

Battle Defense

LEVEL3

STACK99

COST30% Max


RANGESelf

AREA OF EFFECTSelf

ROLL OUT1 Minute

DURATION4 Hours

SAVE: No Save



TIRO: Armor of Light

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

LEVEL1

STACK99

COST20% Max


RANGE4 Squares

AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION1 Round

SAVE: Agility
Vision is clear



TIRO: Pie Fight!

Multi colored Pie appears as it is thrown..
Target Saves to NOT block vision.

COUNTER: None

LEVEL2

STACK99

COST20% Max


RANGE6 Squares

AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATIONInstant

SAVE: AGL
Do NOT lose an attack



TIRO: Fire Crack!

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

LEVEL3

STACK99

COST40% Max


RANGE4 Squares

AREA OF EFFECT1 Recipient

ROLL OUTNext Initiative

DURATION1 Round

SAVE: No Save



TIRO: Quick Push!

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

LEVEL4

STACK99

COST30% Max


RANGE12 Squares

AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION1 Round

SAVE: Agility
1/2 Damage



TIRO: Quick Flash Fire

Colorful embers appear in the caster's palm.
Caster rolls a Thrown ToHit.
1d12 Damage. Save for half damage.

COUNTER: None

Communication

LEVEL3

STACK0

COST15% Max


RANGE20 Squares

AREA OF EFFECT1 Flare

ROLL OUTInitiative

DURATION1 Minute

SAVE: No Save



TIRO: Colored Signal Flare

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

LEVEL2

STACK99

COST20% Max


RANGE8 Squares

AREA OF EFFECT1x2 Squares

ROLL OUT1 Minute

DURATION8 Hours

SAVE: No Save



TIRO: Garish Pup Tent

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)
						30% Max	4 Sqs	1 Item	Initiative	1 Round	Item kept.

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

