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT heal Undead or Living Dead.
- Does NOT heal any sicknesses, diseases or other ailments.
- Does NOT deal any damage prior to healing the Recipient.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST
0 No Enhancements 0

Focus Items and/or Kits:

0.1 TIRO: Quick Jump

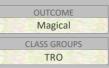
LEVEL Tier :

1d6 squares in direction indicated. Distance rolled.

| COST 20% Max | RANGE 1d6 Squares | ROLL OUT Initiative DURATION | |
|--------------|--------------------|-------------------------------|-----|
| STACK | AoE | | |
| 99 | Self | Instant | ۲ ک |



| COLLE | CTION | |
|---------|--------|--|
| Travel- | Planes | |
| SAVE | COL | |
| none | | |





Created by COPILOT

Details:

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

WHAT THIS DOES:

- Does allow the Caster to jump 1d6 squares in a direction, up to 2 squares high.
- Does cause the colorful glow to follow the Caster as they jump, like a rainbow.

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

0 No Enhancements 0

Focus Items and/or Kits:

0.1 TIRO: Water From A Plant

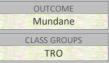
LEVEL Tier

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

| COST | RANGE | ROLL OUT | < |
|-----------|----------|------------|---|
| 20% Max | 1 Square | Initiative | |
| STACK AOE | | DURATION | 1 |
| 3 | 1 Plant | 10 Minutes | |



| COLLE | CTION | |
|----------|--------|--|
| Creation | n-Meta | |
| SAVE | COL | |
| none | | |





Created by CORILOT

Details:

- Water pours from a plant as if from a spout or spiggot.
- This only creates enough water to fill up a waterskin throughout the Duration.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT spout a lot of water.
- Does NOT have any affect against plant-like creatures.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

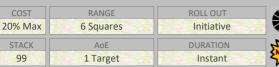
0 No Enhancements 0

Focus Items and/or Kits:

0.2 TIRO: Fire Crack!

EVEL Tier:

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





| COLLE | CTION | | OUTCOME |
|----------------|-------|---|--------------|
| Battle-Offense | | | Magical |
| SAVE | COL | | CLASS GROUPS |
| RM | 1 | | TRO |
| | | _ | |



Created by COPILOT

Details:

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

WHAT THIS DOES:

- Does create a fizzle in the caster's hand to be thrown,
 If thrown at a specific target then a ToHIT may be needed.
- Does explode upon impact, dealing 1d3 fire damage.
- Does does create a minor non-damaging, non-interfering explosion if ToHIT has failed.

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

0 No Enhancements 0

Focus Items and/or Kits:

0.2 TIRO: Garish Pup Tent

LEVEL Tier 1

xThe Caster creates a colorful tent.

| COST | RANGE | ROLL OUT | |
|---------|-------------|----------|--|
| 20% Max | 8 Squares | 1 Minute | |
| STACK | AoE | DURATION | |
| 99 | 1x2 Squares | 8 Hours | |



| OUTCOME |
|--------------|
| Magical |
| CLASS GROUPS |
| TRO |



Created by COPILOT

Details:

- The Caster creates a colorful tent.

WHAT THIS DOES:

- Does create a brightly colorful tent.
- Does allow the caster and their allies to rest inside (up to 3 people) and get rest bonuses.
- Does function like any other tent (can be blown away, soaked etc)
- Does require the tent to be set up after it is created.

WHAT THIS DOES NOT DO:

- Does NOT let the Caster choose the tent's color, it's random.
 - roll a d20 (1-5 is red, 5-10 is yellow, 10-15 is green, 15-20 is blue)
- Does NOT make a sturdy tent, it must be secured with rocks and the like.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

0 No Enhancements 0

Focus Items and/or Kits:

0.2 TIRO: Amplify Own Speech

LEVEL Tier 1

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

| COST | RANGE | ROLL OUT | |
|---------|----------|------------|---|
| 20% Max | Self | Initiative | 7 |
| STACK | AoE | DURATION | T |
| 99 | 3x3x3 Sq | 5 Minutes | |



| СО | LLEC | CTION | |
|------|------|---------|--|
| Comr | nun | ication | |
| SAV | /E | COL | |
| nor | ie | | |

OUTCOME
Magical
CLASS GROUPS
TRO



Created by COPILOT

Details:

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

WHAT THIS DOES:

- Does amplify speech from AOE out to range of up to 3 Squares away.
- Does amplify even whispers.
- Does allow sound to carry over walls/barriers as normal for the resulting volume.

WHAT THIS DOES NOT DO:

- Does NOT affect anyone but the caster.

Bonds and Connections

- No Nae'Em connection.



Same Spell

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

0 No Enhancements 0

Focus Items and/or Kits:

0.2 TIRO: Random Friendship

LEVEL Tier 1

Potentially makes someone more tolerant of the caster.

| COST | RANGE | ROLL OUT | 4 |
|---------|------------|------------|---|
| 40% Max | 10 Squares | Initiative | 7 |
| STACK | AoE | DURATION | 6 |
| 99 | 1 Target | Special | ¥ |



| COLLE | CTION |
|------------|------------|
| Personal-C | onnections |
| SAVE | COL |
| SKL | 3 |

| OUTCOME |
|--------------|
| Mundane |
| CLASS GROUPS |
| TRO |



Created by COPILOT

Details:

- Creates a temporary bond of friendship with a Target.
- Allows the Target to make a Save.
 - Success means there is no change in disposition towards the Caster.
 - Failure means the Target is more tolerant towards the Caster.

WHAT THIS DOES:

- Does make the Target more tolerant and agreeable towards the Caster.
- Does last only 10 minutes (outside of battle) or one round (in battle).
- Does allow the Target to make a Save.

WHAT THIS DOES NOT DO:

- Does NOT force a binding friendship or change the view of the Target.
- Does NOT allow the Caster to force the Target to do anything.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

0 No Enhancements 0

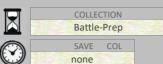
Focus Items and/or Kits:

0.3 TIRO: Armor of Light

LEVEL Tier 1

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

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



| OUTCOME |
|--------------|
| Magical |
| CLASS GROUPS |
| TRO |



Created by COPILOT

Details:

- Bright Sparkly armor surrounds the Caster.

WHAT THIS DOES:

- Does gives the caster the better of either,
 - Magic armor with AC 16,
 - Casters current AC.
 - An image of bright light surrounding the caster shows regardless of option.

WHAT THIS DOES NOT DO:

- Does NOT provide enough consistent light to read by.

Bonds and Connections

- No Nae'Em connection.



Same Spell

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

0 No Enhancements 0

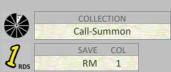
Focus Items and/or Kits:

0.3 TIRO: I Have Your Item!

LEVEL Tier 1

snatches item. Mgc armor: -1 Col.

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



OUTCOME
Mundane
CLASS GROUPS
TRO



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

0 No Enhancements 0

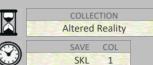
Focus Items and/or Kits:

0.3 TIRO: 2 Rope Image

LEVEL Tier:

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

| COST 10% Max | RANGE 1 Rope | ROLL OUT 1 Minute |
|-----------------|-----------------|--------------------|
| STACK | AoE | DURATION |
| 1 | 1 Rope | 2 Hours |



| OUTCOME |
|--------------|
| Magical |
| CLASS GROUPS |
| TRO |



Created by COPILOT

Details:

- The caster conjures a rope that looks like two short ropes made out of colorful ribbons.
- Any use or actions with the rope after conjuring reveals it as single length of 4 squares.

WHAT THIS DOES:

- Does allow the Caster to roll a Save to merge the ropes into one.

WHAT THIS DOES NOT DO:

- Does NOT allow the short ropes to be stretched beyond what the one rope's length is.
- Does NOT allow more than 2 of these illusions to be active at once.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

0 No Enhancements 0

Focus Items and/or Kits:

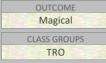
TIRO: Colored Signal Flare

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

| COST | RANGE | ROLL OUT | |
|---------|------------|------------|---|
| 15% Max | 20 Squares | Initiative | 7 |
| STACK | AoE | DURATION | 1 |
| 0 | 1 Flare | 1 Minute | |



| COLLE | CTION | |
|--------|-----------|--|
| Commur | nication- | |
| SAVE | COL | |
| none | | |





Created by COPILOT

Details:

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

WHAT THIS DOES:

- Does light up the sky with a random color.
 - roll a d20:
 - 1 5 is bright red, 5 10 is bright blue,
 - 10 15 is bright yellow,
 - 15 20 is bright green.

WHAT THIS DOES NOT DO:

- Does NOT allow the caster to use it as a normal light source.
- Does NOT set anything aflame.
- Does NOT allow the caster to end the spell prematurely.

Bonds and Connections

- No Nae'Em connection.



Same Spell

Creations:

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

Enhancements:

ENHANCEMENTS COST LVL 0 No Enhancements

Focus Items and/or Kits:

0.3 TIRO: Quick Push!

.EVEL Tier

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

| COST | RANGE | ROLL OUT | |
|---------|-------------|------------|---|
| 40% Max | 4 Squares | Initiative | 7 |
| STACK | AoE | DURATION | |
| 99 | 1 Recipient | Instant | ٤ |



| | CTION | COLLEG | |
|----------|--------|---------|--|
| | Planes | Travel- | |
| | COL | SAVE | |
| W | 2 | BRU | |





Created by COPILOT

Details:

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

WHAT THIS DOES:

- Does move a person to a random spot 4 squares away.
 - Roll a 1d8 for direction (1=N, 2=NE, 3=E, etc),
 - Roll a 1d2 for distance in number of squares.
 - The target always ends up facing the square they were originally in.
- Does allow the target a Save.
 - If the Save is passed the target resisted and stayed in place.

WHAT THIS DOES NOT DO:

- Does NOT allow the Caster to choose the location.
- Does NOT move more than one recipient per spell cast.
- Does NOT work on the Caster.
- Does NOT allow the Caster to end it prematurely.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

0 No Enhancements 0

Focus Items and/or Kits:

0.4 TIRO: Quick Flash Fire

_EVEL Tier:

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

| COST | RANGE | ROLL OUT | |
|---------|------------|------------|-----|
| 30% Max | 12 Squares | Initiative | Ţ |
| STACK | AoE | DURATION |] 5 |
| 99 | 1 Target | Instant | ٤ |



| COLLE | CTION | (|
|----------|---------|-----|
| Battle-C | Offense | |
| SAVE | COL | CLA |
| AGL | 2 | |

Magical
ASS GROUPS
TRO



Created by COPILOT

Details:

- The caster throws colorful embers at a target, dealing 1d12 fire damage.
- The magical fire disappears so quickly that this cannot be used as a signal.

WHAT THIS DOES:

- Does deal 1d12 fire damage.
- Does allow the Target to make a Save.
 - Success means no damage is dealt to the Target.
 - Failure means full damage is dealt to the Target.

WHAT THIS DOES NOT DO:

- Does NOT set anything aflame.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

0 No Enhancements 0

Focus Items and/or Kits:

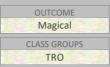
0.4 TIRO: Aural Spark

random color of sparks for 1d20 minutes.

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



| COLLECTION | |
|------------|--|
| Light- | |
| SAVE COL | |
| none | |





Created by COPILOT

Details:

- The caster creates colorful lights to be used as a light source.
- The color changes in reaction to the proximity of other Casters.
 It will change to the color of their chosen School of magic.

 - When not in the presence of any Caster's then the light shifts from color to color.
 - This happens once per minute.

WHAT THIS DOES:

- Does light up an area of 2x2 squares.
- Does allow the caster to try and use this light to detect others' auras.
- Roll Save, the spell only works on a success.
 Does last for 1d20 minutes.

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

ENHANCEMENTS COST LVL 0 No Enhancements

Focus Items and/or Kits:

0.4 TIRO: Sloppy Spying

LEVEL Tier 1

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

| COST | RANGE | ROLL OUT | |
|---------|------------|------------|---|
| 25% Max | 12 Squares | Initiative | < |
| STACK | AoE | DURATION | 1 |
| 99 | 3x3x3 Sqs | 5 Minutes | |



| COLLE | CTION |
|--------|----------|
| Commur | nication |
| SAVE | COL |
| none | |

OUTCOME
Magical
CLASS GROUPS
TRO



Created by COPILOT

Details:

- Caster is the only one that sees the effects of this spell.
- All others have no indication other than a lot of multi colored magic floating around.

WHAT THIS DOES:

- Does allow the Caster to see the location, but no sound is available.

WHAT THIS DOES NOT DO:

- Does NOT affect anyone except the caster.

Bonds and Connections

- This is a Vae'Em connection to a venue/location.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

0 No Enhancements 0

Focus Items and/or Kits:

0.4 TIRO: Tracking

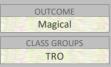
LEVEL Tier:

Find and follow a trail while leaving an obvious trail.

| COST | RANGE | ROLL OUT | |
|---------|---------|------------|---|
| 30% Max | Self | Initiative | 7 |
| STACK | AoE | DURATION | 0 |
| 99 | 1 Trail | 1 Hour | 6 |



| COLLE | CTION | |
|-------|-------|--|
| Track | king- | |
| SAVE | COL | |
| none | | |





Created by COPILOT

Details:

- Finds a trail left at or near ground level by a passing creature and
- allows the caster to follow it for one tracking period.
- Leaves physical signposts with no words every 100 Squares.
 - each sign post is brightly painted.

WHAT THIS DOES:

- Does find a given path,
- Does require a Save,
 - Pass = path found if it is within area. Signposts planted,
 - The skill will leave a massive and obvious trail of its own on top of the path found.
 - Fail = path not found and a signpost planted in one spot,
 - It is considered a Fail when the Save was passed but the path is not in the area.

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

0 No Enhancements 0

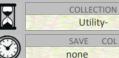
Focus Items and/or Kits:

0.4 TIRO: Tasty Gruel

LEVEL Tier 1

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

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



| OUTCOME |
|--------------|
| Mundane |
| CLASS GROUPS |
| TRO |



Created by COPILOT

Details:

- 1d12 of cumber meals appear at waist height in front of the Caster,
 - Caster is able to time the appearance and grab them.
 - if not anticipated, the meals will fall to the ground.
- If not eaten within 1 hour then the magically created food disappears.
- Gruel in some worlds is called 'Cumber'
 - these meals are with only minimal nutrition.
 - they are most often do not taste very good.
 - however, this category of food is almost always very cheap.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

0 No Enhancements 0

Focus Items and/or Kits: