









## Battle Defense



LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>TIRO: Armor of Light</b>				30% Max	Self	Self	1 Minute	4 Hours		
	Solid Multi Colored flashes and surrounds the Caster. AC becomes 16. Image of bright, sparkly magic armor around Caster. Caster will keep their AC if it's over 16.									COUNTER: Dispel Magic. Lvl:1 

## Battle Offense



LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility Vision is clear
<b>TIRO: Pie Fight!</b>				20% Max	4 Squares	1 Target	Initiative	1 Round		
	Multi colored Pie appears as it is thrown.. Target Saves to NOT block vision.									COUNTER: None 

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL Do NOT lose an attack
<b>TIRO: Fire Crack!</b>				20% Max	6 Squares	1 Target	Initiative	Instant		
	Bright Multi Colored flashes appear in the caster's hand. Caster rolls a Thrown ToHit to deliver 1d3 magic fire damage. Save or target loses 1 attack this round.									COUNTER: None 



LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>TIRO: Quick Push!</b>				40% Max	4 Squares	1 Recipient	Next Initiative	1 Round		
	Bright Multi Colored flashes travel towards the Target and surround them. Recipient forced to move 1d4 sqs directly away from caster. Direction of random spot is always in a direction roughly opposite of caster. If there is no room for the recipient to move then spell fails.									COUNTER: None 

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility 1/2 Damage
<b>TIRO: Quick Flash Fire</b>				30% Max	12 Squares	1 Target	Initiative	1 Round		
	Colorful embers appear in the caster's palm. Caster rolls a Thrown ToHit. 1d12 Damage. Save for half damage.									COUNTER: None 

## Communication

LEVEL	3	STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>TIRO: Colored Signal Flare</b>				15% Max	20 Squares	1 Flare	Initiative	1 Minute		
	A colored signal flare. Random between Red, Blue, Yellow, and Green. Roll 1d20 1 - 5 is bright red, 6 - 10 is bright blue, 11 - 15 is bright yellow, 16 - 20 is bright green.									COUNTER: Dispel Magic. Lvl:1 

## Fences and Shelters

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>TIRO: Garish Pup Tent</b>				20% Max	8 Squares	1x2 Squares	1 Minute	8 Hours		
	Bright Multi Colored flashes form a broken down colorful tent. Bright multicolored pup tent. 2 participants.									COUNTER: None 



## Find or Reveal

LEVEL	4			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	Senses
						30% Max		Self		1 Trail		Initiative		1 Hour			Trail located

### TIRO: Tracking



Solid Multi Colored flashes to show everyone in sight where path is.  
Find and follow a trail while leaving an obvious trail with visible signposts.  
Brightly painted signposts left every 100 squares, and will stay in place for 2 days.  
If a path is not found (no path or lost Save) a single signpost is left.

COUNTER: None



## Healing and Rest

LEVEL	1			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
						30% Max		1 Square		Recipient		Initiative		Permanent			

### TIRO: Healing Bolus



1d12 HP healing. Does heal 1d12 painlessly.  
A rainbow of colors surrounds the person being healed.  
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.

COUNTER: None



## Illusions

LEVEL	1			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	Senses
						5.6% Max		Self		Self		5 Minutes		12 Hours			Appears more acceptable

### TIRO: Beauty Contestant:2nd Prize



Recipient becomes more attractive by their race's standards.  
Caster lets colorful sparks cover the part they wish to change,  
which fade after a moment.

COUNTER: Dispel Magic. Lvl:1



LEVEL	2			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	Skill
						40% Max		10 Squares		1 Target		Initiative		2 Rounds			No effect

### TIRO: Random Friendship



Colorful heart-shaped sparkles around casters hands.  
Potentially makes someone more tolerant of the caster.

COUNTER: None



LEVEL	3			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	Resist (Skill/Non)
						10% Max		1 Rope		1 Rope		1 Minute		2 Hours			

### TIRO: 2 Rope Image



The caster conjures a rope that looks like two short ropes made out of colorful ribbons.  
Does allow the Caster to roll a Save to merge the ropes into one.  
Any use or actions with the rope after conjuring reveals it as single length of 4 squares.

COUNTER: None



## Light and Darkness

LEVEL	4			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
						10% Max		10 Squares		2x2 Sqs		Initiative		1d20 Minutes			

### TIRO: Aural Spark



Colorful lights surround an area.  
Random color of sparks for 1d20 minutes.

COUNTER: None





## Nae'Ems

LEVEL	4	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						25% Max	12 Squares	3x3x3 Sqs	Initiative	5 Minutes	

### TIRO: Sloppy Spying



Ghostly Multi Colored flashes surround the caster for the duration.

- 1 - 2 Caster is able to taste up to 5 things in the AoE,
- 3 - 4 Caster is able to smell up to 5 things in the AoE,
- 5 - 14 Caster is able to see from above into the AoE,
- 15 - 20 Caster is able to hear what is being done within the AoE.

COUNTER: None



## Summon or Send

LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non) Item kept.
						30% Max	4 Sqs	1 Item	Initiative	1 Round	

### TIRO: I Have Your Item!



Bright Multi Colored flash travels towards the item and snatches it.  
Random object (No magic/metal/crystalline).  
Target may attempt a Save to keep item.

COUNTER: None



## Traveling (PMP)

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						20% Max	1d6 Squares	Self	Initiative	Instant	

### TIRO: Quick Jump



Colorful glow appears under caster's feet & follows them as they jump.  
1d6 squares in direction indicated.

COUNTER: None



## Utility or Misc

LEVEL	1			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						20% Max	1 Square	1 Plant	Initiative	10 Minutes	

### TIRO: Water From A Plant



The caster enchants a plant to pour water.  
Water pours as if from a spout, but instead it is from the plant.  
This only creates enough water to fill up a waterskin throughout the Duration.  
Does NOT have any affect against plant creatures.

COUNTER: None



LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						20% Max	1d20+4 Squares.	orward, Right, & Lef	Initiative	5 Minutes	

### TIRO: Amplify Own Speech



The caster takes a deep breath and speaks at an amplified volume.  
Amplifies caster's voice to range of 1d20+4 Squares.  
Amplify even whispers.  
Only Amplifies the casters voice.  
It does carry over walls/barriers.

COUNTER: Dispel Magic. Lvl:1



LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						25% Max	Touch	Varies	1 Minute	1 Hour	

### TIRO: Tasty Gruel



Multi Colored flashes extend from Caster's hand and form into consumable food.  
1d12 meals appear at waist height of the Caster.

COUNTER: None

