

# 1 Climbing

LEVEL

Tier 1

Climb @ regular move. Fall=2d8 Dmg / Move distance. Kit=Col-1.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Move	1 Minute		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Vertical Area	5 Minutes		AGL 3	ROG



Created by COPILOT

## Details:

- Others may try freehand climbing using column 4 as a base.
- Rogue can climb variety of surfaces rough, smooth, cliffs, or walls.
- Rogue can use the appropriate climbing gear from the Rogues Kit.
- Climbing is to egress or degress (up or down).
- The distance per round is up to their standard movement in squares.
- GM may add or subtract to the Save based on the difficulty of situation.
- Falling damage,
  - 2d8 damage rolled for every 2 squares of falling.

## WHAT THIS DOES:

- Does require the climber to have both hands unencumbered.
- Does require the Rogue to pass an Save for every standard attempted.

## WHAT THIS DOES NOT DO:

- Does NOT work if the climber is wearing any metal armor, even magical metal armor.
- Does NOT work if the climber is carrying any containers,
  - bags, sacks, packs, boxes, quivers. . .
- Does NOT allow the climber to cast spells at any time during the climb,
  - even if the climber stops mid climb.

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Init	12
14	Save -1 Col	8
20	Rollout Instant	16



## Focus Items and/or Kits:

- Use of this Rogues Kit is NOT passive.
- Saves for climbing failures done at 1 column better.

# 1 Create Singer's Salve

LEVEL

Tier 1

Affects DOT damage, +2 per cycle, HNT: +4 per cycle.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	4 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Salve	End Of Year		none	HNT



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## Details:

- Recipe for 3 Salves,
  - 1 Bunch of Bittercress Leaf,
  - 1 Jar of Wild Garlic Oil,
  - 1 shot of Rocko's Hot Water.
  - All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
- Anyone can give 2 HP per cycle of DOT, Hunter gives 4 HP per cycle of DOT.
  - Note: Casters casting ANY healing spell works as normal.
  - If the person is healed mid cycle the Hunters salve still adds +2 SP in that cycle.

Concoction originally created by the character Reginal "Singer".

## WHAT THIS DOES:

- Does require the Hunter to cook for 4 hours,
  - requires constant attention of the Hunter,
  - Only other activity allowed during 4 hrs is talking, (no casting or other actions)
    - Workshop/kitchen is NOT required, but a campfire is needed.
- Does allow the Hunter to repeat this up to 3 times per day,
  - each effort takes 4 hours and requires a separate set of ingredients.

## WHAT THIS DOES NOT DO:

- Does NOT use any magical process to create the concoction.
- Does NOT allow the creation of more than 9 concoctions.

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:



Singers Salve

- Affects DOT damage, +1 per cycle.
- HNT: +2 per cycle.
- Need: Campfire, 12 SP, 4 Hours.
  - Bittercress leaf, Wild garlic oil, Rocko's.
- Market: 9 Max, Buy:35 GP, Sell:14 GP.



## Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6



## Focus Items and/or Kits:

- Hunters Kit is NOT passive.
- Makes 2 additional Salves

# 1 Create Sunrise Potion

LEVEL

Tier 1

Yield of 1d3 Potions. Effect: Heal +2/+4 HP @ Sunrise.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	4 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Potion	Used / EOY	1	none	HNT



Created by COPILOT

## Details:

- Recipe for 3 potions,
  - 1 Bunch of Anise Leaf
  - 1 Jar of Ginger Oil,
  - 1/4 cup of honey,
  - All ingredients stay fresh until New Year, if kept in Hunters Herb Sack.
- This potion can be used at any time of the day, but will have the effect the next morning.
  - Any person can apply this potion for 2 HP to the morning HP gain for the creature.
  - If a Hunter applies this potion for 5 HP to the morning HP gain for the creature.

## WHAT THIS DOES:

- Does require a Saving Throw after each Batch.
  - GM may change Save Column based on conditions.
  - Failure means ingredients used but no Potion(s) created.
- Does yield three Sunrise Potions.
- Does require the Hunter to cook for 4 hours,
  - requires constant attention of the Hunter,
  - Only other activity allowed during 4 hrs is talking, (no casting or other actions)
  - Workshop/kitchen is NOT required.
- Does allow the Hunter to repeat this up to 3 times per day,
  - each effort takes 4 hours and requires a separate set of ingredients.

## WHAT THIS DOES NOT DO:

- Does NOT use any magical process to create the concoction.
- Does NOT allow the creation of more than 9 concoctions per day.

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:



- 4 hrs makes 1d3 Sunrise potions. No Save. (9 max/day)
- Anise leaf, Ginger Oil, Honey.
- Requires Hunters kit and campfire: Shelf life:EOY.
- Morning heal additional 2 HP. Hunter applied = 5 HP.



## Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6



## Focus Items and/or Kits:

- Hunters Kit is NOT passive.
- Creates 2 additional potions.

# 1 Graduate Tiro Ritual

LEVEL

Tier 1

2 days of introspection and caster learns school location.

COST 100% Max	RANGE Self	ROLL OUT Instant	<b>NOW!</b>	COLLECTION Class Specialty	OUTCOME Mundane
STACK 99	AoE	DURATION Permanent		SAVE COL none	CLASS GROUPS ALL



Created by COPILOT

**Details:**

- The character sees figures in the fog illustrating the location of the nearest available school for their newly selected class.

**WHAT THIS DOES:**

- only works once the character has complete all 4 levels of TIRO.
- find the closest available school, for their newly selected class,
  - It is possible an unknown or secret school is closer.
  - Give the direction of the school.
  - Give the time (in marks) to travel to the school.

**WHAT THIS DOES NOT DO:**

- work if a new class has been selected.

**Bonds and Connections****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:**

# 1 Shield Dancing

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts		Initiative 	Class Specialty	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99			none	DEV

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Created by COPILOT

**Details:**

- Allows FTR to use some shields more effectively:

- Medium Shields gain +2 AC,
- Large Shields gain +2 AC,
- Small Shields gain +2 AC,

**WHAT THIS DOES:**

- Reduces ToHit by 1 on any attack if the skill is used in the round. Not for Bucklers, Kite, or Wall Shields.

**WHAT THIS DOES NOT DO:**

xx

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL ENHANCEMENTS COST

**Focus Items and/or Kits:**

- No effect.

# 1 Skinning A Hide

LEVEL

Tier 1

Save needed. Size by Tier. 1st:2x4, 3rd:3x6, 5th:6x6.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	12 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Animal	Permanent		SKL 1	HNT



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## Details:

- At Tier 1 hunter is able to skin smaller animals (Sheep and smaller),
  - Provides a medium quality hide up to 2x4 ft / 60x120 cm.
- At Tier 3 hunter is able to skin medium animals (deer and smaller).
  - Provides a medium quality hide up to 3x6 ft / 90x180 cm.
- At Tier 5 hunter is able to skin large animals (grizzly bears and smaller).
  - Provides a medium quality hide up to 6x6 ft / 180x180 cm.

## WHAT THIS DOES:

- Does only affect creatures with hides.
- Does work hides into medium quality but no edging or forming done,
  - Only one tenth of normal value if sold.
- Does include a curing process.

## WHAT THIS DOES NOT DO:

- Does NOT work on living animals.
- Does NOT yield any product if,
  - Process is interrupted or stopped before end of duration,
  - Save fails.

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:



A Hide from Skinning

- By tier: 1st 2x4, 3rd 3x6, 5th 6x6.
- Non Hunters: not able to create this.
- Need: Campfire, 4 SP, 12 Hours.
  - Animal carcass, Salt, common stone.
- Market: 99 Max, Buy:2 GP, Sell:5 SP.



## Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6



## Focus Items and/or Kits:

- Hunters Kit is NOT passive.
- Yields 2 hides

# 1 Draw Up Ground Water

LEVEL

Tier 1

Pull water from ground. 2 skins/Tier. Dry areas 1 skin.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Touch	5 Minutes 	Utility or Misc	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	2 Skins/Tier	Permanent 	none	SYL-STM-EOL-ORX

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Created by COPILOT

#### Details:

- Extracted ground water sprays up and can be captured in suitable vessels.

#### WHAT THIS DOES:

- Does draw on the available water/moisture in the area.
- Does bring up water as long as the area is not barren of moisture.
- Does coax water with minimal effort,
  - No extra rolls needed if there are receptacles available and used.
- Does draw up water from the ground in arid/desert environments,
  - But only 1 skin per spell.

#### WHAT THIS DOES NOT DO:

- Does NOT draw water through non-porous material (rock, metal, etc).
- Does NOT continuously draw water from the same spot,
  - If cast in the same spot again this spell could fail.
  - Each repeat adds 10% to failure chance (1d100 roll).

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
12	AoE X2	6
16	Rollout 1 Min	8
20	AOE X4	20



#### Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Adds an extra 2 waterskins worth of water.

# 1 TIRO: Water From A Plant

LEVEL

Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	1 Square	Initiative		Utility or Misc	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Plant	10 Minutes		none	TRO



Created by COPILOT

#### 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:

- Not required.

# 1 Wind Wall

LEVEL

Tier 1

Moves with caster. Not into occupied squares. AC+2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Battle Defense	Magical
STACK	AoE	DURATION	4 <sub>RDS</sub>	SAVE COL	CLASS GROUPS
1	1 Square	4 Rounds		none	SYL

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Created by COPILOT

#### Details:

- Caster gains +2 to AC vs Ranged and Thrown attacks.

#### WHAT THIS DOES:

- Does surround the caster (1 Square only)
- Does allow casting in and out of the wall.
- Does move with the caster.

#### WHAT THIS DOES NOT DO:

- Does NOT function if the caster covers more than 1 Square.
- Does NOT allow caster to move into (crowd) an occupied square.
- Does NOT be combined with other spells which surround 1 Sq.
  - For example: Heat Wave Wall.

#### Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 1      Same Spell

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10



#### Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Additional Bonus of +2 AC vs Ranged/Thrown.

# 1 Protect vs Ranged and Thrown

LEVEL

Tier 1

Dodging (+2 AC) vs Ranged and Thrown attacks.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Minute		Battle Actions/Prep	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Battle	3 days		none	EOL

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Created by COPILOT

#### Details:

- The caster gains +2 AC vs Ranged and Thrown attacks.

#### WHAT THIS DOES:

- Does provide +2 AC for the caster vs Ranged and Thrown attacks.

#### WHAT THIS DOES NOT DO:

- Does NOT inhibit other casting.
- Does NOT protect against attacks that are not Ranged or Thrown.
- Does NOT block or disrupt any attacks.

#### Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 1      Same Spell

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10

#### Focus Items and/or Kits:

- Not required.

# 1 Reduce Fire Damage

LEVEL

Tier 1

Magical/mundane fire dmg is reduced by 2 per die, min 1.

COST	RANGE	ROLL OUT	5 <sub>RDS</sub>	COLLECTION	OUTCOME
4 pts	Self	5 Rounds	5 <sub>RDS</sub>	Battle Actions/Prep	Magical
STACK	AoE	DURATION	Hourglass	SAVE COL	CLASS GROUPS
1	Caster	20 Minutes		HTH 2	DOK

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Created by COPILOT

## Details:

- Any magical or mundane fire damage is reduced by 2 per die of damage, minimum of 1.
  - Caster can roll a Save to appear unaffected by the fire.
- (Walnut Sized Orange Ceramic Ball)

## WHAT THIS DOES:

- Does reduce the total damage taken from magical or mundane fire by 2 per die.
- Does require person to break item to enact.

## WHAT THIS DOES NOT DO:

- Does NOT reduce damage below 1.
- Does NOT work if the caster is not able to continue,
  - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

## Bonds and Connections

- No Nae'Em connection.



## Counter:

LVL: 1      Same Spell

## Creations:



### Burn Reduction

- Mgc/Norm fire dmg -1 per die(min 1), HTH:3.
- DOK: HTH:2.
- Need: Campfire, 12 SP, 4 Hrs.  
Beetleroot, Limestone, Postash.
- Market: 9 Max, Buy:10 GP, Sell:2 GP.

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
14	Duration X2	8



## Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Doubles protection fire damage reduced by 4, min 1.

# 1 Acid Mist

LEVEL

Tier 1

Dmg: 2d4 +ACU for 2 rds, 1 square. No ToHIT.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	6 Squares	Initiative	Battle Offense	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
2	1 Square	3 Rounds	none	EOL



Created by COPILOT

## Details:

- Evaporates once duration ends.

## WHAT THIS DOES:

- Does cause 2d4 + ACU of Acid damage as it slowly rains down for the duration.
- Does effect all creatures in the square regardless of armor/clothing.

## WHAT THIS DOES NOT DO:

- Does NOT cause any structural damage or damage to the armor.

## Bonds and Connections

- No Nae'Em connection.



## Counter:

LVL: 1      Same Spell

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
12	Range X2	8
14	Duration X2	8

## Focus Items and/or Kits:

- Not required.

# 1 Acid Rash w/ Ongoing Fragility

LEVEL

Tier 1

Dmg: 2d4 +ACU for 3 rds. Lobbable ToHIT. Save or Sickness I.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	3 Squares	Initiative	Battle Offense	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Square	until Healed	HTH 1	EOL

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Created by COPILOT

## Details:

- Caster throws acid at the target, causing 2d4 acid damage.

Note:	Init/ToHit	Dmg	Move	Saves	HP/Day
- Sickness I	0	0	0	0	0
- Sickness II	-1	-1	0	0	0
- Sickness III	-2	-2	-1	0	0
- Disease I	-4	-4	-2	-1	-4
- Disease II	-8	-8	-4	-2	-6
- Disease III	-12	-12	-8	-3	-10
	Min 0	Min 0	Min 0		

## WHAT THIS DOES:

- Does cause 2d4 + ACU Bonus in damage
- Does put upon the enemy an advancement of fragility (Sickness/Disease/Death),
  - no battle effects. Minor cold.
  - Beginning of day must Save again:
    - Pass: demote sickness (possibly to 'not sick')
    - Fail: promote sickness(possibly to 'Disease I')
- Does allow for target to be affected with Sickness I,
  - but does not increment past one step within the fragility list during this battle.
  - Can't go beyond the given fragility during the battle,
  - May go beyond the given fragility during start of day from this point forward.

## WHAT THIS DOES NOT DO:

- Does NOT poison the target.
- Does NOT leave a permanent physical mark.
  - any scarring/marks during battle are gone upon healing.

## Bonds and Connections

- No Nae'Em connection.



## Counter:

LVL: 1      Same Spell

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10

## Focus Items and/or Kits:

- Not required.

# 1 Cause Illness

LEVEL

Tier 1

Targets 1 sq w/ No ToHIT. Dmg 1d4+ACU. Save vs Sickness I

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Square	Possibly Days		HTH 2	STM

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Created by COPILOT

## Details:

- Skin irritation possible.

## WHAT THIS DOES:

- Does cause 1d4 + ACU bonus damage.
- Does require target to roll the Save,
  - Fail Save means Target has acquired Sickness I.
- Does not allow the caster to arc or lob this spell, however...
  - this spark moves in a direct line of squares dodging within the squares but not arcing up/down or left right outside of it's directed path of squares.

## WHAT THIS DOES NOT DO:

- Does NOT paralyze/stun the target.
- Does leave a physical mark.
- Does require the target to save more than once per spell.

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	AoE X2	6
18	Range X4	10

## Focus Items and/or Kits:

- Not required.

# 1 Flash Of Fire!

LEVEL

Tier 1

1d6 + ACU magical fire damage, no ToHit. Save to blind 5 rds.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	4 Squares	Initiative		Battle Offense
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Target	1 Round	 none	DOK

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Created by COPILOT

#### Details:

- A quick burst of magical fire that can be used to gain the attention of a target.
- This can be used as a very low powered flashbang.

#### WHAT THIS DOES:

- Does cause 1d6 + ACU magical fire damage in 1st round, no roll needed ToHit.
- Does cause Target to roll a Save,
  - Pass = spell has no additional effects,
  - Fail = target has a -1 ToHIT penalty, due to partial blindness for all 5 rounds.
- Does allow the caster to direct the attack to either,
  - a creature,
  - a single square (nothing smaller)

#### WHAT THIS DOES NOT DO:

- Does NOT function in extremely cold (arctic) environments.
- Does NOT work on creatures immune to fire.
- Does NOT continue if the caster chooses to end the spell.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:



Flash Bang!

- ToHIT, Dist:14 Sq, Dmg:1d6, AGL:2 to avoid.
- DOK: ToHIT +4.
- Need: Kitchen/Lab, 12 SP, 4 Hrs.
  - Ceramic ball, Cinderroot, Pine Ash.
- Market: 9 Max, Buy:15 GP, Sell:5 GP.

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
12	Range X2	8

#### Focus Items and/or Kits:

- Not required.

# 1 Force Pinch

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	8 Squares	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Square	Instant		RM 2	ORX

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**Details:**

- Sends a bit of force out to cause just enough damage in the right spot,
- cause the target to possibly lose an attack or action.

**WHAT THIS DOES:**

- Does damage the target area and those it in for  $1d4 + \text{Acumen Bonus}$ .
- Does force the target to pass a Save,
  - Failure means the target loses an attack/action,
  - If no attacks are taking place then target loses an action.

**WHAT THIS DOES NOT DO:**

- Does NOT automatically force the target to lose an attack.
- Does NOT allow either the caster or target to choose which is affected (attack or action).

**Bonds and Connections**

- No Nae 'Em connection.

**Counter:**

LVL: 1      Same Spell

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
14	Damage X2	12
18	Range X4	10

**Creations:**

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

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- Save +1 Col

# 1 Heat Wave Wall

LEVEL

Tier 1

2d3+ACU Fire Dmg vs Melee. Save for 1/2 Dmg.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Touch	Initiative		Battle Offense
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1/Tier	1 Sq (1 Target)	5 Rounds	SKL 2	

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#### Details:

- Creates an inhibiting wall of heat to melee aggressors.

#### WHAT THIS DOES:

- Does surround the caster (1 Square only)
- Does allow casting in and out of the wall.
- Does cause Fire damage of 2d3 + Acumen Bonus to anyone passing through,
  - Including to attack the caster with a melee attack.
- Does move with the caster.

#### WHAT THIS DOES NOT DO:

- Does NOT function if the caster covers more than 1 Square.
- Does NOT allow caster to move into (crowd) an occupied square.
- Does NOT inhibit any ranged or thrown attacks towards caster.
- Does NOT combine with other spells which surround 1 Square,
  - For example: Tornado Wall, ...
- Does NOT work if the caster is not able to continue,
  - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

#### Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 1      Same Spell

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Damage X2	12
18	Duration X4	10



#### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Allows spell to be centered on another person,
  - Recipient must be w/in 6 sqs & allow this.

# 1 Massive Bludgeoning Attacks

LEVEL

Tier 1

Each hit is critical on Hand/Foot. 1/2 dmg after 30 min.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Melee	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	Self	2 Rounds	none	FTR



Created by COPILOT

## Details:

- This choice of attack is an attempt to subdue rather than harm.
- While attempting this attack the Fighter might still cause real damage.
- If a Fighter has multiple attacks any or all attacks can be Blunt Force.

## WHAT THIS DOES:

- Does lower the Fighters ToHIT by 2.
- Does dictate All successful hits use the Criticals Chart,
  - Use the Hand/Foot column,
  - Use damage from the Critical chart indicates only, not the weapon.
- Does allow the fighter to make any or all of their attacks in the round as Bludgeon.

## WHAT THIS DOES NOT DO:

- Does NOT work with ranged or thrown attacks.

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

## Focus Items and/or Kits:

- Not required.

# 1 Rose Thorns

LEVEL

Tier 1

ToHIT+4, 2d6+ACU Dmg, Blunders=Only missed, No Counters.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	10 Squares	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Instant		none	SYL

328-



Created by COPILOT

#### Details:

- Each thorn becomes non-magical (mundane).

#### WHAT THIS DOES:

- Does require the caster to roll a ToHIT + 4 for an entire set of thorns thrown.
- Does throw 2d6+ACU Bonus thorns causing 1 pt of damage per thorn.
- Does allow the caster to lobbed the attack in an arc to the target.

#### WHAT THIS DOES NOT DO:

- Does NOT automatically hit.
- Does NOT have any negative effect if the ToHIT is a Fumble.

#### Bonds and Connections

- No Nae 'Em connection.



#### Counter:

LVL: 1      Same Spell

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8



#### Focus Items and/or Kits:

- Additional bonus of +6 ToHit,
- Total of +10 ToHIT.
- Focus wand with crystal is NOT passive.

# 1 TIRO: Pie Fight!

LEVEL

Tier 1

**Blocks vision with Save.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
20% Max	4 Squares	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Target	1 Round	RM 1	TRO



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:**

- Not required.

# 1 AoO on Enter or Exit

LEVEL

Tier 1

As target enters/exits.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	1 Square	Instant	<b>NOW</b>	Battle Reaction	Mundane
STACK	AoE	DURATION	<b>NOW</b>	SAVE COL	CLASS GROUPS
1	1 Target	Instant		none	FTR



Created by COPILOT

**Details:**

- Timing,
  - Fighter notices a chance to attack an enemy moving by within 1 square,
  - Fighter engages this skill and movement is halted,
  - This attack is resolved then the initiatives resumes.
- The fighter is NOT required to use this skill.

**WHAT THIS DOES:**

- Does allow the fighter an instant / Extra attack once a round.
- Does become an option once the target either enters into or goes out of Melee Range,
  - Regardless of initiative order.
  - Melee attacks are normally limited to 1 Square.
- Does all normal attacks are still available.

**WHAT THIS DOES NOT DO:**

- Does NOT allow other attacks flagged as 'Extra' allowed in same round,
  - For example, 'Shield Bash' or 'AOO on Kill'.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1      Avoid An AoO - ROG

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

**Creations:**

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

**Focus Items and/or Kits:**

- Not required.

# 1 Avoid An AoO

LEVEL

Tier 1

Save to Avoid AoO. 1 dodge per Tier.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Instant	<b>NOW</b>	Battle Reaction	Mundane
STACK	AoE	DURATION	<b>NOW</b>	SAVE COL	CLASS GROUPS
99	Movement	Instant		AGL 2	 ROG



Created by COPILOT

## Details:

- COUNTER MEASURE.
- Roll the Save to Avoid an Attack of Opportunity (AoO).

## WHAT THIS DOES:



- Does require the Rogue to pass a Save to avoid each AoO.
- Does allow multiple efforts per round,
- Does require Rogue to activate this use BEFORE an AoO Damage has been rolled.
- Does allow the Rogue to complete normal attacks during the round.

## WHAT THIS DOES NOT DO:

- Does NOT allow any Extra attacks by the Rogue to take place in the same round,
  - due to this skill being an Extra attack skill.

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

## Focus Items and/or Kits:

- Not required.

# 1 Set for Charge

LEVEL

Tier 1

Med Shld+ & Lngswrd+ . AC=Shieldx2 +2. Only 1 attack.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Instant	<b>NOW</b>	Battle Reaction	Mundane
STACK	AoE	DURATION	<b>NOW</b>	SAVE COL	CLASS GROUPS
1	1 Charge	Instant		none	FTR



Created by COPILOT

**Details:**

- COUNTER MEASURE
- Limited useable weapons and shields for this strategy.
- May only be used once per round.
- Reduces the number of attacks the defender can make by 1, minimum of 0.

**WHAT THIS DOES:**

- Does require the defending Fighter to use:
  - Medium shield or larger to gains the Shields AC again. and / or
  - Use of a weapon the size of a longsword or larger.
- Does allow the AC of the defender to increase,
  - Shield normal armor class X 2,
  - Add 2 to the doubled shield bonus.

**WHAT THIS DOES NOT DO:**

- Does NOT allow the defender any Extra attack, such as AoO,
  - This concentration and position do not allow use of AoO's in this round.
- Does NOT have any effect from use of shields smaller than Medium.
- Does NOT allow use of any non-listed weapons.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

**Focus Items and/or Kits:**

- Not required.

# 1 Invoke Pet

LEVEL

Tier 1

Timid Pet. HP:6. AC:12/12. Init:+6. HIT:-4. Dmg:1d3.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Hour		Summon or Send	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1 Pet / Tier	2 Marks	1 Week / Tier		SKL 2	SYL

877-



Created by COPILOT

**Details:**

- After 24 hours it learns the ways of the caster and can attempt rough communication.
- upon death or end of duration invocation ends and creature disappears.
- The Invoked animal will act/interact within it's own scope and nature.

**WHAT THIS DOES:**

- Does allow the caster to call and connect with one of the domestic pets listed here:
  - Rat, (may be fit in very small spaces),
  - Cat, (Init +4, quiet),
  - Small bird, (Flight),
  - Small to medium dog. (Loudest, even at rest, alarm).
- Does allow the animal to understand basic words, but be able to speak the words.
- Does restart the duration and same pet kept if recast within a current duration.
- Does require the pet to be independent from the caster although Ae'Em bonded to the caster.
  - If the bond is broken the spell is broken and the creature disappears.
  - After 1 day pet learns the ways of the caster enough to attempt rough communication.
  - Pet will try to stay within the AoE.
- Does set stats to AC: 12/12, Attacks 1x1, Init+6, ToHIT:-6, Dmg:1d3, HP:6, Death @ 0 HP.

**WHAT THIS DOES NOT DO:**

- Does NOT motivate the pet to risk life or limb.
- Does NOT have the ability to willingly move outside the of AoE.

**Bonds and Connections**

- This Is an Ae'Em connection with an animal.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Duration X2	8
14	Stacking +1	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Wand with crystal is NOT passive.
- Caster can see through pets eyes.
- Caster can hear through pets ears.

# 1 TIRO: Beauty Contestant:2nd Prize

LEVEL

Tier 1

Recipient becomes more attractive by their race's standards.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
15% Max	Self	5 Minutes		Altered Reality	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	12 Hours		none	TRO

422-



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.



**Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

**Focus Items and/or Kits:**

- Not required.

# 1 Small Domestic Pet Form

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT	5 <sub>RDS</sub>	COLLECTION	OUTCOME
4 pts	Touch	5 Rounds	5 <sub>RDS</sub>	Shape Change	Mundane
STACK	AoE	DURATION	clock	SAVE COL	CLASS GROUPS
1	Self	4 Hours		none	SYL



Created by COPILOT

**Details:**

To be updated

Cat, Small Dog, Canary, Pigeon,  
or Rat which is almost always NOT seen as a pet.

All forms will look boringly normal.

**WHAT THIS DOES:**

- Does allow caster changes in physical form:  
Form is not an illusion, but is magical.
- Does allow others to see the power if a method of reveal is used.
- Does show the altered self as a mundane (non-magical) creature,
  - All items/possessions are kept but not retrievable in the altered form.
  - Only after returning back to the original caster form are items available.

**WHAT THIS DOES NOT DO:**

To be updated adsf asdfasdfasdfa sdf asd f asd fasd f asdfasd f asdf

**Bonds and Connections**

- No connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.
- No creations. Usable only as the Arcane connection.

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Rollout Init	12

**Focus Items and/or Kits:**

- Focus wand with crystal is NOT passive.
- Effect lasts up to 12 hours

# 1 Deactivate/Activate Mechanical

LEVEL

Tier 1

Simple SKL:2, Advanced SKL:3, Complex SKL:4. Rogues Kit -1  
Col.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	10 Minutes		Mechanicals	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Mechanical	Until Reset		AGL 2	ROG

978-



Created by COPILOT

**Details:**

Simple Issues require SKL:2 Save  
Advanced Issues require SKL:3 Save  
Complex Issues require SKL:4 Save (or more)

non-Dmg traps, Padlocks, Skeleton keys.  
Dmg Traps, Imbedded locks, Slim keys.  
Hidden or large mechanicals.

**WHAT THIS DOES:**

- Does include Locks, Traps, and other machine like devices.
- Does allow the Rogue to attempt to Deactivate/Activate a mechanical,
  - Deactivation is to disable, open, release, or unlock a device,
  - Activation is to close, set, or lock a device
- Does allow Rogue to inspect first, and get more detail from the GM IF not done already.
- Does allow Rogue to use a Kit to lower the Save column by 1.
- Does allow Rogue to attempt this 3 times with any specific mechanical,
  - Each effort is a separate SP cost.
  - Efforts after the 3rd attempt will yeild no further progress or information.
- Does allow GM to require more Saves when a multiple step mechanical is made.

**WHAT THIS DOES NOT DO:**

- Does NOT allow the Rogue to try more the 3 times.
- Does NOT allow the Rogue to create magical mechanicals without a casters help.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	Rollout 1 Min	8

**Focus Items and/or Kits:**

- Not required.
- Tools from kit make the job easier. Column -1

# 1 Message Traps

LEVEL

Tier 1

Trigger created to present a message.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	20 Minutes		Mechanicals	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
7	1 Square	Until Triggered		AGL 3	GM ROG



Created by COPILOT

#### Details:

- Rogue places and sets a single use trap.
- If traps are very old GM is encouraged to roll to see if the trap is still active

#### WHAT THIS DOES:

- Does require the rogue to maintain concentration during the rollout, and when...
  - Creation of trap,
  - Locating the trap,
  - Removing the trap,
- Does allow Rogue to make the save more difficult by:
  - Using the Enhancement of Save+1 Col,
  - Using a Rogues Kit to set Save+1 Col,
- Does limit the increased Save columns to 2 columns higher.

#### WHAT THIS DOES NOT DO:

- Does NOT allow the Rogue to add new enhancements after the trap has been finished.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
5	Find Trap	4
12	AoE X2	6
14	Save +1 Col	8



#### Focus Items and/or Kits:

- Kit NOT required.
- If a Kit is used increase Save column by one.

# 1 Set Or Open Padlock

LEVEL

Tier 1

Enh: Slim key+4 pts. Magical=TIRO/EOL needed.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	2 Minutes		Mechanicals	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Lock	Until Reset		AGL 2	ROG

807-



Created by COPILOT

## Details:

- Any traps will have Saves based on the nature of the trap.
- If a concerning issue is found (trap?) then points are spent but lock not touched.
- Skeleton key padlocks cost no extra points to attempt.
- Create lock x3 pts.
- Slim key padlocks enhancement requires the Rogue to be 4th level and cost 4 more points.
- Magical padlocks need an EOLAS SPELL 'Pause Magical Lock'.

## WHAT THIS DOES:

- Does allow Rogue to attempt to unlock each specific lock 3 times per day.
- Does allow rogue to inspection first,
  - if issue is found (trap?) points are spent & lock not touched.
- Does allow rogue to inspect the lock during rollout,
  - and choose to try to open it (or re-lock it). 3 tries.

## WHAT THIS DOES NOT DO:

- Does NOT allow a Rogue to create locks.

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
5	Slim Key Locks	4
10	Rollout Halved	6
12	Rollout Init	12



## Focus Items and/or Kits:

- Not required.
- Tools from kit make the job easier. Column -1

# 1 Basic Healing 2d6+ACU

LEVEL

Tier 1

Heal 2d6+ACU. Range of 8 sqs for Nae'Em Fighters.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	2 Squares	Initiative		Healing and Rest
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Target	Permanent		none



Created by COPILOT

## Details:

- Heal 2d6 + ACU Bonus

## WHAT THIS DOES:

- Does heal living creatures and plants.
- Does this healing spell will automatically 'bind' the wound. (Stop bleeding).
- Does if the Strumos heals a bonded Fighter,
  - The spell range becomes 8 Sq,
  - The healing gains an additional d4 HP. (2d6+4+ACU)

## WHAT THIS DOES NOT DO:

- Does NOT heal anything not currently living,
  - Dead, undead, living dead.
  - Constructs, un-embodied life.

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:



### Draught Of Health

- Heals 2d4.
- STM: Heals 2d6.
- Need: Campfire, 16 SP, 8 Hrs.  
Mercury, Astral Specks, Wheat Stalks.
- Market: 9 Max, Buy:80 GP, Sell:18 GP.



## Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
16	Healing +4	10
18	Healing +8	10



## Focus Items and/or Kits:

- Focus must be a Ring w/ Crystal and is not passive.
- Minimum rolled result is 7 (The average roll).

# 1 Forced Heal 1d6 HP (+more)

LEVEL

Tier 1

Roll dice. Apply as force damage. Apply x2 as healing.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	1 Square	Initiative		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Target	Permanent		none	SYL-EOL-ORX



Created by COPILOT

## Details:

- Caster is able to draw force energy from everywhere in the body,
  - to the specific wound causing damage.
- But the wound is healed at x2, after then damage has been done.
- Note the use of a focus item may help with fragility Saves,
  - If it is the proper timing for the fragility Save,
  - Recommended to use this spell at start of day as needed for sickness or disease.

## WHAT THIS DOES:

- Does follow a pattern of roll/calculate, damage, then heal:
  - First roll the dice and calculate full healing with enhancements,
  - Then apply as force damage to the target, if the target is dead the next steps fail.
  - Lastly, apply the full healing time two (x2) to the target.

## WHAT THIS DOES NOT DO:

- Does NOT heal if death is caused before the healing kicks in.

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
14	Range At 3 Sas	8
18	Range X4	10



## Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Reduces fragility Save by 1 column. Check timing.
- May use this at daybreak for sickness/disease.

# 1 Sylvan Forced Healing 1d6 HP

LEVEL Tier 1

Roll 1d6. Damage x1 then Heal x2

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	Initiative		Healing and Rest	Mundane
STACK	AoE	DURATION		none	SYL
99	1 Creature	Permanent			

585-



Image by Freepik

**Details:**

- Draws energy from entire body to the wounded area(s).
- This causes pain and is then used to help the wounded area (healing).
- Process:
  - First roll the dice (1d6) and note the result,
  - next, apply the rolled result as DAMAGE,
  - Finally, apply TWICE the amount rolled result as healing to HP.

**WHAT THIS DOES:**

- Does heal living creatures and plants.
- Does have the possibility of knocking a person out if their points drop below 1.
  - If below 1 HP the person will black out and fall.
  - When back above 1 HP they will be able to rise again.
- Does have the possibility of killing a person if their points drop too low.
- Does this healing spell will automatically 'bind' the wound. (Stop bleeding).

**WHAT THIS DOES NOT DO:**

- Does NOT heal anything not currently living,
  - Dead, undead, living dead.
  - Constructs, un-embodied life.
- Does NOT allow a person killed by the drop in points to automatically come back.
  - They would be dead and some sort of life reviving spell would be needed.

**Bonds and Connections**

- No connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
12	Range X2	8
18	Range X4	10

**Focus Items and/or Kits:**

- Focus wand with crystal is NOT passive.
- Forced healing spells gain a +1 per die.

# 1 TIRO: Healing Bolus

LEVEL

Tier 1

1d12 HP healing.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	1 Square	Initiative		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Recipient	Permanent		none	TRO

408-



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:**

- Not required.

# 1 Light of Dokour Red

LEVEL Tier 1

Default Light: Candle light

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Light and Darkness	Magical
STACK	AoE	DURATION		none	CLASS GROUPS
99	Varies	4 Hours			DOK



Created by COPILOT

**Details:**

- Light Chart:	Description	Viewing	Seen
	-----	-----	-----
Coal	1 Sq	3 Sq	
Candle	2 Sq	8 Sq	
Torch	6 Sq	20 Sq	
Lantern	20 Sq	60 Sq	

- Description is an example to indicate how bright the light is,
- Seen is the maximum distance an outside creature can be and still see the light

**WHAT THIS DOES:**

- Does use 'Candle' light if cast without a focus item.
- Does allow the caster to create a light that will stay above them but in reach.
- Does allow the caster to keep the light active by lightly concentrating on the spell,
  - Other spells actions that do not specifically state a need to concentrate may be used.

**WHAT THIS DOES NOT DO:**

- Does NOT stay fixed to a static spot,
  - This spell does stay fixed in relation to the caster, right above them.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1      Same Spell

**Creations:**

- Creates Candle light (1 sq sphere).
- EOL-STM-SYL: 2 Sq Sphere.
- Need: Kitchen/Lab, , 4 Hrs.
- Astral Specks, Lye Soap, Standstone.
- Market: 9 Max, Buy:45 GP, Sell:12 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8

**Focus Items and/or Kits:**

- Focus Item with crystal is NOT passive.
- Light from Focus & moves to just above casters head.
- Allows caster to choose brightness

# 1 Light of Eolas (off - White)

LEVEL Tier 1

Default Light: Candle light

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Light and Darkness	Magical
STACK	AoE	DURATION		none	CLASS GROUPS
99	Varies	4 Hours			EOL



Created by COPILOT

**Details:**

- Light Chart:	Description	Viewing	Seen
	-----	-----	-----
Coal	1 Sq	3 Sq	
Candle	2 Sq	8 Sq	
Torch	6 Sq	20 Sq	
Lantern	20 Sq	60 Sq	

- Description is an example to indicate how bright the light is,
- Seen is the maximum distance an outside creature can be and still see the light

**WHAT THIS DOES:**

- Does use 'Candle' light if cast without a focus item.
- Does allow the caster to create a light that will stay above them but in reach.
- Does allow the caster to keep the light active by lightly concentrating on the spell,
  - Other spells actions that do not specifically state a need to concentrate may be used.

**WHAT THIS DOES NOT DO:**

- Does NOT stay fixed to a static spot,
  - This spell does stay fixed in relation to the caster, right above them.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1      Same Spell

**Creations:****Astral Candle Light Powder**

- Creates Candle light (1 sq sphere).
- EOL-STM-SYL: 2 Sq Sphere.
- Need: Kitchen/Lab, , 4 Hrs.
- Astral Specks, Lye Soap, Standstone.
- Market: 9 Max, Buy:45 GP, Sell:12 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8

**Focus Items and/or Kits:**

- Focus Item with crystal is NOT passive.
- Light from Focus & moves to just above casters head.
- Allows caster to choose brightness

# 1 Light of Orix (Bright White)

LEVEL

Tier 1

Default Light: Candle light

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	Initiative		Light and Darkness
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	Varies	4 Hours		none

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Created by COPILOT

**Details:**

- Light Chart:	Description	Viewing	Seen
	-----	-----	-----
Coal	1 Sq	3 Sq	
Candle	2 Sq	8 Sq	
Torch	6 Sq	20 Sq	
Lantern	20 Sq	60 Sq	

- Description is an example to indicate how bright the light is,
- Seen is the maximum distance an outside creature can be and still see the light

**WHAT THIS DOES:**

- Does use 'Candle' light if cast without a focus item.
- Does allow the caster to create a light that will stay above them but in reach.
- Does allow the caster to keep the light active by lightly concentrating on the spell,
- Other spells actions that do not specifically state a need to concentrate may be used.

**WHAT THIS DOES NOT DO:**

- Does NOT stay fixed to a static spot,
- This spell does stay fixed in relation to the caster, right above them.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1      Same Spell

**Creations:**

- Creates Candle light (1 sq sphere). - EOL-STM-SYL: 2 Sq Sphere. - Need: Kitchen/Lab, , 4 Hrs. Astral Specks, Lye Soap, Standstone. - Market: 9 Max, Buy:45 GP, Sell:12 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Duration X2	8
16	AoE = 2 Ppl	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Focus Item with crystal is NOT passive. - Light from Focus & moves to just above casters head. - Allows caster to choose brightness

# 1 Light of Strumos Yellow

LEVEL Tier 1

Default Light: Candle light

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Light and Darkness	Magical
STACK	AoE	DURATION		none	CLASS GROUPS
99	Varies	4 Hours			STM

982-



Created by COPILOT

**Details:**

- Light Chart:	Description	Viewing	Seen
	-----	-----	-----
Coal	1 Sq	3 Sq	
Candle	2 Sq	8 Sq	
Torch	6 Sq	20 Sq	
Lantern	20 Sq	60 Sq	

- Description is an example to indicate how bright the light is,
- Seen is the maximum distance an outside creature can be and still see the light

**WHAT THIS DOES:**

- Does use 'Candle' light if cast without a focus item.
- Does allow the caster to create a light that will stay above them but in reach.
- Does allow the caster to keep the light active by lightly concentrating on the spell,
  - Other spells actions that do not specifically state a need to concentrate may be used.

**WHAT THIS DOES NOT DO:**

- Does NOT stay fixed to a static spot,
  - This spell does stay fixed in relation to the caster, right above them.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1      Same Spell

**Creations:**

- Creates Candle light (1 sq sphere). - EOL-STM-SYL: 2 Sq Sphere. - Need: Kitchen/Lab, , 4 Hrs. Astral Specks, Lye Soap, Standstone. - Market: 9 Max, Buy:45 GP, Sell:12 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Focus Item with crystal is NOT passive. - Light from Focus & moves to just above casters head. - Allows caster to choose brightness

# 1 Light of Sylvan (Greenish)

LEVEL Tier 1

Default Light: Candle light

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Light and Darkness	Magical
STACK	AoE	DURATION		none	CLASS GROUPS
99	Varies	4 Hours			SYL

983-



Created by COPILOT

**Details:**

- Light Chart:	Description	Viewing	Seen
	-----	-----	-----
Coal	1 Sq	3 Sq	
Candle	2 Sq	8 Sq	
Torch	6 Sq	20 Sq	
Lantern	20 Sq	60 Sq	

- Description is an example to indicate how bright the light is,
- Seen is the maximum distance an outside creature can be and still see the light

**WHAT THIS DOES:**

- Does use 'Candle' light if cast without a focus item.
- Does allow the caster to create a light that will stay above them but in reach.
- Does allow the caster to keep the light active by lightly concentrating on the spell,
  - Other spells actions that do not specifically state a need to concentrate may be used.

**WHAT THIS DOES NOT DO:**

- Does NOT stay fixed to a static spot,
  - This spell does stay fixed in relation to the caster, right above them.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1      Same Spell

**Creations:**

- Creates Candle light (1 sq sphere). - EOL-STM-SYL: 2 Sq Sphere. - Need: Kitchen/Lab, , 4 Hrs. Astral Specks, Lye Soap, Standstone. - Market: 9 Max, Buy:45 GP, Sell:12 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Focus Item with crystal is NOT passive. - Light from Focus & moves to just above casters head. - Allows caster to choose brightness

# 1 Shadow Cover

LEVEL

Tier 1

Shadow surrounds the caster and their belongings.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Minute		Light and Darkness	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Square	1 Hour		none	DOK

357-



Created by COPILOT

**Details:**

- Shadow surrounds the caster and their belongings.
- While most effective at night, casting is most noticeable then too.
- When using the enhancement 'Subtle Caster' the shadow comes on slowly over the rollout.

**WHAT THIS DOES:**

- Does darken the area immediately around the caster.
- Does darkened image can blend with shadows,
- Does enable caster to potentially intimidate, or even hide when it's dark.
- Does become most effective at night.
- Does does allow casting within the AoE.

**WHAT THIS DOES NOT DO:**

- Does NOT function well in direct light.

**Bonds and Connections**

- No Nae'Em connection.



**Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
18	Duration X4	10



**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Muffles soft light sounds the caster makes.

# 1 Rogue To Rogue Signals

LEVEL

Tier 1

1 simple statement per rd. Save to pass complex statement.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	In Sight	Initiative		Communication	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	In Sight	Instant		SKL 3	GM ROG



Created by COPILOT

## Details:

- Rogue to Rogue basic sign language that is subtle communication.
  - It is called Hand Signals but it includes body language and facial expressions,
  - Every method of non-verbal communication is used.
- Only basic information can be put across,
  - The more subtle and complex the information might need a Save.
- Available to any classes that work from the Base of Rogue, whether is self taught or not.
- GM will roll the Save to see if there is unintended observation,
  - GM can scale the Save up or down depending on circumstances and complexity of message.

## WHAT THIS DOES:

- Does take 1 round or 6 seconds.
- Does allow one statement per round,
  - The more statements put across the more difficult to decode by recipient.
  - The more complex the messages the more difficult the Save.

Example: separate Rogues Guilds may have different dialects, jargons, and goals.

- Also, it is expected that different territories on a map and different political environments will all have different guilds.

## WHAT THIS DOES NOT DO:

- Does NOT reveal any information to any character that does not have a Rogue skill set.
- Does NOT work with jargon not known by the recipient.
- Does NOT work with recipients unable to see the signal.

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

## Focus Items and/or Kits:

- Not required

# 1 Speak/Read/Write Common

LEVEL

Tier 1

The character is able to read and write the language known as 'Common'.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Minute		Communication	Mundane
STACK	AoE	DURATION		none	CLASS GROUPS
99	Self	1 Day			ALL

638-



Designed by Freepik

## Details:

- Each character is able to use common languages of the realm and their race,
  - if the realm (Kingdom/Queendom) has a specific language as per the GM.
  - if the GM allows each character will be able to speak
- "Using" a language means to be able to speak, read, and write a language,
  - Some may not be able to write and barely able to read, but able to speak it.
  - Some may use a dialect or regional words that are meaningless to others.

## WHAT THIS DOES:

- ... apply to all PC's
- ... Apply to most NPC's (as per the GM)
- The standard racial languages are:
  - Anthor, used by most Humans and Halflings,
  - Vyan, used by the Elves,
  - Lekalhek, used by the Dwarves,
  - Morswen, used by the Aqua Voca,
  - Fescal, used by Presma

## WHAT THIS DOES NOT DO:

- ... allow character to read or write arcane language.
- ... allow character to read or write racial languages different from the characters race.
- ... allow character to read, write, or decipher code.
- ... mean every NPC and PC uses the language as an expert,
  - Some may not be able to write and barely able to read, but able to speak it.
  - Some may use a dialect or regional words that are meaningless to others.

## Bonds and Connections

## 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:

# 1 Create a Temporary Nae'Em

LEVEL

Tier 1

Short term bonding with a willing civilized creature.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	2 Squares	2 Hours		Nae'Em's	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Civ Creature	1 Week		SKL 2	EOL



Created by BING AI

**Details:**

Short term bonding with a willing civilized creature.

**WHAT THIS DOES:**

- Does...

**WHAT THIS DOES NOT DO:**

- Does NOT...

**Bonds and Connections**

- This is a Nae'Em connection with a person.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Duration X2	8
14	Save -1 Col	8

**Focus Items and/or Kits:**

- Not required.

# 1 Send Item to A Nae'Em Location

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	PMP	20 Minutes		Nae'Em	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Mid Item	Instant		none	ORX

470-

**Details:**

-- Sends a medium sized object to a Nae'Em location on the PMP.

**WHAT THIS DOES:**

- ... require item to be completely wrapped (Blanket, sheet, etc.),
  - Require the covering not allow sight into/under the covering,
  - Require the covering be in good condition.
- ... allow the item to be up to 2 ft in diameter and up to 1 ft in thickness.

**WHAT THIS DOES NOT DO:**

- ... affect items that have a sentient life within.
- ... affect items that are crystal.
- ... affect items with a planar connection.

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
1	Cast Without Enough pts	2
4	Aura Brightens	-2
10	Rollout Halved	6

**Focus Items and/or Kits:**

- Allows caster to include a pre-made Ionic Marker.

# 1 Detect Magic & Number of Aspects

LEVEL

Tier 1

Mundane=Nothing, Magic=Candle pwr, Epic=Dazed, God=Blind

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	2 Squares	5 Minutes		Find or Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1x1x1 Square	Instant		RM 2	

892-



Created by COPILOT

## Details:

- Situations may alter the Save Column (if cast in darkness then column+2)
- If Range enhancements are used the caster can cast this from outside the blinding distance.
- Note this will not inform the user regarding the type of magic or it's effects.

## WHAT THIS DOES:

- cause magic items to glow with a visible white light,
  - no light means no magic found in/on item,
  - dim light (candle) shines if it is magical (enchanted item),
  - bright light (bonfire) shines if it very powerful magic (epic item, node).
- require a Save of all within 20 squares if it is powerful,
  - failed Saves will blind creatures for 2d4 rounds.

## WHAT THIS DOES NOT DO:

- cause permanent blindness.
- give any more information,
  - only indicates if there is magic or not.
- Affect cursed items in any way,
  - does not enact magics of any kind.

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:



Scroll of Detect Magic

- Find Mundane, Magic, Epic, or God lvl. 1 item.
- EOL: 1-3 Items in same square.
- Need: Kitchen/Lab, 24 SP, 4 Hrs.
- Astrl specks, Etherl grass, Obsid shard, Trnch mold.
- Market: 9 Max, Buy:150 GP, Sell:30 GP.



## Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10



## Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Protects caster. No blinding if powerful.

# 1 Find Entry Gate

LEVEL

Tier 1

Only Large ruins, dungeons, complexes require a Save.

COST	RANGE	ROLL OUT	1 RDS	COLLECTION	OUTCOME
4 pts	Urban	1 Round		Find or Reveal	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Community	30 Minutes		SKL 2	ROG



Designed by Freepik

#### Details:

- The Rogue would have less chance of heading in the wrong direction,
  - A rogue using main paths/roads only along with this skill would do well.
- This function works well only at the community level (Village, Town, City),
  - To use this at/in another environment the Save must be passed.

#### WHAT THIS DOES:

- Does allows the Rogue to know where they last entered the community,
  - Rogue is given the compass direction only,
  - GM might augment this with info like "It's NW right by the Red Ogre Tavern".
- Does allow the Rogue during battle to tell the compass direction of the nearest entrance,

#### WHAT THIS DOES NOT DO:

- Does NOT give the distance to the entrance.
- Does NOT give the easiest path to the entrance.
- Does NOT give the safest path to the entrance.
- Does NOT give any sense of elevation.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Rollout Init	12

#### Focus Items and/or Kits:

- Not required.

# 1 Find North

LEVEL

Tier 1

GM indicates direction of North.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Find or Reveal	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	1 Hour		none	HNT

711-



Created by BING AI

**Details:**

- GM indicates which direction is north.

**WHAT THIS DOES:**

- Does take 6 seconds (a round) to review the surroundings.
- Does allow the hunter to use this in battle.
- Does determine where North is.

**WHAT THIS DOES NOT DO:**

- Does NOT allow the hunter to teach this to non-hunters.
- Does NOT reveal the location of any other direction.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16

**Focus Items and/or Kits:**

- Not required.

# 1 No Road Needed

LEVEL

Tier 1

Stay the course & normal road speed. No Double time. May need SKL:2

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	10 Minutes		Traveling (PMP)	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
	Traversable Land	8 Hours		none	HNT



Created by COPILOT

**Details:**

- Hunter is able to stay on course when no path or road is available.
- Hunter is able to guide up to 10 people while maintaining the normal road speed.

**WHAT THIS DOES:**

- Does allow the Hunter to guide up to 10 people...
  - through common natural environments,
  - and maintain normal walking road speed.
- Does require a SKL:2 Save IF the environment is extreme.

**WHAT THIS DOES NOT DO:**

- Does NOT allow use of Double Time travel.

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:****Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	Rollout 1 Min	8

**Focus Items and/or Kits:**

- Use the Hunters Kit during rollout allows,
- Duration to be set to 10 hours.

# 1 TIRO: Quick Jump

LEVEL

Tier 1

1d6 squares in direction indicated. Distance rolled.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	1d6 Squares	Initiative		Traveling (PMP)	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	Instant		none	TRO



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:

- Not required.

# 1 Langstrom Location (Vae'Em)

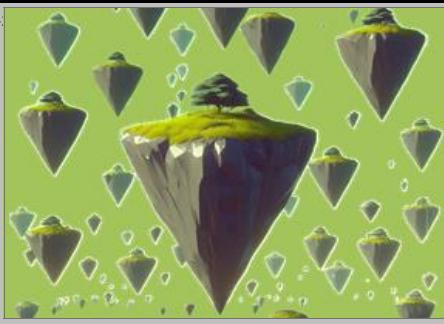
LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts				Planar	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
					ORX

478-



Created by COPILOT

**Details:****1. Details:**

-- This ritual creates a 'known' location for other spells to use.

**2. This Spell DOES:**

--

**3. This Spell does NOT:**

--

**4. Focus Item:**

-- The Focus Item does not have to be used. It is NOT passive.

--

Caster must be in the PMP.

Caster finds a Langstrom location to be used as a 'known' location to portal into.

**WHAT THIS DOES:****WHAT THIS DOES NOT DO:****Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
18	Nae'Em Clues Removed	20
20	Rollout Instant	16

**Focus Items and/or Kits:**



# 1 Camp Perimeter Shock

LEVEL

Tier 1

1d3 electric dmg. Save for no dmg. Crossing = zap sound.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	2 Minutes		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	3x3 Squares	8 Hours		SNS 2	STM

256-



Created by COPILOT

## Details:

- Creates a line around the encampment,
- If the line is crossed, the trespasser takes 1d3 damage, then rolls a Save,
  - Passing the Save indicates no issues,
  - Failing the Save,
    - indicates a electric shock has been triggered,
    - indicates the trespasser has taken damage.

## WHAT THIS DOES:

- Does surround an area (3x3 Squares Diameter only)
- Does allow casting in and out of the area.
- Does cause damage and shock to targets passing into or out of the AOE w/o casters approval,
  - 1d3 electric and a mild electric shock.
- Does allow the target to attempt a Save,
  - Passing the Save allows the target to avoid the damage and shock,
  - Failing the Save indicates the damage and shock is NOT avoided.

## WHAT THIS DOES NOT DO:

- Does NOT move with the caster.
- Does combine with other area spells which overlap areas.
- Does harm creatures and persons who can jump over 1 sq.

## Bonds and Connections

- No Nae'Em connection.



## Counter:

LVL: 1      Dispel Magic Spell

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	AOE +50%	12
14	Duration X2	8



## Focus Items and/or Kits:

- Spell does additional +3 electrical damage.
- Focus Ring w/ Crystal is not passive.

# 1 Cooking - Basic

LEVEL

Tier 1

666-5

A basic meal for up to 10 people.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
0 pts	5 feet / 1/5 meters	2 Hours		z - Basic Skills To All	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Campfire	10 Minutes		none	ALL

Designed by Freepik

**Details:**

- A meal for up to 10 people.s:
  - A basic meal is defined as edible and enough for one person,
  - Example: 1 quart pot mixed with prepped ingredients for four persons
- Cooking Fire preparation is 1 hour and requires a fire.
  - The cook must stay within 1 square of the fire to maintain it.

**WHAT THIS DOES:**

- ... allow the character to start and control a small cook fire,
  - take 1 hour for coals to heat and cook the meals.
- ... allow the character to cook a meal for up to 10 people.

**WHAT THIS DOES NOT DO:**

- ... change the flavor of cooked cumber.
- ... allow the character to cook for dignitaries.
- ... allow the character to "know" their way around another cookskitchen.

**Bonds and Connections**

**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:**

# 1 Field Binding

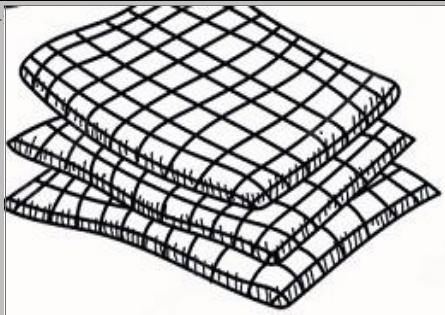
LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	Initiative		z - Basic Skills To All	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	Instant		none	RULE

635-



Designed by Freepik

**Details:**

- Binds wounds to stop bleeding
- characters being bound does not lose more HitPoints

**WHAT THIS DOES:**

- ... stops bleeding and stabilize unconscious creatures.
- ... stops bleeding and stabilizes conscious creatures.

**WHAT THIS DOES NOT DO:**

- ... alter hit points,
- Does not heal HP,
- Does not help sicknesses or diseased situations.

**Bonds and Connections****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:**

# 1 Hide

LEVEL

Tier 1

Anyone can to use basic skills and situation awareness to hide.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
0 pts	Self	Initiative		z - Basic Skills To All	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	10 Minutes		SKL 1	ALL

814-



Designed by Freepik

## Details:

- Factors:
  - Items Carried: burdens, armor, weapons,
  - Environment: noise level, crowds, blocking items,
  - People: observers, intelligence & number of pursuers,
  - Efforts: distractions, disguise before/after,
  - Those Hidding: number of those hiding, pets, race, class
- Listed as a rule AND as a ROGUE Skill to ensure the option is a visible to rogues.

## WHAT THIS DOES:

- Does require the character to pass a Save,
  - Column will be within the sliding scale from >05 up to =00.
  - Roll Save >05
  - Roll over Column 1
  - Roll over Column 2
  - Roll over Column 3
  - Roll over Column 4
  - Roll Save >95
  - Roll Save =00
- Does continue for 10 rounds.
- Does require rogue to pay attention to changed needed. Examples,
  - may need to hold breath for a bit,
  - may need to adjust position or angle...

## WHAT THIS DOES NOT DO:

- Does NOT work well when no positive factors can be found.

## Bonds and Connections

- No Nae'Em connection.



## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

## Focus Items and/or Kits:

- Not required.

# 1 Riding (horses and other)

LEVEL

Tier 1

Using domesticated animals for travel.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
0 pts	Self	Instant		z - Basic Skills To All	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	Permanent		none	ALL

636-



Designed by Freepik

#### Details:

- Requiring a domesticated creature to do anything beyond basic actions is not likely.
- Standard beasts of burden are:
  - Horses, ponies, mules, donkeys,
  - Camels, llamas,
  - Cows, Oxen.
- Most creatures must first be trained to cooperate with such tasks.
- Some domesticated creatures may not take to being ridden.

#### WHAT THIS DOES:

- ... allow characters to approach and ride trained domesticated animals.
- control extends to basic trotting/running and jumping.

#### WHAT THIS DOES NOT DO:

- ... allow the character to use a wagon (See Muleteer for Fighter and Hunter).
- ... allow the character to catch and/or use an untrained mount.
- ... allow the character to fight from any mount trained only as a beast of burden.
- ... allow the character to ride mythical creatures.
- ... ensure control over any panicked creature.
- ... allow the rider to press the creature to move into danger.

#### Bonds and Connections

#### 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:

# 1 Swimming - Beginning

LEVEL

Tier 1

Swim in a calm pool, lake, river

COST	RANGE	ROLL OUT	NOW	COLLECTION	OUTCOME
0 pts	Self	Instant		z - Basic Skills To All	Mundane
STACK	AoE	DURATION	∞	SAVE COL	CLASS GROUPS
99	Self	Permanent		none	ALL

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Designed by Freepik

**Details:**

-- Basic dog paddle and easy freestyle swim.

**WHAT THIS DOES:**

- ... Allow the character to swim for a limited time based on:
  - water and air temperatures,
  - water currents,
  - clothing/armor worn, as well as possessions.
- ... Work well in ideal conditions:
  - moving with the current in warm water and with little to no burdens.
  - Usually able to continue for 1 hr and travel about 1/4 of a mark.

**WHAT THIS DOES NOT DO:**

- ... cover prolonged swimming.
- ... Overwhelming efforts, (Ocean swimming, swimming against current).
- ... allow swimming with a burden.
- ... assume any advanced skill is used by the character.

**Bonds and Connections****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:**

## 2 Convincing Another (or Lie)

LEVEL

Tier 1

Adj Save on noise, audience, and any prep.

COST	RANGE	ROLL OUT	5 <sub>RDS</sub>	COLLECTION	OUTCOME
STACK	AoE	DURATION	GM	Class Specialty	Mundane
99	Varies	Usually 2 Days		SAVE COL	CLASS GROUPS
				SKL 3	ROG

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Created by COPILOT

### Details:

- GM rolls for the recipient if needed.
- Communication must be clear to the target,
  - must be able to understand the Rogues expressions (no jargon),
  - must be able to understand Rogues language.
- This skill works best from players to NPCs,
  - From NPCs to the players the GM likely will need to hide the rolls, then lie as needed.

### WHAT THIS DOES:

- Does allows the Rogue to convince a target they are trustworthy
  - Target must pass the Save,
    - those who pass their save will likely decide to believe the Rogues story,
    - those who pass their save will likely decide to follow the Rogues suggestions.
- Does allow the Rogue to present this skill to more than just 1 target,
  - In that case, the Rogue must identify the specific targets.
- Does continue past the rogues interaction with the target,
  - Timing of 'duration' is based on nature of the lie.

### WHAT THIS DOES NOT DO:

- Does NOT act as a charm, but the result could end up seeming so.
- Does NOT continue if the effort is interrupted,
  - The Counter Action of "Disruptive Factor" may interrupt the effort.

### Bonds and Connections

- No Nae'Em connection.

### Enhancements:

LVL	ENHANCEMENTS	COST
14	Save -1 Col	8

### Counter:

No Counter Available.

### Creations:

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

### Focus Items and/or Kits:

- Not required.

## 2 Disguise

LEVEL

Tier 1

**Skill= Wt & Ht. Enhancements= Hair, Skin, Costume, Eyes.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	1 Square	30 Minutes		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
7	Self	12 Hours		SKL 3	ROG

811-



Created by COPILOT

### Details:

- Can alter the following within reasonable range:
  - Age, Gender, Weight, and Items worn to imply another class or profession.
  - Skin color (Not changing skin type)
  - Hair, Style, Color, and Facial Hair
  - Race change to a viable alternative. (NOT from Sprite to anything Dwarf or larger)

### WHAT THIS DOES:

- Does require a Save by the Rogue.
  - GM may need to make additional Saves based on new audiences.
- Does result in a general look of another person, but not a specific person.
- Does require the disguised person to emulate the style and mannerisms to be successful,
  - GM may need to make additional Saves based on the character playing the role.
- Does allow the Save to be set lower to SKL:2 if a Rogues kit is used.

### WHAT THIS DOES NOT DO:

- Does NOT Physically alter the other person but may have minor prosthetics
- Does NOT Mimic racial or class abilities,
  - special sight
  - special hearing

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
9	AOE Select Target	6
14	Duration X2	8



### Focus Items and/or Kits:

- Kit is NOT required, but sets Save column 2 better.

## 2 Fire Starter

LEVEL

Tier 1

Fire jumps from the hand to the target. 1d1 Dmg.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	6 Squares	Initiative		Utility or Misc
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Item	Instant	 SKL 1 	DOK

361-



Created by COPILOT

### Details:

- Ingites a flammable object with a 1d1 fire bolt,
  - Objects on Targets increase Save column by 1. (Target = objects/creatures that move),
  - 1d1 damage means flammables will ignite and catch fire,
  - certain conditions can hinder or even nullify ignition.
- For the sake of playability, if a Save is missed the issue is over with no damage,
  - No secondary targets are considered. (i.e. wall behind the target).

### WHAT THIS DOES:

- Does ignite a small to medium sized non-moving object that is flammable.
- Does require a Save to ignite moving objects or object on moving creatures,
  - Pass = item ignites and does 1d1 damage. Start a larger fire in next round with Save.
  - Fail - spell has no effect, fire bolt either missed or fizzled out.
- Does have a possibility of creating a spreading fire,
  - GM must determine the potential spread and roll Saves as needed.
- Does become Mundane once the fire bolt has been determined as a 'hit'.

### WHAT THIS DOES NOT DO:

- Does NOT affect more than 1 item per casting.
- Does NOT immediately spread to other flammables with vicinity,
  - Near by flammables may need further Saves to determine if the fire spread.

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Damage X2	12



### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Allows the bolt of fire be shrouded in darkness,
  - thus can only be seen if viewer is within 12 Sqs.

## 2 Make Fire with Sticks

LEVEL

Tier 1

Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Touch	10 Minutes	Utility or Misc	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	Kindling	Permanent	SKL 1	HNT



Created by COPILOT

### Details:

- Material must be dry,
- Method to create an initial spark is needed.
- Environment must not be extreme.

### WHAT THIS DOES:

- Does require a Save:
  - Non-Hunters use NON-Skill:3 Save
  - Hunters roll a Skill:1 Save.
- Does require dry kindling.
  - Wet Kin

### WHAT THIS DOES NOT DO:

- Does NOT create magical fire.

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:



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

### Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0



### Focus Items and/or Kits:

- Kit is NOT required but helps.
- A better Save column in extreme environments.

## 2 TIRO: Amplify Own Speech

LEVEL

Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	Self	Initiative		Utility or Misc	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3x3x3 Sq	5 Minutes		none	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.



### Counter:

LVL: 1      Same Spell

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

### Focus Items and/or Kits:

- Not required.

## 2 Ventriloquism

LEVEL

Tier 1

Adj Save on noise, crowd, and any prep.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	4 Sqs/Tier	Initiative	Utility or Misc	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Square	1 Round	SKL 2	ROG



GM



Created by COPILOT

### Details:

- Rogue works out with the party ahead of time what the plan is,
- Rogue does not use sounds/voices of very specific persons (easy to fail things)
- Examples:
  - #1 Sounds of reenforcements arise from behind the bushes.
  - #2 This could be used in a tavern to spread miss information.
  - #3 An insult to a person might seem to be from someone behind them.
  - #4 Sounds of a greater threat coming from within a nearby cave.

### WHAT THIS DOES:

- Does mimic sounds or a short sentence per round.
- Does require the Rogue to pass the Save.
  - Different audiences may require an adjustment to the Save,
  - size of audience must be explained as skill is used (1 person, entire tavern,etc)
  - high leveled targets may make success more difficult,
  - Too noisy or too quiet may make success more difficult.
- Does work better if the Rogue prepares the target audience,
  - Rogue encourages the audience to buy-in before skill is used, then col -1.
  - Rogue uses body language to direct audience attention, then col -1.
  - Rogue a believable pretense, then col -1.
  - Use a maximum column adjustment of 1. One column up or down max.
- Does Take more effort when the Rogue mimics voices,
  - A known individuals voice, then col +1,
  - An unknown but a consistent and unique voice, then no column adjustment.

### WHAT THIS DOES NOT DO:

- Does NOT work on Deaf or non-hearing targets.
- Does NOT allow the Rogue to acurrately use languages the Rogue doesn't know.
- Does NOT have an effect what so ever on targets who are within 1 square of the Rogue.
- Does NOT look like the Rogue is moving their lips or jaw.

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8

### Focus Items and/or Kits:

- Not required.

## 2 Defend - No attacks

LEVEL

Tier 1

AC: +1 / Tier. No attacks.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Instant	<b>NOW</b>	Battle Defense	Mundane
STACK	AoE	DURATION	2 RDS	SAVE COL	CLASS GROUPS
1	Self	2 Rounds		none	FTR

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Created by COPILOT

**Details:**

- AC+1 per Tier.
- When used side-by-side with another fighter exercising the same skill,
  - AC +1 to each fighter defending/facing the same enemy.
  - In addition to the 1 AC per tier.
- Base Move is reduced by half.

**WHAT THIS DOES:**

- Does allow character to improve AC by 1 per Tier
- Does end if the character does aggressive actions resulting in damage to another.
- Does require the fighter to move slower, with their base move at half speed.
  - If a fighter has a base move of 4 then that becomes a base move of 3.

**WHAT THIS DOES NOT DO:**

- Does NOT allow any attacks by the character,
  - No standard attacks,
  - No Extra attacks,
  - No actions which have the result of damaging another.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8

**Focus Items and/or Kits:**

- Not required.

## 2 Attack Defenses

LEVEL

Tier 1

For non-magical AC. Drop 1 AC per hit. Max of 1/4 of orig AC.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
2 pts	1 Square	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	4 Hours		none	Scope



Created by COPILOT

### Details:

- After a targets AC has been reduced by use of this skill the enemy must rest for 4 hours.
- AND if the target has physical armor then a Fighter can use the repair skill to fix it.

### WHAT THIS DOES:

- Does allow the fighter to attack an enemy who has protection beyond just magical.
- Does require the fighter to hit 1/2 the actual AC of the target.
- Does allow the fighter to reduce the enemies AC by 1 for each successful hit.
  - The maximum AC effect to reduction of 1/4 of the targets full AC.
  - This skill can not reduce the targets AC to lower than 3/4 of the targets original AC.
- Does allow the fighter to drop the target AC by 1 point per successful attack.
- Does allow the fighter with a critical hit to drop the target AC by 2 points per attack.

### WHAT THIS DOES NOT DO:

- Does NOT affect a target with an AC derived from Magic only (spells and such)

### 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:

- Not required.

## 2 Backstab - Melee

LEVEL

Tier 1

**Flank.** ToHIT+4, Dmg+4 per Tier.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	1 Square	Instant	<b>NOW!</b>	Battle Offense	Mundane
STACK	AoE	DURATION	1 RDS	SAVE COL	CLASS GROUPS
1	1 Target	1 Round		none	ROG



Created by COPILOT

**Details:**

- Flank AC to be used since the attack is a flank attack.
- This is an extra attack.
- ToHit4, Dmg+4 per Tier.
- Only 1 Attack Of Opportunity (AoO) is allowed per round per char.

**WHAT THIS DOES:**

- Does allow a backstab AoO under certain conditions,
  - Is adjacent to the Rogue,
- Does allow a backstab AoO when a target runs adjacently past the Rogue.

**WHAT THIS DOES NOT DO:**

- Does NOT allow a backstab AoO against those in Ranged or Thrown range,
  - Only within Melee range.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
14	Damage X2	12
17	Damage +8 / die	16

**Focus Items and/or Kits:**

- Not required.

## 2 Barbed Sparks

LEVEL

Tier 1

Save vs Visual issues. Fail= Init &amp; ToHIT -2.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	Initiative		Battle Offense
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	4 sq Triangle	5 Rounds	RM 1	 STM



Created by COPILOT

**Details:**

- Creates a colorful display of lights.
- Can be focused on 4 squares

**WHAT THIS DOES:**

- Does spread out (triangular) from 1 square in the first row to 3 squares in the second row,
  - first row the the square directly in front of the caster,
  - second row are the squares directly on the other side of the first row.
- Does create enough sparks to interfere with accurate sight,
  - all in the AoE are affected for the round of this casting and to end of duration.
  - Those that fail the Save are not able to see well for duration. -2 to Init & ToHIT.

**WHAT THIS DOES NOT DO:**

- Does NOT cause physical harm.
- Does NOT provide for a good single light source.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	AoE X2	6
18	Duration X4	10

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- Save +1 column

## 2 Electric Zap

LEVEL

Tier 1

Dmg 1d8+ACU, If non-Adam armor +2 Dmg. No ToHIT or Save.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	8 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Square	Instant		none	STM

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Created by COPILOT

### Details:

- Caster hurls sparks toward a target, zapping them for 1d4 lightning damage.

### WHAT THIS DOES:

- Does magically directs the sparks to the target without any arc or lobbing.
- Does require a direct line to the target.

### WHAT THIS DOES NOT DO:

- Does NOT need a ToHIT to be rolled.
- Does NOT travel through things that insulate electricity.
- Does NOT require a successful ToHIT.

### Bonds and Connections

- No Nae 'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
12	Range X2	8
18	AoE = 2 Targets	10

### Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Initiative +4.

## 2 Fighters Charge

LEVEL Tier 1

Attk Max 2. HIT &amp; Dmg +8. Move x2 w/ min 4 sqs. AC-4.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Move x2	Initiative	Battle Offense	Mundane
99	1 Creature	1 Round	1 RDS	none

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Created by COPILOT

**Details:**

- No other attacks may be attempted,
  - this is counted as an 'Extra' attack,
  - no other "Extra" attacks allowed in same round.
- The enhancement of 'Rollout Instant' allows the fighter to react with a charge,
  - providing no attack has happened prior to enhancement.
- May incur AoO's during charge.

**WHAT THIS DOES:**

- Does requires the fighter to move in a straight uninterrupted line to the target,
  - The fighter is not allowed to reach the target then pivot. It must be straight on,
  - It must be a minimum of 4 squares and a maximum of twice the movement allowance.
- Does allow the fighter to gain +8 ToHIT and +8 Damage, but limited to a maximum of 2 attacks.
- Does require the fighter to downgrade their AC by 4 (AC-4).

**WHAT THIS DOES NOT DO:**

- Does NOT allow more than 2 attacks in a charge round.
- Does NOT inhibit the fighter from becoming the target of others AOO while charging.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1 Set For Charge

**Enhancements:**

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Damage +50%	8
12	Range X2	8

**Creations:**

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

**Focus Items and/or Kits:**

- Not required.

## 2 Flame Bolt

LEVEL

Tier 1

No ToHit. Direct magical dmg 2d10 +ACU. Save to dodge.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	10 Squares	Initiative	Battle Offense	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Target	1 Round	AGL 2	DOK



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Created by COPILOT

### Details:

- Caster throws a bolt of flame directly to a target. (no arc to the attack)
- This fire is magical and as such it cannot start any fires.
- Breakables created with this spell require a ToHIT.

### WHAT THIS DOES:

- Does magically direct the bolt to the target,
- Does allow the target to roll a Save,
  - Passing indicates the spell missed and ends with no effect.
  - Failing indicates the bolt hits and causes 2d10 + ACU damage to the target.

### WHAT THIS DOES NOT DO:

- Does NOT need a ToHit to be rolled.
  - EXCEPTION: When used as a Breakable.
- Does NOT set anything on fire.

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available

### Creations:



Flame Bolt Breakable

- ToHIT, Dmg:2d8, AGL:2 to avoid, Dist:12 Sqs.
- DOK: Dmg+4.
- Need: Kitchen/Lab, , 8 Hrs.
- Cinderroot, Palm Root Ash, Ceramic Sphere.
- Market: 9 Max, Buy:30 GP, Sell:12 GP.



### Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
14	Damage X2	12



### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Forces Target to roll 1 Column worse in their Save.

## 2 Force Push

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	10 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	2 Squares	Instant		RM 2	ORX

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ORIX Icon

**Details:**

- Creates a force to push a target back 1 square.
- Heavy targets may have adjusted Save columns

**WHAT THIS DOES:**

- ... damage the target regardless of the Save. Damage 1d6 + Acumen Bonus.
- ... allow the target to roll a Save to stand firm,
  - Passing indicates the spell ends after the target withstood the force,
  - Failing indicates the force pushes the target backward 1 sq.

**WHAT THIS DOES NOT DO:**

- ... have an ability to concentrate full pressure to a spot smaller than the square.
- ... need a ToHit to be rolled.
- ... push a target backward if the square behind is not open.
- ... have any effect vs targets outside of the Range.
- ... affect moving objects.

**Bonds and Connections****Counter:**

LVL: 1      Same Spell

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
14	Save +1 Col	8
18	Range X4	10

**Creations:**

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

**Focus Items and/or Kits:**

- Focus item with crystal is NOT passive.
- The targets Save is more difficult by 1 Column.

## 2 Hail Attack

LEVEL

Tier 1

No ToHIT. Damage: 3d4+ACU.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	8 Squares	Initiative		Battle Offense
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	1 Square	Instant		 RM 2  SYL

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Created by COPILOT

### Details:

- Caster first targets the area,
- Next, hail strikes down into the area from about 3 Squs above,
  - The 3 squares above is a visual effect only.
  - Areas with less than 3 Squs height can still be attacked.

### WHAT THIS DOES:

- Does cause damage to creatures in the targeted square.
- Does deliver the attack and damage from above the target.

### WHAT THIS DOES NOT DO:

- Does NOT have any effect on creatures acclimated to cold weather/environments.
- Does NOT cause any damage to flora due to frost/coldness.

### Bonds and Connections

- This has no personal connection.



### Counter:

LVL: 1      Same Spell

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
12	Range X2	8
14	Damage X2	12



### Focus Items and/or Kits:

- Increase damage by an additional 1d4,
  - Total damage would be 3d4 + 1 + ACU.
- Focus wand with crystal is NOT passive.

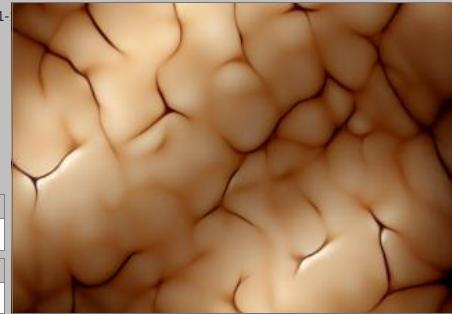
## 2 Scorching Skin

LEVEL

Tier 1

1d6 +ACU dmg per round. Save for none. +4 to Dead.

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COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE COL none	CLASS GROUPS DOK

### Details:

- 1d6+ACU damage upon successful touch ToHIT.

### WHAT THIS DOES:

- Does cause 1d6+ACU damage to a target,
  - Extra damage to dead/undead targets (+4 more damage).
- Does radiate heat but not much light

### WHAT THIS DOES NOT DO:

- Does NOT affect any of the items on the Target.
- Does NOT cause any fires or flammables to ignite.
- Does NOT work if the caster is not able to continue,
  - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

### Bonds and Connections

- No Nae'Em connection.



### Counter:

LVL: 1      Same Spell

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
14	Damage X2	12
14	Range At 3 Sas	8



### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Completely Removes Sickness/Disease.

## 2 TIRO: Fire Crack!

LEVEL

Tier 1

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

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
20% Max	6 Squares	Initiative	Battle Offense	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Target	Instant	NOW RM 1	TRO

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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 fizz 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:

- Not required.

## 2 Rogue's Right Place, Right Time

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	5 Minutes		Altered Reality	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Rogue	1 Hour		none	EOL

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Created by COPILOT

**Details:**

- Creates minor illusional changes which slightly alter the Rogue's appearance.
  - Changes will be appropriate to the situation.
- Gives the Rogue a sense of the right timing as well.
  - Example: when to be in the open vs when to be in the open.
- Rogue must be bonded to caster by Nae'Em.

**WHAT THIS DOES:**

- Does only affect the Partner Rogue of the caster.
- Does allow the Rogue a 2nd attempt at failed Saves.
  - regarding Saves for any attempts to fit in or not be noticed.

**WHAT THIS DOES NOT DO:**

- Does NOT allow the reroll of Saves not associated with trying to fit in.
- Does NOT hide the magical nature of the illusions if a revealing spell is used.

**Bonds and Connections**

- This Is an Nae'Em connection with a person.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Duration X2	8
16	AoE = 2 Ppl	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Focus Orb with crystal is NOT passive
- reveal spells now require a +1 Col MGC save to work.

## 2 TIRO: Random Friendship

LEVEL

Tier 1

Potentially makes someone more tolerant of the caster.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
40% Max	10 Squares	Initiative		Altered Reality	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Special		SKL 3	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:

- Not required.

## 2 Benign Approach

LEVEL

Tier 1

Approach animals in a benign way to get close. No attacks

COST	RANGE	ROLL OUT	TIME	COLLECTION	OUTCOME
4 pts	10 Squares	5 Minutes	Hourglass	Natural Environment	Mundane
STACK	AoE	DURATION	ICON	SAVE COL	CLASS GROUPS
99	10 Squares	1 Hour	Clock	none	HNT

714-



Created by BING AI

### Details:

- Allows the hunter to get closer to a animal in a benign way than a non-hunter could.
- Hunter spends 20 minutes to evaluate and prepare the approach.
- During the rollout (prep time) and the duration the hunter stays focused,
  - Hunter must not be involved in anything other than minor activities.
- Using this skill takes entire round (No Attack).
- The Hunter is expected to use:
  - natural materials to blend with,
  - calm slow movements,
  - non-invasive actions,
  - contact with the surrounding flora.

### WHAT THIS DOES:

- Does use knowledge about the animal regarding:
  - Line of sight for approach,
  - Sounds likely to cause alarm and less alarm,
  - Scents which signal danger,
  - Movements kept to a calm non-aggressive nature.
- Does allow Hunter to get twice as close to a creature as normal.
- Does get affected by how aware/skittish the creature is by nature.
- Does require a SKL2 Save to approach the creature.
- Does require the Hunter to move very slow. Half the normal movement.
- Does take the entire round to move the half distance.
- Does stay in effect if the TARGET MOVES CLOSER than 3 squares to the Hunter.

### WHAT THIS DOES NOT DO:

- Does NOT give any reasonable defense vs attacks.
- Does NOT work as a camouflage only skill, but may include very limited camouflage.
- Does NOT work when there is no vegetation to blend with.

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8

### Focus Items and/or Kits:

- Not required.

## 2 Plant Healthy Growth

LEVEL

Tier 1

Promotes normal healthy growth.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Notes normal healthy growth.	1 Hour		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	4x4 Sq's	Permanent		none	SYL

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Created by COPILOT

### Details:

- Natural plants will grow as if they were within the best of conditions.
- Caster is not able to move about while casting.
- Dried Infused Oak with the dried remains of Ivy Runners

### WHAT THIS DOES:

- Does allow new growth to progress as if it were in the best conditions.
- Does plants grow within 2 hours as if 4 weeks had passed.
- Does allow healthy plants to grow from/past unhealthy parts.

### WHAT THIS DOES NOT DO:

- Does remove or inhibit infestations.
- Does negate weather conditions.
- Does allow the caster to move during casting.
- Does allow for multiple castings in a row,
  - Any subsequent casts within AOE will not work.

### Bonds and Connections

- No connection.

### Counter:

No Counter Available.

### Creations:



Healthy Plant Growth Powder

- 2 weeks of growth in 2 hours.
- SYL: 4 weeks of growth in 2 hours.
- Need: Campfire, 24 SP, 4 Hrs.  
Beetleroot, Ethereal Grass, Oak Ash, Rich Soil.
- Market: 9 Max, Buy:30 GP, Sell:10 GP.



### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	AoE X2	6
20	AOE X4	20



### Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Removes non-magical infestations within the AOE.
- Heals 1d4 of damage to Plant/Flora based creatures.

## 2 Remove Plant Disease

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 Squares	10 Minutes		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
0	4x4 Squares	Permanent		SKL 2	SYL

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Created by COPILOT

**Details:**

- Caster is able to move about as they cast.

**WHAT THIS DOES:**

- Does remove plant non-magic diseases and infestations.
- Does affect monsters that are plants.
- Does require a passing Save.

**WHAT THIS DOES NOT DO:**

- Does NOT negate weather conditions.
- Does NOT remove magical diseases or infestations.

**Bonds and Connections**

- No connection.

**Counter:**

No Counter Available.

**Creations:**

Plant Disease Powder

- AoE: 2x2, Magic Save:3 to remove.
- SYL: RM:2 to remove.
- Need: Campfire, 12 SP, 8 Hrs.
- Bittercress Leaf, Swamp Grass, Kale Leaf.
- Market: 9 Max, Buy:5 GP, Sell:3 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	AoE X2	6
14	Save -1 Col	8
20	AOE X4	20

**Focus Items and/or Kits:**

- Focus wand with crystal is NOT passive.
- Removes (including magical) diseases & infestations.

## 2 Impedance Trap-Create/Find/Remove

LEVEL

Tier 1

Trap that entangles or slows movement.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
6 pts	Touch	20 Minutes	Mechanicals	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
7	1x2 Squares	Until Triggered	AGL 3	GM ROG



Created by COPILOT

### Details:

- Rogue places and sets a single use trap.
- Removing a single impedance trap costs the original SP of 4 plus 16, total of 20.
- Finding all mundane traps within the AoO costs 4 SP plus 8, total of 12.
- Rogues Kit has enough materials for 7 traps.
- If traps are excessively created GM is encouraged to roll survival of the oldest ones.

### WHAT THIS DOES:

- Does allow the Rogue to choose the placement.
- Does allow the Rogue to use enhancements to upgrade the impedance trap.
- Does allow a reduction in the SP used (-2) if the trap is faked or very visible.
- Does require the rogue to maintain concentration during the rollout,
  - Creation of trap,
  - Locating the trap,
  - Removing the trap,
- Does have the possibility that rogue may need to use this multiple times on one trap,
  - First to locate,
  - Then to remove.

### WHAT THIS DOES NOT DO:

- Does NOT allow the Rogue to add new enhancements after the trap has been finished.

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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



### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Save +1 Col	8
18	Duration X4	10



### Focus Items and/or Kits:

- Rogues Kit is required.

## 2 Apply A Field Bandage

LEVEL

Tier 1

[Cloth/moss, before healing]=1 attempt. Binds. HP+1.

715-



Created by BING AI

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
0 pts	Touch	Initiative		Healing and Rest	Mundane
STACK	AoE	DURATION		none	CLASS GROUPS
99	1 Creature	Permanent			HNT

**Details:**

- This is an unclean rough attempt to apply first aid.
- require some sort of cloth or moss to act as a bandage.
- Use of Hunter Kit (Out of battle) gives an additional +2 HP.

**WHAT THIS DOES:**

- Does require a Hunter to create the bandage prior to it's use.
- Does have the desired effect regardless who uses the bandage.
- Does bind a wound non-magically and adds +1 to HP.
- Does work even if the target has already been bound in a mundane way.

**WHAT THIS DOES NOT DO:**

- Does NOT work if the bandaged person has already been healed with magic during this battle.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16


**Focus Items and/or Kits:**

- Using a kit gives an additional +2 HP.
- This does NOT apply if done in battle.

## 2 Feather Bed

LEVEL

Tier 1

A feather bed for 2 appears.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	2 Minutes		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1x2 SqS	12 Hours		none	STM

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Created by COPILOT

### Details:

- Caster creates a soft sleeping area.

### WHAT THIS DOES:

- Does continue even once the caster is out cold, asleep, etc...
- Does protect against cold weather, but not freezing.

### WHAT THIS DOES NOT DO:

- Does NOT create any objects,
  - No blanket, bed, feathers, etc.
- Does NOT give comfort to more than 2 persons.
- Does NOT change any properties of the surrounding ground/area,
  - Only a creature lying down will notice a comfortable difference.
- Does NOT enhance a sleeping area beyond the bed.

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	AOE +50%	12
12	Rollout Init	12

### Focus Items and/or Kits:



- Focus ring with crystal is NOT passive.
- Allows 1 spell to affect 2 areas,
  - Two separate AOE's of 1x2 SqS.

## 2 Heal Sickness

LEVEL

Tier 1

Target can Save (@ - 1 Col) right away instead of morning.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	2 Squares	1 Minute		Healing and Rest
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Target	Instant		HTH 2 



Created by COPILOT

### Details:

- used to force a Health Save right away
  - instead of waiting for the next day to start.
- Save is done at 1 column lower than target's normal check.

### WHAT THIS DOES:

- Does allow target to roll a Health Save at one column lower than normal.
- Does allow target to roll the save right away (vs waiting for start of day).
- Does allow repeated spells to bring the target from Sickness III to no sickness.

### WHAT THIS DOES NOT DO:

- Does NOT have any effect on health issues other than Sickness I, II, and III.

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

#### Cure Sickness Potion



- Pass Save SKL:2 to cure sickness.
- STM: Pass SKL: >05 to cure sickness.
- Need: Campfire, 12 SP, 4 Hrs.  
Green Hemlock Ashes, Honeysuckle, Oak Leaves.
- Market: 9 Max, Buy:5 GP, Sell:1 GP.



### Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10

### Focus Items and/or Kits:

- Not required.

## 2 Healing Flames 1d4 HP per Tier

LEVEL

Tier 1

Roll 1d4. Flame damage x2. Healing x3. Save if self heal.

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Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	Initiative		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Recipient	Permanent		SKL 3	DOK

### Details:

- Roll 1d4. Dmg x2 then Heal x3
  - First roll the dice (1d4) and note the result,
  - Next, apply x2 rolled result as DAMAGE while it draws energy from the whole body,
  - Finally, apply x3 times the amount rolled result as healing to the wounds.

### WHAT THIS DOES:

- Does heal living creatures and plants.
- Does Has possibility of knocking Recipient out if their points drop below their threshold.
  - If below 1 HP the Recipient will black out and fall.
  - When back above 1 HP they will be able to rise again.
- Does have the possibility of killing a Recipient if their points drop too low.
- Does automatically 'bind' the wound. (Stop bleeding).
- Does allow the Caster to choose what Tier level to use.

### WHAT THIS DOES NOT DO:

- Does NOT heal anything not currently living,
  - Dead, undead, living dead.
  - Constructs, un-embodied life.
- Does NOT allow a person killed by the drop in points to automatically come back,
  - They would be dead.
  - Some sort of life reviving spell would be needed.

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:



#### Fire Balm

- Roll 2d4. x2 Damage. x3 Healing.
- DOK: +4 HP.
- Need: Campfire, 12 SP, 8 Hrs.
- Pcs of Flint, Wild Garlic Oil, Trench Mold.
- Market: 9 Max, Buy:16 GP, Sell:5 GP.

### Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
14	Range At 3 Sas	8
16	Healing +4	10



### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Gain a +1 HP to healing when cast through a focus.

## 2 Sleep

LEVEL

Tier 1

**Inactive persons. Save: pass = 1d6 hrs. Fail = Light sleep.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	4 Squares	1 Minute	Healing and Rest	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	1 Target	1d6 Hours	SNS 2	STM

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Created by COPILOT

### Details:

- Can possibly push an inactive person into sleep.
- Sleep can still be interrupted by normal external, mundane means.
  - Examples include loud noises, moving the Target, etc.
  - Extra saves may be needed based on situation.
- If a Target falls asleep due to this spell the Target cannot wake self.

### WHAT THIS DOES:

- Does give complete rest to the Target if they continue sleep for 6+ hours.
- Does allow the Target to roll a Save.
  - Failure means Target falls into a light sleep.
  - Success means the GM rolls a d6 to see how long the Target remains asleep.

### WHAT THIS DOES NOT DO:

- Does NOT have any effect on an active person.
- Does NOT stop an affected Target from being woken up.
- Does NOT create a light that draws attention unless all other areas are pitch black.

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
14	Stacking +1	8

### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Makes the Save one column worse for the Target.

## 2 Triggered Forced Healing 2d8

LEVEL

Tier 1

Dmg triggers 2d8 rolled. Dmg first, then 2x Healing.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
6 pts	Self	1 Hour		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Caster	3 Days		none	ORX-SYL-STM-EOL



Created by COPILOT

### Details:

- This is a delayed forced healing.
- once triggered by taking damage the spell enacts.
- Caster rolls a 2d6 and notes the result.
- Next, the caster applies the results as damage to themself.
- Lastly, the caster applies twice the result as healing to themselves.
- This spell may be used to place temporary magic on a high quality gem.
- Once damage has been taken this spell enacts.

### WHAT THIS DOES:

- Does stay in effect until duration is over or is used.

### WHAT THIS DOES NOT DO:

- Does NOT allow the caster to choose not to use it.
- Does NOT allow multiples of this spell to be used beyond the stacking limit.

### Bonds and Connections

- No Nae'Em connection.



### Counter:

LVL: 1 Rollout Interruption

### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	Healing +4	10
18	Duration X4	10

### Creations:



Triggered Forced Health Draught

- 2d6 rolled. Damage then 2x in Healing.
- SYL-STM-EOL: Heal +4 HP.
- Need: Kitchen/Lab, 20 SP, 4 Hrs.
- Bear Bones, Quick silver, Dried Thistle.
- Market: 9 Max, Buy:12 GP, Sell:8 GP.



### Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Allows the stacking limit to become 2, instead of 1.

## 2 Hot Conversations

LEVEL

Tier 1

Audio visual fire to fire Nae'Em. Small item pass through.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	PMP	2 Rounds	2 <sub>RDS</sub>	Communication	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	2 Fires	20 Minutes	Hourglass	none	DOK



Created by COPILOT

### Details:

- This spell is officially classified as a Scrying variation spell.
- This is used to create a communication spot.
  - Another spot must have already been created by the Caster in order to communicate to it.
  - It is up to the Player to track the number of spots that have been created.
- First casting sets up the Communication Spot and does not require a fire.
  - However a byproduct of this spell causes a small fire, akin to a campfire.
  - Note that the creation of a campfire could be an effective cover story to use.
- Flames of fire used by Caster to communicate must be large enough to profile Caster's face.
- As long as the fires continues on both ends the spell will continue until Duration ends.

### WHAT THIS DOES:

- This does create a Communication Spot,
  - Another spot must have already been created by the Caster in order to communicate to it.
  - It is up to the Player to track the number of spots that have been created.
- Does allow the passing through of a single object.
  - This object must be able to fully fit within the Caster's closed hand.
  - There must be someone on the other side to receive the item.
- Does allow the recipient at the other fire to hear the Caster as if they are 1 square apart.
  - Anyone close enough to either fire might be able to overhear the conversation.

### WHAT THIS DOES NOT DO:

- Does NOT cause any fire damage to the Caster.
- Does NOT transport anything bigger than an item that can fit within the Caster's closed hand.
- Does NOT allow the passing through of an item without someone on the other end to take it.



### Bonds and Connections

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



### Counter:

LVL: 1      Same Spell

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8



### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Pass a small item w/o a recipient on other end.

## 2 Connect With A Fighter

LEVEL

Tier 1

4 Days casting creates a permanent bond. Limited to PMP.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	PMP	2 Days		Nae'Ems	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
2	1 Recipient	Permanent		none	STM

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Created by COPILOT

### Details:

- Limited: Both people must be on the same plane for this to work.

### WHAT THIS DOES:

- Does create a Permanent mental bond allows either party to initiate and/or accept.
- Does support 2 (See Stack) connections to Fighters.
- Does allow the Focus ring to have healing spells to be cast unseen through the Nae'Em.

### WHAT THIS DOES NOT DO:

- Does NOT have any function/effect when the caster and Fighter are not on the same plane.
- Does NOT continue (Is removed) by Arcane (Ancient Magic).
- Does NOT send any tactile, olfactory, or audible senses.
- Does NOT send any mental images.

### Bonds and Connections

- This is a Nae'Em connection with a person (Fighter).

### Counter:

LVL: 1 Rollout Interruption

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
1	Fake Effort	-2
4	Aura Brightens	-2
6	Subtle Casting	4

### Focus Items and/or Kits:

- Focus Ring with crystal is NOT passive.
- Can cast Healing spells through the Nae'Em.

## 2 Connect With A Hunter

LEVEL

Tier 1

4 Days casting creates a permanent bond. Same Plane.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	1 Square	2 Days		Nae'Em	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
2	1 Recipient	Permanent		none	SYL



Created by COPILOT

### Details:

- Limited: Both people must be on the same plane for this to work.

### WHAT THIS DOES:

- Does create a Permanent mental bond allows either party to initiate and/or accept.
- Does support 2 (See Stack) connections to Hunters.
- Does allow the Focus ring to have healing spells to be cast unseen through the Nae'Em.

### WHAT THIS DOES NOT DO:

- Does NOT have any function/effect when the caster and Hunter are not on the same plane.
- Does NOT continue (Is removed) by Arcane (Ancient Magic).
- Does NOT send any tactile, olfactory, or audible senses.
- Does NOT send any mental images.



### Bonds and Connections

- This is a Nae'Em connection with a person (Hunter).

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8



### Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Can cast Healing spells through the Nae'Em.

## 2 Dispel Magic Spell

LEVEL

Tier 1

List of spells that can be affected are in the Full Description list.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	4 SqS	6 Minutes		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Item	Permanent		SKL 1	EOL-ORX

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Created by COPILOT

### Details:

Spells that are countered by Dispel Magic Spell:

- |                                     |   |
|-------------------------------------|---|
| 1 -Camp Perimeter Shock             | 8 -Dimension Personal Hideaway            |
| 3 -Summon Astral Beast of Burden    | 8 -Circle of Protection vs Undead         |
| 3 -Gathering The Darkness           | 9 -Search for Focus Item                  |
| 3 -Protect Fighter vs Ranged/Thrown | 9 -Dimensional Containment                |
| 4 -Shadow Dome                      | 10-Charged Fencing - Two Sides            |
| 4 -Shadow of the Magi               | 10-Project Astral Image Within PMP        |
| 6 -Cleansing Fire                   | 12-Circle of Expulsion of Ethereal Crtrs. |
| 7 -Strumos Waystation               | 22-Living Statue                          |
| 8 -Scry on Imp Spy                  |   |

### WHAT THIS DOES:

- Does require both the caster and the GM to roll Saves.
- Does set the Casters Save Column to 1.
- Does require the GM to determine the Save Column based on the nature of magic of the item.
- Does affect any spells that have a Duration that is NOT permanent.

### Comparison process:

- Caster rolls a Save and determines how close they are to passing,
  - Caster might be xx amount OVER the needed Save or XX under the needed Save.
- GM must FIRST determine the Save Column based on the item.
  - GM then rolls a Save and determines how close they are to passing,
  - GM might be xx amount OVER the needed Save or XX under the needed Save.
- Casters and GM results are compared,
  - If the casters result is higher then item's magic has been dispelled,
  - If the GMs result is higher OR equal the magic stays as is.

### WHAT THIS DOES NOT DO:

- Does NOT ensure the caster is safe from side effects or curses.
- Does NOT affect any magic/spells that are non-permanent.

### Bonds and Connections

- No Nae'Em connection.



### Counter:

LVL: 1 Rollout Interruption

### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
18	Range X4	10

### Creations:



Scroll of Dispel Magic (Temp)

- RM:3 to temporarily dispel magic for 4 hours.
- Casters: RM:2 to dispel for 1 day.
- Need: Kitchen/Lab, 20 SP, 2 Days.
- Astrl spcks, Etherl grass, Obsid shard, Trnch mold.
- Market: 9 Max, Buy:85 GP, Sell:18 GP.



### Focus Items and/or Kits:

- Focus item with crystal is NOT passive.
- Rollout = 2 Rounds

## 2 Know Your Name

LEVEL

Tier 1

Locally known name of the person

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	20 Squares	Initiative		Find or Reveal
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	1 Target	Instant		none



Created by COPILOT

**Details:**

- Caster learns the name the target would use in the situation.
- If 'Bob' is known as 'Muscles' where the group currently is,
  - then 'Muscles' would be revealed.

**WHAT THIS DOES:**

- Does allow the caster to see a bit of the target's magical essence.
- Does reveals the name the target is known by in the situation.

**WHAT THIS DOES NOT DO:**

- Does NOT reveal codenames or ranks,
  - unless the person is routinely called by codename or rank.
- Does NOT reveal any other names.



**Bonds and Connections**

- This Is an Nae'Em connection with a person.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Range +50%	6
12	Range X2	8

**Focus Items and/or Kits:**

- Not required.

## 2 Orix View Sign Posts

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	8 Squares	2 Minutes		Find or Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1x1 Sq Sphere	30 Minutes		none	ORX

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ORIX Icon

**Details:**

- Caster is able to see any sign posts in range.
- All the signs on the post are readable as well.

**WHAT THIS DOES:**

- ... reveal the words on the signs.
- ... allow the caster to be able to read the sign as if it were written in common.

**WHAT THIS DOES NOT DO:**

- ... allow the caster to alter the signs or sign post.

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
6	Subtle Casting	4
9	Duration +50%	6
9	Range +50%	6
10	Rollout Halved	6
12	Range X2	8
14	Duration X2	8
18	Range X4	10
20	AOE X4	20

**Focus Items and/or Kits:**

## 2 Ribbon Horse

LEVEL

Tier 1

Self w/carried items.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	1 Square	4 Minutes 	Traveling (PMP)	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1 Per Tier	1 Ribbon Horse	8 Hours 	none	SYL

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Created by COPILOT

**Details:**

- An obviously magical horse figure is created out of brownish light.

**WHAT THIS DOES:**

- Does carry the caster and their items listed in the character sheet.
  - Items that not fitting/listed in their proper area won't be carried.
- Does continue seamlessly if cast within the last 5-10 minutes of current duration.
- Does AoE=2 targets means 2 ribbon horses will be created,
  - Second ribbon horse will carry a recipient and personal belongings.

**WHAT THIS DOES NOT DO:**

- Does NOT carry items that can not be listed in their proper char sheet area
  - will not be carried.
- Does NOT stay empowered if the rider is farther than 3 squares away.
- Does NOT have any extra storage capabilities.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	AoE = 2 Targets	10
20	Rollout Instant	16

**Focus Items and/or Kits:**

- Focus wand and crystal is NOT passive.
- The ribbon horse will now look like a real horse.
- SNS: 2 save is needed to see past the illusion.

## 2 Langstrom Cloak Pockets

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	1 Minute		Planar	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Worn Garment	1 Week		none	ORX

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ORIX Icon

**Details:**

- Allows the wearer of a cloak/Robe to create a dimensional pocket,
  - Pocket is on the inside of the garment.
- Inspection of the garment will reveal a seemingly mundane alteration.

**WHAT THIS DOES:**

- ... allow for 4 extra lines of inventory,
  - Items must be able to fit through a 6" opening.
- ... not show any indication during simple searches.
- ... any spell which reveals magic will indicate there is magic involved.

**WHAT THIS DOES NOT DO:**

- ... function with any garment that is not a cloak or robe.
- ... be affected by TIRO after casting has been done (RollOut completed).

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
12	Rollout Init	12
14	Duration X2	8

**Focus Items and/or Kits:**

- Focus XXXXX with crystal is NOT passive
- When used it will mask(hide) magic emanations

## 2 Walk Quietly

LEVEL

Tier 1

SKL roll varies based on burden and situation.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	Initiative		Urban Environment
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	Self	20 Minutes		 SKL VAR

790-



Created by BING AI

### Details:

- Non-rogues to attempt this same action:
  - Non-Rogue rogues must use the Non-Skilled Saves.

### WHAT THIS DOES:

- Does alter the Save roll based on burden,
  - No load (including packs & sacks) or heavy armor then no Save is required,
  - If carrying backpack and sack SKL:2,
  - Carrying standard packs & Sacks requires a standard Save.
  - Rogue can reduce the Save column by 1 by moving at 1/2 speed,
  - Non-Rogue armor raises the Save column by 2.
  - If Rogue is overburden to point of barely moving the Save column is set to >95.

### WHAT THIS DOES NOT DO:

- Does NOT have any effect if the Rogue wears metal armor.
- Does NOT have any effect if the Rogue is overburdened.
- Does NOT continue if the Rogue creates a loud/sudden sound.

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10

### Focus Items and/or Kits:

- Not required.

## 2 Hunters Hut (10 ppl)

LEVEL

Tier 1

**Stands for 2 days. Holds up to 10 people.**

713-



Created by COPILOT

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Touch	20 Minutes		Fences and Shelters
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
3	2x1 Squares	8 Hours		SKL 2

### Details:

- The shelter is a lean-to style with open ends
- Hunter can create it against a single or group of trees or convert a thicket like area
- If no materials are available then no points are spent
- Hunter will use SKL:2 to determine if shelter will hold for the whole duration
- People in the shelter with Sickness/Disease will heal 50% quicker
- Tier 3 Level 9 ability to increase the sturdiness / duration by 50%
- Tier 4 Level 10 ability to create (Rollout) in half the time
- Tier 5 Level 17 ability to disguise and hide shelter from casual searches or night searches

### WHAT THIS DOES:

- Does allow hunter to Create a temporary shelter for up to 10 persons using available material.
- Does allow people in the shelter with Sickness/Disease will heal 50% quicker.
- Does Hunter will use SKL:2 to determine if shelter will hold for the whole duration.

### WHAT THIS DOES NOT DO:

- Does NOT take any points from the hunter if no materials are available.
- Does NOT allow hunter to make an ice, snow, or mud dwelling

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:



- If left up the shelter will fall after 2 days.
- Holds up to 10 people.

### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
17	Hidden	4



### Focus Items and/or Kits:

- Hunters Kit is NOT passive.
- AoE becomes 2x2 squares

## 2 Perimeter Safety

LEVEL

Tier 1

Creates noticeable sounds when stepped on.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	30 Minutes		Fences and Shelters	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3x8 Sq Perimeters	8 Hours		none	HNT

717-



Created by BING AI

**Details:**

- When area is crossed then sounds of snaps, breaks, etc.
- Heavy wind, rain, or snow makes the duration 4 hr.

**WHAT THIS DOES:**

- Does require the hunter to spend the 1 hour rollout time prep'ing the area.
- Does allow the hunter to create a square-wide perimeter
  - The perimeter is made of sticks, stones, leaves etc.

**WHAT THIS DOES NOT DO:**

- Does NOT stop a Hunter from traversing this area if they are using this skill.
  - Will not trigger the traps.
- Does NOT keep the duration of 8 hours during a storm,
  - Duration then becomes 4 Hours.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Damage X2	12

**Focus Items and/or Kits:**

- Not required.

## 2 TIRO: Garish Pup Tent

LEVEL

Tier 1

xThe Caster creates a colorful tent.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	8 Squares	1 Minute		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1x2 Squares	8 Hours		none	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:

- Not required.

## 2 Crack in the Wall

LEVEL

Tier 1

Caster & 1 other person moves into a visible crack.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	2 Squares	Initiative	 Hide or Obscure	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	Caster+Guest	5 Rounds	 none	EOL



Created by COPILOT

**Details:**

- Magically widens a crack far enough for mansized creatures to pass.
- Opens to a small Ethereal space, just large enough to cram 2 persons in.
- The Ethereal space is not connected with the entire Ethereal plane.

**WHAT THIS DOES:**

- Does allow the caster in first and then one other.
- Does hold the persons in an Ethereal space.
- Does have the portal remain open from the caster's initiative to the end of the round.
  - Due to the short time it is open does NOT allow for more than 2 persons.
- Does allows from inside the crack,
  - a seamless recasting of this spell,
  - spells with the category of 'Life/Death/Health' can be cast as well.

**WHAT THIS DOES NOT DO:**

- Does NOT inhibit the second person,
  - Friend or foe can attempt to be the second person.
- Does NOT hold the persons or contents in after the spell ends.
  - Persons/contents spill out if there is not a controlled exit.
- Does NOT allow attacks from outside to the inside of the crack in rounds 2 and 3.
  - This is due to the portal closing.
- Does NOT allow a person to straddle the line between the PMP and the Ethereal plane.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Focus orb with crystal is NOT passive.
- When in the hiding place caster can cast spells.

### 3 Improve Resist & Skill Saves

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	6 Minutes		Class Specialty	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Caster	2 Hours		none	ORX

474-



ORIX Icon

**Details:**

- Some Saves are made easier to pass.
- Use of "AOE = 2 Targets" requires one of the two is the caster.

**WHAT THIS DOES:**

- ... adjust the target's Resist Save with a benefit of 5%.
- ... adjust the caster target's SKL Save with a benefit of 5%.

**WHAT THIS DOES NOT DO:**

- ... adjust any other Saves.

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
18	Duration X4	10

**Focus Items and/or Kits:**

- Changes the benefit to 10%,  
- Original RSS Save bonus of 5% with additional  
5% from Focus Item

### 3 Repair Undead/Living Dead

LEVEL

Tier 1

Max gain of SP set to 20 SP per day.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
-2 pts	Touch	1 Minute		Class Specialty	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Permanent		none	DOK



Created by COPILOT

#### Details:

- Allows the Dokour to gain energy from the darker side.
- Remember, if skeletons are engaged into battle they might not stop on command.

Note from 9/22 game:  
alkdjkf1 ajklds fjkclasdjk flasj dfl

#### WHAT THIS DOES:

- Does heal the target for 1d6 if they are undead or living dead.
- Does potentially regenerate 2 SP to the caster.
- Target must be not at full strength.
- Maximum the caster can gain is 2 SP per casting and 20 SP per day.

#### WHAT THIS DOES NOT DO:

- Does NOT have any effect on anything but undead and living dead.

#### Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 1 Rollout Interruption

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Range At 3 Sas	8
18	Range X4	10



#### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Caster does not contract sickness/disease from the target.

### 3 Mental Alarm Clock

LEVEL

Tier 1

Set time to wake and wake at that time. 1 Rd to clear head.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	10 Minutes		Utility or Misc	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	18 Hours		none	FTR-HNT

703-



Created by COPILOT

**Details:**

- Can only be used during normal sleep.

**WHAT THIS DOES:**

- Does require 10 minutes of prep time.
- Does require the character to view the surroundings to understand what it's normal sounds are.
- Does allow the character to be fully awake the next round from waking.

**WHAT THIS DOES NOT DO:**

- Does NOT take effect if character is exhausted.
- Does NOT have any effect versus sleep enforced by magic.

**Bonds and Connections**

- No Nae 'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8

**Focus Items and/or Kits:**

- Not required.

### 3 Disengage

LEVEL

Tier 1

Before Init. Move straight 1-3 sq. Save to avoid. Attk=0.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Battle Defense	Mundane
STACK	AoE	DURATION	1 RDS	SAVE COL	CLASS GROUPS
1	2-3 Squares	1 Round		none	FTR



Created by COPILOT

**Details:**

- This alteration of attacks must be stated BEFORE initiative is rolled.

**WHAT THIS DOES:**

- Does require the fighter state their intention to use this skill BEFORE INITIATIVE.
- Does allow the fighter to move backward in a straight line up to 3 squares.
- Does require the fighter not attack in any way.
- Does bonus the fighter with a +4 to AC,
  - The improved AC stays with the fighter for a full battle cycle.
- Does allow the fighter to a bonus when saving due to an AOO,
  - The fighter may use either BRU:2 or AGL:2 to avoid AOO's.

**WHAT THIS DOES NOT DO:**

- Does NOT allow the fighter to backup using a curved path.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Duration X2	8

**Focus Items and/or Kits:**

- Not required.

### 3 Protect Fighter vs Ranged/Thrown

LEVEL

Tier 1

Recipient gains +2 vs ranged/thrown attacks.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	8 Squares	Initiative		Battle Defense
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	1 Recipient	4 Hours		none

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Created by COPILOT

#### Details:

- Recipient gains +2 to AC vs ranged attacks.
- Recipient gains +2 to AC vs thrown attacks.

#### WHAT THIS DOES:

- Does aid a recipient that has:
  - A Fighter Class and,
  - A Nae'Em spell connected to the caster.
- Does surround the recipient (1 Square only)
- Does move with the recipient.

#### WHAT THIS DOES NOT DO:

- Does NOT function if the recipient covers more than 1 Square.
- Does NOT function if the recipient is not willing.
- Does NOT be combined with other spells which surround 1 Sq.
  - For example: Heat Wave Wall, etc
- Does NOT give any benefit to AC vs melee.



#### Bonds and Connections

- This Is an Nae'Em connection with a Fighter.



#### Counter:

LVL: 1      Dispel Magic Spell

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Range X2	8
14	Duration X2	8



#### Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- AC bonus is +4

### 3 TIRO: Armor of Light

LEVEL

Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	Self	1 Minute		Battle Defense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	4 Hours		none	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.

**Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

**Focus Items and/or Kits:**

- Not required.

### 3 Wind Wall For Nae'Em Hunter

LEVEL

Tier 1

Wind storm gives AC+2 vs Ranged/Thrown. (Not Melee)

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 Sqs / Tier	Initiative		Battle Defense	Magical
STACK	AoE	DURATION	4 <sub>RDS</sub>	SAVE COL	CLASS GROUPS
1	1 Recipient	4 Rounds		none	SYL

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Created by COPILOT

#### Details:

- Recipient gains +2 to AC vs Ranged and Thrown attacks.

#### WHAT THIS DOES:

- Does aid a recipient that is;
  - A Hunter Class or Hybrid Hunter Class,
  - Has a Nae'Em bond connected to the caster.
- Does surround the recipient (1 Square only)
- Does allows casting in and out of the wall.
- Does move with the recipient.

#### WHAT THIS DOES NOT DO:

- Does NOT function if the recipient covers more than 1 Square.
- Does NOT function if the recipient is not willing.
- Does NOT allow recipient to move into (crowd) an occupied square.
- Does NOT be combined with other spells which surround 1 Sq.
  - For example: Heat Wave Wall, ...



#### Bonds and Connections

- This is a Nae'Em connection with a person.



#### Counter:

LVL: 1      Same Spell

#### Creations:

- No creations. Usable only as the action.

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Range X2	8
14	Duration X2	8

#### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Rollout is Instant.

### 3 Take Point

LEVEL

Tier 1

**Self: 30ft in front. Grp:No suprize. Init+2 in 1st round.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Minute		Battle Actions/Prep	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	6 Squares	Up To 1 Day		SNS 2	ROG



Created by BING AI

**Details:**

- NOTE: a surprise round is round #0
- Point person can prevent the party from being surprised.

**WHAT THIS DOES:**

- Does allows point person to move ahead of the group and prevent surprise attacks,
- Does allow the point person to provide the party a +2 Initiative in first round.
- Does require the point person to roll a Save when attempting to avoid surprise.
- Does continue to work as expected even if methods are used to look ahead of the point person.
  - For instance, scrying spells, or pets that do NOT bring major attention.

**WHAT THIS DOES NOT DO:**

- Does NOT allow enough time and forwarning to avoid encounters entirely.
- Does NOT help if the point person is unaware.
  - Doubletimed,
  - Dazed, Stunned,
  - Intense conversation,
  - full group sleeping,
  - Exhausted.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	AOE X2	6
20	AOE X4	20

**Focus Items and/or Kits:**

- Not required.

### 3 Charge - Rogue

LEVEL

Tier 1

Move x2, Min 4 sqs. Init+10. ToHIT+8. Dmg+8. AC-4.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Move x2	Initiative	Battle Offense	Mundane
99	1 Target	1 Round	1 RDS	none

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Created by COPILOT

#### Details:

- The rogue races forward to deliver an intimidating hit.
- No other attacks may be attempted,
  - This is counted as an 'Extra' attack,
  - No other "Extra" attacks allowed in same round.
- Charge attacks to the flank are recommended for the Rogue.
- If skill is claimed before initiative rolled then Initiative bonus +10 is applied,
  - If not, then skill can be used without the Initiative bonus.
- May incur AoO's during charge.

#### WHAT THIS DOES:



- Does requires the rogue to move in a straight uninterrupted line to the target,
  - The rogue is not allowed to reach the target then pivot. It must be straight on.
  - It must be a minimum of 4 squares and a maximum of twice the movement allowance.
  - 'Range +50%' enhancement (8 pts) sets maximum to three times standard movement.
- Does allow rogue to gain +8 ToHIT and +8 Damage, but limited to a maximum of 1 attack.
- Does require the rogue to downgrade their armor by 4 (AC-4).

#### WHAT THIS DOES NOT DO:

- Does NOT allow more than 1 attack in a charge round.
- Does NOT inhibit the rogue from becoming the target of others AoO while charging.

#### Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 1      Set For Charge

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Damage +50%	8
9	Range +50%	6

#### Focus Items and/or Kits:

- Not required.

### 3 Heat Metal Armor

LEVEL

Tier 1

Four rounds cumulative: AC/Init/ToHIT @ -1.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	12 Squares	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION	4 RDS	SAVE COL	CLASS GROUPS
3	1 Target	4 Rounds		none	DOK

300-



Created by COPILOT

#### Details:

- Heats metal bits on arms and armor of the target,
  - this interferes with normal battle routines.
- Effects,
  - Round 1: Initiative -1 Ac -1 ToHIT -1
  - Round 2: Initiative -2 Ac -2 ToHIT -2
  - Round 3: Initiative -3 Ac -3 ToHIT -3
  - Round 4: Initiative -4 Ac -4 ToHIT -4
- As a breakable it requires a direct ToHIT.

#### WHAT THIS DOES:

- Does causes the target to adjust some battle stats:
  - AC-1, Init-1, ToHIT-1.
- Does require a direct throw,
  - No lobbing allowed due to force needed to break.

#### WHAT THIS DOES NOT DO:

- Does NOT deal any direct damage.
- Does NOT damage the metallic components in any way.
- Does NOT does not ignite anything, even if it is flammable.
- Does NOT work if the caster is not able to continue,
  - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

#### Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 1      Same Spell

#### Creations:



##### Enflame Metal Armor

- 3 Rds, AC/ToHIT reduced 1 per rd. Dist:6.
- DOK: Distance: 12.
- Need: Campfire, , 4 Hrs.
- Coal Tar, Marsh Daisy Chicken, Trench Mold.
- Market: 9 Max, Buy:12 GP, Sell:9 GP.

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Duration X4	10



#### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Initiative, AC, ToHIT 1 point worse than round shows.

# 3 Shield Bash (Odd rounds)

LEVEL

Tier 1

Sm, Med, Lg Shield. Odd Rd. HIT+4. Dmg:Shld AC+STR.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	1 Square	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION	1 RDS	SAVE COL	CLASS GROUPS
1	1 Target	1 Round		none	FTR

687-



Created by COPILOT

#### Details:

- Extra attack for odd rounds only.
- If a critical or blunder is rolled use Blunt column.
- Must be a single target within 1 square.

#### WHAT THIS DOES:



- Does allows the fighter bonuses of:
  - +4 ToHIT,
  - Damage is equal to the Shields Front AC bonus + STR Bonus.
- Does requires the shield used to be larger than a buckler.

#### WHAT THIS DOES NOT DO:

- Does NOT allow other attacks flagged as 'Extra' allow in same round.
- Does NOT allow this skill to be used WITH a Charge attack.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
17	Damage +8 / die	16

#### Focus Items and/or Kits:

- Not required.

### 3 Surprise Throw

LEVEL

Tier 1

Init+15. ToHIT+6. Dmg=Crit. Only 1 attack. NON-battle.

COST	RANGE	ROLL OUT	NOW	COLLECTION	OUTCOME
4 pts	1 Sq / Tier	Pre-Battle Instant		Battle Offense	Mundane
STACK	AoE	DURATION	1 RDS	SAVE COL	CLASS GROUPS
99	1 Melee Target	1 Round		none	ROG

673-



Created by COPILOT

#### Details:

- May use any Thrown weapon allowed to character.
- This a class of attack called 'Surprise'.
- Other character classes may also have 'Surprise' attacks.
- 'Surprise' attack can only be started while not in battle yet.
- A single char's 'Surprise' attack may start a round 0 for entire party.
- If there are 'Surprise' attacks by both sides,
  - The group that has the char with the highest adjusted Initiative goes,
  - The other group will not be able to attack at all until round 1.

#### WHAT THIS DOES:



- Does gain an Initiative Bonus of +15,
- Does gain a ToHIT Bonus of +6.
- Does require a thrown weapon that is single handed.
- Does allow the Rogue to apply improved damage:
  - Roll 1d100 on the Critical Chart Blade column
  - Note that Knock backs are possible.

A surprise Thrown attack is done before battle is started. Which will create a round 0. Rogue gains +15 Initiative and +6 ToHIT. Also, Damage is rolled on the Critical chart. If other Surprise attacks happen, the highest rolled Init wins and others fail to happen.

#### WHAT THIS DOES NOT DO:

- Does NOT override Spells that enhance ToHit or Damage,
  - therefore you can add the benefits of spells and this together

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Damage +50%	8
14	Damage X2	12

#### Focus Items and/or Kits:

- Not required.

# 3 TIRO: Quick Push!

LEVEL

Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
40% Max	4 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Recipient	Instant		BRU 2	TRO



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:**

- Not required.

# 3 Blunder Reroll

LEVEL

Tier 1

**One Use.** Disregards the first Blunder roll and rolls again.

COST	RANGE	ROLL OUT	NOW	COLLECTION	OUTCOME
4 pts	Self	Instant	NOW	Battle Reaction	Mundane
STACK	AoE	DURATION	NOW	SAVE COL	CLASS GROUPS
1	1 Blunder	Instant	NOW	none	ROG



Created by COPILOT

**Details:**

- If the Rogue rolls a Blunder they can roll again.

**WHAT THIS DOES:**

- Does have the ability to reroll a Blunder,
- but must keep the reroll.

**WHAT THIS DOES NOT DO:**

- Does NOT allow Rogue to use this skill multiple times in 1 round.

**Bonds and Connections**

- No Nae 'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

**Focus Items and/or Kits:**

- Not required.

# 3 Distraction

LEVEL

Tier 1

Draws aggro or distract a crowd, continued up to duration

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	In Sight	Initiative		Battle Reaction
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	In Sight	Up to 30 Min	 SNS >05 	ROG



Created by COPILOT

**Details:**

Melee: Becomes the center of attention drawing 1 attacker attention toward Rogue , Character must actively try to draw attention and cannot be performed from the flank, Limits Rogues to half normal movement and to only 1 attack. Rogue rolls SNS:2 and distracts the target if roll is above 05, Targets AC is dropped for the round by 2, Rogue does NOT distract the target if the roll is under 06.

**WHAT THIS DOES:**

Non-Melee:

- Does due to more time target gets a Save of SNS:3,
- Does failure means target is not distracted
- Does Target may be distracted but still be aware something happened.

GB:

First consider if the COUNTER of distraction might replace this.

Copy and paste from #1 area to #2 area needs to be broken up and present 2 separate infos.

Limits should be put in area #3

**WHAT THIS DOES NOT DO:**

DIFFERENCE BETWEEN THIS SKILL AND THE COUNTER SPELL CALLED DISRUPTIVE FACTOR:

THIS WILL NOT COUNTER MOST THINGS, BUT CAN DRAW AGRO OR ATTENTION.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
18	Duration X4	10

**Focus Items and/or Kits:**

- Not required.

### 3 Invoke Temporary Imp

LEVEL

Tier 1

Image of mini caster. HP:12 Attk:sx1x1 Dmg:1d2

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	8 Squares	1 Hour		Summon or Send	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	PMP	1 day / Tier		RM 2	DOK

901-



Created by COPILOT

#### Details:

Noteworthy info: Caster loses a bit of weight (Mass) in order to create this.

Emerges out of a flame. Imp is about 3 inches high (7.6 cm).  
 Imp has same skin color, hair color/style, and race (Miniaturized) as caster.  
 HP:12. SP:0 Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.

MOVE: Run= 3 Squs. Flight= 7 Squs (4 Squs above land or lava).

Fairly intelligent. Can work to avoid being noticed and can plan and hide.

#### WHAT THIS DOES:

- Does create a creature that closely resembles the caster,
  - except is only 3 inches high (7.6 cm).
- Does make a temporary but noticeable magical flame during the creation.
- Does allow the Imp to carry 10 lines of inventory.

#### WHAT THIS DOES NOT DO:

- Does NOT give the imp all of the abilities of the caster.
- Does NOT make a mundane flame during creation,
  - the creation flame will not burn items in or around it.



#### Bonds and Connections

- This is a Cae'Em connection with a construct.



#### Counter:

LVL: 1 Rollout Interruption

#### Creations:

- No creations. Usable only as the action.

#### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
18	Range X4	10



#### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Can alter skin color to another natural color.
- Can alter race, hair color and style.

### 3 TIRO: I Have Your Item!

LEVEL

Tier 1

snatches item. Mgc armor: -1 Col.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	4 SqS	Initiative		Summon or Send	Mundane
STACK	AoE	DURATION	1 RDS	SAVE COL	CLASS GROUPS
99	1 Item	1 Round		RM 1	TRO

419-



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:

- Not required.

# 3 Breath Water

LEVEL

Tier 1

Breath water but no talking.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	5 Minutes		Altered Reality	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
9	1 Creature	1 Day		none	SYL



Designed by Copilot

#### Details:

- This spell can be counters by another casting of this spell.
- Touch Range is required.

#### WHAT THIS DOES:

- Does allow the recipient to breath normally while under water.
- Does end once the recipient breaths normal air again or the duration has expired,
  - Whichever comes first.
- Does require the recipient to begin submersion within 5 rounds (30 sec) of casting.

#### WHAT THIS DOES NOT DO:

- Does NOT work on any creature that is forced to submit to the spell.
- Does NOT protect the recipient from any sort of tainted water.
- Does NOT allow verbal communication when breathing water.

#### Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 1      Same Spell

#### Creations:



##### Water Breathing Leaf

- Consume to breath H2O. Duration: 2 Hrs.
- SYL: Duration: 8 Hours.
- Need: Campfire, 20 SP, 4 Hours.  
Seaweed, Honeysuckle, Sea water.
- Market: 9 Max, Buy:12 GP, Sell:6 GP.



#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10



#### Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Duration is increased 3 fold. (X3)

### 3 TIRO: 2 Rope Image

LEVEL

Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
10% Max	1 Rope	1 Minute		Altered Reality	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Rope	2 Hours		SKL 1	TRO

417-



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:**

- Not required.

### 3 Calm Animal

LEVEL

Tier 1

Hunter to Use Save col 2. Situation reduces Save col to 1.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	2 Squares	20 Minutes		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Animal	2 Hours		SKL 2	HNT



Created by COPILOT

#### Details:

Note: In-game 'Animals' are non-civilized creatures found in the real world.

- Some animals respond with fight/Flight quicker than others,
- Frightened targets will resist more,
- Circumstances may affect the Save Column,
- Some wild animals react poorly to entrapment,
  - attempts to calm may worsen things involving entrapped animals,
  - not ALL animals refuse to calm in an entrapped situation.
- During the rollout (prep time) and the duration the hunter stays focused,
  - Hunter must not be involved in anything other than minor activities.

#### WHAT THIS DOES:

- Does calm animals, even in towns.
- Does must use mannerisms, food, time.
- Does have a better effect with domesticated animals.
- Does require a SKL:2 save with wild animals.

#### WHAT THIS DOES NOT DO:

- Does NOT require a save with a domesticated animal.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
14	Duration X2	8

#### Focus Items and/or Kits:

- Not required.

### 3 Hunt/Fish/Gather

LEVEL

Tier 1

Hunt/fish/gather once per day for 9 hours. D6 per Tier.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	9 Hours		Natural Environment
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	20x20 Squares	Rollout		none

725-



Created by COPILOT

#### Details:

- Roll a d6 per Tier for number of meals acquired.

#### WHAT THIS DOES:

- Does enable the Hunter to hunt, fish, or gather once per day.
- Does allow the hunter to roll a d6 per Tier for number of meals acquired.

#### WHAT THIS DOES NOT DO:

- Does NOT work more than 1 time per day.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:



##### Hunt/Fish/Gather Yield

- Non-Hunter: 3 meals acquired in duration.
- Hunter: d6 per Tier + Hunters Kit.
- Need: Must be in the proper environment. GM may alter the yield or add a Save.
- Market: Each Meal... Max, Buy:8 SP, Sell:2 SP.



#### Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0



#### Focus Items and/or Kits:

- Hunters Kit is NOT passive.
- Yield x 1.5 (gain 50%)

### 3 The Darkness

LEVEL

Tier 1

Darkness centered just above caster.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Light and Darkness	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	5 Sq Dia Sphere	4 Hours		none	DOK



Created by COPILOT

**Details:**

- Can be used to make a 'Bag of Dust of Darkness'.

**WHAT THIS DOES:**

- Does allow the caster to create darkness that will stay centered above them.
- Does fully hide the targets from in shadow.

**WHAT THIS DOES NOT DO:**

- Does NOT muffle any sounds the Caster might make.
- Does NOT work if the caster is not able to continue,
  - If caster is unconscious, dead, or out of range, etc.
- Does NOT stay fixed to a static spot,
  - This spell does stay fixed in relation to the caster, right above them.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic Spell

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
12	AoE X2	6
12	Range X2	8

**Creations:**

Dust of Darkness

- Creates a dark shadow 2x2x2 sqs. Dur:5 Min.
- Ginger Oil, Grave Dirt. Sand, Fine Grit.
- Creation: 12 Spell pts & 24 Hrs & Stack:9.
- Lab required. BUY:20 GP.

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Cast does NOT have to be in the CENTER.

### 3 TIRO: Colored Signal Flare

LEVEL

Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
15% Max	20 Squares	Initiative		Communication	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
0	1 Flare	1 Minute		none	TRO

425-



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.



#### Counter:

LVL: 1      Same Spell

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

#### Focus Items and/or Kits:

- Not required.

### 3 Call Bonded Person

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	PMP	30 Minutes		Nae'Em	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Recipient	Instant		none	ORX

373-



ORIX Icon

**Details:**

-- Person to be teleported must have a current Nae'Em bond with the caster.

**WHAT THIS DOES:**

- ... visibly open a portal near the selected Nae'Em.
- ... teleport small to medium sized person to the caster.
- ... use the Langstrom plane.
- ... bring the recipient and their carried inventory to the caster.
- ... allow only the selected Nae'Em to enter the portal.

**WHAT THIS DOES NOT DO:**

- ... effect creatures of 'Large'. (larger than 7 ft / 2.13 m).
- ... effect creatures that are 'Tiny' or smaller. (smaller than 1 ft 8 in / .5 m) .
- ... stay open after the casters Nae'Em travels through.

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Rollout Init	12
16	Rollout 1 Min	8

**Focus Items and/or Kits:**

-- AoE can include one more person.

### 3 Animate Cats Eye Marble

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Minute		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Caster	2 Hours		none	ORX

473-



ORIX Icon

**Details:**

- Caster creates a connects their sight to a marble.
- This connection is a minor Nae'Em.

**WHAT THIS DOES:**

- ... allow a view using standard vision to the caster.
- ... allow the caster to rotate around to see all 360 degree in all directions.

**WHAT THIS DOES NOT DO:**

- ... provide light of any kind.

**Bonds and Connections****Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
14	Duration X2	8

**Focus Items and/or Kits:**

- Allows the caster to see through the Focus Item with Ultraviolet light vision or low light vision

# 3 Eolas False Magical Glow

LEVEL Tier 1

Creates a glow that shows when using Detect Magic.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
2 pts	4 Squares	10 Minutes		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
9	1 Item	End Of Year	1	none	EOL



Created by COPILOT

**Details:**

- An item appears to be magical ONLY if Reveal of Magic is used.
- If a scroll is made with this spell, the magic glow stay visible to all.

**WHAT THIS DOES:**

- Does make an item appear magical.
- Does work only against spells that would reveal magic.
- Does give a count of 0 from the Eolas 'Count Aspect' spell.
- Does have more lasting and visible effect if put into a scroll then read.

**WHAT THIS DOES NOT DO:**

- Does NOT actually make an item have magical properties.
- Does NOT affect anything other than items.
- Does NOT give a positive count from the Eolas 'Count Aspect' spell.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1      Same Spell

**Creations:****Scroll Of Arcane Glow**

- Read & item touched glows w/ magic. Dur:1 Day.
- EOL: Duration: 5 days.
- Need: Level ground, 6 SP, 2 Hrs. Peppermint Oil, Pine Tar, Wine (any).
- Market: 9 Max, Buy:5 GP, Sell:1 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
9	Range +50%	6
12	Range X2	8

**Focus Items and/or Kits:**

- Focus orb with crystal is NOT passive.
- Can cast on 2 items.

# 3 Orix False Glow

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 Squares	2 Minutes		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Item	15 Minutes		none	ORX

579-



ORIX Icon

**Details:**

- An item appears to be magical if any kind of reveal of Magic is used.
- Item glows white (Generic magic), but not bright enough to indicate extreme power.

**WHAT THIS DOES:**

- ... make an item appear magical.
- ... work only against spells that would reveal magic.

**WHAT THIS DOES NOT DO:**

- ... actually make an item have magical properties.
- ... affect anything other than items.

**Bonds and Connections****Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
12	Rollout Init	12
14	Duration X2	8

**Focus Items and/or Kits:**

- Creates a low but visible glow, that can be seen normally.
- therefore, magic is not needed to detect for

# 3 Visible Sign Posts

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	5 Squares	1 Minute		Enchantments	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Sign Post	2 Hours		none	ORX

580-



ORIX Icon

**Details:**

- About sign posts:
  - Comes with two signs.
  - The origin is either pointing in a compass direction or down,
  - Pointing down indicates the origin was at the post,
  - The second sign is the compass direction the creator went,
  - It tracks the creator ONLY up to 5 Squares from the post,
  - If the creator has traveled from the post in the teleport the result is compass direction of destination.

**WHAT THIS DOES:**

- ... reveal sign posts created by portals to the caster.
- ... allow the caster to decide whether the sign posts will be visible to others during casting!
- ... reveal up to three sign posts created by portals to the caster.
- ... requires the caster to choose whether it's visible to everyone during casting.

**WHAT THIS DOES NOT DO:**

- ... reveal any information about the creator of the sign post.

**Bonds and Connections****Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
9	Range +50%	6
14	Duration X2	8

**Focus Items and/or Kits:**

### 3 Reveal Sign Posts

LEVEL

Tier 1

Make signposts visible (or not).

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	15 Squares	1 Minute		Find or Reveal
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	1 Sign Post	2 Days		none

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#### Details:

- Reveals up to three sign posts created by portals to the caster.
- The caster must choose whether it's visible to everyone during casting.
- About sign posts:
  - Comes with two signs.
  - The origin is either pointing in a compass direction or down,
  - Pointing down indicates the origin was at the post,
  - The second sign is the compass direction the creator went,
  - It tracks the creator ONLY up to 5 Squares from the post,
  - If the creator has traveled from the post in the teleport the result is compass direction of destination.

#### WHAT THIS DOES:

- Does reveal sign posts created by portals to the caster.
- Does allow caster to decide whether the sign posts will be visible to others during casting!

#### WHAT THIS DOES NOT DO:

- Does NOT reveal any information about the creator of the sign post.

#### Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 1      Same Spell

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	AoE X2	6
14	Duration X2	8



#### Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Reveals up to 5 sign posts in the area.

### 3 Reveal Value

LEVEL

Tier 1

Max weight: 50 lbs to reveal if over 100 gp.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	10 Rds (1 Min)		Find or Reveal	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Item	Permanent		SKL 3	GM ROG

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Created by COPILOT

#### Details:

- This enables the character to determine rough value of noteable items.
- Item must be unattached to any other item/object.
- Item must weigh less than 50 lbs / 22 Kg.

#### WHAT THIS DOES:

- Does allows the Rogue to determine if an item is either,
  - Worth more than 100 GP or,
  - Is likely to be magical due to the workmanship or quality materials.
- Does must pass the Save.
- Does allow ONLY the Rogue to know the results.

#### WHAT THIS DOES NOT DO:

- Does NOT reveal any properties or aspects of an item.
- Does NOT reveal ownership without further clues.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6



#### Focus Items and/or Kits:

- Not required.
- Tools from kit make the job easier. Column -1

# 3 Strumos Run

LEVEL

Tier 1

1.5 times normal travel.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	5 Minutes 	Traveling (PMP)	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	Caster	6 Hours 	none	STM



Created by COPILOT

#### Details:

- Caster increases their speed.
  - Speed increase possible in the PMP only.
- Recasting this same spell a second time while under the effect of the spell...
  - resets the duration timer
  - does NOT double the effect.

#### WHAT THIS DOES:

- Does allow the caster to move 1.5 times the usual distance
  - Allow the caster to navigate around normal avoidable obstacles.
- Does maintain the casters vulnerability to attacks,
  - attacks would have limited success due to speed.
- Does include carried items and small pets.

#### WHAT THIS DOES NOT DO:

- Does NOT affect anyone other than the caster,
- Does NOT affect a beast of burden,
- Does NOT affect other creatures.
- Does NOT allow the caster to travel through physical objects in the PMP.
- Does NOT allow the caster to attack/cast spells while traveling.

#### Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 1 Same Spell

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
18	AoE = 2 Targets	10

#### Creations:



##### Potion Of Speed Boost

- Fighters RUN Movement +2. Dur:2 Hrs.
- STM: Duration: 4 Hours.
- Need: Kitchen/Lab, 24 SP, 24 Hrs.
- Veggie Oil, Snake Scales, Honey.
- Market: 9 Max, Buy:25 GP, Sell:7 GP.



#### Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Makes the speed 2x instead of 1.5x

### 3 Summon Astral Beast of Burden

LEVEL

Tier 1

AC:17/15, Init+0, Attk:x0x1, ToHit+0, Dmg:1d8, Move:15, 2 Marks/Day.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	30 Squares	20 Minutes		Traveling (PMP)	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Creature	1 Month (30 days)		SKL 2	STM

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Created by COPILOT

**Details:**

- About the Astral Creature:
  - If attacked it will attack in random directions as if it does not understand.
  - its battle stats: AC:17/15, Init+0, Attk:x0x1, ToHit+0, Dmg:1d8, Move:15, 2 Marks/Day.
  - can have short bursts of speed, but no continuous trotting or running.
- Contenance of the creature:
  - it is a quadrupedal low-intelligent beast of burden with a horse-like way about it.
  - as a beast of burden it will be docile unless provoked/surprised.
  - it does not understand the PMP and senses no danger/friendship except with the caster.
  - it will eat anything that is edible for the caster.

**WHAT THIS DOES:**

- Does summon a healthy astral beast of burden if the Save is passed.
- Does bring a creature to the caster that communicates through a Ae'Em connection.
- Does stay on PMP as long as it's within Range of the caster.
- Does summon a creature that does not sense danger or friendship with any but the caster.
- Does work well with some circles of power: Animal Protection, Containment, etc...
  - but not with expulsion type containment or spells.
- Does allow up to 3 people to ride it, but one of the people MUST be the caster.
  - Other sequentail castings could be used as pack animals,
  - but won't carry living creatures without the caster.
- Does work well in all PMP regions: Artic, Temporate, Arid, and Tropical.

**WHAT THIS DOES NOT DO:**

- Does NOT ensure commoners will react well to such a strange sight.
- Does NOT summon wild/unruly or an unhealthy creature.

**Bonds and Connections**

- This Is an Ae'Em connection with an Animal.

**Counter:**

LVL: 1 Dispel Magic Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Stacking +1	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive
- Raises the creatures HP to 50.

### 3 Ethereal Return Portal

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	PMP	2 Hours		Planar	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Caster	2 Minutes		none	EOL



Created by COPILOT

**Details:**

- Teleports to a preset 'Home Pad',
  - Elolas schools routinely cast 'Home Pad' from midnight to 1am.
  - Original school are non-Nae'Em locations which can be used.
- If no home pad has been preset then uses pad from caster's original school.
  - Any other location would need to be a Nae'Em Location

**WHAT THIS DOES:**

- Does teleport the caster and their carried possessions.
- Does only work if the destination has been set and a Home Pad identified.
- Does enhancement of 'AOE = 2' also allows a single item that only 2 people can carry.

**WHAT THIS DOES NOT DO:**

- Does NOT teleport other persons (unless you use AOE= 2 Recipients).
- Does NOT teleport possessions that can not be carried.
- Does NOT open a portal if the destination is not ready.
- Does NOT create sign posts.

**Bonds and Connections**

- This Is an Vae'Em connection with a venue/locaton.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
16	Rollout 1 Min	8

**Focus Items and/or Kits:**

- Focus orb with crystal is NOT passive
- Allows the caster to take one more carried item,
  - must be carryable by one person.

### 3 Assist Hunter's Lean-To

LEVEL

Tier 1

**Lean-To first, then magic to make better.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	10 Minutes		Fences and Shelters	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Lean-To	2 Hours		none	SYL

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Created by COPILOT

**Details:**

- Improves a currently constructed Lean-To.
- The Hunter must previously be bonded by a Nae'Em to the caster.

**WHAT THIS DOES:**

- Does decrease the Lean-To's Saves by 1 column for weather issues.
- Does make the Lean-To water tight, even the floor of it.
- Does continue seamlessly as long as it is cast within 5-10 minutes of spell ending.

**WHAT THIS DOES NOT DO:**

- Does NOT create a Lean-To. Only improves on a current one.
- Does NOT help a Hunter who is not bonded to the caster.



**Bonds and Connections**

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

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Stacking +1	8
18	Duration X4	10



**Focus Items and/or Kits:**

- Focus wand with crystal is NOT passive.
- Increases Lean-To's Saves by column for weather issues.

### 3 Create Temporary Shelter (3 ppl)

LEVEL

Tier 1

Quickly built (1 min) & lasts 2 days, unless rough weather.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	10 Minutes		Fences and Shelters	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Shelter	2 Days		none	HNT

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Created by COPILOT

#### Details:

- This is only a temporary shelter and isn't very sturdy.

#### WHAT THIS DOES:

- Does create temporary shelter,
  - Shelter fits up to 3 people.
- Does help those with Sickness/Disease,
  - Any rolls to help the sick or diseased gains five (+5).

#### WHAT THIS DOES NOT DO:

- Does NOT create a sturdy shelter
  - It cannot withstand a storm or similar weather.

#### Bonds and Connections

- No Nae'Em connection.

#### Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

#### Counter:

No Counter Available.

#### Creations:



- Lean to's or other type of minimal shelter.
- This shelters do NOT stay up during rough weather.
- Holds up to 3 persons

#### Focus Items and/or Kits:

# 4 Improve Food

LEVEL

Tier 1

Food becomes nutritional.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	1 Square	10 Minutes		Utility or Misc	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	4 Meals	1 Hour		none	SYL-STM

306-



Created by COPILOT

**Details:**

- The caster improves the taste and/or quality of one food item/dish.

**WHAT THIS DOES:**

- Does improve the taste and/or quality of food.
- Does work on all non-poisoned / non-spoiled food.

**WHAT THIS DOES NOT DO:**

- Does NOT let the caster conjure food or prepare it.
- Does NOT change the nature of poison or spoiled food.

**Bonds and Connections**

- No Nae 'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	AoE X2	6
14	Duration X2	8

**Focus Items and/or Kits:**

- Focus Item with crystal is NOT passive.
- Duration of change becomes 1 day.

## 4 Increase Food

LEVEL

Tier 1

All action is in a backpack: Food to be doubled and the resulting food.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	2 Squares	10 Minutes		Utility or Misc	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1-21 Meals	Permanent		none	SYL

305-



Created by COPILOT

### Details:

- Create's food based on what is in the casters pack.

### WHAT THIS DOES:

- Does create exact duplicates of the food caster currently has with in their pack.
- Does double the amount of mundane food.
- Does required the duplicated food remain within 2 Squares of the caster until eaten.
- Does QUADRUPLE the amount of Cumber meals.

### WHAT THIS DOES NOT DO:

- Does NOT affect any items that are not food.
- Does NOT affect any food items that are not mundane.
- Does NOT affect worthiness of the targeted food.
- Does NOT affect magically created food.

### Bonds and Connections

- No connection.

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
10	Rollout Halved	6
12	Range X2	8



### Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- cleans food of toxins, including alcohol,
- no form of mind alterations remain.

# 4 Permanently Preserve Food

LEVEL

Tier 1

Max 150 meals within sealed containers.

COST	RANGE	ROLL OUT
12 pts	4 Squares	2 Hours
STACK	AoE	DURATION
99	1 Square Cube	Permanent

COLLECTION		OUTCOME	
SAVE	COL	CLASS GROUPS	SYL
none			

475-



Created by COPILOT

**Details:**

- Quantity is measured in meals.

**WHAT THIS DOES:**

- Does preserve up to 150 meals.
- Does require all meals to be sealed into containers and within 1 square cube (AOE).

**WHAT THIS DOES NOT DO:**

- Does NOT work on any magical food or drink.
- Does NOT work on any magical containers.

**Bonds and Connections**

**Counter:**

No Counter Available.

**Creations:**

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	AoE X2	6
12	Range X2	8

**Focus Items and/or Kits:**

# 4 Situational Awareness

LEVEL

Tier 1

FTR: ToHIT-2, AC-2. Grp: Init+2, no surprise.

COST	RANGE	ROLL OUT	TIME	COLLECTION	OUTCOME
4 pts	Self	4 Minutes	Hourglass	Utility or Misc	Mundane
STACK	AoE	DURATION	TIME	SAVE COL	CLASS GROUPS
1	Within Hearing	1 Hour / Tier	Clock	none	FTR

698-



Created by COPILOT

**Details:**

- Enable the fighter to be maintain an awareness of the nearby surroundings.
- Requires the fighter to not use any other skills that require concentration.

**WHAT THIS DOES:**

- Does have an AoE is all within hearing of the fighter.
  - loud noises may effect this AoE.
- Does drop the Fighter's AC and ToHITs by 2.
- Does allow the group to not be surprised and gain a +2 with their initiative,
  - the groups awareness can help the group.
- Does all effects last through any attempted round 0 and through round 1 as well.
- Does continue to the end of the duration even after an encounter.

**WHAT THIS DOES NOT DO:**

- Does NOT continue if the fighter is not aware, concious or watchful.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Not Required.

# 4 TIRO: Tasty Gruel

LEVEL

Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
25% Max	Touch	1 Minute		Utility or Misc	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Varies	1 Hour		none	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 nourishment,
- 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:

- Not required.

# 4 Shield Block

LEVEL

Tier 1

Before Dmg roll. Sm or Med Shld. Save to block. (Not Crits)

COST	RANGE	ROLL OUT	NOW	COLLECTION	OUTCOME
4 pts	0 Squares	Instant	NOW	Battle Defense	Mundane
STACK	AoE	DURATION	NOW	SAVE COL	CLASS GROUPS
1	Self	Instant	NOW	BRU 2	FTR



Created by COPILOT

**Details:**

- COUNTER MEASURE.
- Any melee based attacks.

**WHAT THIS DOES:**



- Does require the fighter have a medium or smaller shield,
- Does require the fighter to announced the block prior to the assigning of damage.

**WHAT THIS DOES NOT DO:**

- Does NOT block any critical hits to the Fighter.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Save -1 Col	8

**Focus Items and/or Kits:**

- Not required.

## 4 Assist Another To Disengage

LEVEL

Tier 1

Highest Init. Move straight 1-3 sq. Save to avoid. Attk=0.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	3 Squares	Initiative		Battle Actions/Prep
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	1 Recipient	1 Round	 RDS	BRU/AGL 2

798-



Created by COPILOT

### Details:

- This alteration of attacks must be stated BEFORE initiative is rolled.

### WHAT THIS DOES:

- Does require the fighter state their intention to use this skill BEFORE INITIATIVE.
- Does lower the fighters AC by 2. Recipient:
- Does require the other adjacent to the Fighter AND opposing the same enemy as the Fighter.
- Does allow the recipient to move backward in a straight line up to 3 squares.
- Does require the recipient not attack in any way.
- Does bonus the recipient with a +2 to AC,
  - The improved AC stays with the recipient for a full round.
- Does allow the recipient a bonus when saving due to an AOO,
  - The recipient may use either BRU:2 or AGL:2 to avoid AOO's,
  - If backtracking makes the recipient open to more AOOs those cannot be dodged.

### WHAT THIS DOES NOT DO:

- Does NOT allow the recipient or Fighter to move using a curved path.

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

### Focus Items and/or Kits:

- Not required.

# 4 Accurate Ranged Shots

LEVEL

Tier 1

#Attack -1. 1 Target. ToHit &amp; Dmg +2 per Tier.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Char Sheet	Initiative	Battle Offense	Mundane
99	1 Target	1 Round	1 RDS	none



Created by COPILOT

**Details:**

- Hunter targets only 1 creature when using this skill.

**WHAT THIS DOES:**

- Does allows the Hunter to add 2 points of damage for each Tier they have attained.
- Does require the Hunter to use a Ranged weapon (bow or crossbow).
- Does apply to all Ranged attacks by the Hunter during the round.

**WHAT THIS DOES NOT DO:**

- Does NOT work with any non-Ranged weapon (Missile weapon).

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
12	Range X2	8

**Focus Items and/or Kits:**

- Not required.

## 4 Focused Thrown Attacks

LEVEL

Tier 1

Single Target. Init set to 0. ToHIT+6. Dmg+6.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Thrown	Pre-Battle Instant	<b>NOW</b>	Battle Offense	Mundane
STACK	AoE	DURATION	1 RDS	SAVE COL	CLASS GROUPS
99	1 Target	1 Round		none	ROG



Created by COPILOT

### Details:

- Thrown attacks gain a +6 ToHIT and Damage to a single target at the end of the round.
- Initiative for these attacks are set to 0.
- For all normal attacks in the round. Does not affect additional attacks.

### WHAT THIS DOES:

- Does require a single target of the skill.
- Does require the rogue to set their initiative to 1.
- Does allow attack of surprise with thrown weapon.
- Does allows the Rogue to use this with Extra attacks since this is NOT an Extra attack.

### WHAT THIS DOES NOT DO:

- Does NOT override Spells that enhance or detract ToHIT or Dmg.
- Does NOT override Natural bonuses to ToHit or Dmg (STR Bonuses, etc).
- Does NOT target multiple victims.

### Bonds and Connections

- No Nae'Em connection.

### Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8

### Counter:

No Counter Available.

### Creations:

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

### Focus Items and/or Kits:

- Not required.

# 4 Hunters Charge

LEVEL

Tier 1

#Attk=1. Move x2, straight, no pivot. ToHIT &amp; Dmg +8.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Move x2	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION	1 RDS	SAVE COL	CLASS GROUPS
1	1 Creature	1 Round		none	HNT

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Created by COPILOT

**Details:**

- Battle bonuses and detriments,
  - AC -4,
  - ToHit +8, Damage +8.
- Cannot be used on moving targets,
  - i.e. attacker/damaging in middle of targets movement.
- May incur AoO's during charge.

**WHAT THIS DOES:**

- Does allow a charge movement:
  - Minimum Move 4 Sq's,
  - Max Move is charging movement
  - Charges must be a straight un-interrupted path,
  - not allowed to charge and pivot.
- Does allow a charge that must end up adjacent to the target.

**WHAT THIS DOES NOT DO:**

- Does NOT allow other attacks to be attempted,
  - This is counted as an 'Extra' attack,
  - No other "Extra" attacks allowed in same round,
  - Does Not allow more than 1 attack.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1 Set For Charge

**Enhancements:**

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Damage +50%	8
9	Range +50%	6

**Creations:**

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

**Focus Items and/or Kits:**

- Not required.

# 4 TIRO: Quick Flash Fire

LEVEL

Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	12 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Instant		AGL 2	



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:

- Not required.

# 4 Call Item (in Sight)

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	6 Squares	Initiative		Summon or Send	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Item	Instant		AGL	ORX

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**Details:**

- Caster must be able to see the item.
- Weight limit of 10 lbs / 4.5 Kg

**WHAT THIS DOES:**

- ... affect one single handed light weight item.
- ... allow one person in an adjacent square to attempt to grab the item.
- The attempt at grabbing requires a Save.

**WHAT THIS DOES NOT DO:**

- ... affect any item that is held in place.
- ... affect any enchanted items.

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10

**Focus Items and/or Kits:**

- Improves weight limit to 20 lbs / 4.5 Kg

# 4 Conjure Native Beetles

LEVEL

Tier 1

Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	4 Squares	Initiative	Summon or Send	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
2	1 Mark	2 Rounds	SKL 2	SYL-ORX-STM-EOL-DOK



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Created by COPILOT

**Details:**

- Conjures an insect swarm within Range to attack nearest creature to the caster.
- Insect Swarm has the following stats:
  - Battle Stats: HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8
- Circles of Containment will hold the insects in or out without the need for a Save.

**WHAT THIS DOES:**

- Does conjure insects native to the area, should there be any available.
- Does attack only a single Target each round.
- Does one attack per round outside of the caster's attacks.
- Does progress the nearest living target. Even if the target is friendly with the caster.

**WHAT THIS DOES NOT DO:**

- Does NOT function if there are no insects within the AoE.
- Does NOT conjure non-natural or non-native insects.
- Does NOT attack more than 1 Target.
- Does NOT work if the caster is not able to continue,
  - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1      Same Spell

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Damage X2	12

**Creations:****Beetleroot Granules**

- 1 Bag of Beetleroot (10 pinches).
- SYL: 1 Bag of Beetleroot (15 pinches).
- Need: Campfire, , 4 Hrs.
  - Beetle shells, Coral Lime, Pine Wood.
- Market: 9 Max, Buy:3 GP, Sell:1 GP.

**Focus Items and/or Kits:**

- Focus Item with crystal is NOT passive.
- Save +1 Column.

# 4 Predict Weather

LEVEL

Tier 1

Estimated likely/known changes coming within the week.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Hour		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Up to 5 Marks	1 Week		SKL 3	SYL



Created by COPILOT

**Details:**

- NOTE: GM rolls casters MGC:3. Pass means info is accurate.
- GM reviews all pertinent information.
- Then reports the non-magical weather that is likely,

**GM describes:**

- Temp description based on region and elevation.
- General wind speed and direction based on surrounding regions.
- % chance of anomalies based on current and surrounding regions.

**WHAT THIS DOES:**

- Does determine weather for the current location based on,
  - Elevation, Vegetation, and Region.
- Does give best estimation of likely/known changes coming within the week.
- Does work without a Save if a Focus Item is not used.

**WHAT THIS DOES NOT DO:**

- Does NOT hold true if the caster travels out of the AOE,
  - The original prediction for the AOE does not change,
  - The new location traveled to may not have the same conditions though.
- Does NOT account for unnatural conditions.
- Does NOT account for changes to the situation which are unusual.

**Bonds and Connections**

- No Nae'Em connection.

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

**Counter:**

No Counter Available.

**Creations:**

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

**Focus Items and/or Kits:**

- Not required.

## 4 Speak to Domesticated Animals

LEVEL

Tier 1

Speak and understand domesticated animals, large and small.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	5 Minutes		Natural Environment	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
7	1 Animal	4 Hours		none	SYL



Created by COPILOT

### Details:

- Caster is able to talk a domesticated animal.
- The animal can only relate as their limited views allow.
- The animal will respond/remember based on their nature.

### WHAT THIS DOES:

- Does create a temporary 'Em bond.
- Does allow the caster to speak with and understand a selected domestic animal,
  - The animal is able to understand the caster's common speech,
  - The caster is able to understand the animals normal communication as if it were common.

### WHAT THIS DOES NOT DO:

- Does NOT affect the casters ability to speak normally to others.
- Does NOT have any effect on non-domesticated animals or monsters.
- Does NOT allow an animal to understand anything beyond their normal limits.
- Does NOT make the animal understandable to anyone other than the caster,
  - The animal is not understandable to even another caster of the same class.



### Bonds and Connections

- This Is an Ae'Em connection with an animal.

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
18	AoE = 2 Targets	10
18	Duration X4	10



### Focus Items and/or Kits:

- The focus wand with crystal is passive.
- It allows the spell to be cast on a recipient,
- Recipient must be within Range.

## 4 Set Or Open Door Lock

LEVEL

Tier 1

Enh: Slim key+8 pts @ 5th lvl. Magical: TIRO/EOL needed.

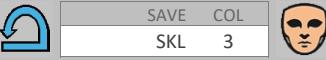
COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4pts	Touch	6 Minutes	Mechanicals	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	Lock	Until Reset	SKL 3	ROG



Mechanicals



Mundane



SAVE

COL



SKL

3



ROG



Created by COPILOT

### Details:

- Any traps will have Saves based on the nature of the trap.
- Skeleton key door locks cost no extra points to attempt.
- Create Lock x3 pts.
- Slim key door locks enhancement requires 5th level and cost 8 more points.
- Magical door locks need 'Spell Interference' OR 'Pause Magical Lock'.

### WHAT THIS DOES:

- Does allow Rogue to attempt to unlock each specific lock 3 times per day.
- Does allow rogue to inspection first,
  - if issue is found (trap?) points are spent & lock not touched.
- Does allow rogue to inspect the lock during rollout,
  - and choose to try to open it (or re-lock it). 3 tries.

### WHAT THIS DOES NOT DO:

- Does NOT allow a Rogue to create locks.

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
5	Slim Key Locks	4
10	Rollout Halved	6



### Focus Items and/or Kits:

- Not required.
- Tools from kit make the job easier. Column -1

# 4 Delayed Healing 2d6

LEVEL

Tier 1

Delayed Heal - up to 4 hrs (+2d6 HP). 1 per creature.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	2 Squares	2 Minutes	Healing and Rest	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Creature	4 Hours	none	STM



Created by COPILOT

**Details:**

- The caster heals a creature for 2d6 HP once within Duration.
- If 2 spells are stacked on one person the Duration is Doubled.
- If 3 spells are stacked on one person the Duration is tripled.
- Player characters: REMEMBERING TO APPLY THE BENEFITS IS UP TO THE PC RECIPIENT/TARGET.
- Non-Player Characters: REMEMBERING TO APPLY THE BENEFITS IS UP TO THE CASTER FOR THE NPC.

**WHAT THIS DOES:**

- Does heal one creature of the caster's choosing for 2d6 once within the duration.
- Does activate once the recipient/target takes damage.
- Does have each instance on a single person of the stack work separately,
  - after the 1st Triggered Healing 1d8 goes off the 2nd awaits more damage.
  - after the 2nd Triggered Healing 1d8 goes off the 3rd awaits more damage.
- Does Continue even if the caster is not around or about.
- Does allow 1 per creature, but 99 (Stack) can be made.

**WHAT THIS DOES NOT DO:**

- Does NOT heal any diseases, poison or any other ailments.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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


**Enhancements:**

LVL	ENHANCEMENTS	COST
16	Healing +4	10
18	Healing +8	10

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- Changes Duration to 1 week.



# 4 Final Rites

LEVEL

Tier 1

Dead are pushed beyond this world. A diety must be named.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	30 Min		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Body	Permanent		none	DOK



Created by COPILOT

**Details:**

- This spell will ensure the dead stay dead.
- When cast as a consecration the Duration is Permanent.
- It is thought the soul is pushed to Dimension, but there is no way to confirm as of yet.
- Any spells to communicate, raise, or bring back the Dead are no longer possible.
- To use this as a consecration spell the Target must be deceased.
- When casting this spell the name of a God/Goddess to seal (end) the spell.

**WHAT THIS DOES:**

- Does move the soul of a recently deceased Target to a place away from influence.

**WHAT THIS DOES NOT DO:**

- Does NOT affect any Target that has been dead longer than 1 month.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1 Rollout Interruption

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Range At 3 Sas	8

**Creations:**

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

**Focus Items and/or Kits:**

- Not required.

# 4 Slow Healing 10/Hr (Max=4 hrs)

LEVEL

Tier 1

10 HP per undisturbed hr. MUST SAVE EVERY HOUR. Max 4 hrs.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
10 pts	2 Squares	4 Hours	Healing and Rest	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
3	2 Creatures	permanent	SKL 2	STM



Created by COPILOT

## Details:

- The caster focuses, healing a creature for 10 HP per hour over the duration.
- Max 4 hours.

## WHAT THIS DOES:

- Does heal a creature of the caster's choosing for 10 HP/hr.
- Maximum of 4 hours per creature.
- Save every hour. Failed Save ends spell.

## WHAT THIS DOES NOT DO:

- Does NOT cure diseases/poison/other ailments.
- Does NOT continue if the patient is disturbed within Duration,
  - Any effort beyond simple walking.

## Bonds and Connections

- No Nae'Em connection.



## Counter:

Rollout Interruption

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
16	AoE = 2 Ppl	8
16	Healing +4	10
18	Healing +8	10



## Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Makes the healing +12 HP / Hr.

# 4 Capture/Release Normal Light

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	2 Minutes		Light and Darkness	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	12 Sqs Radius	2 Hours		none	ORX

465-



ORIX Icon

**Details:**

- Caster is able to draw light (not the source) to them self and absorb it,
  - Thus no light from that source remains.
- Alternatively, the caster can return the light to it's source.

**WHAT THIS DOES:**

- ... absorbs mundane light sources of less than a bonfire brightness.
- ... absorbe one light source per Tier of the caster.
- ... light taken within duration is automatically re-ignited at end of duration.
- ... allow the caster 're-ignite' the light source within the duration.

**WHAT THIS DOES NOT DO:**

- ... keep the light if the caster moves out of range.
- ... keep the light if the duration is over.
- ... combine light from multiple sources to create a greater light.
- ... continue if the caster is not conscious.

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

Stone of Capture/Release Light

- Captures/Releases Norm Lights. Range:8 Sqs.
- ORX: Range: 10 Sqs.
- Need: Kitchen/Lab, 12 SP, 24 Hrs.
- Bear Bones, Wild Cabbage, Ginger Root.
- Market: 9 Max, Buy:5 GP, Sell:1 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	AoE X2	6
14	Duration X2	8

**Focus Items and/or Kits:**

- A single light source which has been absorbed can be to emit from the Focus Item.

# 4 Profiled In Fire

LEVEL

Tier 1

Those in adjacent squares feel warmth from the magical fire.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	12 Squares	Initiative		Light and Darkness	Magical
STACK	AoE	DURATION		none	CLASS GROUPS
1	Recipient	2 Hours			DOK



Created by COPILOT

**Details:**

- If done in a battle this spell may distract the target audience.
- Roll a Save (situation may require the GM to change this)

**WHAT THIS DOES:**

- Does shroud the caster in the appearance of smoldering fire.
- Does have a tendency to provide heat around the caster.
  - This can be helpful in colder climates when others stay very close to the caster.
- Does allow the target audience a Save due to the wreath of flames...
  - Failing the save likely means the audience is intimidated.
- Does require user to break the item against chest to gain benefit, if an item.

**WHAT THIS DOES NOT DO:**

- Does NOT set anything on fire.
- Does NOT deal any permanent damage, only superficial and cosmetic.

**Bonds and Connections**

- No Nae'Em connection.


**Counter:**

LVL: 1      Same Spell

**Creations:**

**Aura Of Flames**

- Wreathes user in magical flames.
- DOK: Dur: 1 Hr.
- 3 pch of Cinderroot, Trench mold, Veggie oil.
- Create: 24 SP, 4 Hrs, Stack:9 Dur:10 Min.
- Requires campfire. Buy:20 GP Sell: 9 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
18	Duration X4	10


**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Extend the AoE of warmth alone to a 2x2 square.

# 4 Shadow of the Magi

LEVEL

Tier 1

Darkness centered just above caster.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Light and Darkness	Magical
STACK	AoE	DURATION		none	CLASS GROUPS
99	3 Sq Dia Sphere	Conc +4 Rds			SYL-STM-EOL-ORX

911-



Created by COPILOT

**Details:**

- Can be used to make a 'Bag of Dust of Darkness'.

**WHAT THIS DOES:**

- Does allow the caster to create darkness that will stay centered above them.
- Does allow the caster to keep darkness active by lightly concentrating on the spell,
  - Other spells/actions that do not specifically state a need to concentrate may be used.
- Does allow darkness to continue for up to 4 rds after the concentration has stopped.

**WHAT THIS DOES NOT DO:**

- Does NOT muffle any sounds the Caster might make.
- Does NOT work if the caster is not able to continue,
  - If caster is unconscious, dead, or out of range, etc.
- Does NOT stay fixed to a static spot,
  - This spell does stay fixed in relation to the caster, right above them.

**Bonds and Connections**

- No Nae'Em connection.



**Counter:**

LVL: 1      Dispel Magic Spell

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
14	Range At 3 Sqs	8
20	Rollout Instant	16

**Creations:**



Dust of Darkness

- Creates a dark shadow 1x1x1 sqs.
- SYL-STM-EOL: Shadow 2x2x2 Sqs.
- Need: Kitchen/Lab, 12 SP, 24 Hrs.  
Ginger Oil, Grave Dirt, Sand, Fine Grit.
- Market: 9 Max, Buy:20 GP, Sell:5 GP.



**Focus Items and/or Kits:**

- Focus Item with crystal is NOT passive.
- Duration becomes 20 Minutes w/o concentration.

# 4 TIRO: Aural Spark

LEVEL

Tier 1

random color of sparks for 1d20 minutes.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
10% Max	10 Squares	Initiative	Light and Darkness	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	2x2 SqS	1d20 Minutes	none	TRO

418-



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:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

#### Focus Items and/or Kits:

- Not required.

# 4 Arcane Translation - 1 Page

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	20 Minutes		Communication	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
0	200 Characters	20 Minutes		RM 2	ORX

292-



ORIX Icon

**Details:**

- Arcane text is a written set of words that has been inhabited by living magic.
- Arcane text is usually obvious in that each letter appears to be constantly moving.
- the caster must connect with the living words on a personal level.
- the nature of Arcane life is so foreign there never has been any true understanding of it.

**WHAT THIS DOES:**

- ... attempt to put the caster in sync with the arcane text,
  - Caster rolls a MGC Save to attempt to align themselves.
  - Passing the Save indicates a good connection and translation (reading) is possible.
  - Failing MAY cause the arcane to become unresponsive.
  - The Nae'Em connection lasts only as long as the spell.
- ... require the caster to be writing the entire duration,
  - thus writing materials are required as well.
- ... allow review and understanding of the translation AFTER the duration is over.

**WHAT THIS DOES NOT DO:**

- ... allow a permanent 'learning' of arcane text,
  - since arcane is living and constantly moving it cannot be decoded or learned.
- ... decode cyphers.

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Use of a Focus Item will give a random benefit,
  - caster rolls 1d6 and uses the Enhancement indicated with no cost.

# 4 Hunter Marks

LEVEL

Tier 1

Unworked items arranged to leave a message to another Hunter.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	6 Squares	1 Minute		Communication	Mundane
STACK	AoE	DURATION		none	CLASS GROUPS
99	1 Square	1 Month (30 days)			HNT

902-



Created by COPILOT

#### Details:

- Hunters not looking for marks may still see them,
  - GM to roll Save.
- Hunters who are looking for the marks use the Save at 1 column better.

#### WHAT THIS DOES:

- Does allow the message to remain for a month in a natural environment.
- Does allow the Hunter to use a limited choice of words:
  - A personal mark (signature),
  - Right, Left, Back, Fwd, Up, Down, Yes, No,
  - Cold, Hot, Water, Fire, Earth,
  - Under, Over, Break, Wait,
  - Integer numbers,
  - Basic Colors,
  - Safe, Danger, Enemy, Friend, Trap, True, False.

#### WHAT THIS DOES NOT DO:

- Does NOT do well in urban areas,
  - Message will only last an 1 day with in Urban environment.
- Does NOT survive past any intentional physical disruption.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

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



#### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
16	Rollout 1 Min	8

#### Focus Items and/or Kits:

- Not required.

## 4 Mimic Soft Nature Sounds

LEVEL

Tier 1

Create low natural sounds. Low volume and intensity.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	Initiative		Communication
99	6x6 Squares	20 Minutes		Mundane

SAVE	COL		HNT
SNS	2		



Created by COPILOT

### Details:

- Audiences roll the save and failure indicates they believe the sound is real.

### WHAT THIS DOES:

- Does allow the Hunter to create sounds which may be in the local environment.
- Does allow creation of soft low sounds with no penalty,
  - As the volume of a sound rises the GM may adjust the Save.
  - As the sounds become more distinct the GM may adjust the Save.

### WHAT THIS DOES NOT DO:

- Does NOT hide the actions taken for the Hunter to make the sounds.
  - Not ventriloquism.
- Does NOT have a good chance of success in a noisy environment.

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Init	12
20	Rollout Instant	16

### Focus Items and/or Kits:

- Not required.

# 4 Call/Return Nae'Em Item

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	PMP	Initiative		Nae'Em's	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Item	Instant		none	EOL



Created by COPILOT

**Details:**

- Weight limit of 10 lbs / 4.5 Kg.
- Size limit of 1 square (cube).

**WHAT THIS DOES:**

- Does require an item the caster already has set as a Nae'Em.
- Does affect one single handed light weight item.

**WHAT THIS DOES NOT DO:**

- Does NOT affect any item that is held in place.

**Bonds and Connections**

- This Is an Tae'Em connection with a thing.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
6	Subtle Casting	4
18	Nae'Em Clues Removed	20

**Focus Items and/or Kits:**

- Focus Orb with crystal is NOT passive
- Allows weight limit up to 30 lbs / 13.6 Kg

# 4 TIRO: Sloppy Spying

LEVEL

Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
25% Max	12 Squares	Initiative		Nae'Ems	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3x3x3 Sqs	5 Minutes		none	TRO

415-



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:

- Not required.

## 4 Triggered Announcements

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	30 Minutes		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	2x1 Sq (Wall)	Until Triggered		None	ORX

476-



ORX Icon

**Details:**

- Caster creates an announcement that is repeated when triggered.
- Duration x2 means it expires after the second triggering.
- AOE x2 means there will be 2 announcements that alternate.

**WHAT THIS DOES:**

- ... required the spell be placed on a large stone.
  - stone must be atleast 2 x 2 x 2 squares.
- ... start (trigger) once a living creature halfling size or larger approaches.

**WHAT THIS DOES NOT DO:**

- ... trigger for small creatures.
- ... trigger for dead, undead, or living dead.
- ... work if more than 30 words are put into the announcement.
- ... inform the caster when an announcement is given.

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
16	Rollout 1 Min	8

**Focus Items and/or Kits:**

- If the stone has a carved face the Announcement will come from the face.
  - The face will have the illusion of movement.

# 4 Weapon Speed Charm

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	30 Minutes		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Weapon	1 Battle		SKL x	ORX

302-



ORIX Icon

**Details:**

- Weapon Adjustements:
  - For medium+ melee weapons use SKL:2, SKL:3, SKL:4
  - For Small melee weapons use SKL:1, SKL:2, SKL:3
  - For Thrown or Ranged weapons use SKL:>05, SKL:1, SKL:2
- Process:
  - Caster imbues the weapon with +1 or -1 Init if first Save passes then,
  - Caster imbues the weapon with +2 or -2 Init if second Save passes then,
  - Caster imbues the weapon with +3 or -3 Init if third Save passes.
  - any Save failure ends the spell where it's at.
  - Each effort is a separate spell,
    - Casting to raise the effect must be done with 1 hour of last spell.

**WHAT THIS DOES:**

- ... increase the initiative bonus of the weapon temporarily.
- OR
- ... allow the caster to create a one-use oil that retains this spell for use later,
  - this uses the 'Imbue An Item' spell and creates a oil that lasts a to End Of Year.

**WHAT THIS DOES NOT DO:**

- ... place magic on a weapon permanently,
  - However, can be used by the 'Imbue An Item' to be part of a permanently magic'd item.

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

to do

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
18	Duration X4	10

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- The column of the Save is one better.

# 4 Aspects Counted By Type

LEVEL

Tier 1

Get an accurate count of Aspects.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	1 Square	30 Minutes	Find or Reveal	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Item	Permanent	RM 2	EOL



Created by COPILOT

#### Details:

- Aspect: A property of an item, making the item better or worse.
- Aspects are magically added to the item.
- The first Aspect is always an identifying mark of the creator.

#### WHAT THIS DOES:

- Does allows the caster to know the exact number of aspects on an item.
- Does require a MGC:2 save by the caster
  - Pass: reveals the number of aspects
  - Fail: no effect
- Does Also get a count of the type of aspects:
  - Informational,
  - Battle Effects,
  - Spell Effects (non-battle),
  - Intelligence Within,
  - or Diety Touched

#### WHAT THIS DOES NOT DO:

- Does NOT allow the caster to know beyond the counts and types.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
18	Range X4	10



#### Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- The first Aspect is read immediately.

# 4 Direction to Ionic Marker

LEVEL

Tier 1

Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	PMP	1 Hour		Find or Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Nae'Em	Instant		none	EOL

581-



Created by COPILOT

**Details:**

- This is a Nae'Em with a non-living object.
- Must be cast on a small simple mundane object.
- The object must be unworked.
- Markers will NOT cause any damage when broken, destroyed, etc.

**WHAT THIS DOES:**

- Does allow caster to determine the current location of the maker,
  - Location is determine as N,NE,E,SE,S,SW,W,NW.
- Does continue to work as long as it is on the same plane it was created on.

**WHAT THIS DOES NOT DO:**

- Does respond with a location if the caster is not on the original plane.
- Does have any effect on objects that already have magic on it.
- Does have any effect on objects that have been worked.
- Does NOT allow the location found as a point for some scrying spells.


**Bonds and Connections**

- This Is an Vae'Em connection with a venue/location.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8


**Focus Items and/or Kits:**

- Focus orb with crystal is NOT passive.
- Caster know which plane the marker is on.
- doesn't reveal the exact location within the plane.

## 4 Find Hidden Accesses

LEVEL

Tier 1

Easy to Hard: camouflaged, concealed, and Hidden.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	10 Minutes 	Find or Reveal	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	2w x 2d x 1h SqS	2 Hours 	SKL 3 	ROG



Created by BING AI

**Details:**

- Find unnoticed areas from easiest to hardest. (Camouflage, concealed, and Hidden.)

**WHAT THIS DOES:**

- Does search for panels, doors, and other cleverly hidden issues.
- This skill will reveal if there are issues within range and give a description of what is odd.
  - Difficulty, lighting, and other conditions can alter the Saving throw column.

**WHAT THIS DOES NOT DO:**

- Does NOT automatically reveal all secrets of a given area.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Range At 3 Sas	8
14	Save -1 Col	8



**Focus Items and/or Kits:**

- Not required.
- Tools from kit make the job easier. Column -1

# 4 Identify Aspects (1/Tier)

LEVEL

Tier 1

Identify 1 Aspect per Tier.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	1 Square	30 Minutes	Find or Reveal	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Item	Permanent	none	EOL



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Created by COPILOT

#### Details:

- Note: if this is cast twice then it reads the same lines.
- This spell is used to create the 'Scroll of Identify One Aspect',
  - The scroll can be used like another person casting in the case of multiple casters.

#### WHAT THIS DOES:

- Does identify one Aspect per tier. One at tier 1, two at tier 2 etc.
- Does require multiple CASTERS to simultaneously cast this,
  - Specifically to view more aspect than a spell allows more casters are needed.

#### WHAT THIS DOES NOT DO:

- Does NOT reveal the number of Aspects.
- Does NOT protect against negative effects of Aspects.
- Does NOT allow the revelation of aspects for more than one spell at a time.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

##### Scroll Of Identify One Aspect



- Identify 1 Aspect. Can't use multiple single item.
- EOL: Can use 2 on a single item.
- Need: Kitchen/Lab, 12 SP, 24 Hrs.
- Cinderroot, Wild Garlic, 3+ Pcs of Steel.
- Market: 9 Max, Buy:150 GP, Sell:30 GP.



#### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	AoE X2	6
20	AOE X4	20



#### Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Rollout becomes 10 minutes.

# 4 TIRO: Tracking

LEVEL

Tier 1

Find and follow a trail while leaving an obvious trail.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	Self	Initiative		Find or Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Trail	1 Hour		none	TRO



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:

- Not required.

# 4 Veil of Shadows

LEVEL

Tier 1

Shadow muffles sound & hides those within. Night:SNS:4. Day:SNS:1.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Caster	6 Minutes 	Planar	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	4x4 Squares	12 Hours 	SNS 1-4 	DOK

364-



Created by COPILOT

#### Details:

- A wise Dokour would use this from dusk to dawn,
- the spell will have little effect in daylight.

#### WHAT THIS DOES:

- Does surround the Caster in a bubble that deters magical detection and muffles sound.
  - This works absolutely best in dim light and lower.
- Does require a Save in order to see into the bubble in dim light environments.
- Does work if the caster breaks across chest.
- Does block specific Dokour spells when the spell is cast (NOT when the breakable is used):
  - Speak To Dokour Target,
  - Direction To A Dokour Target.

#### WHAT THIS DOES NOT DO:

- Does NOT function well, if at all, in any well lit environments.
- Does NOT have much effect during the day:
  - Passing the Save still allows others to see there is a dark cloud,
  - Failing the Save allows those outside the cloud to see enough into the cloud.

#### Bonds and Connections

- No Nae 'Em connection.



#### Counter:

LVL: 1 Dispel Magic Spell

#### Creations:



##### Haze Bubble

- Hides those within. Sphere best at night.
- DOK: Duration: 2 Hours.
- Need: Campfire, 24 SP, 4 Hrs.
  - Oak root, Trench mold, Wheat roots.
- Market: 9 Max, Buy:20 GP, Sell:7 GP.

#### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	AoE X2	6
14	Duration X2	8



#### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Will allow a light source as bright as a torch or less in the bubble without detection.

# 4 Sleight of Hand

LEVEL

Tier 1

Roll Save to fool audience. Close quarters actions (1 sq).

COST	RANGE	ROLL OUT	5 RDS	COLLECTION	OUTCOME
4 pts	Self	5 Rounds		Urban Environment	Mundane
STACK	AoE	DURATION	NOW	SAVE COL	CLASS GROUPS
99	Arms Length	Instant		SKL 2	ROG



Created by COPILOT

## Details:

- Audience does NOT need to be within range/AoE.
- Item (Target) must be within range/AoE,
- An Audience/Observer must witness the actions. (Reason for the skill)
- Rogue may want to use a distraction to help fool the audience,
- Skilled Distraction can change the Save column by 1.

## WHAT THIS DOES:

- Does allow the Rogue to use skillful deception to fool an audience by passing the Save,
  - If the Save is passes the Sleight of Hand was not noticed,
  - If the Save is failed the Sleight of Hand was noticed.
- Does allow the Rogue to use the Skill Distraction to gain an advantage,
  - The Counter 'Distractive Factor' skill helps the effort, changing the Save column -1,
  - NOTE: Normally the Counter Distractive factor is not a good thing, but helps here.
- Does allow the Rogue to take or place an item within a targets personal space,
  - In this case the Target is a creature, but there may be others around able to see this.

Examples: The cups game is slight of hand, or taking something while nobody notices, or palming a card. Unlike Subtle Moves skill, this skill is used outside of the target's personal space. This makes the target more of an audience.

## WHAT THIS DOES NOT DO:

- Does NOT use magic, but may be used to seem like there is magic.

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
10	Rollout Halved	6
12	Rollout Init	12

## Focus Items and/or Kits:

- Not required.

# 4 Watchful Approach

LEVEL

Tier 1

AC flank=front. AGL/SNS/SER -1 Col. Save to avoid notice.

COST	RANGE	ROLL OUT	4 RDS	COLLECTION	OUTCOME
4 pts	Self	4 Rounds		Urban Environment	Mundane
STACK	AoE	DURATION	Hourglass	SAVE COL	CLASS GROUPS
1	Self	20 Minutes		SKL 2	ROG-DEY



Created by COPILOT

**Details:**

- This can be restarted any number of times,
  - This is a mentally draining exercise and not rerun automatically.
  - cannot be used multiples times to stack the effect.
- Use of this skill can be visually obvious to anyone in sight,
  - The Rogue can make a Save SKL:2 in an effort to not be noticed.
- Rogue is actively scanning during entire time.

**WHAT THIS DOES:**

- Does allow the Front AC to be applied to the Flank AC,
  - But this CANNOT be used in battle for the Flank AC bonuses.
  - If battle starts when using this skill Flank AC equals Front AC for round 0 and round 1.
- Does allow the Rogue better rolls when attempting efforts that require concentration,
  - Agility Saves may gain a bonus of -1 Column,
  - Senses Saves may gain a bonus of -1 Column,
  - Serendipity Saves may gain a bonus of -1 Column.
- Does allow use of an Enhancement to add to initiative (+4).
- Does allow low concentration skills to be used with this skill,
  - Example: use of 'Surprise Throw'.
- Does allow the Rogue to search for mechanicals (traps and such) during this skill,
  - use of 'Find Hidden Accesses' is doable.

**WHAT THIS DOES NOT DO:**

- Does NOT allow for other activities that require focused concentration,
  - Examples: - Searching for traps,
  - Searching for hidden/concealed areas/things,
  - Scanning for clues of any sort,
  - Reading or writing.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
10	Rollout Halved	6

**Focus Items and/or Kits:**

- Not required.

## 5 Converge On The Enemy

LEVEL Tier 2

Self=#Attk-1, HIT-4, AC-1, Grp=Init &amp; HIT +1/FTR Tier

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Initiative		Class Specialty	Mundane
STACK	AoE	DURATION	2 RDS	SAVE COL	CLASS GROUPS
1	1 Target	Conc + 2 Rds		none	FTR



Created by COPILOT

**Details:**

- Due to the fighters coordination the enemy finds it difficult to protect themselves from the barrage of attacks.

**WHAT THIS DOES:**

- Does require there to be more than 1 enemy.
- Does allow all other members of the fighters group to gain bonuses:
  - For each of the fighter's Tier the bonus is a +1 ToHIT.
- Does require the fighter to become less effective in battle,
  - Will lose one attack. Minimum number of attacks may become zero.
  - The fighters AC will drop by 1.
  - The fighters ToHIT drops by 4.

**WHAT THIS DOES NOT DO:**

- Does NOT have any effect if there is only 1 enemy for the group to attack.
- Does NOT affect any attacks before the fighter has started this effort.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

**Focus Items and/or Kits:**

- Not required.

# 5 Coordinate Group Initiative

LEVEL

Tier 2

Self=#Attk-1, Grp= Init +6, +4, +0, -2 to classes

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Initiative		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Player Party	1 Battle		none	FTR



Created by COPILOT

**Details:**

- The character helps to adjust the order of attacks from the group.

**WHAT THIS DOES:**

- Does require the Fighter give up one attack to coordinate the order of attacks of the group,
  - Fighter must have a minimum of 2 attacks in order to give up 1 attack.
- Does require the Fighter to select which classes get which Initiative Bonuses,
  - The bonuses to choose from are: +6, +4, +0, -2,
  - The base classes for the bonuses are Caster, Rogues, Hunters, and Fighters.
- Does allow normal use of Extra attacks.

**WHAT THIS DOES NOT DO:**

- Does NOT allow the Fighter to use all their normal attacks for the round,
  - Fighter must give up 1 of their normal attacks to use this skill.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

**Focus Items and/or Kits:**

- Not required.

# 5 Create Revive Salve

LEVEL

Tier 2

**KITCHEN:** Yields 1d3 Salves. Effect: 1d3 HP & Awake 30 Min.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	4 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Salve	Used / EOY		SNS 2	HNT



Created by COPILOT

**Details:**

- Creating a Revive Salve: Small jar with cream.
- Combine,
  - 1 bunch of Bittercress leaves,
  - 1 jar of Pine sap,
  - 1 jar of Oak sap,
  - All ingredients stay fresh until New Year,
    - if kept within Hunters Herb Sack.
- Create a potion which does,
  - Heal 1d3 HP,
  - Revive a living unconscious creature for 30 min.

**WHAT THIS DOES:**

- Does create up to 3 items per day,
  - require a KITCHEN/LAB,
  - each effort takes 4 hours,
  - each effort requires a separate set of ingredients.
- Does allow Saving Throw:
  - 1 Save regardless number of Salves attempted (max 3/day),
  - Failure means ingredients used but no Salve(s) created.
- Does allow Cook/Brew/Set for 4 hours,
  - requires constant attention of the Hunter,
  - Only other activity allowed during 4 hrs is talking,
    - no casting.
- Must have fully stocked Kitchen.

**WHAT THIS DOES NOT DO:**

- Does NOT use any magical process to create the concoction.
- Does NOT allow the creation of more than 9 concoctions per day.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- 4 Hrs creates 1d3 Revive Salves. (9 max/day)
- Bittercress leaves, Pine sap, Oak sap.
- Requires kitchen/lab. Shelf life:EOY.
- Recipient SNS:2 to revive for 30 min. Heals 1d3.

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

**Focus Items and/or Kits:**

- Hunters Kit is NOT passive.
- Makes 2 additional Salves

## 5 Freehand Climbing @ 1/2 Movement

LEVEL

Tier 2

Climb @ 1/2 move. Fall=2d8 Dmg / 1/2 move distance.

COST	RANGE	ROLL OUT	2 RDS	COLLECTION	OUTCOME
8 pts	Self	12 Secs (2 Rds)	2 RDS	Class Specialty	Mundane
STACK	AoE	DURATION	1 RDS	SAVE COL	CLASS GROUPS
99	1/2 Movement (Sqs)	1 Rds (6 Sec)	1 RDS	AGL 3	DEY



Created by COPILOT

### Details:

- Rogue can climb variety of surfaces rough, smooth, cliffs, or walls.
- Rogue must use the appropriate climbing gear from the Rogues Kit.
- Climbing is to egress or degress (up or down).
- The distance per round is half standard movement
- GM may add or subtract to the Save based on the difficulty of situation.
- Falling damage,
  - 2d8 damage rolled for every section of 1/2 move.

### WHAT THIS DOES:

- Does require the climber to have both hands unencumbered.
- Does require the Rogue to pass an Save for each distance attempted,
  - Failing the AGL Save means no progression for the Rogue,
  - Failing the AGL Save also means the Rogue must pass another Save to not fall.

### WHAT THIS DOES NOT DO:

- Does NOT work if the climber is wearing any metal armor, even magical.
- Does NOT work if the climber is carrying any containers,
  - bags, sacks, packs, boxes, quivers...
- Does NOT allow the climber to cast spells at any time during the climb,
  - even if the climber stops mid climb.

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Init	12
14	Save -1 Col	8

### Focus Items and/or Kits:

- Not required.

# 5 Repair Weapons/Armor

LEVEL

Tier 2

Fixed damaged, but not broken metal weapons and armor.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	4 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Wpn/Armor	Permanent		SKL 3	FTR

658-



Created by BING AI

#### Details:

- Fighter can repair chipped, cracked, bent, or dulled weapons.

#### WHAT THIS DOES:

- Does allow a repairs of minor issues.
- Does allow the re-honing of weapons that gain a + due to workmanship and not magic.
- Does allow enhancements to speed up the roll out and change the Save colum.

#### WHAT THIS DOES NOT DO:

- Does NOT allow the repair of weapons that have been broken into 2 pieces,
  - a forge and anvil is required for that.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save -1 Col	8



#### Focus Items and/or Kits:

- Fighters kit must be stocked and available.

# 5 Bring Out Rain Water

LEVEL

Tier 2

Desert & hot environments limit this spell.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Caster	1 Minute		Utility or Misc	Mundane
STACK	AoE	DURATION		none	CLASS GROUPS
99	1 Square	Permanent			SYL

253-



Created by COPILOT

#### Details:

- Creates 1 cubic square of pure, drinkable water.
- Water pours from a magically created cloud and can be directed by the caster.

#### WHAT THIS DOES:

- Does create water pouring from a magically created cloud and can be directed by the caster.
- Does allow caster to stop creating water prior to maximum.

#### WHAT THIS DOES NOT DO:

- Does NOT have high pressure and will not push objects.

#### Bonds and Connections

- No connection.

#### Counter:

No Counter Available.

#### Creations:

- No creations. Usable only as the action.

#### Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
12	Rollout Init	12



#### Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Adds pressure of up to 10 lbs (4 kg)
- Range becomes 2 Sq's, but water starts at caster.

# 5 Limit Flank Attacks (Counter)

LEVEL

Tier 2

Limits the center flank square to be the only 'Flank'.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Self	Initiative		Battle Defense
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	Self	5 Rounds		AGL 2 DEY

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Designed by Freepik

#### Details:

- This does not stack upon itself.

#### WHAT THIS DOES:

- Does limit an attackers options at backstab.

#### WHAT THIS DOES NOT DO:

- Does NOT change all attacks from flank to front.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
14	Save -1 Col	8

#### Focus Items and/or Kits:

- Not required.

# 5 Provide Protection

LEVEL

Tier 2

**Self: Init & HIT -2, Move 1/2. Recip:near FTR, AC+4.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	initiative		Battle Defense	Mundane
STACK	AoE	DURATION	1 RDS	SAVE COL	CLASS GROUPS
99	1 Creature	1 Round		none	FTR



Created by COPILOT

**Details:**

- Intention must be stated before initiatives are rolled.
- The recipient must not be actively unwilling, (can be unconscious)

**WHAT THIS DOES:**

- Does allow the fighter to block attacks of another,
  - The recipient may be located behind or to the side of the fighter.
- Does set the fighters Initiative lower by 2 and their ToHIT by 2 as well.
- Does give a bonus of 4 to the recipients AC.

**WHAT THIS DOES NOT DO:**

- Does NOT have any effect outside of battle.
- Does NOT have any effect if the fighter is in the recipients flank.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Not required.

# 5 Entangle

LEVEL

Tier 2

Anyone within the AoE must Save to move a square until out.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	1 Minute		Battle Actions/Prep	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	2x2 Squares	4 Hours		BRU 2	SYL

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Created by COPILOT

#### Details:

- Caster must be conscious for the spell to continue,
- if the caster is asleep or out cold the spell will end.

#### WHAT THIS DOES:

- Does require the caster to indicate exactly where the AoE is.
- Does require any creatures within an active AoE to Save to move 1 square.
- Does have an effect that blends IF there are roots or vines in the area,
  - if not, the grappling effect is done by brown ethereal ribbons.

#### WHAT THIS DOES NOT DO:

- Does NOT have any visible clues that the Entangling spell has been cast.
- Other than the original effect during casting.

#### Bonds and Connections

- No connection.



#### Counter:

LVL: 1      Same Spell

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
12	Rollout Init	12
14	Range At 3 Sas	8



#### Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Sets AoE to 3x3.

# 5 Point 80 ft Ahead

LEVEL Tier 2

Self: 80ft in front. Grp:No suprise. Init+2 in 1st round.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	10 Minutes		Battle Actions/Prep	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	Up To 1 day		SNS 2	HNT



Created by COPILOT

**Details:**

- NOTE: a surprise round is round #0
- Point person can prevent the party from being surprised.

**WHAT THIS DOES:**

- Does allows point person to move ahead of the group and prevent surprise attacks,
- Does allow the point person to provide the party a +2 Initiative in first round.
- Does require the point person to roll a Save when attempting to avoid surprise.
- Does continue to work as expected even if methods are used to look ahead of the point person.
  - For instance, scrying spells, or pets that do NOT bring major attention.

**WHAT THIS DOES NOT DO:**

- Does NOT allow enough time and forwarning to avoid encounters entirely.
- Does NOT help if the point person is unaware.
  - Doubletimed,
  - Dazed, Stunned,
  - Intense conversation,
  - full group sleeping,
  - Exhausted.
- Can not be used after stopping the skill even if it is within the same day.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	AoE X2	6
16	Rollout 1 Min	8

**Focus Items and/or Kits:**

- Not required.

## 5 Instant Ranged Shots

LEVEL Tier 2

Each attack has a rollout of 'instant' for the duration.

COST	RANGE	ROLL OUT	NOW!	COLLECTION	OUTCOME
8 pts	by the bow	Instant		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	1 Round / Tier		none	HNT



Created by COPILOT

**Details:**

- This style of attack is within the category of an Extra attack,
- therefore no Extra attacks are allowed.

**WHAT THIS DOES:**

- Does require the Hunter to use a bow for the round.
- Does change the normal initiative for the Hunter to 'Instant',  
- each attack may be instantly called out to be done.
- Does allow the Hunter to call out each attacks initiative.

**WHAT THIS DOES NOT DO:**

- Does NOT allow the Hunter to stop an action/attack already in play,  
- the 'Instant' part applies to reacting to a normal attack or inserting an initiative.
- Does NOT allow the use of any AoO attack.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
14	Duration X2	8

**Focus Items and/or Kits:**

- Not required.

# 5 Long Distance Crossbow Shots

LEVEL Tier 2

Crossbows Only. Distance +8 Squads. Damage -2 pts (Min 1)

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	By Weapon	Initiative	Battle Offense	Mundane
1	1 Target	4 Rounds	4 RDS	none



Created by COPILOT

**Details:**

- Hunter is allowed to use flight on all attacks.
  - then use non-blunted ammo on remaining shots (without the Critical chart).
- Crossbows deliver too much thrust and do not work well with this skill/ammo.

**WHAT THIS DOES:**

- Does require the Hunter to use a ranged weapon.
- Does require the Hunter to roll a normal ToHIT.
- Does require the Hunter to use the 'Critical' chart for any hits,
  - the 'Critical' chart is an addition to the blunt arrow damage,
- Does allow the Hunter to use this on all attacks in this round if using blunted ammo.

**WHAT THIS DOES NOT DO:**

- Does NOT allow use of the critical chart for non-blunt, non-criticals.
- Does NOT apply to the use of a Crossbow.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
12	Range X2	8

**Focus Items and/or Kits:**

- Not required.

# 5 Penetrating Ranged Shots

LEVEL

Tier 2

All bow shots: ToHits -2, Damage+6.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	By Weapon	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	By Weapon	2 Rounds	none	HNT



Created by COPILOT

#### Details:

- Each shot is well placed in order to maximize damage at the cost of accuracy.

#### WHAT THIS DOES:

- Hunter does have certain battle adjustments,
  - ToHIT -2
  - Damage has a bonus of +6 (with a minimum of 8 pts)

#### WHAT THIS DOES NOT DO:

- Does NOT work with any weapon, except bows.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Damage +50%	8

#### Focus Items and/or Kits:

- Not required.

# 5 Step and Shoot

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Miss Attack	Initiative		Battle Offense
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	Miss Attack	1 Round		none

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Designed by Freepik

**Details:**

- Hunter may shoot 1 or 2 shots per square moved.
- Hunter's movement during shooting must be in a single straight line.
- Hunter is able to walk their complete movement with skill.
- Hunters using the move to back up as attack move at 1/2 rate.
- Each 'step' the Hunters must use their basic walking movement per action plus the armor move bonus.

For each action:  
the hunter

**WHAT THIS DOES:**

- ... allow the hunter to move and attack.
- ... allow a number of attacks of 1+Tier each time Hunter has moved forward.
- ... require the hunter to continue in a straight path 1 square per Tier.
- ... allow hunter to stop at any square, but attacks stop when movement stops.

**WHAT THIS DOES NOT DO:**

- ... allow other attacks this round. Only the use of this skill.
- ... allow AOO when using this skill.

**Bonds and Connections****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:**

- Adds another 2 HP of Damage to any successful attacks.

# 5 Disruptive Factor

LEVEL

Tier 2

Attempt to stop a specific spell or action.

COST	RANGE	ROLL OUT	<b>NOW</b>	COLLECTION	OUTCOME
8 pts	8 Squares	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION	<b>2 RDS</b>	SAVE COL Observe 2	CLASS GROUPS FTR-HNT



Created by COPILOT

## Details:

Spells that can be disrupted (interrupted) during Rollout are:

- x -Dispel Magic Spell
- 2 -Connect With A Fighter
- 2 -Triggered Forced Healing 2d8
- 3 -Repair Undead/Living Dead
- 3 -Invoke Temporary Imp
- 4 -Slow Healing 10/Hr (Max=4 hrs)
- 4 -Final Rites
- 5 -Dimension Quick Portal for 3
- 5 -Detect Magic
- 5 -Invoke Imp Partner (Year long)
- 6 -Create a Vae'Em Location.

- 9 -Find Clues To True Name
- 9 -Create Plague Bearer/Drifter
- 9 -Dimension Portal
- 11-Astral Plane Projection
- 11-Connect To An Arcane Focus Item
- 11-Summon Life From Death
- 12-Circle - Dimensional Expulsion
- 13-Summon Strumos Item (Tae'Em)
- 13-Circle of Containment
- 14-Consecration of Corpse
- 16-Reveal True Name

## WHAT THIS DOES:



- 7 -Speak To Dokour Target
- 7 -Direction To Dokour Target
- 7 -Create Permanent Nae'Em
- 7 -Invoke Skeleton/Drifter
- 8 -Create Zombie/Skeleton

- 18-Arcane Removal (2 of 3)
- 19-Dead Spirit Conversation Circle
- 20-Raise The Dead
- 20-Invoke Wraith/Ghoul

- Does require the target to pass the Save or fail to complete an action or effort.
- Does require Rogue to activate this BEFORE the any targeted skill has enacted,
  - can be used in same initiative as the targeted skill,
  - but must this disruption must happen when the spell/skill is being rolled out..
- Examples of reasons to use this skill:
  - Draw attention away from a rogue attempting to not be seen,
  - Encourage an opponent to attack the user of this skill instead of another person.

## WHAT THIS DOES NOT DO:

- Distract a pickpocket target to assist a sticky fingered Rogue.
- Disrupt the effort of a person trying to organize a group or crowd.
- Does NOT focus on a single target for it's affect.
- Does NOT exclude the characters own group from being affected.
- This action might,
  - disrupt other actions that attempt to gain attention of others.
  - draw more attention than intended (pull aggro)
  - disrupt more issues that are in play than expected,
  - Skills listed above which the party is currently using

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	Range X4	10

## Focus Items and/or Kits:

- Not required.

# 5 Invoke Imp Partner (Year long)

LEVEL Tier 2

Create an imp that can be scryed on. (automatic Cae'Em)

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	30 Squares	2 Days (24 Hrs)		Summon or Send	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	PMP	End of Year	1	none	DOK

870-



Created by COPILOT

**Details:**

Noteworthy info: Caster loses a bit of weight (Mass) in order to create this.

Emerges out of a flame. Imp is about 3 inches high (7.6 cm).  
 Imp has same skin color, hair color/style, and race (Miniaturized) as caster.  
 HP:12. SP:0 Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.

MOVE: Run= 3 Squs. Flight= 7 Squares (4 Squares above land or lava).

Fairly intelligent. Can work to avoid being noticed and can plan and hide.

**WHAT THIS DOES:**

- Does create a creature that closely resembles the caster,
  - except is only 6 inches high (15 cm).
- Does make a temporary but noticeable magical flame during the creation.
- Does allow caster to have instant communication with the imp through the Cae'Em.
- Does allow the Imp to carry 10 lines of inventory.

**WHAT THIS DOES NOT DO:**

- Does NOT give the imp all of the abilities of the caster.
- Does NOT make a mundane flame during creation,
  - the creation flame will not burn items in or around it.

**Bonds and Connections**

- This is an Cae'Em connection with construct.

**Counter:**

LVL: 1 Rollout Interruption

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Alter Hair/Whiskers/Fur/Scales	6
10	Rollout Halved	6

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Can alter skin color to another natural color.
- Can alter race, hair color and style.

# 5 Ribbon Goblin Lookout

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1/4 Mark	30 Minutes		Altered Reality	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Ribbon Crtr	8 Hours		none	ORX

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ORIX Icon

**Details:**

- The ribbon creature will complete small tasks.
  - the creature is nearly silent and does not know how to move about quietly.
  - thus they often come across as if they have an attitude.
  - when in fact, they just don't have a soft touch with anything.
- Stats:
  - LVL:2 HP:2 Attk:0x1 Init:0 ToHIT:0 Dmg:2 Move:6 Sq.
  - All Save columns: 80, 95, 130, 180 .

**WHAT THIS DOES:**

- ... create a Nae'Em connection between the caster and the ribbon creature.
- ... create a 3 ft 6 inch / 1 m tall ribbon curmudgeon.
- ... have the ribbon creature respond to cue's,
  - If this happens then do this' type of thing.
  - They can remember 4 or 5 of such requests.

**WHAT THIS DOES NOT DO:**

- ... give the ribbon creature a personality.
- ... allow the creature to verbally communicate in any way except by grunts.

**Bonds and Connections****Counter:**

LVL: 1 Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Attacks = FTR	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Allows the caster to communicate with the ribbon creature telepathically.

# 5 Seaweed Dolphin

LEVEL

Tier 2

Stats: HP:2 AC:15/10 Move:12 Sqs swim 24 sqs race

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	3 Marks	10 Minutes		Altered Reality	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Dolphin	2 Hours		none	SYL

333-



Created by COPILOT

**Details:**

- Caster creates a Nae-Em with a Ribbon animal.
- Ribbons create a dolphin which act mostly like normal dolphins.
- Ribbons dolphins are not as good as real dolphins.
- Stats: HP:2 AC:15/10 Move:12 Sqs swim 24 sqs race

**WHAT THIS DOES:**

- Does allow the cast to hang onto the Dolphin
- Does allow the fake Dolphin will double the casters movement through deep water.

**WHAT THIS DOES NOT DO:**

- Does NOT affect the casters ability (or lack of) to breath in water.

**Bonds and Connections**

- This is an Ae'Em connection with an animal.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Focus wands with crystals are NOT passive.
- Range extended to 6 Marks.

# 5 Damage Trap -Create/Find/Remove

LEVEL

Tier 2

Trigger sets off damage.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	20 Minutes		Mechanicals	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
7	1 Square	Until Triggered		AGL 3	GM ROG

858-



Created by COPILOT

**Details:**

- Removing a mundane trap costs the original SP of 4 plus 16, total of 20.
- Finding all mundane traps within the AoO costs 8 SP plus 4, total of 12.
- Rogues Kit has enough materials for 7 traps.
- If traps are excessively created GM is encouraged to roll survival of the oldest ones.

**WHAT THIS DOES:**

- Does allow the Rogue to choose the placement.
- Does allow the Rogue to use enhancements to upgrade the impedance trap.
- Does allow a reduction in the SP used (-2) if the Rogue and EOLAS are partners.
- Does require the rogue to maintain concentration during the rollout,
  - Creation of trap,
  - Locating the trap,
  - Removing the trap,
- Does have the possibility that rogue may need to use this multiple times on one trap,
  - First to locate,
  - Then to remove.

**WHAT THIS DOES NOT DO:**

- Does NOT allow the Rogue to add new enhancements after the trap has been finished.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save +1 Col	8
17	Damage +8 / die	16

**Focus Items and/or Kits:**

- Kit required.

# 5 Set Up Eolas Spell Release (Trap)

LEVEL

Tier 2

Trigger releases/enacts an Eolas Spell.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	20 Minutes		Mechanicals	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
7	Per Spell	Used / EOY		AGL 3	GM ROG

868-



Created by COPILOT

## Details:

- Rogue places and sets a single use setup which an EOLAS then completes.
- Rogues Kit has enough materials for 7 traps.
- If traps are excessively created GM is encouraged to roll survival of the oldest ones.
- EOLAS can use scrolls to make the following magical traps:
 

Containment	Holds victims at the trap	level 12
Move Decreased	Slows victims down	level 6
Voice Recorded	Plays out the message	level 2
Arcane Light	Lights up the area for 2 minutes	level 1
Acid Blob	Damage to area	level 14
Acid Rain	Damage to area	level 8

## WHAT THIS DOES:

- Does allow the Rogue to choose the placement.
- Does allow the EOLAS Caster to use enhancements to upgrade this trap.
- Does allow a reduction in the SP used (-2) if the trap is faked or very visible.

## WHAT THIS DOES NOT DO:

- Does NOT allow the Rogue to add new enhancements after the trap has been finished.

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:



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



## Enhancements:

LVL	ENHANCEMENTS	COST
1	Visible	-2
10	Rollout Halved	6
14	Save +1 Col	8



## Focus Items and/or Kits:

- Kit is required.

# 5 Assist Another's Healing

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	4 Squares	10 Minutes		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Heal Spell	Instant		none	ORX

477-



ORIX Icon

**Details:**

- Caster bonds with another caster to improve other's healing spell.
  - The bond is temporary and ends when the spell ends.
  - The bond does NOT require either caster to follow/associate the other.
- If the other caster heals for 6 pts this spell doubles that and adds 4,
  - Other caster's 6 HP doubled to 12 HP then 4 HP added. Total of 16 HP.

**WHAT THIS DOES:**

- ... create a temporary bond with another caster.
- ... affect the other casters healing spell.

**WHAT THIS DOES NOT DO:**

- ... cast any healing from this caster directly on to the wounded person.



## Bonds and Connections

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Subtle Casting	4
9	Range +50%	6
10	Rollout Halved	6
12	Range X2	8
12	Rollout Init	12
16	Healing +4	10
18	Nae'Em Clues Removed	20
18	Range X4	10

### Focus Items and/or Kits:

# 5 Quarantine Isolation

LEVEL Tier 2

Sick/Diseased/Poisoned get 1 column better. No spreading.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	4 Squares	1 Hour		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1x2 Squares	1 Day		none	STM



Created by COPILOT

**Details:**

- Cast upon the bedding of a sick/diseased person.

**WHAT THIS DOES:**

- Does give physical relief and comfort to an ill person.
- Does allow items that are in quarantine to be clean after the person is healthy.
- Does allow a better Save by 1 column to Health Saves regarding sickness/disease.

**WHAT THIS DOES NOT DO:**

- Does NOT instantly heal.
- Does NOT work if a second sick/diseased person exits the area.
- Does NOT work if the person is moved within the 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
10	Rollout Halved	6
12	Range X2	8
14	Save -1 Col	8

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- Allows 1 spell to affect 2 areas,
  - Two separate AOE's of 1x2 Sq's.

# 5 Repair A Dead Body

LEVEL

Tier 2

Preps a body for funeral viewing.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	1 Square	30 Minutes		Healing and Rest
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	1 Target	Permanent		SKL 2  STM



Created by COPILOT

**Details:**

- The body is left as whole as much as possible, based on how much of the body remains.
- All wounds are cleaned inside and out.
- All wounds are physically closed up with enough minor healing to ensure there are not holes or openings.

**WHAT THIS DOES:**

- Does ensure the body is clean.
- Does ensure the body looks healthy.
  - At the best viewed state within last week.

**WHAT THIS DOES NOT DO:**

- Does NOT provide any substantial healing.

**Bonds and Connections**

- No Nae 'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	AoE = 2 Targets	10
18	Range X4	10

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Change Range to 8 Squares.

# 5 Arcane Interpretation - 1 Page

LEVEL

Tier 2

Save vs interpretation. Can recast 2 times with Col +1.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	10 Minutes		Communication	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	200 Char	1 Hours		RM 2	EOL

582-



Created by COPILOT

## Details:

- Arcane text is a written set of words that has been inhabited by living magic.
- Arcane text is usually obvious in that each letter appears to be constantly moving.
- the caster must connect with the living words on a personal level.
- the nature of Arcane life is so foreign there never has been any true understanding of it.
- Save vs interpretation. Each attempt requires a recasting of this spell.
  - 2nd attempt at 3rd column.
  - 3rd attempt at 4th column.

## WHAT THIS DOES:

- Does attempt to put the caster in sync with the arcane text,
  - Caster rolls a Save to attempt to align themselves.
  - Passing the Save indicates a good connection and translation (reading) is possible.
  - Failing MAY cause the arcane to become unresponsive.
  - The Nae'Em connection lasts only as long as the spell.
- Does require the caster to be writing the entire duration,
  - Thus writing materials are required as well.
- Does allow review and understanding of the translation AFTER the duration is over.
- Does create a Nae'Em connection to begin the rollout.
- Does end the Nae'Em connection when the duration is over.

## WHAT THIS DOES NOT DO:

- Does NOT allow a permanent 'learning' of arcane text,
  - Since arcane is living and constantly moving it cannot be decoded or learned.



### Bonds and Connections

- This is an Tae'Em connection with a living thing.

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
10	Rollout Halved	6
16	Rollout 1 Min	8



### Focus Items and/or Kits:

- Focus Orb of crystal is NOT passive.
- Use of Focus Item will give a random benefit,
  - GM rolls 1d6 and reveals the special connection

# 5 Call/Return Nae'Em Item

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
STACK	PMP	Initiative		Nae'Em	Mundane
1	1 Item	Instant		SAVE COL	CLASS GROUPS

587-



ORIX Icon

**Details:**

- Weight limit of 10 lbs / 4.5 Kg.
- Size limit of 1 square (cube).

**WHAT THIS DOES:**

- ... require an item the caster already has set as a Nae'Em.
- ... affect one single handed light weight item.

**WHAT THIS DOES NOT DO:**

- ... affect any item that is held in place.

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
6	Subtle Casting	4
18	Nae'Em Clues Removed	20

**Focus Items and/or Kits:**

- Allows weight limit up to 30 lbs / 13.6 Kg.

# 5 Scry Open areas - 5 Marks

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	5 Marks	6 Minutes	Nae'Ems	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	15x15 Squares	30 Min / Tier	none	EOL



Created by COPILOT

**Details:**

- Can hear Nae'Em from above IF using the Focus Item.

Limited by thick solid materials:

- Save column may be more difficult.
- Sometimes visibility is fully blocked.

Limited by large amounts of civilized people.

**WHAT THIS DOES:**

This Skill DOES:

**WHAT THIS DOES NOT DO:**

This Skill does NOT:

**Bonds and Connections**

- This Is an Vae'Em connection with a venue/location.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8

**Focus Items and/or Kits:**

- Focus orb with crystal is NOT passive
- caster can hear from view point of the scrying.

# 5 Scry to a Nae'Em

LEVEL

Tier 2

View from 4 squares above, but will lower the view if needed.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	8 Marks	2 Minutes		Nae'Em's	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Nae'Em	1 Hour		SKL 2	EOL-ORX



Created by COPILOT

**Details:**

Recommended the caster communicates with the Nae'Em while scrying.

**WHAT THIS DOES:**

View from 4 squares above, but will lower the view if needed.

Requires Nae'Em to agree with the scrying to be done by the caster.

**WHAT THIS DOES NOT DO:**

xx

**Bonds and Connections**

- This is an Nae'Em connection with a person.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Duration X2	8
18	Range X4	10

**Focus Items and/or Kits:**

- Not required.

# 5 Create Ionic Marker

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	1 Day		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Object	Permanent		none	ORX

543-



ORIX Icon

**Details:**

- This is a Nae'Em with a non-living object.
- Must be cast on a small simple mundane object.
- The object must be unworked.
- Markers will NOT cause any damage when broken, destroyed, etc.

**WHAT THIS DOES:**

- ... allow a common non-magic unworked item to be a focus point for scrying.
- If the scryer has the appropriate devices.

**WHAT THIS DOES NOT DO:**

- ... allow the caster to see/hear without the use of a scrying spell.

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
12	Range X2	8
14	Range At 3 Sas	8
18	Nae'Em Clues Removed	20
18	Range X4	10

**Focus Items and/or Kits:**

# 5 Create Ionic Marker (Nae 'Em)

LEVEL

Tier 2

Connects with an unworked mundane (non-magic) item.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
48 pts	Touch	1 Day		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
9	Caster	Permanent		none	EOL

542-



Created by COPILOT

#### Details:

- This is a Nae'Em with a non-living object.
- Must be cast on a small simple mundane object.
  - The object must be unworked.
- Markers will NOT cause any damage when broken, destroyed, etc.

#### WHAT THIS DOES:

- Does allow a common non-magic unworked item to be a focus point for scrying.
- If the scryer has the appropriate devices and/or spells.

#### WHAT THIS DOES NOT DO:

- Does NOT allow the caster to see/hear without the use of a scrying spell.



#### Bonds and Connections

- This Is an Tae'Em connection with a non-living thing.

#### Counter:

No Counter Available.

#### Creations:



#### Ionic Marker

- Original Eolas caster creates and uses.
- Cannot be purchased, borrowed, loaned.
- Need: Campfire, 36 SP, 24 Hrs.  
Beetle & Cinder roots, Palm wood, Stone.
- Market: 3 Max.



#### Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Range At 3 Sas	8
18	Range X4	10

#### Focus Items and/or Kits:

- Not required.

# 5 Detect Magic

LEVEL

Tier 2

Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	2 Squares	5 Minutes		Find or Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1-5 item	Instant		RM 2	STM-SYL-DOK

GM



Created by COPILOT

#### Details:

- Situations may alter the Save Column (if cast in darkness then column+2)
- If Range enhancements are used the caster can cast this from outside the blinding distance.
- Note this will not inform the user regarding the type of magic or it's effects.

#### WHAT THIS DOES:

- Does cause magic items to glow with a visible white light,
  - no light means no magic found in/on item,
  - dim light (candle) shines if it is magical (enchanted item),
  - bright light (bonfire) shines if it very powerful magic (epic item, node, God's item).
- Does require a Save of all within 20 squares if it is powerful,
  - failed Saves will blind creatures for 2d4 rounds.

#### WHAT THIS DOES NOT DO:

- Does NOT cause permanent blindness.
- Does NOT give any more information,
  - only indicates if there is magic or not.
- Does NOT affect cursed items in any way,
  - does not enact magics of any kind.

#### Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 1 Rollout Interruption

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10

#### Creations:



##### Scroll of Detect Magic

- Find Mundane, Magic, Epic, or God lvl. 1 item.
- EOL: 1-3 Items in same square.
- Need: Kitchen/Lab, 24 SP, 4 Hrs.
- Astral specks, Etheral grass, Obsid shard, Trnch mold.
- Market: 9 Max, Buy:150 GP, Sell:30 GP.



#### Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Save to detect is easier. Save column reduced by 1.

# 5 Divining Water

LEVEL

Tier 2

Save based on region/environ.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1/4 Mark	30 Minutes		Find or Reveal	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	15 Sqs Deep	Permanent		SKL Vary	SYL

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Created by COPILOT

**Details:**

- Finds water deep below caster.
- Devining Rods are an age old method to find where to dig a well.

**WHAT THIS DOES:**

- Does use a SKL:1 to find water in a wet region.
- Does use a SKL:4 to find water in a dry region.
- Does use a SKL:>95 to find water in a desert region.
- Does indicate if the water is potable or not.
- Does indicate how deep. From 6 Squares to 15 Sqs deep.

**WHAT THIS DOES NOT DO:**

- Does NOT have any effect in arctic areas.
- Does NOT reveal info about why it might not be potable.

**Bonds and Connections**

- No connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
20	AOE X4	20

**Focus Items and/or Kits:**

- Focus wand with crystal is NOT passive.
- Improves Save Column by 1.

# 5 Know About You

LEVEL

Tier 2

Tier-Class, HP%, SP%, Postion title (Wagon master, Prince...)

COST	RANGE	ROLL OUT	5 RDS	COLLECTION	OUTCOME
8 pts	8 Squares	30 Seconds (5 rds)		Find or Reveal	Mundane
STACK	AoE	DURATION	NOW	SAVE COL	CLASS GROUPS
1	1 Creature	Instant		SKL 1	EOL



Created by COPILOT

**Details:**

- This spell will be obvious unless Enhancements are used to lessen the cost of the spell.
- Enhancements that help to make casting less obvious:
  - 'Aura Dims To Almost Unseen'
  - 'Range X2'

**WHAT THIS DOES:**

- Does allow the caster to learn:
  - Locally known name,
  - Tier (NOT level) and Class,
  - Position title (Wagon master, Prince, Tavern owner...),
  - general health (HP% and SP%).
- Does allow caster to keep up none casting activity while casting... therefore can be cast and not be noticed. (Save to not be noticed)

**WHAT THIS DOES NOT DO:**

- Does NOT allow specific information, only information within the following guidelines:
  - Targets name is only what is known and used in the current situation,
  - Tier is revealed, but no indication of level is given,
  - General title, but does not give any specific notations,
  - Give only the % of Health and Skill/Spell points.
- Does NOT work if the spell 'Block Scrying' is active.

**Bonds and Connections**

- This Is an Nae'Em connection with a person.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Range X2	8
16	Rollout 1 Min	8
18	AoE = 2 Targets	10

**Focus Items and/or Kits:**

- Not required.

# 5 Locate Ionic Marker

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	PMP	1 Hour		Find or Reveal	Magical
STACK	AoE	DURATION		SAVE COL SKL 2	CLASS GROUPS ORX

584-



ORIX Icon

**Details:**

- This is a Nae-Em Bond with a non-living object.
- Marker has the casters personal Orix sign on it.

**WHAT THIS DOES:**

- ... allow caster to determine the current location of the marker,
  - Location is determine when a SKL:2 Save has been passed,
  - Results given at N, NE, E, SE, S, SW, W, and NW,
  - with approximate number of days to travel by foot (over land) to the marker.
- ... continue to work as long as it is on the same plane it was created on.
- ... allow the location found as a point for some scrying spells.

**WHAT THIS DOES NOT DO:**

- ... respond with a location if the caster is not on the original plane.
- ... pin point on a map where the marker is.
- ... have any effect on objects that already have magic on it.
- ... have any effect on objects that have been worked

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
10	Rollout Halved	6
18	Range X4	10

**Focus Items and/or Kits:**

- Allows the spell to work with SKL:1 Save.

# 5 Arlo's Astral Storage

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	2 Minutes		Planar	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Square	Permanent		none	STM

338-



Created by COPILOT

**Details:**

- Spell credit: This was created by a player character Arlo.
- Caster creates a connection to an Astral space (Nae-Em)
- This space is connected to the caster only,
  - no other person has access to this space.
- Casting can be interrupted, thus skill pts spent and action fails

**WHAT THIS DOES:**

- Does perform an Open or Close of an Astral storage space as needed by the caster.
- Does open a pocket dimension in the Astral plane where the caster's items are stored.
- Does allow the caster to withdraw and deposit up to 10 small or medium items within.
- Does keep the storage area even if the caster is not able to pay attention to it.

**WHAT THIS DOES NOT DO:**

- Does NOT allow anyone but the caster to,
  - Open or close the storage.
  - Withdraw and deposit items within.
  - See the items within.
- Does NOT allow large items or creatures to be stored (i.e. boulders, housing).

**Bonds and Connections**

- This Is an Vae'Em connection with a venue/location.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	AoE X2	6
12	Rollout Init	12

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive
- Allows an extra 5 small or medium items to be stored.

# 5 Dimension Quick Portal for 3

LEVEL

Tier 2

2d4 INTO or 2d6 OUT OF. Damage to use. Caster & 2 others..

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	2 Squares	30 Minutes		Planar	Magical
STACK	AoE	DURATION	2 RDS	SAVE COL	CLASS GROUPS
1	3 Civilized crtrs	2 Rounds		none	DOK

898-



Created by COPILOT

## Details:

- It is suggested that this spell NOT be cast from heavily populated areas.
  - Due to the likelihood they will end up in a populated area in the targeted plane.
- Sends the caster to/from a location that corresponds with the other plane.
- Each PMP has it's own corresponding Dimension,
  - Thus each portal to/from will align with the same spot in both.
- Travel within Dimension passed quickly,
  - 1 hour of travel in Dimension is equal to 4 hours of travel in a normal PMP.

## WHAT THIS DOES:

- Does open to the same corresponding place on the other plane.
- Does stays open even if the caster is asleep, outcold, or even dead.
- Does cause magical damage while passing through or staying in the portal. Each round,
  - Each round while standing (not moving) in the port causes 4d8 damage,
  - Each round (or less) when traveling from PMP to Dimension causes 2d4 damage,
  - Each round (or less) when traveling from Dimension to PMP causes 2d6 damage.
- Does require the caster to pass through the portal before others do so.
  - Closes after 2nd person enters or duration ends.
  - A 3rd person will take full damage to try (but fail).

## WHAT THIS DOES NOT DO:

- Does NOT cause mundane damage. Thus does not light things afire.

### Bonds and Connections

- This is a Vae'Em connection with venue or location.



### Counter:

LVL: 1 Rollout Interruption

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Duration X2	8
18	Range X4	10

### Focus Items and/or Kits:

- Not required.

# 6 Make/Repair Arrows

LEVEL

Tier 2

12 arrows. Tier1=Crude/Blunt, Tier2=Standard, Tier3=Flight.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	4 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	Permanent		none	HNT

722-



Created by COPILOT

#### Details:

- Hunter is able to make crude arrows without a kit and few materials.
- Creation of crude arrows do NOT cost any points (12 per rollout)

#### WHAT THIS DOES:

- Does allow the Hunter to make arrows based on experience, materials and time available.
  - Time Required: arrows can be constructed every rollout.
  - Experience & special materials:
    - Less than level 3: 24 Crude arrows merely need a semi-straight stick. (0 pts)
    - Tier 1: 24 blunt arrows need blunted heads and sinew
    - Tier 2: 24 standard arrows require and arrow heads and sinew
    - Tier 3: 24 flight arrows require light weight shafts and sinew

#### WHAT THIS DOES NOT DO:

- Does NOT allow the hunter to create high quality arrows.
  - All arrows created have no bonuses even if the materials previously did.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

- Kit, campfire, 4 hrs, and straight sticks needed.
  - Tier 1 = 36 Blunt & crude arrows (Kit not needed).
  - Tier 2 = 24 Standard arrows.
  - Tier 3 = 12 Flight Arrows.



#### Enhancements:

LVL	ENHANCEMENTS	COST
1	Create Crude Arrows	0
10	Rollout Halved	6



#### Focus Items and/or Kits:

- Hunters Kit (Tools).
- Kit includes materials for amateur fletching.

# 6 Bob and Weave

LEVEL

Tier 2

Dodge 1 AoO per Tier. Can move diagonaly past targets.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Full Move	Initiative	Battle Defense	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	Self	1 Round	AGL 1	DEY



Created by COPILOT

#### Details:

- Rogue can dodge the number of AoO to their Tier per Round.
- Rogue tries to complete movement up to full,
  - at each AoO attempt the rogue dodges with AGL:1 Save,

#### WHAT THIS DOES:

- Does allows Rogue to move and dodge number of AoOs equal to their Tier,
- Does Save using AGL:1 for each AoO.
- Does movement:
  - Rogue tries to complete movement up to full,
  - at each AOO attempt the rogue dodges with AGL:1 Save,
    - a failed save halts the Rogues move and delivers damage,
    - a successful save allows Rogue to continue on and dodges the AoO.

#### WHAT THIS DOES NOT DO:

- Does NOT allow the rogue to avoid all AoO's with one Save.
  - must roll a Save for each AoO.

#### Bonds and Connections

- No Nae 'Em connection.

#### Counter:

No Counter Available.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
14	Duration X2	8
18	Duration X4	10

#### Focus Items and/or Kits:

- Not required.

# 6 Evade Missiles

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT
8 pts		
STACK	AoE	DURATION

COLLECTION		OUTCOME	
SAVE	COL	CLASS GROUPS	DEY

651-



Designed by Freepik

**Details:**

-- Focus on missile attacks to avoid them

1. Rogue focuses attention on missile attacks.
2. Benefits:  
-- AC increased by 2,  
-- Number of attacks is reduced by 1, (Min = 0).
3. Rogue must be able to see where the attacks are coming from.

A skill called Deflect Small Incoming - 7th Level - Can that be combined with this skill as an enhancement?

**WHAT THIS DOES:****WHAT THIS DOES NOT DO:****Bonds and Connections****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:**

-- No effect.

# 6 Decrease Movement

LEVEL

Tier 2

Inhibits movement by 4 squares. (by 5 sqs with Focus)

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	4 Squares	Initiative	 Battle Actions/Prep	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
3	4x4 squares	4 Rounds	 RM 2	EOL

358-



Created by COPILOT

#### Details:

- Can be used as a direct spell in battle
- Creation of a rogue trap with this Eolas spell:

#### WHAT THIS DOES:

- Does make the target's movement 4 less. (by 5 sqs with Focus)
- Does also work on swimming and climbing if the roots/vines are in those areas.
- Does slow running/dashes to a walk.

#### WHAT THIS DOES NOT DO:

- Does NOT have any effect of anyone currently in flight,
  - If a target is enmeshed and wants to fly, they must first get free of the ribbons.
- Does NOT stop the target's movement entirely, Minimum of 1 square movement.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:



##### Scroll of Grabbing Roots

- Inhibits Movement. -2 to Move for 1 round.
- EOL: -4 to move for 1 round.
- Need: Campfire, 24 SP, 4 Hrs.
- Cinderroot, Oak Sap, Palm Root.
- Market: 9 Max, Buy:10 GP, Sell:2 GP.



#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Duration X2	8



#### Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Slow moment an additional amount of 1,
  - Reduces movement by 3 squares total.

## 6 Increase Nae'Em Fighter Movement

LEVEL Tier 2

Target moves faster in normal conditions. +2 Move.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	2 Squares	Initiative		Battle Actions/Prep
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	1 Creatures	6 Hours		none

352-



Created by COPILOT

**Details:**

- Caster allows a creature to move an extra two squares.

**WHAT THIS DOES:**

- Does allow a creature to move an additional 2 squares.
- Does work for base traveling during battle,
  - Normal walking,
  - Normal flight,
  - Normal swimming.

**WHAT THIS DOES NOT DO:**

- Does NOT allow a creature to cross difficult terrain any better due to the speed.
- Does NOT allow casting on the caster AND a creature. Stack of 1.
- Does NOT assist any sort of accelerated travel,
  - Running, Jogging.
  - Plunging.
  - Diving.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1      Same Spell

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Duration X2	8

**Creations:****Potion Of Speed Boost**

- Fighters RUN Movement +2. Dur:2 Hrs.
- STM: Duration: 4 Hours.
- Need: Kitchen/Lab, 24 SP, 24 Hrs.
- Veggie Oil, Snake Scales, Honey.
- Market: 9 Max, Buy:25 GP, Sell:7 GP.

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- Allows 2 sqs of movement, total of +4 to move.

# 6 Held Shot - Single Target

LEVEL Tier 2

Concentrate on 1 Target ToHIT/Dmg +2 per held attck, max+10.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	By Weapon	Initiative	Battle Offense	Mundane
99	1 Target	5 Attacks	none	HNT



Created by COPILOT

**Details:**

- Hunter must use a bow or crossbow and continuously focus on a single target.
- Hunter must not use/complete any other attacks or skills.

**WHAT THIS DOES:**

- Does gain bonuses of,
  - ToHIT of +2 per held attack while waiting to shoot,
  - This ToHIT and damage bonus applies to the next ToHIT (not the entire round),
  - The ToHIT and damage bonus max's at +10.

**WHAT THIS DOES NOT DO:**

- Does NOT have any effect if the hunter is NOT concentrating,
  - see the Details area.
- Does NOT have any effect on targets moving in and out of sight,
  - This effort requires the target to be completely out of sight for the round.
  - This would end the skill use for the attacker.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Range +50%	6
12	Range X2	8

**Focus Items and/or Kits:**

- Not required.

# 6 Held Throw - Single Target

LEVEL

Tier 2

ToHIT +5 & Dmg +5 per ATTACK held (Max of +20). Move 1/2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	By Weapon	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION	5 ATTKS	SAVE COL	CLASS GROUPS
99	1 Target	5 Attacks		none	ROG

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Created by COPILOT

## Details:

- Attacker must use a thrown weapon and continuously focus on a single target.

## WHAT THIS DOES:

- Does gain bonuses of,
  - ToHIT of +5 per held attack while waiting to shoot,
  - This ToHIT bonus applies to the next ToHIT (not the entire round),
  - The ToHIT & Dmg bonus maximum is +20.
- Does require concentration, but allows the following rogues skills to be used,
  - Rogue To Rogue Signals (1st level, 4 pts)
  - Ventriloquism (2nd level, 4 pts)
  - Wander and Pass Unnoticed (2nd level, 4 pts)
  - Walk Quietly (6th level, 8 pts)
- Does limit movement to 1/2 of normal walking.

## WHAT THIS DOES NOT DO:

- Does NOT have any effect if the Rogue is NOT concentrating,
  - see the Details area.
- Does NOT work on a targets= moving in and out of sight,
  - The effort will fail if the target is out of sight at the time of the throw.

## Bonds and Connections

- No Nae'Em connection.

## Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

## Counter:

No Counter Available.

## Creations:

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

## Focus Items and/or Kits:

- Not required.

# 6 Shoot Thru Party to Target

LEVEL

Tier 2

All Ranged attacks in Duration. Bonus +2 Init, if announced.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	By Weapon	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	By Weapon	1 Round	none	HNT



Created by COPILOT

#### Details:

- Hunter uses the knowledge of how other party members move and fight to be able to take an otherwise blocked shot.

#### WHAT THIS DOES:

- Does allow the Hunter to pass a party member and target the enemy.
- Does allow this benefit to be used on all ranged attacks in the round.
- Does give an Initiative bonus of +2 if announced before the Initiatives are rolled.

#### WHAT THIS DOES NOT DO:

- Does NOT give any bonuses ToHit or Damage.
- Does NOT give Initiative bonuses if not announced before the Initiative rolls.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Range +50%	6

#### Focus Items and/or Kits:

- Not required.

# 6 AoO on Melee Entry

LEVEL

Tier 2

Targets entering melee become open to an attack.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Melee	Instant	<b>NOW</b>	Battle Reaction	Mundane
STACK	AoE	DURATION	1 RDS	SAVE COL	CLASS GROUPS
99	Self	1 Round		none	HNT



Created by COPILOT

#### Details:

- Allows an Attack Of Opportunity (AoO) against those entering melee range,
- Timing of movement:
  - Movement is halted and resumes when this AoO is resolved,
  - Movement (if possible) continues.
- No other attacks flagged as 'Extra' allowed in same round.

#### WHAT THIS DOES:



- Does allow Only 1 AoO is allowed per round, per character
- Does allows an AoO against those entering melee range.
- Does allow character normal actions/attacks.

#### WHAT THIS DOES NOT DO:

- Does NOT allow other attacks flagged 'Extra' allowed in same round

#### Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 1      Avoid An AoO - ROG

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

#### Focus Items and/or Kits:

- Not required.

# 6 Brace for Onslaught

LEVEL

Tier 2

**Attk-1. Save vs Pshbck, Stun, Daze. Must face attk.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Initiative		Battle Reaction	Mundane
STACK	AoE	DURATION	2 RDS	SAVE COL	CLASS GROUPS
99	Self	2 Rounds		BRU 2 	FTR



Created by COPILOT

**Details:**

- If the Fighter passes the Saves they are not affected by the:
  - Knockdown, Stunning, Dazed, or Push back.

**WHAT THIS DOES:**

- Does require the character have more than 1 attack available within the round.
- Does reduce the fighters number of attacks by 1.
- Does require to remain facing the primary issue they are addressing,
  - Must stay within their 1 square,
  - Must face the primary issue,
  - Fighter may 'look' elsewhere, but not face elsewhere.

**WHAT THIS DOES NOT DO:**

- Does NOT help if the fighter is pushed or moved about by means other than an attack.
- Does NOT continue within the round if the Fighter is moved out of the their square.
- Does NOT work if the fighter is attempting stand ground against enemies from multiple directions.
  - can only be effective for a single direction.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Duration X2	8
14	Save -1 Col	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Not required.

## 6 Critical Roll Additions

LEVEL

Tier 2

Roll 1d100 +Lvl +ToHIT to improve critical roll.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Instant	<b>NOW</b>	Battle Reaction	Mundane
STACK	AoE	DURATION	<b>NOW</b>	SAVE COL	CLASS GROUPS
1	1 Attack	Instant		none	FTR

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Created by COPILOT

### Details:

- Note that there are 2 ways to get a 100:
  1. Roll a 100 on the 1d100 or
  2. Roll a 1d100 and add the bonuses to exactly 100.

After Natural 20 and before the critical roll. Roll 1d100 +Lvl +ToHIT to improve critical roll.

### WHAT THIS DOES:

- Does require the fighter to request this after they roll a critical hit,
  - But before the 1d100 on the critical hit table.
- Does the fighter rolls 1d100 and adds their ToHIT bonuses and Fighter Levels.
  - reset any total over 100 to 99.

### WHAT THIS DOES NOT DO:

- Does NOT allow the skill if it is called upon after the 1d100 has been rolled.

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

### Focus Items and/or Kits:

- Not required.

# 6 Create Arcane Beetles

LEVEL

Tier 2

Save to conjure. Attacks nearest enemy for 1d8 dmg. X2x2

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	8 Squares	Initiative		Summon or Send
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
3	1 Square	3 Rounds		SKL 2 

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Created by COPILOT

#### Details:

- Attempts to conjure Fire Beetles by succeeding on the Save.
- The Fire Beetles are not a thinking, living creature,

#### NOTE:

- If the beetles have done more than 5 points of damage within the battle,
  - the shells of the dead beetles are left behind.
- The shells are an ingredient for the creation of cinderroot.
- Some TIRO spells create enough messy magic to leave behind dead beetles.
- This spell purposely creates the beetles that stay when dead,
  - When the spell ends all living beetles vanish.

#### WHAT THIS DOES:

- Does create a small swarm of Arcane Beetles:
  - Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8,
  - Stats are for entire swarm and is treated as a single target.
- Does allow the Caster to direct the Fire Beetles to an enemy within the Range,
- Does continues through Duration even if caster is not aware.
- Does continue if the Caster fall unconscious,
  - The Fire Beetles will continue to attack the Target the Caster designated and no others,
  - Caster must be conscious to direct the Fire Beetles to another Target.
- Does conjure the Fire Beetles to appear on the floor at the targeted area.
- Does require continued direction and attention from character on rounds 2 and 3.

#### WHAT THIS DOES NOT DO:

- Does NOT allow the Fire Beetles to cross a Circle of Protection.
- Does not have any effect if the Save fails.
- Does NOT work if the caster is not able to continue,
  - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

#### Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 1 Interruption Of Duration

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
12	Range X2	8
14	Duration X2	8

#### Creations:



Cinderroot powder

- 1 Bag (10 pinches) common ingredient.
- DOK-EOL: 1 bag (15 pinches).
- Need: Campfire, Varied SP, 8 Hrs.
- Excess Magic, Common Stone, Common Soil.
- Market: 9 Max, Buy:45 GP, Sell:12 GP.



#### Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Use of the Focus will set the Save to SKL:>05, for both conjuring and creation of cinderroot.

# 6 Summon Nisse

LEVEL

Tier 2

A creature that can be seen with ultra violet vision.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	10 Minutes		Summon or Send	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	8x8x8 Sqs	1 Month (30 days)		SKL 1	STM

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Created by COPILOT

## Details:

- Caster creates a minor trusting temporary bond and summons a Nisse
  - Nisse are small gnome-like creatures that are invisible,
  - Nisse can be seen/watched using ultra violet sight/light.
- About Nisse:
  - Nisse are timid and will despawn if you make them angry/uncomfortable
  - they cannot stand to see violence, so they'll also leave if they do
  - they are rule followers and will not do anything that would break any rule.
  - they won't do anything that would reveal their presence
  - they can lift up to 9 kg/20 lbs
  - they must stay within the AoE or they will despawn!

## WHAT THIS DOES:

- Does allow the caster to summon a Nisse.
- Does allow the caster to request the Nisse to help out.
- Does require the caster to make a Save when casting.
- Does allow spell to continue even if the caster is out cold, asleep, etc.
- Does summon a physical creature,
  - HP:12 AC:18 Init+10 ToHIT-10 (Runs from fights).
- Does allow the Nisse to carry 10 lines of inventory.

## WHAT THIS DOES NOT DO:

- Does NOT allow the caster to command the Nisse to do any of the things it dislikes.
- Does NOT allow the Nisse to stay with the caster permanently.
- Does NOT create a month-long bond with the Nisse.



### Bonds and Connections

- This Is an Nae'Em connection with a person/creature.

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Stacking +1	8
18	Duration X4	10



### Focus Items and/or Kits:

- Focus ring with crystal is NOT passive
- Nisse called is known by name to the caster,
  - That Nisse will have a 10x10x10 AoE.

# 6 Ribbon Bat

LEVEL

Tier 2

Bat - HP:2 AC:18/12 Move: 15 Sqs flight

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	10 Minutes		Altered Reality	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	2 Hours		none	SYL

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Created by COPILOT

**Details:**

- Caster creates a Nae-Em with a Ribbon animal.
- Bat HP:2 AC:18/12 Move:15 Sqs flight
- Ribbons create a bat which act mostly like normal bats.
- Ribbons bats are not as good as real bats.

**WHAT THIS DOES:**

- Does give the sonar 'vision' to the caster.
- Does work as long as the caster is able to emit a sound to use for locationing.

**WHAT THIS DOES NOT DO:**

- Does work if the caster is not able to hear their own sounds reverberating.

**Bonds and Connections**

- This is a Tae'Em connection with a thing.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8

**Focus Items and/or Kits:**

- The focus wand and crystal is NOT passive.
- Sonar 'vision' works as Low Light Vision.

# 6 Alter Self - Medium Sized Dog/Cat

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	1 Round	1 RDS	Shape Change	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	8 Hours	clock	none	SYL



Created by COPILOT

**Details:**

- Caster changes into a smaller than medium (man size) sized cat or dog.

Output is mundane. (Domestic pet form is magical)

**WHAT THIS DOES:**

- Does change (Physically) the caster to any common breed of cat or dog.
- Does maintain the ability to understand languages they have known previously.
- Does show the altered self as a mundane (non-magical) creature,
  - All items/possessions are kept but not retrievable in the altered form.
  - Only after returning back to the original caster form are items available.
  - Only after returning back to the original caster form FOCUS ITEMS are available.
- Does continue even if the caster is asleep or unconscious.

**WHAT THIS DOES NOT DO:**

- Does NOT have the ability to create medium sized or larger creatures,
  - Even if it is a common cat or dog.
- Does NOT confer the ability to speak languages, only able to bark/meow or growl/purr.
- Does NOT give the ability to easily communicate with another cat or dog,
  - Rudimentary communication is possible.
- Does NOT allow use of tools or a Focus Item from the Altered form of a cat or dog.

**Bonds and Connections**

- No connection.

**Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Rollout Init	12
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Focus wand with crystal is NOT passive.
- Allows the caster to gain extra movement +6 Sq's,
  - Therefore, a normal movement of 12 would become

# 6 Attach Wings To Animal

LEVEL Tier 2

Attk:x0x1, Init &amp; ToHIT+6, Dmg:1d10, AC 22/12, 1 Mark/Day

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	30 Minutes		Shape Change	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
7	1 Creature	12 Hours		none	SYL



Created by COPILOT

**Details:**

- Full set of wings.
- Casters choice of white, brown, Grey, or black feathers.
- wings are about 1 sq high and have a spread of 2 sqs.
- Travel speed of 1 mark every 12 hrs (1 mark/day).
- Creature gets the better of their natural battle stats or the New Stats.

**WHAT THIS DOES:**

- Does create a temporary bond with the creature just prior to creation of wings.
- Does work best as an upgrade for a beast of burden.
- Does affect animals.
- Does apply new Battle stats for flying:
  - Attk x0x1, Init:+6 ToHIT:+6 Damage 1d10
  - AC: 22/12 (no armor while flying)

**WHAT THIS DOES NOT DO:**

- Does NOT affect non-living creatures.
- Does NOT affect creatures that have no defined back.
- Does NOT give special advantages in wind storms.
- Does NOT attach wings if the creature already has wings.

**Bonds and Connections**

- This is an Ae'Emn is a connection to an animal.

**Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
14	Range At 3 Sas	8

**Focus Items and/or Kits:**

- Focus wand with crystal is NOT passive.
- Able to cast upon civilized person.

# 6 Animal Connection (Ae' Em)

LEVEL

Tier 2

Willing animal & caster connect. Save required.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	2 Squares	4 Hours		Natural Environment	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
5	1 Recipient	EOY		SKL 2	



Created by COPILOT

#### Details:

- This bonds a person to the caster with an animal (Ae-Em).
- Limited: Both must be on the same plane for this to work.
- The recipient animal does not have a greater intelligence from this connection,
  - The animal is not able to draw conclusions or intellectualize.
  - The animal is only able to relate as it normally would.
- The mental communication is in the 'common' language.

#### WHAT THIS DOES:

- Does create a Permanent mental bond which requires the caster to start with each convo.
- Does support 5 (See Stack) connections to an animal,
  - The animal must be encouraged without force to stay with the caster for the rollout.

#### WHAT THIS DOES NOT DO:

- Does NOT send any tactile, olfactory, or audible senses.
- Does NOT send any mental images.
- Does NOT have any function/effect when the caster and connected are not on the same plane.
- Does NOT continue (Is removed) by Arcane (Ancient Magic).



#### Bonds and Connections

- This is a Ae'Em connection with an animal.

#### Counter:

No Counter Available.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Save -1 Col	8
18	Range X4	10



#### Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Makes the SKL Save easier by one Column.

# 6 Animal Healing

LEVEL

Tier 2

Heal 2d8+4 to domestic/wild woodland animals.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
-4 pts	4 SqS	1 Minute 	Natural Environment	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Animal	Permanent 	none	SYL

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Created by COPILOT

#### Details:

- Heal 2d8+4 to domestic or wild woodland animals.
- A minor bond is created and the caster attempts to use this temporary bond.

#### WHAT THIS DOES:

- Does work well with the Animal Friendship spell.
- Does require a full minute to cast.

#### WHAT THIS DOES NOT DO:

- Does NOT automatically make an animal friendly to the caster.
- Does NOT cause or Heal any damage if the RollOut is not completed.



#### Bonds and Connections

- This is an Ae'Emn is a connection to an animal.

#### Counter:

No Counter Available.

#### Creations:



##### Animal Healing Nutrients

- Heals 2d6. Animals Only.
- SYL: Heal 2d6+4.
- Need: Campfire, 12 SP, 4 Hrs.  
Bear Blood, Beetleroot, Rice, Sea Water.
- Market: 9 Max, Buy:30 GP, Sell:10 GP.



#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
12	Rollout Init	12



#### Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- If used on a familiar the animal heals additional +4  
- Total healing of 2d8 + 8

# 6 Befriend An Animal

LEVEL

Tier 2

Connect with animals that aren't enraged or frenzied.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	10 Squares	1 Minute		Natural Environment	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Animal	8 Hours		SKL 2	SYL



Created by COPILOT

#### Details:

- This is a type of Nae'Em called an Ae'Em.

#### WHAT THIS DOES:

- Does create a temporary bond with a domestic or woodland animal,
  - Caster will be treated as a new or known friend,
  - Misused animals will still be extremely cautious.
- Does use rolls from the GM to gauge the situation/reactions.

#### WHAT THIS DOES NOT DO:

- Does NOT work with monsters or civilized creatures.
- Does NOT affect animals currently enraged, frenzied, or conditioned to attack.
- Does NOT affect non-woodland animals or non-domesticated animals.



#### Bonds and Connections

- This Is an Ae'Em connection with an animal.



#### Counter:

LVL: 1      Same Spell

#### Creations:



#### Animal Nuggets

- Save vs SKL:3 to Calm Animal.
- SYL: Save vs SKL:2 to Calm Animal.
- Need: Campfire, 24 SP, 4 Hours.  
Ethereal Grass, Ginger Root, Honeysuckle.
- Market: 9 Max, Buy:10 GP, Sell:2 GP.



#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
14	Duration X2	8
18	Duration X4	10



#### Focus Items and/or Kits:

- Will Allow the Caster a SKL:2 Save,
  - Affects enraged, frenzied, or very hurt animal.

# 6 Pause Magical Lock

LEVEL

Tier 2

Freezes magic in a specific trap for the duration if Saved.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	2 Squares	10 Minutes		Mechanicals	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Lock	Rollout		RM 3	EOL

GM

834-



Created by COPILOT

#### Details:

- Freezes all magic within a specific lock for the duration.

#### WHAT THIS DOES:

- Does pause magic within a lock from being active.
  - This would allow a rogue to work a magical lock as if it were a mundane lock.
- Does require the caster to maintain concentration while pausing the magic.
- Does require the caster to pass the Save.

#### WHAT THIS DOES NOT DO:

- Does NOT pause all magic in the AoE,
  - only that magic of a specified lock.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6



#### Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Sets range to 12 Squares.

## 6 Set Or Open Chest Lock

LEVEL

Tier 2

Enh: Slim key+8 pts @ 5th lvl. Magical: TIRO/EOL needed.

904



Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	6 Minutes		Mechanicals	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Lock	Until Reset		SKL 3	ROG

### Details:

- All traps will have Saves based on the nature of the trap.
- Skeleton key locks cost no extra points to attempt.
- Create Lock x3 pts.
- Slim key locks enhancement requires 5th level and cost 8 more points.
- Magical locks need 'Spell Interference' OR 'Pause Magical Lock' to get past.

### WHAT THIS DOES:

- Does allow Rogue to attempt to unlock each specific lock 3 times per day.
- Does allow rogue to inspection first,
  - if issue is found (trap?) points are spent & lock not touched.
- Does allow rogue to inspect the lock during rollout,
  - and choose to try to open it (or re-lock it). 3 tries.

### WHAT THIS DOES NOT DO:

- Does NOT allow a Rogue to create locks.

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
5	Slim Key Locks	4
10	Rollout Halved	6



### Focus Items and/or Kits:

- Not required.
- Tools from kit make the job easier. Column -1

# 6 Cleansing Fire

LEVEL

Tier 2

1 hp Dmg per hour. Immune to Sickness/Disease.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	30 Minutes		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	12 Hours		HLH 3	DOK

445-



Created by COPILOT

#### Details:

- Caster enters a meditative state during the RollOut.
  - During this time the caster appears to be engulfed in magenta flames.
- After the RollOut, and for the remainder of the duration, caster is continuously sweating.
- The flames that engulf the caster are magical flames and cannot create any fires.
- All the other resulting effects are mundane.

#### WHAT THIS DOES:

- Does remove any Sickness/Disease from the caster by the end of the first hour.
- Does for the entire duration the caster is immune to Sickness/Disease.
- Does deal 1 damage for every hour of the Duration.

#### WHAT THIS DOES NOT DO:

- Does NOT set anything on fire.

#### Bonds and Connections

- No Nae 'Em connection.



#### Counter:

LVL: 1      Dispel Magic Spell

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
14	Duration X2	8



#### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Allows casting on another person.

# 6 Common Healing 2d8+ACU

LEVEL Tier 2

## Heal 2d8+ACU

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	Initiative		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	Instant		none	STM



Created by COPILOT

### Details:

- Caster heals a creature for 1d8+2.

### WHAT THIS DOES:

- Does heal one creature of the caster's choosing for 2d8+2.

### WHAT THIS DOES NOT DO:

- Does NOT damage the target before healing.

### Bonds and Connections

- No Nae 'Em connection.

### Counter:

No Counter Available.

### Creations:



#### Draught Of Health

- Heals 2d6. Dur:used.
- Astral Specks, Mercury, Wheat stalks.
- Creation: 16 Spell pts, 8 Hrs, Stack:9.
- Requires campfire. BUY:80 GP.



### Enhancements:

LVL	ENHANCEMENTS	COST
16	Healing +4	10
18	AoE = 2 Targets	10
18	Healing +8	10



### Focus Items and/or Kits:

- Focus ring with crystal is NOT passive
- Adds another d4 of healing,
  - Total healing is 3d8 + 1d4 + 2 HP.

# 6 Destroy Harmful Substance

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	6 Squares	10 Minutes		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Square	Permanent		none	ORX

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ORIX Icon

**Details:**

- Harmful substances are consumables that cause a negative effect after consumed.
- Non-nutritious food would not be considered a harmful substance.

**WHAT THIS DOES:**

- ... breaks down the harmful substance to result in a sludge that is not harmful.
- ... create a obvious sludge that is no longer a consumable.
- ... affects 1 square at a time,
  - only the consumables that are harmful are affected.

**WHAT THIS DOES NOT DO:**

- ... affect consumable substances that will not harm you.

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Subtle Casting	4
9	Range +50%	6
10	Rollout Halved	6
12	Range X2	8
12	Rollout Init	12
16	Rollout 1 Min	8
18	Range X4	10

**Focus Items and/or Kits:**

## 6 Move Shadow to Shadow

LEVEL

Tier 2

Caster can jump from one shadow to another within range.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	24 Squares	2 Rounds		Light and Darkness	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Caster	20 Minutes		none	DOK

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Created by COPILOT

### Details:

- Caster jumps from one shadow to another visible shadow within Range.
- A shadow for the purpose of this spell a shadow is defined as,
  - A darker area than the caster's surrounding environment.

### WHAT THIS DOES:

- This does work for the caster only on shadows that the caster can see and in Range.
- This does allow more options at night when more shadows are available.

### WHAT THIS DOES NOT DO:

- This does NOT teleport anyone other than the caster and their belongings.
- This does NOT function well when a shadow can not be seen. High noon?

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
10	Rollout Halved	6
12	Range X2	8



### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Aura displayed is 0 (Zero). No light when casting.

# 6 Overhear the Conversation

LEVEL

Tier 2

Within sight & Range can hear as if within 1 Sq.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	12 Squares	5 Minutes		Communication	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Conversation	1 Hour		none	EOL

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Created by COPILOT

#### Details:

- The caster can overhear a conversation within range as if it were within 1 Square.
- Conversations can be heard, but if in a very loud crowd won't be as effective.  
Example: In the middle of a crowd celebrating and singing.
- If you would normally have to lean into someone's personal space this won't work.

#### WHAT THIS DOES:

- Does allow the caster to overhear a conversation as if it were within 1 Sq.
- Does end if the caster is discovered by the speakers.
- Does end in combat.

#### WHAT THIS DOES NOT DO:

- Does NOT make the caster understand the language.
- Does NOT work through materials sound wouldn't go through.
- Does NOT work in combat.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Range X2	8
14	Duration X2	8



#### Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Allows the caster to use this in combat.

# 6 Read/Write Language

LEVEL

Tier 2

## Read/Write Recipients Language. Common & Ancient Languages.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Sqare	30 Minutes		Communication	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Person	1 Day		none	EOL



Created by COPILOT

### Details:

- Caster is able to read and write the recipient's language.
- This can be used to create a 'Scroll of Read/Write Languages'.

### WHAT THIS DOES:

- Does allow the caster to read and write the recipient's language.
- Does make the text appear in the caster's language.
- Does transform what the caster writes into the recipient's language.
- Does work on ancient languages as well.

### WHAT THIS DOES NOT DO:

- Does NOT work if the recipient is not willing.
- Does NOT affect speech.



### Bonds and Connections

- This is a Nae'Em connection with a person.

### Counter:

No Counter Available.

### Creations:



#### Scroll of Read/Write Language

- Common/ancient languages. No arcane. Dur:4 Hrs.
- EOL: Duration: 12 Hours.
- Need: Kitchen/Lab, 24 SP, 8 Hrs.  
Anise Leaf, Cherrywood Sap or strips, Marigold.
- Market: 9 Max, Buy:5 GP, Sell:1 GP.



### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

### Focus Items and/or Kits:

- Not required.

# 6 Speak with Dead

LEVEL

Tier 2

Up to 100 years dead per Tier. Skull answers in common.

COST	RANGE	ROLL OUT	1 RDS	COLLECTION	OUTCOME
8 pts	Touch	1 Round		Communication	Magical
99	1 Target	20 Minutes		none	DOK-STM



Created by COPILOT

**Details:**

- Caster speaks aloud to the dead and hears out loud the responses.
- Caster creates a limited and forced Cae'Em relationship with the target.

**WHAT THIS DOES:**

- Does limit the time to 1 hour or 5 questions, which ever happens soonest.
- Does allow the caster to converse with a creature that is dead,
  - Up to 100 years per Tier of the caster.
- Does require to have some solid portion of the skull to be still remaining.
- Does require the target to be dead and not animated in any way.
- Does require the target to be NOT be magic'd in any way.
- Does force the target to respond to each question.
- Does interpret any older versions of a common language to the current common language.

**WHAT THIS DOES NOT DO:**

- Does NOT work on previously questioned targets. (Previous Nae'Em for the current caster)
- Does NOT have any effect when non-questions are put forth.
- Does NOT guarantee truthful or accurate responses.
- Does NOT interpret arcane or secret languages.
- Does NOT have any effect on undead or living dead, although it may appear to work.
- Does NOT have any effect on dead creatures that had lived without a head.


**Bonds and Connections**

- This is an Cae'Em connection with a construct (temp).


**Counter:**

LVL: 1      Interruption Of Duration

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
14	Range At 3 Sqs	8


**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Allows caster to know if the response to the question

## 6 Create a Vae'Em Location.

LEVEL

Tier 2

GM Saves for accurate destination.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	4 Hours		Nae'Em	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
7	1 Square	Permanent		none	STM



Created by COPILOT

**Details:**

- Caster creates a portal through the astral plane to a destination.
- A Save must be made to determine the accuracy of the destination.
  - If there is a location Nae'Em (Vae'Em) set no Save is needed.
- GM rolls Save for caster.
- Failed Save means caster steps through to a misdirected location.

**WHAT THIS DOES:**

- Does allow no Save use if the caster has a location Nae'Em set as the destination.
- Does ensure all misdirected locations are safe to walk through.

**WHAT THIS DOES NOT DO:**

- Does NOT allow the creation of a portal to a place outside of PMP.
- Does NOT allow the casting of the spell if the rollout is interrupted, must be restarted.



**Bonds and Connections**

- This Is an Vae'Em connection with a location/venue.



**Counter:**

LVL: 1 Rollout Interruption

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save -1 Col	8

**Focus Items and/or Kits:**

- Not required.

# 6 Dispel Magic Spell

LEVEL

Tier 2

List of spells that can be affected are in the Full Description list.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	6 Minutes		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Item	Permanent		SKL 2	



Created by COPILOT

**Details:**

Spells that are countered by Dispel Magic Spell:

- |                                     |   |
|-------------------------------------|---|
| 1 -Camp Perimeter Shock             | 8 -Dimension Personal Hideaway            |
| 3 -Summon Astral Beast of Burden    | 8 -Circle of Protection vs Undead         |
| 3 -Gathering The Darkness           | 9 -Search for Focus Item                  |
| 3 -Protect Fighter vs Ranged/Thrown | 9 -Dimensional Containment                |
| 4 -Shadow Dome                      | 10-Charged Fencing - Two Sides            |
| 4 -Shadow of the Magi               | 10-Project Astral Image Within PMP        |
| 6 -Cleansing Fire                   | 12-Circle of Expulsion of Ethereal Crtrs. |
| 7 -Strumos Waystation               | 22-Living Statue                          |
| 8 -Scry on Imp Spy                  |   |

**WHAT THIS DOES:**

- Does require both the caster and the GM to roll Saves.
- Does set the Casters Save Column to 2.
- Does require the GM to determine the Save Column based on the nature of magic of the item.
- Does affect any spells that have a Duration that is NOT permanent.

## Comparison process:

- Caster rolls a Save and determines how close they are to passing,
  - Caster might be xx amount OVER the needed Save or XX under the needed Save.
- GM must FIRST determine the Save Column based on the item.
  - GM then rolls a Save and determines how close they are to passing,
  - GM might be xx amount OVER the needed Save or XX under the needed Save.
- Casters and GM results are compared,
  - If the casters result is higher then item's magic has been dispelled,
  - If the GMs result is higher OR equal the magic stays as is.

**WHAT THIS DOES NOT DO:**

- Does NOT ensure the caster is safe from side effects or curses.
- Does NOT affect any magic/spells that are non-permanent.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1 Rollout Interruption

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
18	Range X4	10

**Focus Items and/or Kits:**

- Not required.

# 6 Release Arcane Script

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	10 Minutes		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	200 Characters	1 Hour		SKL 1	ORX

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ORIX Icon

**Details:**

Reading of a script (Spell, scroll, engraving, ...) may release power.

If power is released it may be in the form of a curse. Or could be a single trigger to enact a spell.

If the caster fails the saving throw it is not truly the caster failing, it is the living script not cooperating.

**WHAT THIS DOES:**

asdf

**WHAT THIS DOES NOT DO:**

adsf

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL

ENHANCEMENTS

COST

**Focus Items and/or Kits:**

# 6 1000 Yard Stare March

LEVEL

Tier 2

Walk X3 in 20 hrs. Afterwards need 8 hrs sleep.

701-



Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	10 Minutes		Traveling (PMP)	Mundane
STACK	AoE	DURATION		none	CLASS GROUPS
1	Self	20 Hours			FTR-ROG

**Details:**

- This effort can be repeated day after day.
- Due to the quick pace, encounters are often unaware of the walker until after they pass.
- The character maintains a quick and quiet walk as taught in their training.

**WHAT THIS DOES:**

- Does allow the walker to maintain a maximum movement (not a run) for 20 hours,
  - Able to travel 3 times normal walking distance,
  - Higher likelihood of surprise,
  - Lower likelihood of an encounter.
- Does require the walker to clear their mind and stay that way,
  - No concentrated efforts can be maintained, not even a conversation.
- Does require the path or general compass direction to be preset.
- Does require 8 hours of sleep once the 20 hours of walking is done.
- Does require a full 2 rounds to 'wake' up enough to be functional.

**WHAT THIS DOES NOT DO:**

- Does NOT work if the walker engages in any effort to concentrate,
  - This includes talking beyond a grunt now and then.
- Does NOT continue past 20 hours,
  - If the full 20 hours isn't used the walker will sleep for
    - 4 hours for 10 hours or less of a march (no movement rate change),
    - 6 hours for 10 to 15 hours of a march (x2 1/2 move),
    - 8 hours for 15 + hours stare of a march (x2 move)

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
20	Rollout Instant	16

**Focus Items and/or Kits:**

- Not required.

# 6 Create Ethereal Home Pad

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	1 Hour		Planar	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1x1 Square	1 Hour		none	EOL



Created by COPILOT

**Details:**

- Caster creates an Ethereal Home Pad.
- Eloas schools routinely cast this spell to create a Home pad at the same time every day.
  - Timing is usually midnight to 1am, as well as noon to 1 pm.
- The pad is bright green.

**WHAT THIS DOES:**

- Does allow the caster to create a Home Pad.
- Does allow any Eloas caster who knows the location to teleport to it.
- Does allow people the caster permits and who know the location to teleport to it.

**WHAT THIS DOES NOT DO:**

- Does NOT allow anyone who doesn't know the location or isn't permitted to teleport.

**Bonds and Connections**

- This Is an Nae'Em connection with a person.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
12	AoE X2	6

**Focus Items and/or Kits:**

- Focus orb with crystal is NOT passive
- Allows the caster to change the pad's location once.

# 6 Langstrom Rupture

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	8 Squares	30 Minutes	Planar	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	1x1 Sq Portal	1 Minute	none	ORX

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ORIX Icon

**Details:**

- Creates a lime green portal that is 1 square wide and 1 square high.
- this type of portal is not stable,
  - when used often the GM may require a RM:2 or harder Save to be rolled.
  - used often is defined as over twice in a month or
  - using more than 20 skill points to create a rupture within a month.

Into OR out of Langstrom

**WHAT THIS DOES:**

- ... require those that enter to squat or bend to fit in.
- ... often limit the entry of beasts of burden.
- ... require casting from a Prime Material Plane (PMP).

**WHAT THIS DOES NOT DO:**

- ... allow entry to creatures that are only partially through,
  - any partial entries are pushed back out into the PMP

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
9	Duration +50%	6
10	Rollout Halved	6
12	Range X2	8
14	Duration X2	8
16	Rollout 1 Min	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Allow a SKL:1 Save to pulled creatures that are partially in when the portal ends.



# 6 Force Platform

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	16 Squares	2 Minutes		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	2x2 Sq Platform	10 Minutes		none	ORX

362-



ORIX Icon

**Details:**

- A platform that levitates as directed by the caster.
- Stats: HP:60 AC:14 Move:2

**WHAT THIS DOES:**

- ... create a force platform that can be elevated within range.
- ... make the platform out of force which means it is invisible.
- ... move up and down as the caster directs.
- ... move at a rate of 2 squares per 6 seconds (1 round).

**WHAT THIS DOES NOT DO:**

- ... move side to side.

**Bonds and Connections****Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Creates a half wall (1 sq high) along side one edge.

## 6 Wander and Pass Unnoticed

LEVEL

Tier 2

Any more than casual passage requires Save. Non-Rogues NON:3

COST	RANGE	ROLL OUT	RDS	COLLECTION	OUTCOME
8 pts	Self	1 Round	1 RDS	Hide or Obscure	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Urban	10 Rds (1 Min)		SKL 3	ROG



Created by COPILOT

### Details:

- When successful it is unlikely any witnesses won't remember the Rogue.
- Graymore Humans can reduce the Save Col by 1.
- During the rollout the Rogue is likely moving and planning the use of this skill,
  - They might even be working to set up the environment to best use this skill.

Best use: Graymores (-1) with a kit (-1) in the dark (-1) using 'Walk Quietly' (-1), Skill Save becomes >01. Just don't blunder with a 01 on a 1d100.

### WHAT THIS DOES:

- Does allows Rogue avoid being seen during a casual search,
- Does require the Rogue to pass a Save.
- Does may be easier to use if combined with another action,
  - Distractions,
  - Use of disguises,
  - Use of the Lose A Tail skill.
- Does continue for 10 rounds.

### WHAT THIS DOES NOT DO:

- Does NOT work well for non-Rogues,
  - non-Rogues must pass a NON:3 Save.

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10



### Focus Items and/or Kits:

- Kit NO required.
- Tools from kit make the job easier. Column -1

# 7 Create Health Poultice

LEVEL

Tier 2

Yield 1d3 items. Effect: Sick/Dis Col -1

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	4 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Poultice	Used / EOY		SKL 2	HNT



Created by COPILOT

## Details:

- Creating a Sickness/Disease Poultice: Moist cloth within a bag.
  - Combine,
    - 1 jar of Honeysuckle Oil,
    - 1 bunch of Wild Cabbage,
    - 1 jar of Palm Sap,
    - All ingredients stay fresh until New Year,
      - if kept within Hunters Herb Sack.
  - Cook/Brew/Set for 4 hours,
    - requires constant attention of the Hunter,
    - Only other activity allowed during 4 hrs is talking,

## WHAT THIS DOES:

- Does require a complete attention to creation for 4 hours.
- Does allow creations up to 3 times per day, regardless of rollout times.
  - each effort takes the full Rollout,
  - each effort requires a separate set of ingredients.
- Does require a Save at the end of all creations for the day,
  - the Save applies to all Frailty Poultices created during the day.
  - failing the Save uses all the ingredients but nothing is created.

## WHAT THIS DOES NOT DO:

- Does NOT provide the ingredients,
  - the ingredients must be found and saved.

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:



- 4 hrs makes 1d3 Health poultices. (9 max/day)
- Honeysuckle, Wild cabbage, Palm Ash.
- Requires Hunters Kit and campfire. Shelf life:EOY
- Save SKL:2 clears Sickness or reduces Disease status.



## Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save -1 Col	8



## Focus Items and/or Kits:

- Hunters Kit is NOT passive.
- Makes 2 additional Poultices.

# 7 Create Repellent Oil

LEVEL

Tier 2

Yield 1d3 items. Effect: Repells insects Save col-1.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	4 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 dose	Used / EOY		SNS 2	HNT



Created by COPILOT

**Details:**

- Combine,
  - 1 Jar of Honeysuckle Oil,
  - 1 bag of Palm Root Ash,
  - 1 bunch of Marsh Daisy Leaf,
  - All ingredients stay fresh until New Year,
  - if kept within Hunters Herb Sack.
- Saving Throw At End of batch: Failure means ingredients used but no Oil(s) created per batch.
- Repels insects using the SNS:x Save when in action.
  - Use the listed column for natural insects (Animals).
  - Use one column worse for Giant insects (Monsters).
  - A Passing Save will repel the insects from this user.

**WHAT THIS DOES:**

- Does allow the Hunter to Cook/Brew/Set for 4 hours,
  - requires constant attention of the Hunter,
  - Only other activity allowed during 4 hrs is talking,
  - no casting.
  - Must have basic cooking gear, workshop/kitchen is NOT required.
- Does allow creations of up to 3 times per day,
  - each effort takes 4 hours,
  - each effort requires a separate set of ingredients.

**WHAT THIS DOES NOT DO:**

- Does NOT use any magical process to create the concoction.
- Does NOT allow the creation of more than 9 concoctions per day.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- 4 hrs makes 1d3 vials of repellent oil. (9 max/day)
- Honeysuckle, Marsh Daisy leaf, Palm root ash.
- Requires Hunters kit & campfire. Shelf life:EOY.
- Smaller insects most vulnerable. INSECTS MUST SAVE

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

**Focus Items and/or Kits:**

- Hunters Kit is NOT passive.
- Makes 2 additional Dose.

# 7 Half Wall of Force

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Touch	20 Minutes		Battle Defense
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
6	4 Sq's Long	20 Minutes	none	ORX

355-



ORIX Icon

**Details:**

- Wall stats for each square: HP:30 AC:15
- 1 Sq high by Length up to 4 Sq. 1 corner allowed, if desired.

**WHAT THIS DOES:**

- ... create a wall 1 square high by 4 Squares long.
  - The wall is invisible.
- ... have a thickness of 1 ft / 30 cm

**WHAT THIS DOES NOT DO:**

- ... move once set in place.

**Bonds and Connections****Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
16	Rollout 1 Min	8

**Focus Items and/or Kits:**

- Allows an additional corner.

## 7 Circle of Protection vs Acid

LEVEL

Tier 2

Inside circle: reduce acid dmg 3 (min 1). Edge: take 1d6.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	9 Squares	5 Minutes		Battle Actions/Prep	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3 Sq Radius	1 Hour		none	EOL

427-



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### Details:

- Caster draws a magical circle in green weave that protects against acid.

### WHAT THIS DOES:

- Does require the caster to create a circle during the rollout.
  - At finishing of rollout the edge of the circle becomes bubbling acid.
- Does protects anyone within the circle from acid damage (reduces it by 3 points)

### WHAT THIS DOES NOT DO:

- Does NOT protect against poisons/diseases.
- Does NOT completely nullify acid damage (minimum of 1)
- Does NOT reduce any other type of damage.

### Bonds and Connections

- No Nae'Em connection.



### Counter:

LVL: 1      Same Spell

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Range X2	8
14	Duration X2	8



### Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Edge of circle acid causes damage of 1d6.

# 7 Brutal Push Forward

LEVEL

Tier 2

Attk-1 (min 0), Init+4, ToHIT+2. AC-2.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	1 Square	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	1 Square	1 Round	BRU 2	FTR



Created by COPILOT

**Details:**

- This intention must be stated BEFORE initiative is rolled to gain the Init+4.
- Direction of movement is indicated while stating intention.
- Enhancement of 'Attacks +1' results in this effort taking no attack away,
  - normally the effort to push requires the number of attacks be lowered by 1.
  - This Enhancement will NOT allow an addition of an attack.

**WHAT THIS DOES:**

- Does allow an attempt to push the target straight back 1 square.
- Does require an open and unoccupied square directly behind the target.
- Does require fighter to use one of their attacks as this effort,
  - Minimum attack of zero is possible.
- Does require fighter to pass the Save,
  - Fighters AC drops by 2 and number of attacks drop by 1,
  - Fighters ToHIT +2 and if stated in time Init +4.
  - Target is then pushed back to the open square,
  - Fighter is moved into the square the target had occupied.

**WHAT THIS DOES NOT DO:**

- Does NOT have any effect if the single target occupies more than 1 square.
- Does NOT have any effect if the Save fails.
- Does NOT work if there no open square behind the target.
- Does NOT work verses both magical and mundane barriers which block the push.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Attacks +1	8

**Focus Items and/or Kits:**

- Not required.

# 7 Hold Civilized Creature

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	8 Squares	1 Round	1 RDS	Battle Offense	Magical
STACK	AoE	DURATION	5 RDS	SAVE COL	CLASS GROUPS
	1 Target	5 Rounds			ORX

577-



ORIX Icon

**Details:**

-- Keeps a person held. Unable to cast, fight, or complete an action.

**WHAT THIS DOES:**

- ... allow the attempt to Save MGC:3 to be released at initiative of 0.0 in each round.
- ... require the target to be in range and in sight.
- ... allow other spells to work on the target.
- ... allow target to put out an effort to talk,
  - Amount of effort doesn't allow good flow or pronunciation, thus no spells.

**WHAT THIS DOES NOT DO:**

- ... inhibit life functions, like breathing.
- ... interfere with targets hearing or sense of touch.
- ... target to cast, fight, or complete an action.

**Bonds and Connections****Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Allow the target free and easy speech,
  - this effect can be turned on and off as the caster wants within the duration.

# 7 AoO on Kill

LEVEL

Tier 2

After Kill ToHIT+6 on another target.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	Instant	<b>NOW</b>	Battle Reaction	Mundane
STACK	AoE	DURATION	<b>NOW</b>	SAVE COL	CLASS GROUPS
99	1 Target	Instant		none	FTR

797-



Created by COPILOT

#### Details:

- This is an 'Attack of Opportunity', therefore is an 'Extra' attack,
  - only 1 'Extra' attack is allowed per round per character.
- Enhancement of 'Range X2' allows the fighter to attack 1 Sq beyond adjacent,
  - but only to forward and side positions. No flanks.

#### WHAT THIS DOES:



- Does require the fighter has killed an enemy within melee and another enemy is adjacent.
- Does require the fighter to identify another (adjacent) target that is NOT flanking them.
- Does allow the fighter to attack with an 'Extra' attack,
  - Providing no other 'Extra' attack has been attempted this round.
- Does provide a bonus of +6 verses the new target.
- Does allow the fighter to use any un-used attacks as well as this attack.

#### WHAT THIS DOES NOT DO:

- Does NOT have any effect if the fighter has already used an 'Extra' attack this round.
- Does NOT have any effect if the fighter is targeting an enemy located at their flank.

#### Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 1      Avoid An AoO - ROG

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8

#### Focus Items and/or Kits:

- Not required.

# 7 Blunder Change Up

LEVEL

Tier 2

Rogue may apply a Melee Blunder to a less impactful column.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Instant	<b>NOW</b>	Battle Reaction	Mundane
STACK	AoE	DURATION	<b>NOW</b>	SAVE COL	CLASS GROUPS
99	Self	Instant		none	ROG



Created by COPILOT

**Details:**

- Rogue desperately attempts a different outcome to the Blunder.
- If the Rogue rolls a Blunder they can choose to apply the roll to a different column on the blunder chart to obtain a less negative outcome.

**WHAT THIS DOES:**

- Does allow Rogue to choose to apply the roll to any of the following columns,
  - Blunts column.
  - Blades column.
  - Hand/Foot column.
  - Missiles column.
- Does require the Rogue to use the original number rolled regardless of the column used.

**WHAT THIS DOES NOT DO:**

- Does NOT allow Rogue to use this skill multiple times in 1 round.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

**Focus Items and/or Kits:**

- Not required.

# 7 Call/Send From Home Library

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts		1 Minute		Summon or Send	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
		Permanent			EOL

511-



Created by COPILOT

**Details:**

- The caster summons a book or item they have stored in their library.
- This spell uses a pre-designated library on the same PMP plane as the caster.

**WHAT THIS DOES:**

- Does summon a manipulatable image of a book or item previously stored by the caster.
- Does require the caster to be within range of their library.
- Does require caster to be on the same plane as their library.

**WHAT THIS DOES NOT DO:**

- Does NOT affect any libraries designated by other casters.
- Does NOT physically interact with items in the library.

**Bonds and Connections**

- This Is an Tae'Em connection with a thing.

**Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	AOE X2	6
20	AOE X4	20

**Focus Items and/or Kits:**

- Focus orb with crystal is NOT passive
- Creates a light bright enough to read by.

# 7 Vine Wolf

LEVEL

Tier 2

Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	10 Minutes		Altered Reality	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	2 Hours		none	SYL



Created by COPILOT

**Details:**

- Caster creates a Nae-Em Ribbon animal.
- Wolf HP:12 AC:16/12
- Ribbons create a wolf which act mostly like a normal wolf.
- Ribbons wolves are not as good as real wolves.

**WHAT THIS DOES:**

- Does allow the caster to run at twice their normal speed.

**WHAT THIS DOES NOT DO:**

- Does NOT affect the speed of walking.
- Does NOT affect any other mode of travel.

**Bonds and Connections**

- This Is an Tae'Em connection with a Thing.

**Counter:**

LVL: 1 Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
10	Rollout Halved	6
14	Duration X2	8

**Focus Items and/or Kits:**

- Focus wand with crystal is NOT passive.
- Adds teeth. Attk: 1x1 1d6 Dmg

# 7 Annie's Slow Alteration

LEVEL

Tier 2

Change age/clothes/carried items/hair/eyes/facial hair.

COST	RANGE	ROLL OUT	4 RDS	COLLECTION	OUTCOME
8 pts	Self	4 Rounds		Shape Change	Magical
STACK	AoE	DURATION	4 Hours	SAVE COL	CLASS GROUPS
1	Self			none	EOL

315-



Created by COPILOT

#### Details:

- Caster changes appearance to a generic look.
- Caster can alter their look by:
  - changing their:
    - Age,
    - Clothes,
    - Carried items, (Does not work for weapons and armor not allowed by the caster class)
    - Hair color and style (even to 'bald' if wanted),
    - Facial hair style and color (even to 'none'),
    - Eye color
  - allow the spell to conform to the current common look for crowd,
  - within the range of changes as listed above.

#### WHAT THIS DOES:

- Does a slow change of the caster's appearance to a generic look for their race.
- Does allow caster to change their age, clothing, carried items, hair, eyes, and facial hair.
- Does allow the caster to blend in with a crowd of their choosing,
  - within the range of the changes listed above.
- Does allow expanded choices of change when using a Focus item including:
  - Race,
  - Height,
  - Weight,
  - Gender.

#### WHAT THIS DOES NOT DO:

- Does NOT let anyone notice changes if the spell is cast in a large crowd. (10+ people)
- Does NOT allow the caster to camouflage non-classed weapons.
- Does NOT allow the caster to camouflage any spell casting.
- Does NOT allow the caster to appear as a member of a different race.

#### Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 1      Same Spell

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
10	Rollout Halved	6
14	Duration X2	8



#### Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Can change their race, height, weight, & gender.

# 7 Grow A Plant Canopy

LEVEL

Tier 2

Plant Canopy covers 1 to 4 people. Save vs High winds.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	12 Squares	5 Minutes 	Natural Environment	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
3	3x3 Sq Area	12 Hours 	none	SYL

379-



Created by BING AI

**Details:**

- Creates a weather protective roof with plants.

**WHAT THIS DOES:**

- Does create a canopy roof to protect vs weather.
- Does cover 1 to 4 creatures.
- Does work even if there is just grass.
- Does have a 'roof' that resembles the plants it came from

**WHAT THIS DOES NOT DO:**

- Does NOT work in any environment that does NOT have plants.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
18	Range X4	10



**Focus Items and/or Kits:**

- Focus wand with crystal is NOT passive.
- Creates a single side wall from canopy to ground.

# 7 Speak With A Wild Animal

LEVEL

Tier 2

Conversations with 1 animal per Tier.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	12 Squares	1 Minute		Natural Environment	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
2	1 Animal / Tier	1 Hour		SKL 2	SYL

368-



Created by COPILOT

**Details:**

- Caster is able to talk a non-domesticated animal.
- The animal can only relate as their limited views allow.
- The animal will respond/remember based on their nature.

**WHAT THIS DOES:**

- Does allow the caster to speak with and understand a selected wild animal.
- Does enable easier attempts when not in Battle
- Does allow the caster to attempt to talk during a battle,
  - Such attempts require caster to pass the Save,
  - Battle will require the Save column to increase by if, the caster and/or animal is actively involved in the battle.

**WHAT THIS DOES NOT DO:**

- Does NOT affect the casters ability to speak normally to others.
- Does NOT have any effect on domesticated animals.
- Does NOT allow an animal to understand anything beyond their normal limits.



**Bonds and Connections**

- This is an Ae'Em connection with an animal.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
14	Duration X2	8



**Focus Items and/or Kits:**

- Focus wand with crystal is passive.
- Rollout becomes Initiative

# 7 View An Animal (Ae'Em)

LEVEL

Tier 2

Top down view from 1 sq above. Moves with animal.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	PMP	5 Minutes		Natural Environment	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Ae'Em, 1 sq above	1 Hour		none	SYL



Created by COPILOT

#### Details:

- Creates temporary Vae'Em bond with the animal.

#### WHAT THIS DOES:

- Does give the animal any awareness the caster is watching.
- Does allow simultaneous use of bonding spells which communicate with the animal.
- Does give a top down from 1 square above the animal.
- Does move with the animal for the duration of the spell,
  - If the animal is in a non scryable area then this spell fails.

#### WHAT THIS DOES NOT DO:

- Does NOT create an immediate full trust with the animal.
- Does NOT function if the animal is in a non scryable area.



#### Bonds and Connections

- This is a Vae'Em connection with to an animal.

#### Counter:

No Counter Available.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

#### Focus Items and/or Kits:

- Not required.

# 7 Deep Doze

LEVEL

Tier 2

4 deep sleep hours to recover from exhaustion.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	10 Minutes		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Crtr/Tier	4 Hours		SNS 4	STM

517-



Created by COPILOT

#### Details:

- After the 4 hours of uninterrupted sleep the Target recovers from exhaustion.
  - This includes exhaustion from chasing, being chased, or casting certain spells.
  - This does NOT help with exhaustion from Overcasting.
- Waking up before the Duration expiration negates the usual morning replenishment.
  - An early wake up leaves the Recipient as tired as if they had gotten no sleep at all.
  - Too much of this (7+ days) in a row without proper rest WILL result in exhaustion.

#### WHAT THIS DOES:

- Does allow for a full night's rest in the span of 4 hours.
- Does make it very difficult to wake the recipient from sleep.
  - Recipient must Save to wake before 4 hours is up.

#### WHAT THIS DOES NOT DO:

- Does NOT create a Nae'Em connection of any kind between the Caster and the Recipient(s).
- Does NOT normally allow the Recipient to wake up on their own,
  - Any Recipient passing the Save indicates a graceful wake up on 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
4	Aura Brightens	-2
10	Rollout Halved	6
14	Range At 3 Sas	8

#### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Can create a dim night light (Index:3) that is placed

# 7 Electrifying Sickness Cleanse

LEVEL

Tier 2

1 pt damage, removes Sickness I, II, III (with Save).

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	2 Hours		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	Permanent		SKL 2	STM



Created by COPILOT

**Details:**

- The sparks will continue to flicker on the recipient for the rollout.
- The recipient will be uncomfortable due to the sparks for the rollout,
  - This will NOT inhibit any actions in any physical way.

**WHAT THIS DOES:**

- Does remove any Sickness from the creature by the end of the rollout.
- Does make the caster immune to getting any Sickness for the rollout.
- Does cause 1 HP of damage.
- Does require the passing of the Save to complete the spell.

**WHAT THIS DOES NOT DO:**

- Does NOT Cause electrical damage to other creatures or objects.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
14	Range At 3 Sqs	8

**Focus Items and/or Kits:**


- Focus ring with crystal is NOT passive.
- Set Save column to one better.

## 7 Eavesdrop on Nae'Em Convo (Eolas)

LEVEL

Tier 2

Listen to a private convo and NOT give up sight.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	8x8 Squares	10 Minutes		Communication	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Convo	5 Min/Tier		SKL 2	EOL

875-



Created by COPILOT

### Details:

- Listen in on a private Nae'Em conversation.
- If the spell is successful it can also be used as a True Name clue.

### WHAT THIS DOES:

- Does require a Save,
  - Failing the Save ends the spell.
  - Passing the Save lets the caster listen while the people in the convo are unaware.

### WHAT THIS DOES NOT DO:

- Does NOT interpret jargon, code, any kind of misused grammer, or bad pronunciation.
- Does NOT allow the caster to see while using this spell.



### Bonds and Connections

- This Is a Nae'Em connection with a person.

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Rollout Init	12
14	Duration X2	8

### Focus Items and/or Kits:

- Not required.

# 7 High Flares

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	In Sight	10 Minutes		Communication	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	16 Sq Sphere	20 Minutes		none	ORX

467-



ORIX Icon

**Details:**

- Can be 'shot' up to 1/4 mile high. (1,320 ft or ~400 meters).
- Recommended the player group decide on meaning of colors/arrangement a head of time.
- Recommended the player group keep the messaging simple.

**WHAT THIS DOES:**

- ... allow the caster to send a visual signal using colors and up to 6 dots.
  - Caster presents 1 to 6 dots in the arrangement of a six sided dice.
  - Caster can choose flare colors from Red, Brown, Yellow, Purple, or Green.
- ... ensure the colors are easy to discern as long as the view is not blocked.
- ... allow a 'readable' view from 10 miles / 16 Km or nearer.

**WHAT THIS DOES NOT DO:**

- ... work if the spell cannot reach the full height of .25 Mi or .5 Km .

**Bonds and Connections****Counter:**

LVL: 1      Same Spell

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
14	Duration X2	8

**Creations:****Focus Items and/or Kits:**

- Allows the caster to delay the spell by 5 minutes.

# 7 Sphere Of Privacy

LEVEL

Tier 2

Those within can talk without fear of being overheard.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	8 Squares	4 Minutes		Communication	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	3x3 Squares	2 hours / Tier		RM 2	EOL

884-



Created by COPILOT

## Details:

- Affects some connections and does not affect others.

## WHAT THIS DOES:

- Does allow the reconnection of Nae'ems and connections after the duration.
- Does block Nae'Em connections for the duration.
- Does block:
  - Nae'Em (connections to civilized people),
  - Vae'Em (connections to places),
  - Tae'Em (connections to things),
  - Ae'Em (connections to animals),
  - Cae'Em (connections to constructs).
- Does block attempts to scry on those within the sphere.

## WHAT THIS DOES NOT DO:

- Does NOT normally permanently block Nae'ems and connections.



### Bonds and Connections

- This is a Vae'Em connection with a venue (location).

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
14	Duration X2	8



### Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- AoE becomes 5x5 squares.

# 7 Create Permanent Nae'Em

LEVEL

Tier 2

Willing person & caster connect. Save required.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	1 Square	4 Days		Nae'Em	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Recipient	Permanent		SKL 2	EOL-SYL-STM



Created by COPILOT

#### Details:

- This bonds a person to the caster with a Nae-Em.
- Limited: Both people must be on the same plane for this to work.

#### WHAT THIS DOES:

- Does create a Permanent mental bond and allows either party to initiate and/or accept.
- Does support 3 (See Stack) connections to civilized creatures.
- Require the

#### WHAT THIS DOES NOT DO:

- Does NOT send any tactile, olfactory, or audible senses.
- Does NOT send any mental images.
- Does NOT have any function/effect when the caster and connected are not on the same plane.
- Does NOT continue (Is removed) by Arcane (Ancient Magic).



#### Bonds and Connections

- This is a Nae'Em is a connection to a person.



#### Counter:

LVL: 1 Rollout Interruption

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
18	Range X4	10



#### Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Improves the Save by 1 column,
  - from a SKL:2 to a SKL:1

# 7 Direction To Dokour Target

LEVEL

Tier 2

Save Column varies to reveal alignments from 50 to 200.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	1 Hour		Nae'Ems	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	5 Marks Radius / Tier	Instant		RM Varies	DOK



Created by COPILOT

#### Details:

- Any conversation through the Nae'Em does not allow each to know about the other.  
Only conversation will be allowed the current Nae'Em.
- Caster can choose to cast at a lower Tier.
- Targets are 50 pts easier to find if they have a connected Focus Item.

#### WHAT THIS DOES:

- Does reveal other Dokour within the range based on the results of the Savings throw:
  - If the Savings Throw roll . . .  
is from 0 to 05, no targets are revealed.  
beats Column 1, all targets with alignment over 150 will be revealed.  
beats Column 2, all targets with alignment over 125 will be revealed.  
beats Column 3, all targets with alignment over 100 will be revealed.  
beats Column 4, all targets with alignment over 75 will be revealed.  
is from 96 to 00 all targets with alignment over 50 will be revealed.
  - ADJUSTMENT: Save if target has a Focus Item. Subtract 50 from targets alignment.
- Does give N, NE, E, SE, S, SW, W, and NW. No distance (other than within AoE).

#### WHAT THIS DOES NOT DO:

- Does NOT reveal any Dokour with an alignment lower than 50.
- Does NOT reveal any Dokour that are NOT of a civilized race.
- Does NOT reveal any creatures that are NOT Dokour.
- Does NOT require the caster of this spell to use the Nae'Em that is created.



#### Bonds and Connections

- This is an Nae'Em connection with person.



#### Counter:

LVL: 1 Rollout Interruption

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
10	Rollout Halved	6
12	AoE X2	6



#### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Subtracts 50 points from the targets alignment.
  - Makes the detection easier.

# 7 Speak To Dokour Target

LEVEL

Tier 2

Talk to a previously identified target.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	3 Marks	1 Hour		Nae'Ems	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
7	1 Recipient	1 Round / Tier		SKL 1	DOK



Created by COPILOT

#### Details:

- This allows caster to scry on a civilized creature that is:
  - a Dokour caster and identified by this same caster using 'Direction To Dokour Target'.

#### WHAT THIS DOES:

- Does require the target,
  - to be within Range,
  - to have already been identified by the 'Direction To Dokour Target' spell.
- Does allow the caster OR bonded to initiate an instant mental conversation.
  - This conversation is strictly 1 to 1.
- Does allow either caster or recipient to end this spell and connection,
  - This can be done at any time and only takes a minute to do.
- Does require a SKL:1 Save to be passed.

#### WHAT THIS DOES NOT DO:

- Does NOT send any tactile, olfactory, or audible senses.
- Does NOT send any mental images.
- Does NOT allow casting through the bond.

#### Bonds and Connections

- This is an Nae'Em connection with a person

#### Counter:

LVL: 1 Rollout Interruption

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
14	Save -1 Col	8



#### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Improves the Save by 1 column (SKL:1 to SKL:>05)

# 7 Astral Portal

LEVEL

Tier 2

GM Saves for accurate destination.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	2 Hours		Planar	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Square	1 Minute		SKL 4	STM

GM

343-



Created by COPILOT

**Details:**

- Caster creates a portal through the astral plane to a destination.
- A Save must be made to determine the accuracy of the destination.
  - If there is a location Nae'Em (Vae'Em) set no Save is needed.
- GM rolls Save for caster.
- Failed Save means caster steps thru to a misdirected location.
- Caster can enter then turn around and head back.

**WHAT THIS DOES:**

- Does allow the caster to create a portal through the astral plane to a destination.
- Does require the caster to make a SKL:4 save
  - A pass means the portal leads to the desired location.
  - A fail means the location will be random.
- Does allow no Save use if the caster has a location Nae'Em set as the destination.
- Failed Save means caster steps thru to a misdirected location.
  - All misdirected locations are safe to enter, but might be fatal to stay in.

**WHAT THIS DOES NOT DO:**

- Does NOT allow the creation of a portal to a place outside of PMP.
- Does NOT allow the casting of the spell if the rollout is interrupted, must be restarted.
- Does NOT work (closes without portal working) if caster doesn't go first.
- Does NOT allow portal access for only a non-living thing.

**Bonds and Connections**

- This is a Vae'Em connection with a Venue/Location.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- Save column 1 easier.

# 7 View Dimension

LEVEL

Tier 2

View the area of Dimension.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	10 to 100 Sq sight	10 Minutes 	Planar	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	2x2 Sq Perimeter	6 Hours 	none	DOK

516-



Created by COPILOT

**Details:**

- Caster cannot move the scry point, but can move around to see in other directions.

**WHAT THIS DOES:**

- Does require the caster to create this spell within 1 square of themselves.
  - Range refers to viewing, not casting.
- Does muffle most sounds an adventuring party might make.
  - Sharp, shrill, or very loud noises can still be noticed.
- Does allow viewers in Dimension to see into the PMP AoE if they are 6 squares or closer.
- Does allow viewers in PMP AoE to see, smell, and hear within Range,
  - Range can be modified by light, obstacles, and more.

**WHAT THIS DOES NOT DO:**

- Does NOT change the hearing or vision of those within the AoE for better or worse.
- Does NOT allow the caster to move the scrying area,
  - caster can move around the scry area to see in other directions.



**Bonds and Connections**

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



**Counter:**

LVL: 1 Interruption Of Duration

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8



**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Able to use a light spell inside Dimension.

# 7 Hunters Hidden Shelter (4 ppl)

LEVEL

Tier 2

Hunting blind for 4 people. Not for urban use.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	1 Square	1 Hour 	Fences and Shelters	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
3	3 x 3 Squares	8 Hours / Tier 	None	HNT

755-



Created by COPILOT

## Details:

- The shelter
  - up to 4 people,
  - can act as a hunters blind,
  - can hide a normal campfire within. But be aware of the potential of smoke.
- Be aware that the more activity around the shelter will likely make it easier to notice.

## WHAT THIS DOES:

- Does allow the hunter using this shelter to double the yield when hunting.
- Does allow the Hunter to create a shelter that protects from non-extreme weather & temperature.

## WHAT THIS DOES NOT DO:

- Does NOT have any effect if set up in a urban environment or a subterranean location.
- Does NOT inhibit sound or smells from within or without the shelter.

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:



- Shelter is still there afterwards, but often hidden.
- Holds up to 4 people.

## Enhancements:

LVL	ENHANCEMENTS	COST
12	AoE X2	6
14	Duration X2	8

## Focus Items and/or Kits:

- Not required.

# 7 Strumos Waystation

LEVEL

Tier 2

3x3 Sq's platform that protects from some weather

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	4 Squares	1 Minute		Fences and Shelters
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	3x3 Squares	12 Hours		none

431-



Created by COPILOT

#### Details:

- The platform protects anyone on it from some weather effects .

#### WHAT THIS DOES:

- Does protect the creatures and objects on it from some weather effects.
- Does consist of NINE squares which each have a 264 lbs/120 kg weight limit.
  - Any object/person which is over the limit will fall 'Through' the platform.
  - If so, the spell ends.

#### WHAT THIS DOES NOT DO:

- Does NOT protect the creatures/items on the platform from attacks from all directions.

#### Bonds and Connections

- No Nae 'Em connection.



#### Counter:

LVL: 1      Dispel Magic Spell

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
12	AoE X2	6
14	Duration X2	8
18	Duration X4	10



#### Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Will include 4 canvass walls.

# 8 Circle of Protection vs Magic

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	8 Minutes		Battle Actions/Prep	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	3x3 Squares	10 Minutes		RM 2	ORX

479-



ORIX Icon

**Details:**

- Caster draws a circle (AOE) which creates safe squares in a 'cross' design.
- Squares that are diagonal to the center square have part of the circle within them,  
- thus, that entire square is not within the protection of the spell.s

**WHAT THIS DOES:**

- ... allow those within the AOE to have a layer of protection against spells and spell effects,
  - If the spell has a Save required, column is adjusted 1 in favor of those in the circle.
  - If the spell does not have a Save then those in the circle gain a MR:2 Save.
- ... require the caster of this Circle of Protection to be within the AOE.

**WHAT THIS DOES NOT DO:**

- ... move once the circle has been placed.
- ... affect any spells that have a mundane outcome.

**Bonds and Connections****Counter:**

LVL: 1      Same Spell

**Creations:**

- Creates a chalky magenta powder.

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
9	Duration +50%	6
10	Rollout Halved	6

**Focus Items and/or Kits:**

- Caster one more column to their benefit.

# 8 Mundane Fire Immunity

LEVEL

Tier 2

Target is immune to mundane fires cooler than a forge.

COST	RANGE	ROLL OUT	5 <sub>RDS</sub>	COLLECTION	OUTCOME
8 pts	1 Target	5 Rounds	5 <sub>RDS</sub>	Battle Actions/Prep	Magical
STACK	AoE	DURATION	clock	SAVE COL	CLASS GROUPS
1	1 Target	1 Hour		none	DOK

656-



Created by COPILOT

**Details:**

- Grants total immunity to mundane fires that are cooler than a forge.
  - Fire levels of forge or higher break this spell.
- Due to the flame-like appearance of this spell, caster can be seen as intimidating.

**WHAT THIS DOES:**

- Does negate any damage done by fire that is mundane in nature.
- Does surround the target with enough light that those near the caster can read just read by.
  - This effect lasts for the Duration of the spell.

**WHAT THIS DOES NOT DO:**

- Does NOT have any effect if used in fires as hot as a forge or hotter.
- Does NOT work if the caster is not able to continue,
  - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1      Same Spell

**Creations:****Normal Fire Protection**

- No dmg from fires cooler than forge. Dur:10 min.
- DOK: Dur:30 min.
- Need: Campfire, 12 SP, 4 Hrs.
  - Fox Blood, Palm Root Ash, Trench Mold.
- Market: 9 Max, Buy:20 GP, Sell:9 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
18	Duration X4	10

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Any near caster (1 Sq) are warmed even in Arctic.

# 8 Pull Aggro

LEVEL

Tier 2

Self:Attk-2. AC-4. Grp:Init &amp; AC +2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Initiative		Battle Actions/Prep	Mundane
STACK	AoE	DURATION	2 RDS	SAVE COL	CLASS GROUPS
4	8x8 Squares	1d3+1 Rounds		none	FTR

691-



Created by COPILOT

**Details:**

- The enemy make choose to attack the fighter because:
  - the fighter seems to be leader holding this group together,
  - the fighter seems to be weak enough to finally take out,
  - the fighter has enraged and pushed them just too far,
  - the fighter seems to have the most valuable loot.
- When the fighter draws target(s) away the others in the group may have time to act.

**WHAT THIS DOES:**

- Does require the fighter to (role play) the effort to draw the targets attention,
  - This will then give the GM the ability to estimate the degree of aggro,
  - Maximum of 8 targets that are within the AoE.
- Does allow the fighter to attempt to attract enemies up to 3 squares in all directions.
- Does require the fighter to either:
  - Drop their number of attacks by 2 (minimum of 1) and
  - Drop their AC by 4.
- Does allow the other members in the party to gain,
  - An AC bonus of +2,
  - An Initiative bonus of +2.

**WHAT THIS DOES NOT DO:**

- Does NOT effect more than 4 targets per skill usage.
- Does NOT have any effect on creatures that cannot or will not think on their own.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Not required.

# 8 Acid Rain

LEVEL

Tier 2

ToHit not required. Dmg: 3d6+ACU for 2 rds.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	8 Squares	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Square	2 Rounds	none	EOL



Created by COPILOT

#### Details:

- The caster summons acid rain.
- No damage to armor, but armor looks more weather worn.

#### WHAT THIS DOES:

- Does inflict 3d6 + ACU Bonus in acid damage in a 1-square area for two rounds.
- Does require the character to attend to the damage on the 2nd round,
  - GM does not automatically run this on subsequent rounds.

#### WHAT THIS DOES NOT DO:

- Does NOT corrode or poison anything, nor does it inflict diseases.

#### Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 1      Same Spell

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
12	Range X2	8
14	Duration X2	8



#### Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Damage roll becomes 3d6 + ACU + 2

# 8 Critical Ranged Shot (Pre-Battle)

LEVEL

Tier 2

Ranged ToHIT are a natural 18, 19, or 20 then use Critical.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	By Weapon	1 Minute		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	By Weapon	4 Hrs or 1 Battle		none	HNT



Created by COPILOT

**Details:**

- This applies to a single selected weapon.

**WHAT THIS DOES:**

- Does apply to only one ranged weapon per battle.

**WHAT THIS DOES NOT DO:**

- Does NOT apply to a type of weapon (e.g. all longbows),

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Rollout Init	12

**Focus Items and/or Kits:**

- Not required.

# 8 Desperation Attack

LEVEL

Tier 2

1d20-8 to AC, Init, ToHITs (all), & Dmg.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Self	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	Self	1 Round	1 RDS	none



Created by COPILOT

## Details:

- This skill gives a chance to have a great effect on battle!
  - Also, gives a bit of a chance that battle will not go so well.
- The AC, Initiative, ToHIT, and Damage are adjusted by separate 1d20-8 rolls.
- Use the adjustments rolls for all the attacks and defense in the round.
- This skill can be assisted by the spell "Assist Desperation Attack",
  - That spell will change the adjustment from 1d20-8 to 1d20-5.

## WHAT THIS DOES:

- Does require the Fighter to announce the intention to use this when rolling initiative.
- Does follow this process for each normal attack in the round:
  - For AC roll 1d20 and subtract 8. Use this to adjust your AC,
  - For Initiative roll another 1d20 and subtract 8. Use this to adjust your Initiative.
  - For ToHITs roll another 1d20 and subtract 8. Use this to adjust your ToHITs.
  - For Damage (if you hit) roll 1d20 and subtract 8. Use this to adjust your Damage.

## WHAT THIS DOES NOT DO:

- Does NOT allow this skill to be used on Saves.

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

## Focus Items and/or Kits:

- Not required.

# 8 Flame Strike

LEVEL

Tier 2

No ToHIT. Magical fire lobbed. Dmg 4d10 +ACU. Save for 1/2.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	4 Squares	Initiative	Battle Offense	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Square	1 Round	RM 2	DOK



441-



Created by COPILOT

## Details:

- Creatures that live in and around fire are not affected normally.
- The AoE x2 Enhancement takes the 1x1 Square AoE and makes it 2x2 Squares.
- Requires the Target to roll a Save,
  - Success means that the Target takes half damage.
  - Failure means that the Target takes full damage.

## WHAT THIS DOES:

- Does deal 3d12 + ACU damage to a 1x1 Square,
  - If more than one creature fully occupies the 1x1 square they are all affected,
  - All affected creatures roll their own Save, with the same outcomes as listed,
  - Damage rolled is applied to each creature affected, not distributed.

## WHAT THIS DOES NOT DO:

- Does NOT allow for anything to catch on fire.

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
12	Range X2	8



## Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Creatures that live in and around fire ARE affected.

# 8 Force Clap

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	12 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	2 Squares	Instant		RM 2	ORX

433-



ORIX Icon

**Details:**

-- Uses unseen force to knock up against the target.

**WHAT THIS DOES:**

- ... damage to all in the target squares,
  - damage of 2d6 + Acumen Bonus.
- ... cause each creature in the squares to Save,
  - Failing the Save will daze the creature for 1d2 rounds.
  - any creatures or loose items between caster and target may be moved by pressure,
  - but only the target will usually be dazed and/or take damage.

**WHAT THIS DOES NOT DO:**

- ... work against non-corporeal creatures.

**Bonds and Connections****Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Save -1 Col	8

**Focus Items and/or Kits:**

- Focus item with crystal is NOT passive.
- Save +1 Column.

# 8 Hail Stones

LEVEL

Tier 2

Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	8 Squares	Initiative		Battle Offense
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	2x2 Squares	Instant		RM 2  SYL

381-



Created by COPILOT

## Details:

- Caster first targets the area,
- Next, hail strikes down into the area from about 3 Squs above,
- The 3 squares above is a visual effect only.
- Areas with less than 3 Squs height can still be attacked.

## WHAT THIS DOES:

- Does 3d6 + ACU Bonus ice damage.
- Does have a reduced effect against hot temperature targets.
- Does deliver the attack and damage from above the target.

## WHAT THIS DOES NOT DO:

- Does NOT have any effect on creatures acclimated to cold weather/environments.
- Does NOT cause any damage to flora due to frost/coldness.

## Bonds and Connections

- No Nae 'Em connection.



## Counter:

LVL: 1      Same Spell

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Damage X2	12



## Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Increases AoE to 3x3.

# 8 Static Bolt

LEVEL

Tier 2

Dmg 1d8 +ACU. Row of 3. Dmg +1d8 if non-Adamantine armor.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	10 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Direct Line	Instant		none	STM



Created by COPILOT

## Details:

- Bolt may pass through up to 3 persons,
- must be in a row,
- any insulation stops all movement of the bolt.

## WHAT THIS DOES:

- Does deliver damage of 1d8 + ACU on 3 targets in row on casters initiative.
  - add +1d8 damage for targets wearing non-Adamantine armor.
- Does require a successful ToHIT.

## WHAT THIS DOES NOT DO:

- Does NOT allow the bolt to continue if it has hit an insulating factor.

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Damage X2	12

## Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Save +1 Col

# 8 Whirling Mordra - Rogue

LEVEL

Tier 2

Single ToHIT+4 & Dmg+4 applied to all surrounding sqs.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION	1 RDS	SAVE COL	CLASS GROUPS
99	Adjacent SqS	1 Round		none	ROG



Created by COPILOT

**Details:**

- This skill was created in cooperation with the player known as 'Mordra'.
- Attack roll/damage for all creatures surrounding Rogue.
- Applied to all 8 squares surrounding the Rogue.
  - ToHit+4, Dmg+4.
  - Number of attacks becomes only 1.

**WHAT THIS DOES:**

- Does give a bonus of ToHit+4 and Dmg+4 that is applied to each target.
- Does use only 1 attack which is applied to all targets, Number of attacks becomes only 1.
- Does apply to all surrounding squares regardless whether friend or foe.

**WHAT THIS DOES NOT DO:**

- Does NOT always hit all targets surrounding the Rogue,
  - The 1 ToHIT may not hit the individual Acs of the targets.
- Does NOT skip any of the surrounding squares,
  - All 8 surrounding squares are attacked whether friend or foe.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
14	Damage X2	12
17	Damage +8 / die	16

**Focus Items and/or Kits:**

- Not required.

# 8 Call Hunting Pack

LEVEL

Tier 2

Pack animals urged to respond. Casters call projected.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	5 Minutes		Summon or Send	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1/2 Mark / Tier	Instant		SKL 2	SYL



Created by COPILOT

#### Details:

- Caster creates a temporary Nae-Em bond.
- Caster must identify the kind of animal pack they are targeting:
  - Dogs (non-domesticated)
  - Wolves
  - hyenas
  - Lions

#### WHAT THIS DOES:

- Does require caster to identify type of animal called.
- Does project the caster's voice a long distance using a call sounding like the pack.
- Does alter the sounds from the caster to be meaningful to the pack.
- Does urge the pack to answer and investigate.
- Does allow the pack to not follow any instructions:
  - Possible considerations for GM,
  - How many in the pack?
  - Total HP of pack vs casters HP.

#### WHAT THIS DOES NOT DO:

- Does NOT require the pack to response or to follow any requests attempted.
- Does NOT call animals that do not live in packs.
- Does NOT affect packs outside of the AoE.



#### Bonds and Connections

- This Is an Ae'Em connection with an Animal.

#### Counter:

No Counter Available.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
12	AoE X2	6
16	Rollout 1 Min	8



#### Focus Items and/or Kits:

- Wand with crysal is NOT passive.
- Allows the caster to add a sense of urgency,
  - raises the chance of interactions.(use Save).

# 8 Convoke Animal Mount

LEVEL

Tier 2

Can choose from chart (no rolling)

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	2 Marks	1 Hour		Summon or Send	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Mount	1 Day		SKL 2	SYL



Created by COPILOT

#### Details:

- Attempts to draw a creature to the caster to be used as a mount.
- Caster rolls a Save.
- GM chooses the appropriate specific creature,
  - Wild Horse, Domesticated Horse, Pony, Camel, Llama, Zebra.
  - After arriving, most animals will be likely to run away when,
    - fighting is in view.
    - There are indications of danger.
- Use of fauna oriented spells is recommended (with Focus).

#### WHAT THIS DOES:

- Does create a temporary minor bond with an animal.
- Does attempt to entice a single creature to come to the caster.
- Does encourage the approaching creature to become less cautious.
- Does if the caster remains non-threatening the creature can be used as a mount.

#### WHAT THIS DOES NOT DO:

- Does NOT provide a strong bond.
- Does NOT create any extra means of communication.



#### Bonds and Connections

- This Is an Ae'Em connection with an animal.

#### Counter:

No Counter Available.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
14	Duration X2	8
18	AoE = 2 Targets	10



#### Focus Items and/or Kits:

- Allows one other person to be a passenger,
- Size of creature & riders to be considered.

# 8 Call A Kindred Spirit Animal

LEVEL

Tier 2

AC:12/12, Attk 1x1/Init+6/HIT+6/Dmg:1d6/HP:20/Move=8

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Created by COPILOT

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	1 Square	7 Days		Natural Environment
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	1 Sq Area	Permanent		SKL 2  SYL

**Details:**

- Battle stats for the animal,
  - AC:12/12, Attk 1x1, Init+6, HIT+6, Dmg:1d6, HP:20, Death@ -10 HP, Move=8
- The Kindred Spirit Animal can be up 2 marks away without issue.

**WHAT THIS DOES:**

- Does require a Save to bring.
- Does allow any kind of domestic or wild animal that is not known for aggression.
  - Any aggressive tendencies that might come out otherwise will not happen.
  - For a choice of animal that has more than 20 HP, a smaller version will come about.

**WHAT THIS DOES NOT DO:**

- Does NOT allow the casters movement speed, stats, spells or attacks to be used by the animal.
- Does NOT bring about an animal this is too large for 20 HP representation.

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

**Focus Items and/or Kits:**

- Focus wand with crystal is NOT passive.
- Can Hear/See through the animal and like the animal.

# 8 Coastal Net Fishing

LEVEL

Tier 2

3-12 helpers. Meals: 6d20+5 per helper. Cook: 1 hr / 30 meals.

COST	RANGE	ROLL OUT	TIME	COLLECTION	OUTCOME
8 pts	Self	16 Hours	TIME	Natural Environment	Mundane
STACK	AoE	DURATION	INFINITE	SAVE COL	CLASS GROUPS
1	Ocean	Permanent	INFINITE	none	HNT



Created by COPILOT

**Details:**

- Must have time to set up, net fish, and tear down:
  - 4 Hrs prep time for the crew and equip,
  - 8 Hrs fishing time,
  - 4 Hrs cleaning equip and gutting/cleaning fish.
- Yield: 6d20 + 5/helper:
  - Yield without skilled help is 5d20 uncooked meals.
  - Yield with skilled help is 4d20 + 2d20 uncooked meals.
  - Each helper person above 5 helping adds 5 uncooked meals to the total.
- Cooking / prep time is 1 hour per 30 fish.

**WHAT THIS DOES:**

- Does require the hunter to lead the effort.
- Does require all helping and the hunter to be working for 8 straight hours.
- Does allow a non-coordinated non-skilled effort to yield 2d20 uncooked meals.
- Does require a Save for each person,
  - Passing means no harm has come to the person,
  - Failing means 1d2 pts of health damage has occurred.
  - Critical failure (less than 05) means more drastic damage has occurred.
- Does require nets and other proper fishing gear.

NOTE: Net fishing is a team effort: Hunter may be the coordinator and bring in 6d20 meals,

- Professional and permanent net fisherman brings in 12d20 meals.
- Each helper person adds 5 uncooked meals to the total.

**WHAT THIS DOES NOT DO:**

- Does NOT account for an unskilled fisherman crew to be helping.
  - A fully skilled crew each will have 5 yrs experience or more.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- Yields fish.

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

**Focus Items and/or Kits:**

- Not required.

# 8 Portal To Nae'Em

LEVEL

Tier 2

897-2

portal can't be opened/created unless Nae'Em agrees to the portal.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Self	30 Minutes		Nae'Ems
STACK	AoE	DURATION	SAVE COL	Mundane
1	PMP	5 Minutes	None	CLASS GROUPS DOK-SYL-STM-EOL-ORX

Designed by freepik

**Details:**

the caster and one other person can pass through.  
 Or Nae'Em and one other person can pass through.  
 First to pass through must be either the Nae'Em or the caster.

**WHAT THIS DOES:**

the caster and one other person can pass through.  
 Or  
 Nae'Em and one other person can pass through.  
 First to pass through must be either the Nae'Em or the caster.

**WHAT THIS DOES NOT DO:**

the caster and one other person can pass through.  
 Or  
 Nae'Em and one other person can pass through.  
 First to pass through must be either the Nae'Em or the caster.

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

**Focus Items and/or Kits:**

- No effect.

# 8 Protect Nae'Em Hunter vs Missiles

LEVEL

Tier 2

+2 to AC vs Missiles and Thrown attacks.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	12 Squares	2 Minutes		Nae'Em	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Target	8 Hours		none	SYL

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Created by COPILOT

#### Details:

- The recipient Hunter must be Nae-Em bonded to the caster.

#### WHAT THIS DOES:

- Does give the hunter a +2 to AC versus Missiles and Thrown attacks.
- Does continue til the end of the Duration even if the caster is unable to continue,
  - unconscious, asleep, etc...
- Does STOP and cease to function if the caster dies.

#### WHAT THIS DOES NOT DO:

- Does NOT work on anyone that is not a partner to the caster.
- Does NOT work on any form of dead, undead, living dead.
- Does NOT work on non-corporeal forms.



#### Bonds and Connections

- This Is an Nae'Em connection with a Hunter.

#### Counter:

No Counter Available.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
10	Rollout Halved	6
14	Duration X2	8



#### Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- All Hunters Agility Saves have a bonus of +20.

# 8 Raise Nae'Em Fighter Str +1

LEVEL

Tier 2

**Raises the fighters Strength 1 point.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	2 Minutes		Nae'Em	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
2	1 Fighter	1 Hour		none	STM

437-



Created by COPILOT

**Details:**

- Raises the Fighter's strength by one,
- All adjustments to saves, initiatives, ToHITs are then applied.

**WHAT THIS DOES:**

- Does affect only Fighters that are Nae'Em bonded to the caster.
- Does affect a number of Fighters equal to the stacking limit of this spell.
- Does limit the number of times this spell be can on any creature to 1.

**WHAT THIS DOES NOT DO:**

- Does NOT affect non-fighters.
- Does NOT affect fighters that do not have a Nae'Em connection with the caster



**Bonds and Connections**

- This Is an Nae'Em connection with a Fighter.



**Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
10	Rollout Halved	6
14	Range At 3 Sas	8



**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- Duration becomes 4 Hours

# 8 Scry - Dense Populations

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Community	5 Minutes	Nae'Ems	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	4x4 Squares	10 Min / Tier	none	EOL

886-



Created by COPILOT

**Details:**

- Can hear Nae'Em from above IF using the Focus Item.  
Limited by thick solid materials:
- Save column may be more difficult.
- Sometimes visibility is fully blocked.

**WHAT THIS DOES:**

This Skill DOES:

**WHAT THIS DOES NOT DO:**

This Skill does NOT:

**Bonds and Connections**

- This Is an Vae'Em connection with a venue/location.

**Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
9	Duration +50%	6
16	Rollout 1 Min	8

**Focus Items and/or Kits:**

- Focus orb with crystal is NOT passive
- caster can hear from the view point of the scrying.

# 8 Scry on Imp Spy

LEVEL

Tier 2

Can scry on your Imp within PMP.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Touch	1 Minute		Nae'Ems
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
3	1x2x2 Squares	4 Hours		none

880-



Created by COPILOT

#### Details:

Does not communicate with Imp... only can see through imps eyes. (Infravision)

#### WHAT THIS DOES:

- Does require the caster to have previously created an Imp.
- Does allow caster to see through imps eyes with normal vision only.

#### WHAT THIS DOES NOT DO:

- Does NOT give caster the ability to communicate with the imp.
- Partner imps already have a Nae'Em type communication with the caster.



#### Bonds and Connections

- This Is an Cae'Em connection with an Imp Construct.



#### Counter:

LVL: 1      Dispel Magic Spell

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
14	Range At 3 Sas	8
14	Save -1 Col	8



#### Focus Items and/or Kits:

- Focus Staff with crystal is NOT passive.
- Can send one simple command per scry spell.

# 8 Constrain Arcane Script

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	1 Hour		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	200 Characters	Permanent		SKL 3	ORX

375-



ORIX Icon

**Details:**

--

A spell is counted as 100 characters.

Must be done on high quality parchment or vellum.

If otherwise is attempted the saving throw is extreme. Needs 100 to succeed.

If the caster fails the saving throw it is not truly the caster failing, it is the living script not cooperating.

**WHAT THIS DOES:****WHAT THIS DOES NOT DO:****Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL

ENHANCEMENTS

COST

**Focus Items and/or Kits:**

# 8 Dispel Magic Spell

LEVEL

Tier 2

Caster and GM both roll the Save. Affected spells list in Full Descr.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	6 Minutes		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Permanent		SKL 3	DOK

964-



Created by COPILOT

## Details:

Spells that are countered by Dispel Magic Spell:

- |                                     |   |
|-------------------------------------|---|
| 1 -Camp Perimeter Shock             | 8 -Dimension Personal Hideaway            |
| 3 -Summon Astral Beast of Burden    | 8 -Circle of Protection vs Undead         |
| 3 -Gathering The Darkness           | 9 -Search for Focus Item                  |
| 3 -Protect Fighter vs Ranged/Thrown | 9 -Dimensional Containment                |
| 4 -Shadow Dome                      | 10-Charged Fencing - Two Sides            |
| 4 -Shadow of the Magi               | 10-Project Astral Image Within PMP        |
| 6 -Cleansing Fire                   | 12-Circle of Expulsion of Ethereal Crtrs. |
| 7 -Strumos Waystation               | 22-Living Statue                          |
| 8 -Scry on Imp Spy                  |   |

## WHAT THIS DOES:

- Does require both the caster and the GM to roll Saves.
- Does set the Casters Save Column to 3.
- Does require the GM to determine the Save Column based on the nature of magic of the item.
- Does affect any spells that have a Duration that is NOT permanent.

## Comparison process:

- Caster rolls a Save and determines how close they are to passing,
  - Caster might be xx amount OVER the needed Save or XX under the needed Save.
- GM must FIRST determine the Save Column based on the item.
  - GM then rolls a Save and determines how close they are to passing,
  - GM might be xx amount OVER the needed Save or XX under the needed Save.
- Casters and GM results are compared,
  - If the casters result is higher then item's magic has been dispelled,
  - If the GMs result is higher OR equal the magic stays as is.

## WHAT THIS DOES NOT DO:

- Does NOT ensure the caster is safe from side effects or curses.
- Does NOT affect any magic/spells that are non-permanent.

## Bonds and Connections

- No Nae'Em connection.



## Counter:

LVL: 1 Rollout Interruption

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
12	Range X2	8

## Creations:

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

## Focus Items and/or Kits:

- Not required.

# 8 Imbue an Item with

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	3 Days		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Item	5 Years		none	ORX

270-



ORIX Icon

**Details:**

--

**WHAT THIS DOES:****WHAT THIS DOES NOT DO:****Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL

ENHANCEMENTS

COST

**Focus Items and/or Kits:**

-- No benefit.

## 8 Increase Nae'Em Rogues Grace

LEVEL

Tier 2

**Increase Grace of a Nae'Em Rogue by 2. (Stack of 1)**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	3 Minutes		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Rogue	1 Day		none	EOL

499-



Created by COPILOT

### Details:

- Uses a Nae'Em bond between the caster and the Rogue.

### WHAT THIS DOES:

- Does increase Grace of a Nae'Em Rogue by 2

### WHAT THIS DOES NOT DO:

- Does NOT increase any other stats.
- Does NOT affect the stats of any class, except those with Rogue base class.



### Bonds and Connections

- This Is an Nae'Em connection with a person.

### Counter:

No Counter Available.

### Creations:



#### Scroll of Rogues Grace

- + 1 Grace to a ROG. Dur:2 hrs.
- EOL: Duration: 12 Hrs.
- Need: Kitchen/Lab, 24 SP, 24 Hrs.  
Hornet Stingers, Java Meal Spice, Whale Oil..
- Market: 9 Max, Buy:20 GP, Sell:6 GP.



### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
14	Duration X2	8



### Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Makes the range of casting on a Rogue 12 Squares.

# 8 Hunters Stare (1-4 days)

LEVEL

Tier 2

Walk x3 in 20 Hrs. Encntr unlikely. Sprs likely. Wake=3 rds.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	10 Minutes		Traveling (PMP)	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	12 Hours		SKL 3	HNT



Created by COPILOT

## Details:

- This effort can be repeated day after day for 4 days
- Due to quick pace, encounters are often unaware of the walker until they pass
  - can be surprised
  - unlikely to have encounter
  - no ability to surprise others,
  - able to engage in skills and battle after 2 Rds upon 'waking'.
- Hunters maintain a quick quiet walk at 3X normal walk
- This skill goes against the watchful training a Hunter has therefore a hunter must save
  - SKL:3 at 10 minutes
  - Fail means Hunter can not maintain the stare
  - Pass means Hunter can maintain stare for allotted time

## WHAT THIS DOES:

- Does allow the hunter to maintain a fast walking pace for 12 hours
- Does allow the hunter to travel 3X normal walking distance,
- Does allow the hunter to be surprised
- SKL:3 at 10 minutes
  - Fail means Hunter can not maintain the stare
  - Pass means Hunter can maintain stare for allotted time

## WHAT THIS DOES NOT DO:

- Does NOT allow the likelihood of an encounter
- Does NOT allow Hunter the ability to surprise others,

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8

## Focus Items and/or Kits:

- Not required.

# 8 Dimension Personal Hideaway

LEVEL

Tier 2

1d4 dmg to enter 1 wide/deep x 2 high. Caster only.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Self	10 Minutes 	Planar	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1x2 Squares	2 Hours 	none	DOK



Created by COPILOT

## Details:

- The opening disappears from view in the PMP once the Caster crosses the threshold.
- Recuperation of SP is not possible within the Hideaway.
- If Caster is still within the Hideaway at the end of Duration they are pushed back to PMP.
  - Caster is able to cast this spell again before the end of Duration to refresh Duration.
- After 16 consecutive hours within Dimension the Caster is profiled in more and more light.
  - Doukour should note that creatures within Dimension are dangerous foes.
- If the caster dies within the Hideaway they are lost within the Dimension.
  - This means they are physically lost to Dimension and nothing returns to the PMP.

## WHAT THIS DOES:

- Does create a small Dimensional doorway for the Caster only.
- Does cause the doorway to disappear once the Caster has crossed the threshold.
- Does allow for casting of this spell again while within the Hideaway.
  - This refreshes the duration without pushing the Caster back to the PMP.

## WHAT THIS DOES NOT DO:

- Does NOT allow anyone or anything other than the Caster and their belongings through the threshold.

## Bonds and Connections

- No Nae'Em connection.



## Counter:

LVL: 1 Dispel Magic Spell

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8



## Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Allows Caster to bring one person with them.

## 8 Circle of Protection vs Undead

LEVEL

Tier 2

Undead must Save to pass. Column = casters tier.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Self	Initiative		Fences and Shelters
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	3 Square Radius	4 Hours		RM Tier 

436-



Created by COPILOT

### Details:

- Class symbol must be represented in the art of the circle.

### WHAT THIS DOES:

- Does force the Undead to make a Save to cross into the circle.
- Does work as long as the caster is within the circle.
- Does function as long as the caster concentrates (within duration).

### WHAT THIS DOES NOT DO:

- Does NOT affect Living Dead.
- Does NOT continue if the caster is distracted or not able to concentrate.

### Bonds and Connections

- No Nae 'Em connection.



### Counter:

LVL: 1      Dispel Magic Spell

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
12	AoE X2	6
14	Range At 3 Sas	8
14	Stacking +1	8



### Focus Items and/or Kits:

- Focus Ring with crystal is NOT passive.
- Allows Range to be up to 20 squares away from caster,
- Does not require caster to stand inside the circle.

# 9 Food Times Three

LEVEL

Tier 3

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	3 Squares	12 Hours		Utility or Misc	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS

1

2x2 Squares

Permanent

none

Mundane

CLASS GROUPS

ORX

304-



ORIX Icon

**Details:**

-- caster increases the amount of food.

**WHAT THIS DOES:**

- ... clones the food as it is.
- ... triple the amount of food,
  - Example: 10 meals would be 30 meals.
- ... ensures the extra meals made are nutritionally healthy.

**WHAT THIS DOES NOT DO:**

- ... change the quality of the food.

**Bonds and Connections****Counter:**

LVL: 1      Same Spell

**Creations:****Scroll of Yield Improvement**

- Up to 20 meals tripled. (x2 + original).
- ORX: Up to 50 Meals.
- Need: Campfire, 36 SP, 4 Hrs.  
Amaranth Root, Cinderroot, Hemlock, Ivy Runners.
- Market: 9 Max, Buy:30 GP, Sell:14 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
18	Range X4	10

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- adds to the taste of the food,
- Food already high in quality/taste is not upgraded.

# 9 Triggered Shield vs 1

LEVEL

Tier 3

X

257-



COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	1 Minute		Battle Defense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Battle	3 Days		SNS 2	ORX

**Details:**

- If the caster is hit this spell becomes active.
- This spell may be used to add temporary magic to a piece of armor.
- Example:
  - Orison the mage casts the spell and the next day is in battle with his group.
  - The spell is passive, NOT active at the beginning of the battle.
- > Note: The player/character is responsible to request and track this. <---->
  - An Ogre swings and hits Orison the mage.
  - The spell is now ACTIVE.
  - The Ogre must roll a Save with each attack on Orison during this battle.
  - If the Ogre passes the Save there is NO penalty to the ToHIT.
  - If the Ogre fails the save he is penalized -1 ToHIT for that battle.
  - After the battle is over the spell deactivates (Ends).

**WHAT THIS DOES:**

- ... remain passive (up to 3 days) until caster has been physically hit,
- > Note: The player/character is responsible to request and track this. <---->
- ... become active after an attempt to hit (Save just before each ToHIT),
  - Interferes with possible hits from the aggressor to the caster,
  - For EACH attempt to hit the aggressor must roll a Save,
  - Failing the Save means the aggressor has a penalty of -2 ToHIT.
- ... remain active for 1 full week if it is not used within that week.
- ... continues to duration even if the caster is not around or aware.

**WHAT THIS DOES NOT DO:**

- ... apply to multiple aggressors.
- ... apply to the specific aggressor when they attack others.
- ... continue once the battle is over.

**Bonds and Connections****Counter:**

LVL: 1      Same Spell

**Creations:**

- Creates Reddish blue sand.

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
12	Rollout Init	12
14	Duration X2	8

**Focus Items and/or Kits:**

- Caster gains a benefit of another -1 ToHIT when the spell activates. Total of -2 ToHIT.

# 9 Adrenalin Rush

LEVEL

Tier 3

**Narrative hype. Move/Attk or Attk. Init & HIT+10. Dmg+6.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	Initiative		Battle Actions/Prep	Mundane
STACK	AoE	DURATION	1 RDS	SAVE COL	CLASS GROUPS
1	Self	1 Round		none	FTR



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**Details:**

- Available to Fighters only.

**WHAT THIS DOES:**

- Does allow the fighter to move and use this attack.
- Does give the Initiative bonus of +10.
- Does allow the fighter a ToHIT bonus of 10 points.
- Does allow the fighter a damage bonus (if the attack hits) of 6 pts.

**WHAT THIS DOES NOT DO:**

- Does NOT gain any damage bonus if all attempts to hit fail. And no damage done at all.
- Does NOT allow the fighter to regain any lost opportunity to use the ToHIT bonuses if circumstances do not allow normal number of attacks.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Not required.

# 9 Mounted Melee Attack

LEVEL

Tier 3

1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	1 Square	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Horse	1 Battle		SKL 2	FTR-HNT-ROG

815-



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#### Details:

- Requires the use of a trained mount.

#### WHAT THIS DOES:

- Does require the attack to use a single handed full axe, hammer, or blade,  
- smaller weapons cannot be used. (Hatchets, tools, daggers, etc)
- Does allow the rider to attack from the mount when moving,  
- due to the movement to and past the target only 1 attack is allowed.
- Does allow the rider to stop and attack from atop of the mount,  
- With a max of 2 attacks,  
- The rider may choose to use both attacks on the same target.

#### WHAT THIS DOES NOT DO:

- Does NOT allow more than 2 attacks regardless of the number of attacks normally allowed.
- Does NOT give any extra protection to the mount via any skills,  
- However, any bardic on the mount may help.

#### Bonds and Connections

- No Nae'Em connection.

#### Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

#### Counter:

No Counter Available.

#### Creations:

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

#### Focus Items and/or Kits:

- Not required.

## 9 2nd Attempt To Grab

LEVEL

Tier 3

2nd chance to grab and not fall. Save to grab.

652-



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COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	Instant	<b>NOW</b>	Battle Reaction	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	Instant	<b>NOW</b>	SKL 2	ROG

### Details:

- Rogue re-attempts a failed grab at an object,
- object must not be within the possession of another.

### Examples:

- 'Missed life preserver, but does not float away', or
- 'Lost hold of rope during climb, regained hold with no progress', or
- 'Missed the ladder rung, but regained balance at same spot'.

### WHAT THIS DOES:

- Does allows the Rogue to re-attempt a failed grab at an object.
- Does require the Rogue to pass the Save.

### WHAT THIS DOES NOT DO:

- Does NOT allow this skill to be used more than once for the same issue.

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
14	Save -1 Col	8

### Focus Items and/or Kits:

- Not required.

# 9 Critical Hit - 2nd Choice

LEVEL Tier 3

Reroll Critical Hit and must take the roll.

COST	RANGE	ROLL OUT	NOW	COLLECTION	OUTCOME
12 pts	Self	Instant	NOW	Battle Reaction	Mundane
STACK	AoE	DURATION	NOW	SAVE COL	CLASS GROUPS
1	Self	Instant	NOW	none	FTR

692-



Created by COPILOT

**Details:**

- Fighter can upgrade a natural critical roll.

**WHAT THIS DOES:**

- Does allow the fighter to roll a 2nd 1d100 when they have critically hit.

**WHAT THIS DOES NOT DO:**

- Does NOT have any effect on non-critical rolls.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

**Focus Items and/or Kits:**

- Not required.

# 9 Image of Nae'Em Rogue

LEVEL

Tier 3

Need current Nae'Em with Rogue. Uses Rogues current image.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	3 Minutes		Shape Change	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	2 Hours		none	EOL

500-



Created by COPILOT

#### Details:

- The caster creates an illusionary image of a Nae'Em Rogue.
- Caster must have a current conversation with the rogue to start and keep this going.
- This uses the rogues current image. Therefore will copy a disguise as well.

#### WHAT THIS DOES:

- Does allow the caster to create an illusionary image of their partner Rogue.
  - the image can seem to attack and move like partner Rogue (But not really) and will not inflict damage or complete any partner effects.
- Does allow the caster to make themselves look like partner Rogue current looks.
- Does the illusion breaks as soon the transformed caster or illusion are found out or if they engage in combat.
- Does allow the partner Rogue to don a disguise then the caster use this spell.

#### WHAT THIS DOES NOT DO:

- Does NOT allow the illusion of PR to inflict damage or any other effects.
- Does NOT allow caster to use any attacks/skills PR has access to if the caster is transformed.



#### Bonds and Connections

- This Is a Nae'Em connection with a person.



#### Counter:

LVL: 1      Same Spell

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10



#### Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Allows casters illusion to speak like the rogue.

# 9 Set Or Open Wall Lock / Mechanism

LEVEL

Tier 3

Enh: Slim key+8 pts @ 5th lvl. Magical: TIRO/EOL needed.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12pts	Touch / 1 Sq	10 Minutes		Mechanicals	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Lock	Until Reset		None	GM ROG

832-



Created by COPILOT

## Details:

- Any traps will have Saves based on the nature of the trap.
- Wall locks and mechanisms have the working parts deep in the wall.
- Skeleton Key Wall lock will cost no extra points to attempt.
- Create Lock X3 pts.
- Slim key wall locks enhancement requires 5th level and cost 8 more points.
- Magical Wall lock will need an EOLAS SPELL 'Pause Magical Lock'.

## WHAT THIS DOES:

- Does allow Rogue to attempt to unlock each specific lock 3 times per day.
- Does expect the Rogue to use their Kit to access parts of the magical lock that is just beyond touch and up to 1 square away.
- Does allow rogue to inspection first,
  - if issue is found (trap?) points are spent & lock not touched.
- Does allow rogue to inspect the lock during rollout,
  - and choose to try to open it (or re-lock it). 3 tries.

## WHAT THIS DOES NOT DO:

- Does NOT allow a Rogue to create locks.
- Does NOT allow access (therefore opening/closing) to apparatus more than 5' inside the wall.

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
5	Slim Key Locks	4
10	Rollout Halved	6



## Focus Items and/or Kits:

- Kit Required for all Wall Locks.

# 9 Cure Disease

LEVEL

Tier 3

2d8 pts damage, removes Disease I, II, III (with Save).

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	2 Squares	4 Hours 	Healing and Rest	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Target	Permanent 	SKL 2 	STM



Created by COPILOT

#### Details:

- The sparks will continue to flicker on the recipient for the rollout.
- The recipient will be uncomfortable due to the sparks for the rollout,
  - This will NOT inhibit any actions in any physical way.

#### WHAT THIS DOES:

- Does remove any Disease from the creature by the end of the rollout.
- Does make the caster immune to getting any Sickness for the rollout.
- Does cause 2d8 HPs of damage.
  - This spell will NOT drop HP enough to kill.
- Does require the passing of the Save to complete the spell.

#### WHAT THIS DOES NOT DO:

- Does NOT Cause electrical damage to other creatures or objects.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10



#### Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Set Save column to one better.

# 9 Extra Healing 3d8+ACU

LEVEL

Tier 3

Heal 3d8 + ACU Bonus

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	Initiative		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	Instant		none	STM

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Created by COPILOT

**Details:**

- The caster heals a creature for 3d8 + ACU Bonus.

**WHAT THIS DOES:**

- Does heal one creature of the caster's choosing for 3d8 + ACU Bonus

**WHAT THIS DOES NOT DO:**

- Does NOT heal any diseases, poison or any other ailments.

**Bonds and Connections**

- No Nae 'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
16	AoE = 2 Ppl	8
16	Healing +4	10
18	Healing +8	10

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive
- Adds another d4 of healing,
  - Total healing of 3d8 + ACU Bonus + 4 HP.

# 9 Speak With The Resting Dead

LEVEL Tier 3

Requires undisturbed &amp; marked grave. Save allows speech.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	6 Squares	20 Rds (2 Min)		Communication	Magical
STACK	AoE	DURATION		SAVE COL SKL 2	CLASS GROUPS STM
1	3 Squares	5 Minutes			



Created by COPILOT

**Details:**

- Caster performs a summoning ritual using a summoning circle and a memento of the deceased person, then summons their spirit to speak to them.
- Communication is also voluntary on the spirit's part.
- The dead can be summoned to be near the caster, but not forced to speak.

**WHAT THIS DOES:**

- Does require a 15-minute summoning ritual to be performed by the caster.
- Does require the caster to use something that belonged to the deceased.
- Does require the caster to pass the Save.

**WHAT THIS DOES NOT DO:**

- Does NOT allow the caster to summon any deceased person without a memento.
- Does NOT allow the caster to continue the ritual once it's been interrupted.
  - They must start over for the full duration.
- Does NOT allow the caster to force the spirit to tell them information.
  - Caster also can't make the spirit do anything for them.

**Bonds and Connections**

- This Is an Cae'Em connection with Construct.

**Counter:**

No Counter Available

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
9	Range +50%	6
14	Duration X2	8

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- The save required is now SKL:1.

# 9 Detect 'Ems (All Types)

LEVEL

Tier 3

Use of this spell will reveal clues about a True Name.

COST	RANGE	ROLL OUT	TIME	COLLECTION	OUTCOME
36 pts	4 Squares	20 Minutes	Hourglass	Nae'Ems	Magical
STACK	AoE	DURATION	ICON	SAVE COL	CLASS GROUPS
99	1 Square	Instant	Yellow Starburst	RM 2	EOL-ORX



Created by COPILOT

#### Details:

- Use of this spell can help reveal clues about a True Name.
- Clues can be found from:
  - Current Nae'Ems (25 pts)
  - Mementos (25 pts)
  - Current Focus Items (200 pts)
  - Past True Names (75 pts)

#### WHAT THIS DOES:

- Does work a process during the Rollout:
  - The number of 'Ems for the 1 square is revealed.
  - Caster must choose 1 of the 'Ems with no further clues.
  - Caster must pass the Save.
  - Caster is informed of what type of 'Em it is. Nae'Em, Ae'Em, Vae'Em, Tae'Em, or Cae'Em.
  - Caster is not told the true names or identities of either the 'Em or the original caster.
    - But the caster has already identified this end of the 'Em.
    - This can be used as a True Name clue.

#### WHAT THIS DOES NOT DO:

- Does NOT find the True Name itself, only the type and existence of the 'Em.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Save -1 Col	8
18	Range X4	10



#### Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Rollout time is half of the current amount of time.

# 9 Scry To A Vae'Em (Place)

LEVEL

Tier 3

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Current Plane	5 Minutes		Nae'Em	Magical
STACK	AoE	DURATION		none	CLASS GROUPS
1	Nae'Em 4x4 Sq's	1 Hour / Tier			EOL



Created by COPILOT

**Details:**

- Can hear Nae'Em from above IF using the Focus Item.

**WHAT THIS DOES:**

This Skill DOES:

**WHAT THIS DOES NOT DO:**

This Skill does NOT:

**Bonds and Connections**

- This Is an Vae'Em connection with a venue/location.

**Counter:**

LVL: 1 Interruption Of Duration

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
14	Duration X2	8

**Focus Items and/or Kits:**

- Focus orb with crystal is NOT passive
- caster can hear from the view point of the scrying.

# 9 Find Clues To True Name

LEVEL Tier 3

Use of this spell will reveal clues about a True Name.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
24 pts	4 Squares	2 Hours		Find or Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Item	Permanent		RM 2	DOK-SYL-STM-EOL-ORX



Created by COPILOT

**Details:**

- Use of this spell will reveal clues about a True Name.
- Clues can be found from:
  - Current Nae'Ems (25 pts)
  - Mementos (25 pts)
  - Current Focus Items (200 pts)
  - Past True Names (75 pts)

**WHAT THIS DOES:**

- Does draw out clues if a RM:2 Save is passed.
- Does allow the caster to continue searching for more clues,
  - Clues to not need to be used right away.

**WHAT THIS DOES NOT DO:**

- Does NOT find the True Name itself, only the Clues.

**Bonds and Connections**

- This is a Tae'Em connection with a thing.

**Counter:**

LVL: 1 Rollout Interruption

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
10	Rollout Halved	6
18	Range X4	10

**Focus Items and/or Kits:**

- Focus ITEM with crystal is NOT passive.
- Rollout time is half of the current amount of time.

## 9 Search for Focus Item

LEVEL

Tier 3

Detects focus item within range. Vibration/Audible/Visual.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Self	1 Day	Find or Reveal	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	1 Mark	4 Hours	SKL 2	SYL-STM-EOL-ORX-DOK

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Created by COPILOT

### Details:

- This is a spell to find a Arcane Focus Item.
- Note: Dokour do NOT have this spell. They must use 'Direction To A Dokour Target'.

### WHAT THIS DOES:

- Does let the caster specify what type of Arcane Focus Item is searched for,
  - It can be an item for any class, but must be specified.
- Does require the caster to be in a circle of protection (of any kind).
- Does require caster to pass the Save.
- Does allow the caster to designate how the signal is received (if Arcane Focus is found),
  - Vibration: Caster feels a vibration which grows as they near the item.
  - Audible: Caster hears a low siren which grows louder as they near the item.
  - Visual: Caster sees a glowing dot which grows brighter as they near the item.
- Only the caster receives the vibration, audible, or visual response.

### WHAT THIS DOES NOT DO:

- Does NOT allow use of this spell by any Dokour.



### Bonds and Connections

- This is a Tae'Emn connection to a thing.



### Counter:

LVL: 1 Dispel Magic Spell

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8

### Focus Items and/or Kits:

- Not required.

# 9 Dimension Portal

LEVEL

Tier 3

2d4 INTO or 2d6 OUT OF. Dmg to use, Save for 1/2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	1 Hour		Planar	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Portal Structure	2 Minutes		RM 2	DOK

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Created by COPILOT

## Details:

- It is suggested that this spell NOT be cast from heavily populated areas.
  - Due to the likelihood they will end up in a populated area in the targeted plane.
- Sends the caster to/from a location that corresponds with the other plane.
- Each PMP has it's own corresponding Dimension,
  - Thus each portal to/from will align with the same spot in both.
- Travel within Dimension passed quickly,
  - 1 hour of travel in Dimension is equal to 4 hours of travel in a normal PMP.

## WHAT THIS DOES:

- Does open to the same corresponding place on the other plane.
- Does stays open even if the caster is asleep, outcold, or even dead.
- Does cause magical damage while passing through or staying in the portal. Each round,
  - Each round while standing (not moving) in the port causes 4d8 damage,
  - Each round (or less) when traveling from PMP to Dimension causes 2d4 damage,
  - Each round (or less) when traveling from Dimension to PMP causes 2d6 damage.
- Does require the caster to pass through the portal before others do so.

## WHAT THIS DOES NOT DO:

- Does NOT cause mundane damage. Thus does not light things afire.



### Bonds and Connections

- This Is an Vae'Em connection with a location/venue.



### Counter:

LVL: 1 Rollout Interruption

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Save -1 Col	8



### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- More fire damage to all except self, Extra 2d6.

# 9 Dimensional Containment

LEVEL

Tier 3

Creatures of Dimension must Save to leave the containment.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	10 Minutes		Planar	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	3x3 Sq Radius	4 Hours		BRU 4	DOK

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Created by COPILOT

#### Details:

- Creates a visible 3 Square perimeter.
- Creatures attempting to exit the perimeter must roll the Save,
  - On a successful save, the creature may leave,
  - On a failed save, the creature remains contained.
- Suggested usage is prior to casting a summoning spell.

#### WHAT THIS DOES:

- Does inhibit creatures from leaving the circle.
- Does cause the perimeter to disappear from normal view after completing the RollOut.
  - A Reveal Arcane Power spell will reveal this perimeter.

#### WHAT THIS DOES NOT DO:

- Does NOT inhibit the Caster from leaving the circle.

#### Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 1      Dispel Magic Spell

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10



#### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Creature may only leave the perimeter if they make a critical Save (>95).

# 9 Urban Tracking

LEVEL Tier 3

Rogue attempts to follow a hot path within an hour.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Self	3d8 Minutes		Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	Urban or Subtrrn	2 Hours	SNS 2	ROG



GM



Created by COPILOT

**Details:**

- This require the GM to roll a Save FOR the tracking Rogue,
  - If the Save is passed the Rogue is tracking properly,
  - If the Save fails (non-critically) the Rogue is aware they have lost the path,
  - If the Save critically fails the Rogue is NOT aware they are on the wrong path.

**WHAT THIS DOES:**

- Does require the Rogue to use environmental clues to continue following the target,
  - Actions/Reactions of others around,
  - Unexplained messes,
  - Sounds of effort, (and more!)
- Does allow the Rogue to continue using this skill for the duration,
  - Any break in the duration means the Rogue has lost the trail,
  - This includes the normal end of the skill, even if the skill is restarted,
  - The only way to extend the duration is by using an Enhancement.

**WHAT THIS DOES NOT DO:**

- Does NOT have any effect if the trail is older than 1 hour.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1 Lose A Tail - ROG

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Duration X2	8

**Focus Items and/or Kits:**

- Not required.

# 9 Cover Trail

LEVEL

Tier 3

**Cover Trail. Move @ 1/2= No Save. Move @ Full= SKL:3. GM roll**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	20 Minutes		Hide or Obscure	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Mark Trail	12 Hours		none	HNT



Created by COPILOT

**Details:**

- Hunter's movement is halved.
- Another Hunter may be able to find a Covered Trail.

**WHAT THIS DOES:**

- Does allow the hunter to cover a trail,
  - up to 8 persons (including the Hunter),
  - result shows as an undisturbed natural area.

**WHAT THIS DOES NOT DO:**

- Does NOT have any effect in non-natural areas.
- Does NOT have any effect when traveling faster than a walk.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1 Find/Follow Trail- HNT

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

**Creations:**

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

**Focus Items and/or Kits:**

- Not required.

# 9 Hide in a Plant

LEVEL

Tier 3

Can hear/feel. Can NOT see/speak/cast. AC=8. HP=Caster

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	10 Minutes		Hide or Obscure	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Plant	2 Hours		none	SYL

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Created by COPILOT

#### Details:

- Caster creates a Nae'Em and blends into a tall plant or tree.
- Any damage done in that form continues when the caster exits the plant.
- Plants AC is 8 and HP is same as caster.
- If plant is brought to 0 HP then all people inside spill out.

#### WHAT THIS DOES:

- Does allow the caster to become part of a plant that is 1 square high or more.
- Does allow caster to feel temperature changes and pain.
- Does require caster to be in the plant for a minimum of 1 hr
- Does allow the caster to meld into the plant and
  - can hear and feel,
  - can take damage when inside.
- Does allow the caster and others if permitted by the caster,
  - other Sylvan,
  - Hunters
  - Max of 4 persons per spell.

#### WHAT THIS DOES NOT DO:

- Does NOT give the caster the ability to smell, see, speak or cast from inside.
- Does NOT allow the caster to perform any actions which require movement.
- Does NOT work on plant creatures.



#### Bonds and Connections

- This is a Tae'Em connection with a plant.



#### Counter:

LVL: 1      Same Spell

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
10	Rollout Halved	6
14	Duration X2	8



#### Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Caster is able to see despite the plants limitations.

# 10 Create Clear Mind Inhalent

LEVEL

Tier 3

Yield of 1d3 items. Effect: Dazed/Stunned/Sleep col-1.

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Created by BING AI

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	4 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Vial	Used / EOY		SNS 2	HNT

#### Details:

- Creating a Whiff Awake Inhalent: Small corked bottle:
  - Combine: 1 Jar of Wild Garlic Oil,  
1 shot of Rocko's Hot Water,  
1 Jar of Ginger Oil,  
1 Bag of Hemlock Root Ash.
  - Cook/Brew/Set for 4 hours, requires constant attention of the Hunter,  
Only other activity allowed during 4 hrs is talking,
  - All ingredients stay fresh until New Year, if kept within Hunters Herb Sack.  
each effort requires a separate set of ingredients.

#### WHAT THIS DOES:

- Does require a complete attention to creation for 4 hours.
- Does allow this to be repeated 3 times per day,
  - each effort takes the full Rollout,
  - each effort requires a separate set of ingredients.

#### WHAT THIS DOES NOT DO:

- Does NOT provide the ingredients,  
- the ingredients must be found and saved.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:



- 4 hrs creates 1d3 corked bottles. (9 max/day)
- Wild garlic, Ginger oil, Hemlock root ash, Rocko's
- Requires campfire and Hunters Kit. Shelf life:EOY.
- Clears dazed/stunned.



#### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save -1 Col	8



#### Focus Items and/or Kits:

- Hunters Kit is NOT passive.
- Makes 2 additional Vials.

# 10 Honing Melee Weapon

LEVEL Tier 3

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Weapon in best condition can have +1 added to damage.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	2 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Weapon	1 Battle		none	FTR



Created by COPILOT

**Details:**

- Fighter is able to maintain Melee weapons,
- this includes daggers, swords, hammers, and axes.

**WHAT THIS DOES:**

- Does uses the Fighter Kit to complete minor repairs,
  - Blunders rolled that indicate a break or scratch can be repaired.
- Does use the Fighter Kit to hone the weapon,
  - The honing adds a +1 to damage and will last through end of next battle,
  - The enhancement 'Duration X2' will set the duration to 2 battles.

**WHAT THIS DOES NOT DO:**

- Does NOT have any effect on Ranged or Thrown weapons.
- Does NOT cover bows, crossbows, whips, darts, clubs, staffs, spears, and natural weapons.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Damage X2	12
14	Duration X2	8

**Focus Items and/or Kits:**

- Required.

# 10 Ladders & Stairs

LEVEL Tier 3

Ladder: 1-12 sqs x 1 sq Lean. Stairs: 6 sqs x 6 sqs Lean.

COST	RANGE	ROLL OUT	5 <sub>RDS</sub>	COLLECTION	OUTCOME
12 pts	12 Squares	5 Rounds	5 <sub>RDS</sub>	Utility or Misc	Magical
STACK	AoE	DURATION	clock	SAVE COL	CLASS GROUPS
99	1 Square	1 Hour		none	ORX



Created by COPILOT

**Details:**

- The Range is the rise in elevation and the 'Lean' is,
- The stairs reach outward at lean of 1 square.
- The ladder reach outward at a 45 degree. Lean = Range.

**WHAT THIS DOES:**

- Does work in the PMP and Langstrom Planes.
- Does creates a means of egress/deggress via Ladder or Stairs,
- Does allow the caster to choose which method is used (Ladder or Stairs).

**WHAT THIS DOES NOT DO:**

- Does NOT have any effect in planes other than PMP and Langstrom.

## Bonds and Connections

### Counter:

No Counter Available.

### Creations:

Breakable of Ladders or Stairs



- Ladder:8 sqs 1 sq angle. Stairs:4 sqs 45 angle.
- ORX:Ladder:8 sqs 1 sq angle. Stairs:4 sqs 45 angle.
- Need: Orix Focus Item, 36 SP, 24 Hrs.
- Obsidian Shard, Stagnant Sea Water, Marigold Wine.
- Market: 9 Max, Buy:60 GP, Sell:9 GP.



## Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
9	Duration +50%	6
9	Range +50%	6
12	Range X2	8
12	Rollout Init	12
14	Duration X2	8
16	Rollout 1 Min	8
18	Duration X4	10
18	Range X4	10



### Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Adds a hand rails

# 10 Minor Defense Bubble

LEVEL

Tier 3

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	Initiative		Battle Defense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
2	Self	1 Battle		RM 2	ORX

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ORIX Icon

**Details:**

- Attacker must pass the Save to not be affected for the attacks in that round.
- This spell blunts the damage of any physical attack passing through it,
  - even physical attacks (not spells) from the caster.

**WHAT THIS DOES:**

- ... reduce the damage of non-magical attacks by 3 points.
  - Weapons that are magical are not affected by this spell.
- ... ensure the minimum damage is 1 point.
- ... move with the caster.
- ... work against the caster in the case of physical attacks from the caster.

**WHAT THIS DOES NOT DO:**

- ... affect ToHIT rolls or AC.
- ... affect magical weapons.
- ... affect damage caused by spells.

**Bonds and Connections****Counter:**

LVL: 1      Same Spell

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
14	Save +1 Col	8
18	Range X4	10

**Creations:**

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

**Focus Items and/or Kits:**

- Will allow this to be cast on a recipient other than the caster.

# 10 Tornado Wall

LEVEL

Tier 3

Caster gains +4 to AC to all normal attacks.

COST	RANGE	ROLL OUT	2 RDS	COLLECTION	OUTCOME
12 pts	Self	2 Rounds		Battle Defense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	3x3 Squares	10 Minutes		SKL 1	SYL

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Created by COPILOT

#### Details:

- Caster gains +4 to AC to all attacks.

#### WHAT THIS DOES:

- Does create a wall of wind inhibiting damage from physical attacks.
- Does require a Save for ANY casting of spells through the Tornado Wall, (In or Out)
  - If the caster passes a SKL:2 Save.
  - The TOP/BOTTOM of the Tornado Wall does NOT have issues with casting through.
- Does move with the caster.
- Does protect against frontal Melee, Ranged, and Thrown attacks.
- Does have same effect vs flanking attacks.
- Does cause 1d4 Damage to any persons within the squares that are adjacent to the caster.

#### WHAT THIS DOES NOT DO:

- Does NOT function if the caster covers more than 1 Square.
- Does NOT allow caster to move into (crowd) an occupied square.
- Does NOT be combined with other spells which surround 1 Sq.
  - For example: Heat Wave Wall, Tornado Wall, ...

#### Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 1      Same Spell

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
14	Duration X2	8

#### Focus Items and/or Kits:

- Not required.

# 10 Magical Fire Protection

LEVEL Tier 3

Magical fire damage to 1 HP per round. Forge = 1d4 dmg.

COST	RANGE	ROLL OUT	2 <sub>RDS</sub>	COLLECTION	OUTCOME
12 pts	Self	2 Rounds	2 <sub>RDS</sub>	Battle Actions/Prep	Magical
STACK	AoE	DURATION	clock	SAVE COL	CLASS GROUPS
1	Self	2 Hours		none	DOK



Created by COPILOT

**Details:**

- Grants total immunity to magical fires that are cooler than a forge.
- Fire levels of forge or higher break this spell.
- Due to the flame-like appearance of this spell, caster can be seen as intimidating.

**WHAT THIS DOES:**

- Does limit magical fire damage to 1 HP per round,
  - if the fire is as hot as or hotter than a forge then the damage is 1d4 per round.
- Does surround the caster with enough light that those near the caster can read just read by.
  - This effect lasts for the Duration of the spell.

**WHAT THIS DOES NOT DO:**

- Does NOT work if the fire is mundane.
- Does NOT work if the caster is not able to continue,
  - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Forge fire (and hotter) still does only 1 hp / rd.

# 10 Blunted Bow Shots (Bow Only)

LEVEL Tier 3

Bow (only) w/blunts. Dmg= Crit Blunt. After battle 1/4 Dmg.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	By Weapon	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	1 Target	4 Rounds	4 RDS	none



Created by COPILOT

**Details:**

- Hunter is allowed to use blunted ammo on all attacks.
  - Damage is done by rolling on the Blunt critical chart,
  - If HP damage is not indicated then the damage is 1 HP.
- Crossbows deliver too much thrust and do not work well with this skill/ammo.

**WHAT THIS DOES:**

- Does require the Hunter to use a ranged weapon.
- Does require the Hunter to roll a normal ToHIT.
- Does require the Hunter to use the 'Critical' chart for any hits,
  - the 'Critical' chart is an addition to the blunt arrow damage,
- Does allow the Hunter to use this on all attacks in this round if using blunted ammo.

**WHAT THIS DOES NOT DO:**

- Does NOT allow use of the critical chart for non-blunt, non-criticals.
- Does NOT apply to the use of a Crossbow.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Duration X2	8

**Focus Items and/or Kits:**

- Not required.

# 10 Last Ditch Effort

LEVEL

Tier 3

Must have 30 hp or <. No binding. Heal x 1/2. Death@ - 30 HP.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	1 Battle		none	FTR

699-



Created by COPILOT

## Details:

- When the fighter is in negatives they will not bleed,
  - Binding will not have any effect on them since they do not bleed.
  - When the fighter reaches the new point of death they will finally die.
- After the battle is over the fighters natural point of death is reset,
  - at that point the fighter may be dead, out cold, or just weak.
  - based on their current HP.

## WHAT THIS DOES:

- Does require the character to have a current HP level of 30 pts or less to enact this skill.
- Does allow the fighter to stay conscious and awake below their normal point of death,
  - The fighter gains an extra 30 negative HP,
  - If the fighters normal point of death is -24, then it becomes -54.
- Does maintain all normal attacks and fighting abilities/skills.

## WHAT THIS DOES NOT DO:

- Does NOT keep the extra 30 health points once the battle is over,
  - When the points are removed the fighter may be out cold, dead, or just weak,
  - The status of the fighter entirely depends on their health after the points are removed.
- Does NOT have the ability to move more than 2 squares once this has been enacted.

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16

## Focus Items and/or Kits:

- Not required.

# 10 End Current Dmg Over Time

LEVEL Tier 3

**Stops current Damage Over Time (DoT) upon 1 target.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	8 Squares	Initiative		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Permanent		none	EOL



Created by COPILOT

**Details:**

- Stops current Damage Over Time (DoT) upon 1 target.
- Enacted in next round on casters initiative.

**WHAT THIS DOES:**

- Does stop current DoT effects on a target or the caster.

**WHAT THIS DOES NOT DO:**

- Does NOT heal or cure the target of any diseases.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	AoE = 2 Targets	10

**Focus Items and/or Kits:**

- Focus orb of crystal is NOT passive.
- Applies d6 healing.

# 10 Speak Language

LEVEL Tier 3

Can speak an unknown language.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	3 Minutes		Communication	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	a person	1 Day		None	EOL

503-



Created by COPILOT

**Details:**

- Allows caster to speak the language of person touched.

**WHAT THIS DOES:**

- Does allow the caster to speak the language of the person touched.
- Does work if a caster touches a willing person who speaks the language.

**WHAT THIS DOES NOT DO:**

- Does NOT allow the caster to automatically pronounce words correctly.
- Does NOT allow the caster to speak the language.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:****Scroll Of Speak Languages**

- Able to speak a language within hearing. 4 Hrs.
- EOL: Duration: 12 Hours.
- Need: Campfire, 24 SP, 4 Hours.  
Amaranth leaves, Ethereal grass, Vellum.
- Market: 9 Max, Buy:30 GP, Sell:11 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	AoE X2	6
14	Duration X2	8

**Focus Items and/or Kits:**

- Focus orb with crystal is NOT passive.
- Allows caster to come across as a learned person while using the new language.

# 10 Astral Mental Shield

LEVEL

Tier 3

Save vs Astral = RM:2. AC bonus +2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	2 Minutes		Planar	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	4 Hours		RM 2	STM

449-



Created by COPILOT

## Details:

- Creates shield around recipient which protects from other creatures attempt to influence the recipient.
- Within the Astral plane it is normal that internal thoughts are commonly projected out into the physical Astral world.
- This is a shield that diffuses the thoughts and ideas the recipient has as they travel the Astral plane, thus helping the recipient maintain control.
- This shield also inhibits the thoughts of other creatures from affecting the recipient.

## WHAT THIS DOES:

- Does protect the caster, but it may also gather interest from Astral creatures.
- Does grant the caster +2 AC versus Astral attacks.
- Does grant the caster the use of RM:2 vs Astral attacks,
  - This applies to all Astral attacks regardless of what plane the caster is on.
  - If an Astral attack already has a Save with a column 2, then use 1 column better.

## WHAT THIS DOES NOT DO:

- Does NOT extend its protection to anyone but the caster without the enhancement.

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
16	AoE = 2 Ppl	8
18	Duration X4	10

## Focus Items and/or Kits:

- Focus Ring with crystal is NOT passive.
- While in the Astral Plane grants +4 AC instead.

# 10 Project Astral Image Within PMP

LEVEL Tier 3

Astral Ghost-like: HP=50, AC=12/12, Move=12, no attacks.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Self	20 Minutes 	Planar	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	PMP	4 Hours 	none	STM

608-



Created by COPILOT

**Details:**

- The casters body becomes non-responsive and coma like.
- A glowing near transparent image of the caster emerges.
- The caster is able to hear and see what the image hears and sees.
- The caster can choose to feel and taste what the image does.
- The image has 50 HP, and an AC of 12, and Move of 12 squares.
  - if hit the image takes damage but does NOT show damage.
- If the image is destroyed or dies the caster drops to -8 HP.

**WHAT THIS DOES:**

- Does allow the caster to create an astral projection in the same PMP.
- Does allow the image is able to go through wooden walls (and lesser walls).
- Does allow the image to have their Focus Item and one other item.
- Does put the caster's body in a non-responsive state that is coma like,
  - disturbing the casters body may 'wake' the caster and end the spell.

**WHAT THIS DOES NOT DO:**

- Does NOT allow the caster to teleport into another plane.
- Does NOT allow the caster to bring anyone with them.
- Does NOT allow the caster to bring more than their Focus Item + 1 item.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic Spell

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10

**Creations:**

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

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- Allows a spirit movement of 18 sqs.

# 10 Charged Fencing - Two Sides

LEVEL Tier 3

3d6 touch dmg. Save to pass through.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	6 Squares	Initiative		Fences and Shelters
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	2 - 9 Sq's	4 Hours	 RM 3	 STM

448-



Created by COPILOT

**Details:**

- The caster creates an electrified wall around themselves, on two sides.
  - Each wall is 1 to 3 squares long.
- Any creature crossing the wall's perimeter is required to make a Resist Magic:3 save.
  - On a successful save, the creature may pass unharmed.
  - On a failed save, it takes 3d6 lightning damage.

**WHAT THIS DOES:**

- Does protect the caster from trespassers.
- Does cause 3d6 electric damage to anyone that touches it.
- Does inhibit movement past the fence,
  - A person attempting to move through the fence must roll a Save,
    - passing the Save allows the person to move through the fence,
    - A passing Save only allows one person to pass.

**WHAT THIS DOES NOT DO:**

- Does NOT exclude allies from taking damage upon crossing.
- Does NOT allow casting of this spell in the same spot more than once.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic Spell

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

**Creations:**

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

**Focus Items and/or Kits:**

- Focus Ring with crystal is NOT passive.
- Makes the walls invisible.

# 10 Walls of Force (4 to 6)

LEVEL

Tier 3

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	12 Squares	5 Min / Wall		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS

3

See Description

4 Hours

none

ORX

480-



ORIX Icon

**Details:**

- Wall stats for each square: HP:30 AC:15,
  - Each wall is placed on the edge of a square in/on the battle map.
  - It is a physical structure that will withstand any normal siege methods.
- Each separate length is 2 Squares high by 6 Squares long with a corner,
  - 4 separate lengths allow and must reconnect to enclose.
- Each wall must be a minimum of 1 Square long.
- In the battle grid the wall of force is directly over the gridline itself,
  - not the middle of the square nor the entire square itself.

**WHAT THIS DOES:**

- ... create a walls that are 2 squares high by 6 Squares long.
  - The wall is invisible.
- ... have a thickness of 1 ft / 30 cm.
- ... requires the end result to be a rectangle.
- ... have a single opening for an entrance,
  - No door is created, only an opening.
- ... When Enhancement of 'Aura Notably Brighton' is used the walls are outlined continuously.

**WHAT THIS DOES NOT DO:**

- ... move once set in place.

**Bonds and Connections****Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Range X4	10

**Focus Items and/or Kits:**

- Allows for an invisible door over/on the opening.

# 10 Lose A Tail

LEVEL

Tier 3

This skill is about avoiding a currently active pursuer.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	3d8 Minutes		Hide or Obscure	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Urban	Permanent		SKL 2	ROG

817-



Created by COPILOT

#### Details:

- This skill is about avoiding a currently active pursuer.
- Used in an urban environment to lose an active tail which may take some time to do.
- A high SAVE leaves misleading clues.
- Players can improve the Save by role play and descriptions.
- GM rolls the Save for any pursuers.

#### WHAT THIS DOES:

- Does require the Rogue to pass the Save for each person attempting to follow them,
  - The GM may need to roll Saves for any enemies the Rogue is unaware of.
- Does allow the Rogue to use this skill based on an assumption they are being followed.
- Does require rogue to concentrate throughout rollout.
- Does have results after rollout,
  - Either rogue has avoided those that were following,
  - Or the rogue 'thinks' they have avoided their pursuers,
  - or pursuers are noticeably following.

#### WHAT THIS DOES NOT DO:

- Does NOT employ any magic,
  - However if magics are involved the GM may need to adjust Saves.

#### Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 1      Urban Tracking - ROG

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save -1 Col	8

#### Focus Items and/or Kits:

- Not required.

# 11 Connect To An Arcane Focus Item

LEVEL

Tier 3

Creates connection between caster and a Arcane Focus Item.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
36 pts	Touch	3 Days		Class Specialty	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Item	Permanent		RM 3	DOK-SYL-STM-EOL-ORX

627-



Created by COPILOT

#### Details:

- Creates a connection between the caster and the Arcane Focus Item.

#### WHAT THIS DOES:

- Does require the item to be of the highest quality.
  - Minimum GP value of 10,000.
- Does work only if the caster is not currently connected to another Arcane Focus Item.
- Does create the casters connection to the item provided the Save is passed.
- Does allow a caster with a current Focus Item to cast this as a counter to another casting.

#### WHAT THIS DOES NOT DO:

- Does NOT have any effect if the Save fails (at end of Rollout).



#### Bonds and Connections

- This is an Tae'Em connection with a thing.



#### Counter:

LVL: 1 Rollout Interruption

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
12	Range X2	8
14	Save -1 Col	8



#### Focus Items and/or Kits:

- Caster must NOT have a current Focus Item.
- Note: Stack=1.

# 11 Create Calming Tea

LEVEL Tier 3

Yield of 1d3 items. Effect: Deep Sleep &amp; morning SP +2/+4.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	4 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Jar	Used / EOY		SNS 1	HNT



Created by COPILOT

**Details:**

- Creating a Spiced Tea: (in a corked jar)
  - Combine,
  - 1 Bunch of Wild Cabbage Leaf,
  - 1 Jar of Ginger Oil,
  - 1 Bag of Palm Root Ash.
  - 1 Bag of Oak Root Ash.
  - All ingredients stay fresh until New Year,
    - if kept within Hunters Herb Sack.
  - Cook/Brew/Set for 4 hours,
    - requires constant attention of the Hunter,
    - Only other activity allowed during 4 hrs is talking,

**WHAT THIS DOES:**

- Does require a complete attention to creation for 4 hours.
- Does allow creations to be repeated up to 3 times per day, regardless of rollout times.
  - each effort takes the full Rollout,
  - each effort requires a separate set of ingredients.
- Does require a Save at the end of all creations for the day,
  - the Save applies to all Calming Teas created during the day.
  - failing the Save uses all the ingredients but nothing is created.

**WHAT THIS DOES NOT DO:**

- Does NOT provide the ingredients,
  - the ingredients must be found and saved.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- 4 hrs makes 1d3 Calming Tea Bags. (9 max/day)
- Wild cabbage, Ginger Oil, Palm root ash, Oak root ash
- Campfire and Hunters Kit are required. Shelf life:EOY
- Morning SP +2 (Hunter applied +4). SNS:1 Stay awake.

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save -1 Col	8

**Focus Items and/or Kits:**

- Hunters Kit is NOT passive.
- Makes 2 additional Jars.

# 11 Create Java Meal Spice

LEVEL

Tier 3

Yield of 1d3 items. Caffeine effect for 48 hrs. Don't repeat.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	4 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Meal	Used / EOY		SKL 2	HNT



Created by COPILOT

## Details:

- Creating a Light Spiced Meal: (Any non-cumber meal)
  - Combine,
    - 1 Bunch of Anise Leaf bunch,
    - 1 Jar of Peppermint Oil,
    - 1/4 cup of honey,
    - 1 Bag of Hemlock Root Ash.
  - All ingredients stay fresh until New Year,
    - if kept within Hunters Herb Sack.
- Cook/Brew/Set for 4 hours,
  - requires constant attention of the Hunter,
  - Only other activity allowed during 4 hrs is talking,

## WHAT THIS DOES:

- Does require a complete attention to creation for 4 hours.
- Does allow creations to be repeated up to 3 times per day, regardless of rollout times.
  - each effort takes the full Rollout,
  - each effort requires a separate set of ingredients.
- Does require a Save at the end of all creations for the day,
  - the Save applies to all Java Meal Spices created during the day.
  - failing the Save uses all the ingredients but nothing is created.
- Does allow Saving Throw At End of Day:
  - 1 Save regardless number of spiced meals attempted (max 3/day),
  - Failure means ingredients used but no spiced meals(s) created.

## WHAT THIS DOES NOT DO:

- Does NOT provide the ingredients,
  - the ingredients must be found and saved.

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:



- Keeps recipient awake for up to a continuous 48 hrs.
- Anise Leaf, Peppermint oil, Honey, Hemlock ash.
- 4 hrs creates 1d3 doses of spice. (9 max per day)



## Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save -1 Col	8



## Focus Items and/or Kits:

- Hunters Kit is NOT passive.
- Makes 2 additional Meals.

# 11 Wake To Battle

LEVEL

Tier 3

Save=Instant wakening.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	Instant	<b>NOW</b>	Utility or Misc	Mundane
STACK	AoE	DURATION	<b>NOW</b>	SAVE COL	CLASS GROUPS
1	1 Round	Instant		SKL 1	FTR



Created by COPILOT

**Details:**

- Will work even if the fighter is exhausted or magically placed into sleep,
- If fighter rallies against magic sleep and there is no battle this will still work.

**WHAT THIS DOES:**

- Does allow the fighter to be completely asleep, then stand up and attack,
  - No initiative bonuses or adjustments are allowed, just a straight initiative roll,
  - No AoOs are allowed within this wake up round.
- Does allow the fighter to keep all normal ToHIT, Damage, and number of attacks.

**WHAT THIS DOES NOT DO:**

- Does NOT allow an AoOs within this 'waking' round.
- Does NOT allow the fighter to attack if the waking round is a surprise round from the enemy,
  - but this will still allow the fighter to move up to 2 squares.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Save -1 Col	8

**Focus Items and/or Kits:**

- Not required.

# 11 Catch Small Incoming

LEVEL

Tier 3

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts				Battle Actions/Prep	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS DEY

653-

Designed by Freepik

**Details:**

This has an advanced skill at level 14

1. Rogue is able to catch thrown and missile attacks,  
-- Using the small agile moves primarily and full body grace secondarily.
- The Rogues AC is reduced by 4 for the full round.
2. The item must be:  
-- a Throwing weapon or a projectile shot (Missile Ammo),  
- small stones or sticks allowed as well.  
-- small in size (a Shortsword, 1 Handed Axe, Mace), or smaller  
-- directed to the square the Rogue is at.
3. If the item has magics on it:  
-- the magics may have separate effects (fire that burns).
4. This skill converts all attacks in the round to attempts to catch,

**WHAT THIS DOES:**

- 1 attempt (attack) is used per Thrown/Missile.
  - Not all attacks in the round MUST be taken, but all are converted,  
- No actual attacks can be done in the round.
  - 5. the attempt is done with the Agile Moves:2 Saves:  
-- A sucessful Agile Moves:2 Save will catch the item.  
-- Items caught can be dropped instantly.
- Catch Small Incoming, Adv -ANY attcks converted. Thrown/Missile attacks=Move:1. AC-2  
-- Using the small agile moves primarily and full body grace secondarily.  
-- The Rogues AC is reduced by 2 for the full round.
2. The item must be:  
-- a Throwing weapon or a projectile shot (Missile Ammo),  
- small stones or sticks allowed as well.  
-- small in size (a Shortsword, 1 Handed Axe, Mace), or smaller  
-- directed to the square the Rogue is at.

**WHAT THIS DOES NOT DO:**

3. If the item has magics on it:  
-- the magics may have separate effects (fire that burns).
4. This skill converts all attacks in the round to attempts to catch,  
-- any number of attempts (attacks) can be used per Thrown/Missile,  
-- Total Attacks are available,  
- any and all attacks may be converted to attempts to catch.
5. The attempt is done with the Agile Moves:1 Save:  
-- a sucessful Agile Moves:1 Save will catch the item.  
-- Items caught can be dropped instantly.

**Bonds and Connections****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:**

- Not required.

# 11 Illusional Bear

LEVEL Tier 3

False image of a bear.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	16 Squares	1 Minute		Altered Reality
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	1 Image	1 Hour		none

390-



Created by COPILOT

**Details:**

- The image of a bear which includes sound and smell.

**WHAT THIS DOES:**

- Does allow caster to direct where the image is to go.

**WHAT THIS DOES NOT DO:**

- Does NOT have a tactile aspect.
- Items thrown or used as an attack will go right through.
- The images attacks will have no effect.
- Does NOT allow the caster to direct the image with specific actions.

**Bonds and Connections**

- No connection.

**Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Focus wand with crystal is NOT passive.
- Caster sets bear's general mood or tone for duration.

# 11 Personal Decoy

LEVEL Tier 3

Image of caster must stay in range and moves at 1/2 rate.

COST	RANGE	ROLL OUT	2 <sub>RDS</sub>	COLLECTION	OUTCOME
12 pts	25 Squares	2 Rounds		Altered Reality	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
5	25 Sq Radius	20 Minutes		none	EOL



Created by COPILOT

## Details:

- Image's stats:
  - 10 HP, (Focus Item can add 10 HP)
  - 10/10 AC,
  - Attacks:x1x1, Init+0, ToHIT+0, Damage 0d0+0
- Image cease to be at 0 HP
- If casters image changes within duration the image changes as well.

## WHAT THIS DOES:

- Does allow the caster to create an image of themselves,
  - The image moves and speaks as the caster commands,
  - The image can cast spells the caster knows, but they won't have any effect.
- Does end if the image's HP reaches 0.

## WHAT THIS DOES NOT DO:

- Does NOT allow the caster to use the image to cast spells.

## Bonds and Connections

- No Nae'Em connection.



## Counter:

LVL: 1      Same Spell

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Init	12
14	Duration X2	8
18	Duration X4	10



## Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- The image has 10 more HP.

# 11 Control Wind Sphere

LEVEL Tier 3

Directions: N,NE,E,SE,S,SW,W, or NW. Speed: 1/4 to x2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	18 Squares	10 Minutes		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	5x20 Sq Area	12 Hours		SKL 3	SYL



Created by COPILOT

**Details:**

- Caster attempts to control the direction and general speed of the wind current.
  - Opposing currents may hinder the effectiveness of this spell.
- Must roll a SKL:3 Save to get the effort to work.
- Headwinds (opposing) may cause this spell to have less effectiveness.

**WHAT THIS DOES:**

- Does influence the direction and speed of the sphere the caster controls.
- Does allow attempted direction changes by compass directions (N,NE,E,SE,S,SW,W,NW)
- Does allow attempted speed changes from quarter speed to double speed,
  - This is compared to the speed of the currents outside the sphere.
- Does create enough air movement to clear most cloud spells and disperse them.
- Does create enough air movement to blow out unprotected lights (flames),
  - Will NOT blow out protected flame/light sources (lanterns, etc)

**WHAT THIS DOES NOT DO:**

- Does NOT allow any attempts of control of weather. (only the wind)
- Does NOT allow any attempts of control regarding air inside living creatures.
- Does NOT blow out protected flame/light sources (lanterns, etc)

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	AoE X2	6
12	Range X2	8
14	Save -1 Col	8

**Focus Items and/or Kits:**

- Not required.

# 11 Ectoplasmic Cast

LEVEL Tier 3

Broken bone heals in 1 Hour.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	1 Hour		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 broken bone	Permanent			STM



Created by COPILOT

**Details:**

- Without this spell healing a broken bone can take from 1 to 6 months.
- Without this spell healing a sprain can taken from 1 to 14 days.

**WHAT THIS DOES:**

- Does heal 'sprains' or 'breaks'.

**WHAT THIS DOES NOT DO:**

3. This Spell does NOT:
  - affect any non-sprains or breaks.
  - normal battle / gaming damage.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:****Enhancements:**

LVL	ENHANCEMENTS	COST
12	AoE X2	6
14	Range At 3 Sas	8
20	AOE X4	20

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- Rollout becomes 1 Minute.

# 11 Revive Life With A ZAP!

LEVEL

Tier 3

Dead < 25 hrs & pass Save to be alive with 0 HP. Perm: loss of HP.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
36 pts	Touch	10 Minutes		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Body	Permanent		SKL 3	STM



Created by COPILOT

## Details:

- Caster must make a SKL:3 Save,
  - Passing the Save takes 5 HP from the recipient Max HP,
  - Passing the recipient is no longer dead, is alive at 0 HP.
  - Failing the Save takes 1 HP from the Casters Max HP.
  - Failing the recipient is NOT alive, remains dead.

## WHAT THIS DOES:

- Does only work if the creature has been dead for less than 25 hours.
- Does require the caster to make a Save to work.
  - Pass: means the creature is brought to 0 HP.
  - Use of Focus ring may bring back the dead when beyond 24 hours.
- Does allow the recipient to refuse the spell before the caster uses their SP.

## WHAT THIS DOES NOT DO:

- Does NOT restore a creature that has been dead for more than 24 hours.
- Does NOT restore the creature to more than 0 HP.
- Does NOT restore undead or living dead.

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
12	Range X2	8

## Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Dead less than 73 hours (up from 25 hrs)

# 11 Summon Life From Death

LEVEL

Tier 3

Dead < 25 Hrs. SKL:3 & -4 current HP, Permanent -5 HP from Max HP.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
36 pts	Touch	12 Hours		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Body	Permanent		SKL 3	DOK

979-



Created by COPILOT

## Details:

- When brought back to life the creature has -4 HP.
  - Passing the Save takes 5 HP from the recipient Max HP, (8 HP with Focus Staff).
  - Passing the Save gives 1 HP to the Casters Max HP.
- Creates a Nae'Em between the caster and the recipient.
  - This is the ONLY civilized person Nae'Em allowed for the Dokour.

## WHAT THIS DOES:

- Does only work if the creature has been dead for less than 25 hours.
- Does require the caster to roll a SKL:3 Save,
  - Passing:
    - Recipient is Alive!
    - Takes 5 HP from the recipient Max HP, (8 HP with Focus Staff).
    - Gives 1 HP to the Casters Max HP.
  - Failing: (1 attempt only)
    - Recipient remains dead,
    - Further Dokour attempts do not bring the recipient back, the recipient is a zombie.
- Does disconnect the recipient from all Nae'Em's and Divine connections,
  - All can be reconnected in the normal way for the world/campagne.
- Does create a Nae'Em connection between the Dokour and recipient.

## WHAT THIS DOES NOT DO:

- Does NOT restore a creature that has been dead for more than 24 hours.
- Does NOT restore the creature to more than -4 HP.
- Does NOT restore undead or living dead.
- Does NOT work on any non-civilized races/creatures.
- Does NOT allow any Nae'Em's or divine connections to remain,
  - After wiping away the connections the Dokour creates a Nae'Em with the recipient.



### Bonds and Connections

- This is a Nae'Em connection with the recipient.



### Counter:

LVL: 1 Rollout Interruption

### Creations:

### Enhancements:

LVL	ENHANCEMENTS	COST
1	Fake Effort	-2
10	Rollout Halved	6
18	Nae'Em Clues Removed	20



### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Save column -1 AND Removes 8 HP (not 5) from recipients Max.

# 11 Eavesdrop on Nae'Em Convo

LEVEL Tier 3

Listen to a private convo. But give up the ability to see.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	20 Sq Radius	5 rounds		Nae'Em's	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Convo	5 Min/Tier		SKL 2	EOL-ORX

630-



Created by COPILOT

**Details:**

- Listen in on a private Nae'Em conversation.
- If the spell is successful it can also be used as a True Name clue.

**WHAT THIS DOES:**

- Does block vision of the caster while they listen to a Nae'Em conversation.
- Does require a Save,
  - Failing the Save ends the spell.
  - Passing the Save lets the caster listen while the people in the convo are unaware.
- Does block sight while the spell is active.

**WHAT THIS DOES NOT DO:**

- Does NOT interpret jargon, code, any kind of misused grammar, or bad pronunciation.
- Does NOT allow the caster to see while using this spell.

**Bonds and Connections**

- This is a Nae'Emn is a connection to people.

**Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
10	Rollout Halved	6
12	Range X2	8

**Focus Items and/or Kits:**

- Focus Ring with crystal is NOT passive.
- 20 Minutes added to Duration.

# 11 Add Signs to Signpost

LEVEL

Tier 3

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	1 Square	10 Minutes		Enchantments	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Signpost	3 Days		none	ORX

484-



ORIX Icon

**Details:**

- This can be added to any signpost, regardless if it's invisible or not,
- Maximum size: 2 feet / 61 cm long by 1 foot / ~30 cm high,
- single plank of wood a half inch thick.
- The duration of the sign will lengthen to the duration of the sign post to match.

**WHAT THIS DOES:**

- ... work on all sign posts, mundane, visible, invisible, etc...
- ... allow up to 8 signs per post.

**WHAT THIS DOES NOT DO:**

- ... Create a sign post.

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Range X4	10

**Focus Items and/or Kits:**

- Sign & post becomes visible.

# 11 Sight of the Statue

LEVEL Tier 3

Used on art/sculptures with eyes.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	1 Mark per Tier	30 Minutes		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Object	1 Day		SNS 2	EOL-ORX

GM



Created by COPILOT

**Details:**

- A statue with moving eyes may reveal that it is not normal to a visiting party.
- Does show movement within the eyes when the caster is looking around,
  - If the caster is looking consistently in one direction then no movement can be seen.
- 

**WHAT THIS DOES:**

- Does require the caster to have already created a Tae'Em with/on the statue.
- Does allow the caster to see through the eyes of a statue.
  - The statue must have recognizable eyes.
  - The caster may use their racial sight.
- Does require a Save if the statue's eyes are moving,
  - Passing the save means the visiting party is able to see the movement of the eyes.
  - If the eyes are not moving then there is no Save done.

**WHAT THIS DOES NOT DO:**

- Does NOT allow the caster to hear or feel by bonding with the statue.

**Bonds and Connections**

- This Is an Tae'Em connection with a non-living thing.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
18	Nae'Em Clues Removed	20

**Focus Items and/or Kits:**

- Not required.

# 11 Triggered Announcement

LEVEL

Tier 3

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	3 Days		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS

12 pts  
Touch  
3 Days  
AoE  
Permanent  
none  
ORX

485-



ORIX Icon

**Details:**

- Motion is detected by objects/creatures of 2 ft / 0.6 m.
- 3 Days of casting means 16 hours of casting each day for 3 days,
  - The remaining 8 hours must be spent inactive, i.e. sleeping.

**WHAT THIS DOES:**

- ... repeat the casters words when motion within 2 sqs is detected.
- ... record emphasis and volume of words as spoken by the caster.
- ... allow up to 30 words.
- ... detect invisible creatures/objects.
- ... remove a casters previous message by creating another message with no words.
- ... stay active until removed or replaced.

**WHAT THIS DOES NOT DO:**

- ... stay hidden when any sort of magical detection is used,
  - But the message can only be known by triggering it.

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
10	Rollout Halved	6
14	Range At 3 Sas	8
18	Range X4	10

**Focus Items and/or Kits:**

- If cast on objects with a face the spell will have the image of the object speaking.

# 11 Astral Plane Projection

LEVEL

Tier 3

ACUMEN Bonus... x2=HP    x3=AC.    Movement=1/2 Spell Points.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	20 Minutes		Planar	Magical
STACK	AoE	DURATION		none	CLASS GROUPS
99	Astral Plane	4 Hours			STM

452-



Created by COPILOT

## Details:

- In Astral Plane (AP):
  - The glowing image may gather attention.
  - Interaction with the Astral world is 100% dependant of the caster's Awareness.
  - If image in the Astral Plane is destroyed or dies the char in PMP is at -8 HP.
- Astral Image:
  - HP = Acumen bonus x2
  - AC = Acumen bonus x3
  - Movement = 1/2 Spell Points
- Disrupt Images spell does a flat 40 HP of damage.

## WHAT THIS DOES:

- Does allow the caster to create an image in the Astral Plane.
- Does require the image to obey the natural laws of the Astral Plane.
- Does allow the caster to bring their Focus Item and one other item.
- Does put the caster in a non-responsive state that is coma like on the PMP,
  - disturbing the casters body may 'wake' the caster and end the spell.

## WHAT THIS DOES NOT DO:

- Does NOT allow the caster to teleport into another plane.
- Does NOT allow the caster to bring anyone with them.
- Does NOT allow the caster to bring more than their Focus Item + 1 item.

## Bonds and Connections

- No Nae'Em connection.



## Counter:

LVL: 1    Rollout Interruption

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10



## Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Doubles HP in Astral Plane

# 11 Force Wall

LEVEL

Tier 3

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	20 Minutes		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS

3	6 Sq's Long	1 Hour		none	ORX
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466-



ORIX Icon

**Details:**

- Wall stats for each square: HP:50 AC:15
- 2 Squares high by Length up to 6 Squares with 1 corner allowed.

**WHAT THIS DOES:**

- ... create a wall 2 squares high by 6 Squares long.
  - The wall is invisible.
- ... have a thickness of 1 ft / 30 cm

**WHAT THIS DOES NOT DO:**

- ... move once set in place.

**Bonds and Connections****Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	AoE X2	6
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

-- Wall thickness becomes 2 ft / 60 cm and HP:80  
AC:16

# 12 Impersonate A Person

LEVEL

Tier 3

For Wt & Ht. Enh: Hair, Skin, Costume, Eyes. More Wt & Ht.

787-



Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	10 Min/Complexity		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Person	12 Hours		SKL 3	ROG

**Details:**

- When the Duration has ended the effects will slowly break down and fall away.
- Change appearance of gender, costuming, Hair (color/style/condition), skin, & Wt, Ht, Skin (Hide/Scales/Fur), & Eye color to mimic a specific known person.
- Save columns adjust based on knowledge, amount of prep, amount of practice, etc.
- Exact Cost based on original 12 points + cost of all enhancements that are needed.

**WHAT THIS DOES:**

- Does Adjust based on complexity and level.
- Does alter themselves to appear to be another very specific person.

**WHAT THIS DOES NOT DO:**

- Does NOT Allow the height to be adjusted more than 10 inches
- Does NOT Physically alter the rogue but may have minor prosthetics
- Does NOT Mimic racial abilities,
  - special sight
  - special hearing

**Bonds and Connections**

- No Nae 'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Duration X2	8
14	Save -1 Col	8
18	Duration X4	10


**Focus Items and/or Kits:**

- Rogues Kit must be actively used.
- Is NOT passive. (Unless otherwise stated)
- Kit is required.

# 12 Circle of Animal Protection

LEVEL

Tier 3

Going into or out of circle must pass the MGC Save.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	2 Minutes		Battle Actions/Prep	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	2x2x2 Sq Sphere	1 Hour		SKL 2	SYL

394-



Created by COPILOT

#### Details:

- This spell protects the area against aggressive animals.

#### WHAT THIS DOES:

- Does apply to creatures categorized as 'Animals',
- Require the passing the Save.

#### WHAT THIS DOES NOT DO:

- Does NOT have any effect on creatures of other categories.
- Does NOT inhibit any attacks that are propelled/thrown into the circle.
- Does NOT allow any part of the 'Animal' to pass over the perimeter, if the Save failed.

#### Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 1      Same Spell

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
18	Duration X4	10



#### Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Use of a Focus Item will change the Save,
  - Save is made more difficult by one column

# 12 Class Power Attack

LEVEL Tier 3

Class Bolt Dmg 4d10+ACU. Save for 1/2 dmg IF same class.

675-



Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	8 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS SYL-STM-EOL-ORX

**Details:**

- Sylvan use Ice,
- Strumos use Electricity,
- Orix use Force,
- Eolas use Acid.

**WHAT THIS DOES:**

- Does allow targets the with the same class as the caster to Save for 1/2 damage.
- Does allow the caster to use their class power to attack a target.
- Does the power will do 4d10 + ACU points of damage.
- Does allow the target to roll a Save to avoid half of the total damage with a passing result.
  - IF the target is able to used the same type of power they are attack with.
- Does send a bolt of power directly to the target.

**WHAT THIS DOES NOT DO:**

- Does NOT apply any mundane damage,
  - Example: Class Power Attack does not light anything on fire.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1      Same Spell

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8

**Creations:**

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

**Focus Items and/or Kits:**

- Focus ITEM with crystal is NOT passive.
- Enemy to pass another RM:3 Save vs knocked back 1 Sq.
- Knock back may interrupt some activities.

# 12 Class Power Attack (FIRE)

LEVEL

Tier 3

Class Bolt Dmg 5d10+ACU. Save for 1/2 dmg IF same class.

956-



Created by COPILOT

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	8 Squares	Initiative	Battle Offense	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Target	1 Round	RM 3	DOK



#### Details:

- Dokour use Fire.

#### WHAT THIS DOES:

- Does allow targets the with the same class as the caster to Save for 1/2 damage.
- Does allow the caster to use their class power to attack a target.
- Does the power will do 6d10 + ACU points of damage.
- Does allow the target to roll a Save to avoid half of the total damage with a passing result.
  - IF the target is able to used the same type of power they are attack with.
- Does send a bolt of power directly to the target.

#### WHAT THIS DOES NOT DO:

- Does NOT apply any mundane damage,
  - Example: Class Power Attack does not light anything on fire.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10



#### Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Enemy to pass another RM:3 Save vs knocked back 1 Sq.
- Knock back may interrupt some activities.

# 12 Targeting A Moving Target

LEVEL Tier 3

Attack: 1/2 (Min 1). Init &amp; ToHIT +2 / Tier.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	By Weapon	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION	1 RDS	SAVE COL	CLASS GROUPS
1	By Weapon	1 Round		none	HNT



Created by COPILOT

**Details:**

- Hunter shoots at a moving target.

**WHAT THIS DOES:**

- Does require the Hunter to use a bow or crossbow,
- limit the number of attacks to half the Hunters normal for the round. Minimum of 1 attack.
- Does allow the Hunter to ignore any negative adjustments due to movement.
  - The skills bonus for ToHIT account for the ability to potentially hit a moving target.
- Does allow the Hunter to add +8 to their Initiative and the ToHIT roll.

**WHAT THIS DOES NOT DO:**

- Does NOT allow the use of any non-bow weapon with this skill.
- Does NOT allow more than one attack in the round.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
12	Range X2	8
20	Rollout Instant	16

**Focus Items and/or Kits:**

- Not required.

# 12 Whirling Mordra

LEVEL Tier 3

8 sqs targeted w/ 1 attk. ToHIT &amp; Dmg +4.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION	1 RDS	SAVE COL	CLASS GROUPS
1	8 Squares	1 Round		none	FTR



Created by COPILOT

**Details:**

- The 1 Attack roll/damage roll is for all targets,
- the same ToHit roll may not hit all the different ACs.

**WHAT THIS DOES:**

- Does allow the fighter to use one set of ToHIT & Damage rolls to all 8 surrounding squares.
- Does give the fighter bonuses to those ToHIT and Damage rolls,
  - ToHIT +4 and Damge +4 added on top of all other valid bonuses.

**WHAT THIS DOES NOT DO:**

- Does NOT allow more than 1 attack,
  - The single attack rolls apply to all the surrounding squares,
  - The fighter does NOT get to apply this full range for each of the attack numbers.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16

**Focus Items and/or Kits:**

- Not required.

## 12 Langstrom Servant: Pucoe Gree

LEVEL

Tier 3

X

486-



COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	1 Square	10 Minutes		Summon or Send	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Creature	8 Hours		none	ORX

**Details:**

- The Pucoe Gree will only take instructions from the caster,
  - in the event that instructions are needed.
  - these instructions are the only evidence of communication.
  - They do not seem to communicate in any way otherwise.
- Pucoe Gree:
  - Will only fight against Langstrom inhabitants, if at all.
  - can move/carry the equivalent of 5 lines of inventory,
  - able to move at a rate of

A Pucoe Gree's properties are:

movement is 10 sqs per round

Carry weight of 5 lines

AC is 8 front and back

Battle stats are -8 Ini, -8 ToHit, 1d8-1 Dmg. 0 is possible.

Reaction to anything other than caster's needs:

- 1-8 Don't Move
- 9-12 Step Aside
- 13 Return to Langstrom
- 14-15 Move Towards Issue
- 16-19 Flee
- 20 Attack

**WHAT THIS DOES:**

- ... bring out a Pucoe Gree creatures that can easily stay on the green turf of the Langstrom.
- ... pucoe Gree will work to ensure all members of the group do not fall,
  - All fall Saves will be able to try to not fall using an extra Save.
  - All structures the caster makes gain stability and less likely to have issues.
- ... continue even if the caster is out cold or asleep.
- ... allow the Pucoe Gree numbers increase as needed,
  - from a minimum of 3 up to 20,
  - They meld back into the current pod when not needed.
- ... Allow the caster to give specific directions to the Pucoe Gree when needed,
  - For instance the direction to help a specific person before others.

**WHAT THIS DOES NOT DO:**

- ... function outside of the Langstrom.
- ... award any extra benefit with the use of more than one Pucoe Gree,
  - All Pucoe Gree work to the same goal at the same time.



## Bonds and Connections

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10



### Focus Items and/or Kits:

- Encourages the Pucoe Gree to protect the caster.

# 12 Personal Wings Of Flying

LEVEL

Tier 3

Attk:x0x1, Init & ToHit+8, Dmg:1d12, AC:22/12, Fly:2 Mks

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Self	10 Minutes 	Shape Change	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
5	Self	4 Hours 	none	SYL



Created by COPILOT

**Details:**

- Large Eagle, or Hawk, or Owl wings become attached to casters shoulder blades.
- Apply new Battle stats for flying:
  - Attacks x0x1
  - Init:+16 ToHit:+8 Damage 1d12
  - AC: 22/12 (no armor while flying)
- Travel speed of 1 mark every 12 hrs (2 mark/day).

**WHAT THIS DOES:**

- Does allow ALL races to fly up to 100 Squares high (500 ft)
- Does allow in-flight casting IF the caster has a Focus item.

**WHAT THIS DOES NOT DO:**

- Does NOT give special advantages in wind storms.
- Does NOT attach to non-civilized races (goblins, orcs, etc)
- Does NOT affect non-living creatures.
- Does NOT affect creatures that have no defined back.

**Bonds and Connections**

- No connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8

**Focus Items and/or Kits:**

- Focus wand with crystal is NOT passive.
- Allows casting during flight.

# 12 Ranged Forced Healing 2d8+2 HP

LEVEL Tier 3

Roll 2d8+2. Dmg x1 then Heal x2

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	6 Squares	Initiative	Healing and Rest	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Target	Permanent	none	SYL-STM-EOL-ORX



Created by COPILOT

**Details:**

- Forcibly draws energy from entire body to heal a single wound,
- Roll 2d8 and add 2 to get a result.
- Forcibly drawing energy does damage to the target equal to the result.
- Check to see if the target has any issues (HP below 0?).
- Lastly, apply twice the result as healing.

**WHAT THIS DOES:**

- Does heal more than just civilized people.

**WHAT THIS DOES NOT DO:**

- Does NOT heal undead, living dead, or the dead.
- Does NOT heal creatures that are non-corporeal.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
14	Duration X2	8
20	Rollout Instant	16

**Focus Items and/or Kits:**

- Not required.

## 12 Portal To Nae'Em

LEVEL Tier 3

portal can't be opened/created unless Nae'Em agrees to the portal.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Self	30 Minutes		Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	PMP & 2 Uses	2 Minutes	None	EOL



Created by COPILOT

**Details:**

First to pass through must be either the Nae'Em or the caster.  
Nae'Em/caster and one other person can pass through.

**WHAT THIS DOES:**

First to pass through must be either the Nae'Em or the caster.  
Nae'Em/caster and one other person can pass through.  
portal can't be opened/created unless Nae'Em agrees to the portal.

**WHAT THIS DOES NOT DO:**

First to pass through must be either the Nae'Em or the caster.  
Nae'Em/caster and one other person can pass through.  
portal can't be opened/created unless Nae'Em agrees to the portal.

**Bonds and Connections**

- This Is an Nae'Em connection with a person.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8

**Focus Items and/or Kits:**

- Not required.

# 12 Find/Follow Trail

LEVEL Tier 3

Find/Follow. Move @ 1/2=SKL:2. Move @ Full= SKL:4. GM rolls

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	20 Minutes		Find or Reveal	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Mark	24 Hours		none	HNT



Created by COPILOT

**Details:**

- The comparison Saves for this skill:
  - The tracking Hunter rolls a Skills Save and compares the result to
  - the tracked targets roll of a NON-Skills Save.
  - If the tracked target is a Hunter then they use a Skills Save.
- Modifiers may include:
  - In an unusual or strange environment,
  - Weather,
  - Environment,
  - Trackers health conditions,
  - Actions taken by the tracked (covered trail?)
  - following another hunters covered trail.

**WHAT THIS DOES:**

- Does reduce the Hunters movement by half.
- Does allow the Hunter to track a creature with a Comparison Save,
  - The tracker and tracked compare Skills or Non-Skills Saves.

NOTE: the Tracker and Tracked both use either the Skills or Non-Skills Saves,

- If the Tracker is a Hunter they use the Skills Save, if not then Non-Skills.
- If the Tracked is a Hunter they use the Skills Save, If not then Non-Skills.

**WHAT THIS DOES NOT DO:**

- Does NOT work in populated and non-natural environments.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1 Cover Trail - HNT

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

**Creations:**

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

**Focus Items and/or Kits:**

- Not required.

# 12 Circle - Dimensional Expulsion

LEVEL

Tier 3

Pass Save to expell a dimension creature/item to Dimension.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	12 Secs (2 Rds)	2 <sub>RDS</sub>	Planar	Magical
STACK	AoE	DURATION	1 <sub>RDS</sub>	SAVE COL	CLASS GROUPS
3	2 x 2 Square	1 Round		MR 2	DOK

519-



Created by COPILOT

#### Details:

- This is cast using chalk outlined circle.
- Once spell starts outline fades to be unseen.
- Once spell has been cast,
  - any Dimension creature / item will immediately be teleported back to the Dimension plane.
  - to a random location within Dimension.

#### WHAT THIS DOES:

- Each teleport back to the Dimension plane is done if the Save passes.
  - The caster rolls a Save to ensure the teleport works.
  - Range is for casting. Distance to caster does not matter after casting.
- Spell continues to power the potential teleports until the duration ends.

#### WHAT THIS DOES NOT DO:

- Does NOT affect any non-Dimesion creature or item.

#### Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 1 Rollout Interruption

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
12	AoE X2	6
14	Save -1 Col	8

#### Focus Items and/or Kits:

- Not required.

# 12 Circle of Ethereal Expulsion

LEVEL

Tier 3

509-5

X

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	8 Squares	30 Minutes	Planar	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
	3x3 squares	4 Hours	SKL 2	EOL

**Details:**

Creates a 3 Sq Radius circle designated by ornated chalk designs.

Once spell starts outline fades to be unseen.

For timing purposes the circle is enacted on initiative 17:

Anybody wishing to jump randomly into the center (to have the random push)

**WHAT THIS DOES:**

2. This Spell DOES:

-- work only on the pmp plane

Once spell starts any creature / item will immediately be teleported Outside:

-- either to the nearest outside area or (if nearest is in question)

-- or to a random location just outside of the circle.

Each teleport outside the AOE is done if the MGC:2 save passes.

-- The caster rolls a MGC:2 save to ensure the teleport works.

Regardless of the distance between the caster and the circle the caster is always aware of the circle enacting (even if the MGC:2 save fails).

Spell continues to power the potential teleport until the duration ends.

**WHAT THIS DOES NOT DO:**

3. This Spell does NOT:

--

**Bonds and Connections****Counter:**

LVL: 1      Dispel Magic Spell

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	AoE X2	6
14	Save -1 Col	8

**Creations:****Focus Items and/or Kits:**

## 12 Circle of Langstrom Expulsion

LEVEL

Tier 3

Returns Langstrom creatures. The caster rolls a MGC:2 save.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	10 Minutes		Planar	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	3x3 Squares	4 Hours		SKL 2	ORX

487-



**Details:**

- Once spell starts, outline fades to be unseen.
- Once spell starts, any Langstrom creature/item will immediately be teleported back,
  - either to an Langstrom spot known to the caster,
  - or to a random location in Langstrom plane if the caster doesn't know a Langstrom spot).
- Each teleport back to the Langstrom plane is with a caster's SKL:2 Save.
- Regardless of the distance between the caster and the circle
  - the caster is always aware of the circle enacting (even if the SKL:2 save fails).
- Spell continues to power the potential teleports until the duration ends.

**WHAT THIS DOES:**

- ... banish Langstrom creatures and items to their plane.

**WHAT THIS DOES NOT DO:**

- ... banish Langstrom creatures/items if the SKL:2 save by the caster fails.
- ... compel Langstrom creatures to stay within the circle
  - (tip: use Circle of Containment!)

**Bonds and Connections**

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
18	Duration X4	10



**Focus Items and/or Kits:**

- AoE becomes a 4 Square Radius

# 13 Magical Trap Assistance

LEVEL

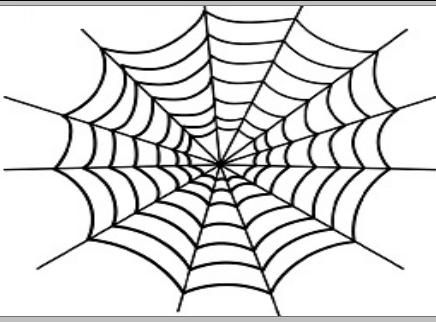
Tier 4

X

COST	RANGE	ROLL OUT
16 pts		
STACK	AoE	DURATION

COLLECTION		OUTCOME	
Class Specialty		Mundane	
SAVE	COL	CLASS GROUPS	ROG

747-



Designed by Freepik

**Details:**

Include trigger Only the eolas are the mages for the magical traps

## 1. Made to blend into urban environment:

- May need to be disguised/hidden vs intelligent creatures,
- Character piles up any old materials, extra items, and garbage.

**WHAT THIS DOES:**

## 2. Creating (GM rolls):

- Requires Tinkers Kit,
- Must have anchoring points,
- Rogues can this skill with point cost only,
- Rogues NOT using the skill can create with Cog:1 at no point cost,
- Anyone else can attempt to create this with a Cog:2 Save.

## 3. Effect:

- Target does not avoid: Roll Dex:3 and alarm is heard if failed,
- Target makes in-segment review but continues: Dex:2 & alarm if fail,
- Any evaluation beyond the segment (1 second) causes a delay of 2 Rds.
- Once sprung trap threat is gone, trap is effectively gone.

**WHAT THIS DOES NOT DO:**

## 4. Removal methods:

- Leave no evidence - uses same requirements as creating.
- Mess left behind - spring the trap and there is no trap.

**Bonds and Connections****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:**

- No effect.

# 13 Fire Bombardment

LEVEL

Tier 4

Lobs magical fire. 6d10 +ACU dmg. 3 Squares. Save for 1/2 dmg.

531-



Created by COPILOT

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	12 Squares	Initiative	Battle Offense	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1x3 Squares	1 Round	AGL 2	DOK



#### Details:

- Requires the Target to roll a Save,
  - Success means that the Target takes half damage.
  - Failure means that the Target takes full damage.

#### WHAT THIS DOES:

- Does deal Damage = 6d10 + ACU bonus to 3 squares,
  - If a single creature is in all 3 squares then it takes 3x damage.

#### WHAT THIS DOES NOT DO:

- Does NOT allow for anything to catch on fire.
- Does NOT creatures that live in and around fire.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
12	Range X2	8



#### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- AoE: 3x2 Squares.

# 13 Ice Spear

LEVEL Tier 4

Lobbable and ToHIT +4. Damage: 3d8+ACU+4.

401-



Created by COPILOT

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	10 Squares	Initiative		Battle Offense
STACK	AoE	DURATION	NOW	Magical

SAVE	COL	SYL
AGL	2	

**Details:**

- Caster uses magic to aim and launch the Spear.

**WHAT THIS DOES:**

- Does Appear as a spear,
  - Only the spear head becomes physical and does damage. (3d8+ACU Bonus+4)
- Does Caster uses magic to aim and launch the Spear.
  - The ToHit Bonus is +4.
- Does allow the caster to lobbed the attack in an arc to the target.

**WHAT THIS DOES NOT DO:**

- Does NOT have any effect if cast upon weapons.

**Bonds and Connections**

- No connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
9	Range +50%	6
12	Range X2	8

**Focus Items and/or Kits:**

- Focus wand with crystal is NOT passive.
- Changes the Save to 1 column more difficult.

# 13 Feign Death

LEVEL

Tier 4

GM rolls detection Save. AC=3/3. Rogue Prone, non-responsive.



786-

COST	RANGE	ROLL OUT	NOW	COLLECTION	OUTCOME
16 pts	Self	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION	2 RDS	SAVE COL	CLASS GROUPS
99	Self	2 Rds Minimum		SNS 3	ROG

Created by COPILOT

## Details:

- This skill works on a cursory inspection.
- The Rogue is in a trance-like state and should show no motion.
- The Rogue's limbs will stay in whatever position they are initially placed, unless moved.
- Speed drops to 0.
- Rogue is susceptible to AoO's.
- Rogue can stop Feign Death at any Round of their choosing past the 2nd round (12 secs),
  - When attempting to wake the Rogue rolls Initiative and wakes on that.
  - Feign Death can also end when Rogue is hit with AoO. (Immediately after the hit)

## WHAT THIS DOES:



- Does present the image of the Rogue as dead.
- Does allow an inspector to see through the guise, if the GM roll succeeds.

## WHAT THIS DOES NOT DO:

- Does NOT inhibit the Rogue from taking damage,
  - The Rogues AC becomes 3. (Front:3 Back:3)

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
14	Save +1 Col	8

## Focus Items and/or Kits:

- Not required.

# 13 Call Flock of Birds

LEVEL

Tier 4

Calls a flock of birds within range.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	1 Mark	20 Minutes 	Summon or Send	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	1 School	2 Hours 	SKL 2 	SYL

589-



Created by COPILOT

#### Details:

- Caster creates a temporary Nae-Em bond.
- Caster must identify the kind of flock they are targeting.
- Caster must be outside in the flock's normal environment.
- Passing the Save draws a flock.
  - Save column can be reduced if the flock is close.
  - Preditory birds will raise the column.

#### WHAT THIS DOES:

- Does project the caster's voice a long distance.
- Does alter the sounds from the caster to be meaningful to the flock.
- Does encourage the flock to answer or investigate. (use AWE:3)

#### WHAT THIS DOES NOT DO:

- Does NOT require the flock to respond or to follow any requests attempted.
- Does NOT call animals that do not live in flocks.



#### Bonds and Connections

- This is an Ae'Em connection with Animals.

#### Counter:

No Counter Available.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
16	Rollout 1 Min	8



#### Focus Items and/or Kits:

- Focus wand and crystal is NOT passive.
- Allows the caster to add a sense of urgency,
  - raises the chance of interactions.

# 13 Call School of Fish

LEVEL Tier 4

Calls a school of fish that is within range.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	1 Mark	20 Minutes	Summon or Send	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	1 School	2 Hours	SKL 3	SYL



Created by COPILOT

#### Details:

- Caster creates a temporary Nae-Em bond.
- Caster must identify the kind of school they are targeting.
- Passing the Save draws a school of fish.
  - Save column can be reduced if a school is near.
  - Preditory or aggressive fish are will raise the column.

#### WHAT THIS DOES:

- Does project the caster's voice a long distance.
- Does alter the sounds/actions from the caster to be meaningful to the school.
- Does encourage the school to answer or investigate.

#### WHAT THIS DOES NOT DO:

- Does NOT require the school to response or to follow any requests attempted.
- Does NOT call animals that do not live in schools.



#### Bonds and Connections

- This Is an Am'Em connection with animals.

#### Counter:

No Counter Available.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Duration X2	8
18	Range X4	10



#### Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Allows the caster to add a sense of urgency,
  - this raises the chance of interactions.

# 13 Summon Strumos Item (Tae'Em)

LEVEL

Tier 4

Caster summons up to 6 items from a Vae'Em.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	PMP	10 Minutes		Summon or Send	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Nae'Em	Instant		none	STM

455-



Created by COPILOT

#### Details:

- Item(s) are drawn to the caster through the Astral Plane.
- Since the items are created by the caster and the location is a Vae'Em to the caster the spell is a Tae'Em spell. Tae'Em is a connection to a thing or object.

#### WHAT THIS DOES:

- Does require the caster to create a Vae'Em connection to the location of the items.
- Does require the location of all of the items be at one place on the same PMP.
- Does require items that have been created by the caster.
  - ingredients may be purchased, but items must be creations made by the caster.

#### WHAT THIS DOES NOT DO:

- Does NOT have any effect on items placed on a PMP different than the caster.
- Does NOT have any effect on when using one spell for items in different locations.



#### Bonds and Connections

- This is an Tae'Em connection with up to 6 things.



#### Counter:

LVL: 1 Rollout Interruption

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
20	Rollout Instant	16



#### Focus Items and/or Kits:

- Focus ring with crystal is NOT passive
- Allows caster to use 'Subtle Casting' at no cost.

# 13 Illusional Condor

LEVEL

Tier 4

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	8 Squares	1 Minute		Altered Reality	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Image	2 Hours		none	SYL



Created by COPILOT

**Details:**

- The image of a condor which includes sound and smell.

**WHAT THIS DOES:**

- Does allow caster to direct where the image is to go.

**WHAT THIS DOES NOT DO:**

- Does NOT have a tactile aspect,
  - Items thrown or used as an attack will go right through,
  - The images attacks will have no effect.
- Does NOT allow the caster to direct the image with specific actions.

**Bonds and Connections**

- No connection.

**Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Focus wand with crystal is NOT passive.
- Caster sets condor's general mood and tone.

# 13 Illusional Dolphin

LEVEL

Tier 4

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	8 Squares	1 Minute		Altered Reality	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Image	2 Hours		none	SYL

591-



Created by COPILOT

**Details:**

- The image of a dolphin which includes sound and smell.

**WHAT THIS DOES:**

- Does allow caster to direct where the image is to go.

**WHAT THIS DOES NOT DO:**

- Does NOT have a tactile aspect.
- Items thrown or used as an attack will go right through.
- The images attacks will have no effect.
- Does allow the caster to direct the image with specific actions.

**Bonds and Connections**

- No connection.

**Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Focus wand with crystal is NOT passive.
- Caster sets dolphin's general mood and tone.

# 13 Great Healing 5d6+6 +ACU

LEVEL Tier 4

## Heal 4d6+6 +ACU Bonus

COST	RANGE	ROLL OUT	NOW!	COLLECTION	OUTCOME
20 pts	2 Squares	Instant		Healing and Rest	Mundane
STACK	AoE	DURATION	∞	SAVE COL	CLASS GROUPS
99	1 Creature	Permanent		none	STM



Created by COPILOT

**Details:**

- Caster heals a creature for 5d6+6 HP.

**WHAT THIS DOES:**

- Does heal a creature for 5d6+6 HP.

**WHAT THIS DOES NOT DO:**

- Does NOT work on Undead or Living Dead.

**Bonds and Connections**

- No Nae 'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
16	Healing +4	10
18	Healing +8	10

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive
- Adds another 1d4 healing,
  - Total of 5d6 + 1d4 + 6 + Enhancements.

# 13 Enchantment of Returning

LEVEL Tier 4

Creates a Dagger of Returning for 1 battle.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
32 pts	Touch	5 Minutes		Enchantments	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Small Wpn	1 Battle		none	EOL-ORX



Created by COPILOT

**Details:**

- Make a small weapon into 'Returning' cast on weapon.
  - Only classes that allow use of weapon can take advantage of this magic on the weapon.
- When a critical blunder rolls as wpn dmg this is NOT counted as a 'magic' wpn.
- if a critical or other situation damages the weapon the spell ends.
- This is how an Aspect of returning is initially placed into a permanent magicked weapon.
- However, other spells are needed to ensure the magicked wpn is permanent.

**WHAT THIS DOES:**

- Does make a small weapon return to its owner.
  - Read above for specifics.

**WHAT THIS DOES NOT DO:**

- Does NOT work on medium or large weapons, as well as two-handed weapons.
- Does NOT enchant weapons that are broken /cracked/damaged weapon.

**Bonds and Connections**

- This is a Tae'Em connection with a thing.

**Counter:**

No Counter Available

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
14	Duration X2	8

**Focus Items and/or Kits:**

- Not required.

# 13 Faster Path

LEVEL

Tier 4

**Solo=150%. Group=120% w/Hunter @ point. Not all environs.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Self	10 Minutes		Traveling (PMP)	Mundane
STACK	AoE	DURATION		none	CLASS GROUPS
1	Non-Urban	1 Day			HNT



Created by COPILOT

**Details:**

- Hunter may be leaving an obvious trail.
- Types of Environments:
  - Arid, Hot and dry
  - Arctic, Freezing
  - Tropical, Warm and wet
- To 'Know' an environment the hunter must have a year of time within that environment.

**WHAT THIS DOES:**

- Does allow a hunter to guide other hunters through an environment at 50% greater speed.
- Does allow a hunter to guide non-hunters through an environment at 20% greater speed.

NOTE: General areas that this can help in are,

- hills, plains, valleys,
- Woods, scrub, open fields, dry river beds.

**WHAT THIS DOES NOT DO:**

- Does NOT have any effect in the following,
  - Roads (at max traversable already)
  - Peaks, Cliffs, Deserts,
  - Rivers, Oceans, Underground, urban.

**Bonds and Connections**

- No Nae'Em connection.

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

**Counter:**

No Counter Available.

**Creations:**

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

**Focus Items and/or Kits:**

- Not required.

# 13 Circle of Astral Expulsion

LEVEL

Tier 4

Caster Saves to expell a creature. Once cast range no issue.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	Touch	10 Minutes 	Planar	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	3 Sq Radius	4 Hours 	SKL 2 	STM

453-



Created by COPILOT

## Details:

- Creates a 3 Sq Radius circle surrounded by ornate chalk designs.
- Once spell starts, outline fades to be unseen.
- Once spell starts, any Astral creature / item will immediately be teleported back,
  - either to an Astral spot known to the caster
  - or to a random location in the Astral plane
- Each teleport back to the Astral plane is with a caster's Save.
- Regardless of the distance between the caster and the circle
  - the caster is always aware of the circle enacting (even if the Save fails).
- Spell continues to power the potential teleports until the duration ends.

## WHAT THIS DOES:

- Does banish Astral creatures and items to their plane.
- Does allow the caster to move out of casting range after circle has been created.

## WHAT THIS DOES NOT DO:

- Does NOT banish Astral creatures/items if the Save by the caster fails.
- Does NOT compell Astral creatures to stay within the circle  
(tip: use Circle of Containment!)

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
18	Duration X4	10

## Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Save -1 Col.

# 13 Find Nearest Langstrom Portal

LEVEL

Tier 4

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Self	1 Hour		Planar	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	10 Marks	6 Days		none	ORX



Created by COPILOT

**Details:**

- Does not give a distance.

**WHAT THIS DOES:**

- ... determines where, if within range, a Langstrom Portal might be on an 8 point compass,
  - Returns a direction of N, NE, E, SE, S, SW, W, NW to the caster.
- ... the initial direction is given during the entire duration of the spell.
- ... this spell CAN pick up a temporary Langstrom portal i.e. a rupture, as well as a permanent.
- ... only give information regarding the closest portal.

**WHAT THIS DOES NOT DO:**

- ... indicate what kind of Langstrom opening has been found.
- ... update information,
  - If the portal that was found closes this spell still points to the past location.

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
9	Duration +50%	6
9	Range +50%	6
10	Rollout Halved	6
12	Range X2	8
14	Duration X2	8
18	Range X4	10

**Focus Items and/or Kits:**

-- Indicates how many Marks to the location  
(Providing it's within range).



# 13 Astral Shed

LEVEL

Tier 4

Small shed outside... 5 rooms inside.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	Touch	1 Minute 	Fences and Shelters	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	1x1x2 Sqs	8 Hours 	none	STM



Created by COPILOT

**Details:**

- The interior design is up to the caster to decide.
- The shed is fully stocked with bedding and firewood, but not food.
- Offers a view of the Astral Plane from its windows.
- The caster is able to tell what time it is in PMP.

**WHAT THIS DOES:**

- Does allow the inhabitants of the shed to sleep inside it.
- Does contain 4 beds.
- Does give all the rest bonuses.
- Does allow the caster to know exactly how much time has passed in PMP.
- Does allow the inhabitants to bring food and drink inside.
- Does continue if the caster is out cold, asleep, etc...

**WHAT THIS DOES NOT DO:**

- Does NOT allow the caster to take any items within or out of PMP.
- Does NOT allow any harmful effects from Astral Plane to enter the shed.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10
20	Rollout Instant	16

**Focus Items and/or Kits:**


- Focus ring with crystal is NOT passive.
- Creates one additional bedroom (adds 1 bed.)

# 13 Circle of Containment

LEVEL

Tier 4

Creatures from exiting its area. Must Save to Exit.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	10 Minutes		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3 Sq Rad Circle	4 Hours		BRU 3	DOK-SYL-STM-EOL-ORX



Created by COPILOT

**Details:**

- Creates a visible 3 Sq radius perimeter.
- Creatures attempting to exit the perimeter must roll a Save,
  - On a successful save, the creature may leave,
  - On a failed save, the creature remains contained.
- Suggested usage is prior to casting a summoning spell.

**WHAT THIS DOES:**

- Does inhibit creatures from leaving the circle.
- Does work if the caster is unconscious, dead, or out of range, etc.

**WHAT THIS DOES NOT DO:**

- Does NOT inhibit the Caster from leaving the circle.
- Does NOT work if the caster is not able to continue,
  - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispell Magic Spell

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

**Creations:**

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

**Focus Items and/or Kits:**

- Focus Item with crystal is NOT passive.
- Creature may only leave the circle with BRU:>95.

# 14 Acid Blobs

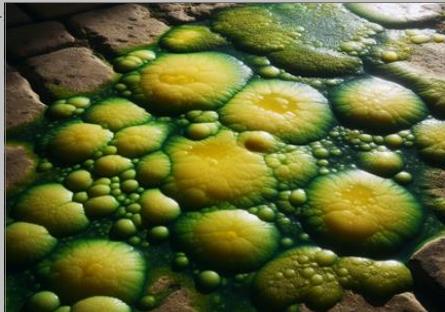
LEVEL

Tier 4

Dmg 3d6+ACU for 3 rds. 2x2 SqS. No ToHIT.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	12 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION	3 RDS	SAVE COL	CLASS GROUPS
99	2x2 Squares	3 Rounds		none	EOL

520-



Created by BING AI

## Details:

- Dmg 3d6 + ACU Bonus to 2x2 SqS for 3 Rds (DoT)

## WHAT THIS DOES:

- Does deal 3d6 + ACU Bonus acid damage in a 2x2 area for 3 rounds.
- Does require the character to attend to the damage on the 2nd round and 3rd round,
  - GM does not automatically run this on subsequent rounds.

## WHAT THIS DOES NOT DO:

- Does NOT makes anyone Poisoned or diseased, nor corrodes anything.

## Bonds and Connections

- No Nae'Em connection.



## Counter:

LVL: 1      Same Spell

## Creations:



### Scroll of Acid Blob

- Rng:6 SqS, AoE:1 Sq, Dur:2 Rds, Dmg:2d6.
- EOL: Rng:10 SqS, Dmg:2d6+4.
- Need: Kitchen/Lab, 24 SP, 4 Hrs.
- Vellum, Cinderroot, Ethereal Grass, Rocko's.
- Market: 9 Max, Buy:60 GP, Sell:20 GP.



## Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Duration X2	8
18	Duration X4	10



## Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- The area is 3x3.

# 14 Ranged Sucker Shot(s)

LEVEL Tier 4

Unaware Target. Bow only. Init/ToHIT/Dmg +12. Attk 1/2(Min 1)

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	By Weapon	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	1 Target	1 Round	none	HNT



Created by COPILOT

**Details:**

- Hunter focuses on a single target.
  - Must select target prior to any initiative roll.
- Hunter may have other skills in play when executing this skill.

**WHAT THIS DOES:**

- Does Require the Hunter to use a bow.
- Does allow the Hunter the following bonuses,
  - Initiative +12
  - ToHIT +12
  - Damage +12
- Does reduce the hunters number of attacks in half.
  - Minimum of 1.
- Does require the target to be unguarded / unaware.

**WHAT THIS DOES NOT DO:**

- Does NOT allow full number of attacks.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
17	Damage +8 / die	16
18	AoE = 2 Targets	10

**Focus Items and/or Kits:**

- Not required.

# 14 Surprise Death Blow

LEVEL Tier 4

Trgt: Srprzd/Dazed/Stun/Held. FTR: ToHIT+15. Dmg=Crit.

697-



Created by COPILOT

COST	RANGE	ROLL OUT	NOW	COLLECTION	OUTCOME
16 pts	Melee	Instant		Battle Offense	Mundane
STACK	AoE	DURATION	1 RDS	SAVE COL	CLASS GROUPS
1	1 Creature	1 Round		none	FTR

**Details:**

- Target must be surprised, Daze, Stunned, held or unable to strike and/or block attacks.
- If Instant attacks are possible where they are allowed.

Example: Find the right situation (surprised, Dazed, Stunned, or Held):

Enemy has AC of 25. Hero surprises him in an alley, thus a Round 0. Call out this skill:

Adjust the ToHIT: Our Hero rolls a ToHit of 17 and adds 15 giving a total ToHit of 32.

Adjust the Damage: Rolls a 93 from 1d100 and the Critical Hit Chart shows 'Max Damage x2',

Roll the Maximum damage, multiply by 2 per the chart,

**WHAT THIS DOES:**

- Does limit the fighter to a single attack, other than an AoO attack.
- Does require the fighter to use a weapon that is a longsword or bigger,
  - A weapon considered to be 'Medium' sized or larger.
- Does allow significant bonuses to this single attack,
  - ToHIT +15, Damage: use Critical Charge (Blades).

**WHAT THIS DOES NOT DO:**

- Does NOT allow the fighter to apply this skill to more than one attack per round.
  - Except for any AoO that become available.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
14	Damage X2	12

**Focus Items and/or Kits:**

- Not required.

# 14 Alter Self - Porpoise

LEVEL

Tier 4

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Self	10 Minutes		Shape Change	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	3 Hours		none	SYL



Created by COPILOT

**Details:**

- Form of caster physically changes to a Porpoise.
- Max and Current HP is double casters max and current HP.
- Porpoise can double time constantly at the rate of the casters movement.
- Battle Stats: AC =17, Init= +12, # of Attacks x0x1, ToHIT= +14, Dmg 2d6+4
- Once the spell ends all stats and bonuses return to normal.

**WHAT THIS DOES:**

- Does physically change the caster.
- Does keep the casters intellect and personality intact.
- Does caster is still able to hear and understand language, just not speak,
  - Caster is not able to spellcast in this form.

**WHAT THIS DOES NOT DO:**

- Does NOT give the casters new form the ability to articulate language.
- Does give the caster any of the forms special abilities, attacks, or defenses,
  - Other than that listed above.
- Does allow the caster to cast spells.

**Bonds and Connections**

- No connection.

**Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Not required.

# 14 Call Woodland Animal

LEVEL

Tier 4

Call a Deer, Wolf, Fox, Cougar, or Hawk.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Self	5 Minutes		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Mark	4 Hours		SKL 2	GM SYL

377-



Created by COPILOT

## Details:

- Attempts to draw a woodland creature to the caster.
- Caster rolls and passes a Save to ches to see if the animal is within range.
- GM rolls 1d100 then chooses the appropriate creature for the environment.
  - Deer, Elk, Antelope, Fox.
- After arriving, most animals will be likely to run away if obvious magic is cast or Fighting or indications of danger is in view.
- Use of fauna oriented spells is recommended (with Focus),
  - Animal Friendship.
  - Speak with Woodland Animals.
  - Animal Healing.

## WHAT THIS DOES:

- Does create a temporary bond with the creature.
- Does attempt to entice a single creature to come to the caster.
- Does encourage the approaching creature to become less cautious than normal.
- Does allow for rudimentary communication.

## WHAT THIS DOES NOT DO:

- Does NOT provide a permanent bond.



## Bonds and Connections

- This Is an Ae'Em connection with animals.

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8



## Focus Items and/or Kits:

- Save to keep the animal from running at -1 Column.
- Focus wand with crystal is NOT passive.

# 14 Consecration of Corpse

LEVEL Tier 4

Block animation and removes Nae'Ems.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	1 Square	30 Minutes 	Healing and Rest	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Corpse	Permanent 	none	STM



Created by COPILOT

**Details:**

- Blocks the dead from becoming animated.

**WHAT THIS DOES:**

- Does block the dead from becoming animated,
  - Undead,
  - Living Dead,
  - Animated and used by Magic.
- Does remove any lingering Nae'Ems from the deceased.

**WHAT THIS DOES NOT DO:**

- Does NOT work on an already animated monster.
- Does NOT allow any form of removal, it is permanent.

**Bonds and Connections****Counter:**

LVL: 1 Rollout Interruption

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
10	Rollout Halved	6
18	AoE = 2 Targets	10

**Creations:****Consecration Anointment**

- Sprinkled over dead. Stops animations & Nae'Ems.
- ALL: All classes are able to full use this.
- Need: Kitchen/Lab, 48 SP, 24 Hrs.
  - Specks, Cinderroot, Ether Grass, Obsidian, Mold.
- Market: 3 Max, Buy:150 GP, Sell:3 GP.

**Focus Items and/or Kits:**

- Not required.

# 14 Major Healing Bolt 6d6-1d2

LEVEL Tier 4

1d2 electrical damage, then 6d6 Healing.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	12 Squares	Initiative		Healing and Rest	Mundane
STACK	AoE	DURATION		none	CLASS GROUPS
99	1 Creature	Permanent			STM



Created by COPILOT

**Details:**

- Caster damages the target for 1d2 Lightning damage, then heals 6d6 HP.

**WHAT THIS DOES:**

- Does damage the target for 1d2 Lightning damage.
- Does heal 6d6 HP.

**WHAT THIS DOES NOT DO:**

- Does NOT affect the caster to heal Living Dead or Undead.
- Does NOT affect non-corporeal 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
16	Healing +4	10
18	AoE = 2 Targets	10
18	Healing +8	10

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- Adds another 1d4 to the healing,
  - Total healing of 6d6 + 1d4 + Enhancement

# 14 Curse Ionic Marker

LEVEL

Tier 4

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	PMP	10 Minutes		Find or Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	PMP	1 Month		none	EOL



Created by COPILOT

**Details:**

- Creates a false image of sounds and location for the original caster to see

**WHAT THIS DOES:**

- Does create a cursed Ion Marker
- Does deliver one of the following effects,
  - Paralyzes the one who uncovered it for 5 minutes,
  - Makes the one who uncovered it acquire diseased I,
  - Saps 15 SP/Mana from the one who uncovered it.

**WHAT THIS DOES NOT DO:**

- Does NOT create an actual Ionic Marker.

**Bonds and Connections**

- This Is an Tae'Em connection with a thing.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Focus orb with crystal is NOT passive
- Allows the caster to activate it prematurely.

# 14 Magma Perimeter

LEVEL Tier 4

Magical magma dmg 8d6. Double dmg if submerged.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	Caster	30 Minutes		Fences and Shelters
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	4x4 Sq Island	6 Hours		none



Created by COPILOT

**Details:**

- If a Target fails their save they will take 8d6 damage per round instead of 4d6.
  - This is because they have fully landed within the square with magma.
  - The same Save needs to be rolled successfully to escape the magma unassisted.
  - Assistance gives 2 Save columns better, but the assistant must also roll versus damage.
  - There is a slight sulfurous smell associated with this spell.

**WHAT THIS DOES:**

- Does create a moat of magma 2 square wide by 2 squares deep.
  - This surrounds an area the size of AoE in center.
- Does cause 8d6 damage upon regular contact.
- Does create a temporary pit within the environment that is filled with the magma.

**WHAT THIS DOES NOT DO:**

- Does NOT allow for any of the magma to be removed from the moat.
  - Any magma removed this way dissipates with no effect and no volume lost in the moat.
- Does NOT leave behind any permanent damage from the magma in the environment.
- Does NOT start any fires in the environment due to the presence of magma.
  - However this spell does still emit heat enough to warm a group in cold environments.
  - Is uncomfortable in warm environs but no real damage to a group or items.
  - The exception to this is if the item(s)/person(s) come in direct contact with the magma.
- Does NOT spread beyond the initial AoE, even if more space is dug around the moat.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- AoE to a 5x5 square perimeter for 2 sq wide moat.

# 14 Tree House

LEVEL Tier 4

Tree: 60 HP with ladder/stairs.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	8 Squares	30 Minutes		Fences and Shelters	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	4 Sq High Tree	12 Hours		none	SYL



Created by COPILOT

**Details:**

- Room for 8 to sleep with sitting chairs and chests.
- The shelter has 60 HP.

**WHAT THIS DOES:**

- Does require a tree (not a sapling),
  - The tree must be able to support the caster and their belongings,
  - More space/area is magically created.
- Does create a ladder which can be retracted.
- Does muffle sounds and lights within the closed house.
  - To hear noise or see light from the enclosure a Save must be passed.
- Does continue to end of duration even if the caster is outcold, asleep, etc.

**WHAT THIS DOES NOT DO:**

- Does NOT muffle all sounds and light from within.
- Does NOT hold people or items after the spell ends.
  - All things will drop to the ground.
- Does NOT harm the tree during or after but actions from the inhabitants can harm the tree.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

Pine Seeds of Tree House

- Tree house w/ ladder. Camo. Room for 4.
- SYL: Room for 6.
- Need: Campfire, 24 SP, 24 Hrs. Amaranth Root, Coal Lump, Pine Wood.
- Market: 9 Max, Buy:10 GP, Sell:1 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
12	Range X2	8

**Focus Items and/or Kits:**

- Focus wand with crystal is NOT passive.
- Allows creation of a ladder, a staircase, elevators.

# 15 Create Food For A Family

LEVEL Tier 4

2d12+10 meals w/ water.

COST	RANGE	ROLL OUT	TIME	COLLECTION	OUTCOME
16 pts	Touch	5 Minutes	Hourglass	Utility or Misc	Magical
STACK	AoE	DURATION	INFINITE	SAVE COL	CLASS GROUPS
3	1 Square	Permanent	infinity	none	STM



Created by COPILOT

**Details:**

- Create food and water for 1d12+10 meals.

**WHAT THIS DOES:**

- Does create a full hot tasty meal and cool clear water.
- Enough for 2d12 + 10 meals.
- Caster chooses type of a simple meal.

**WHAT THIS DOES NOT DO:**

- Does NOT allow the caster to create spoiled or non-nutritional foods..

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Rollout Init	12
14	Range At 3 Sas	8
18	Range X4	10

**Focus Items and/or Kits:**

- 
- Focus ring with crystal is NOT passive.
  - Improves taste and quality of the food.
  - Water can be mild wine or mead.

# 15 Dokour Flame Attack

LEVEL

Tier 4

Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 dmg.

704-



Created by COPILOT

COST	RANGE	ROLL OUT	COLLECTION		OUTCOME
16 pts	8 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION	1	SAVE COL RM 2	CLASS GROUPS DOK

#### Details:

- Deals a significant amount of magical fire damage.

#### WHAT THIS DOES:

- Does 5d8 +12 +Acumen Bonus in damage.
- Does directs a ball of magical flame straight to the target.

#### WHAT THIS DOES NOT DO:

- Does NOT apply any mundane damage,
- Does not light anything on fire since this is a magical fire.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
12	Range X2	8



#### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Caster deals an extra 4 Damage per die rolled.

# 15 Moving And Shooting

LEVEL Tier 4

1/2 Distance &amp; Attacks (Min 1) Init &amp; ToHit +12.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	By Weapon	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	1 Target	1 Round	none	HNT



Created by COPILOT

**Details:**

- Can be used for any unstable foot of the shooter.

**WHAT THIS DOES:**

- Does limit the Hunter to half of their normal attacks. Minimum of 1.
- Does require the Hunter to use a bow.
- Does allow the Hunter to shoot up to half the distance of their weapon.
- Does give bonuses of +12 to Initiative and ToHIT.

**WHAT THIS DOES NOT DO:**

- Does NOT allow the use of any non-ranged weapon.

**Bonds and Connections**

- No Nae 'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Duration X2	8
17	Damage +8 / die	16

**Focus Items and/or Kits:**

- Not required.

# 15 Surprise Killing Blow

LEVEL

Tier 4

X

COST	RANGE	ROLL OUT
16 pts		
STACK	AoE	DURATION

COLLECTION	OUTCOME	
Battle Offense	Mundane	
SAVE	COL	CLASS GROUPS
		DEY

776-2

Designed by Freepik

**Details:**

1. Requirements:
  - Target creature must be surprised,
  - Attacker must have a longsword or better (Blades Only),
2. This skill does the following:
  - Replaces all other attacks for this round,
    - If an AOO is an option that is allowed.
  - Reduces target AC by 10 for this attack,
    - If ToHit is sucessful then:
      - use the Crit Chart(Blades Column) +60% (Max of 100%),
      - calculate the resulting damage and add 50% more damage.

**WHAT THIS DOES:****WHAT THIS DOES NOT DO:****Bonds and Connections****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:**

- No effect.

# 15 Alter Self - Hawk

LEVEL

Tier 4

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Self	10 Minutes		Shape Change	Mundane
STACK	AoE	DURATION		none	CLASS GROUPS
1	Self	4 Hours			SYL



Created by COPILOT

**Details:**

- Form of caster physically changes to a Hawk.
- Max and Current HP is double casters max and current HP.
- Hawk can continue to move at double the casters move for 16 hrs straight.
- Battle Stats: AC =18, Init= +8, # of Attacks  $x0x1$ , ToHIT= +10, Dmg 2d6+4
  - Number of Attacks becomes  $x0x1$ , Due to flight then a single attack.
- Once the spell ends all stats and bonuses return to normal.

**WHAT THIS DOES:**

- Done physically change the caster.
- Done maintain the casters intellect and personality.
- Done caster is still able to hear and understand language, just not speak,
  - Caster is not able to spellcast in this form.

**WHAT THIS DOES NOT DO:**

- Done NOT give the casters new form the ability to articulate language.
- Done NOT give the caster any of the forms special abilities, attacks, or defenses,
  - Other than that listed above.
- Done NOT allow the caster to cast spells.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1      Same Spell

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Damage X2	12
14	Duration X2	8

**Creations:**

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

**Focus Items and/or Kits:**

- Not required.

# 15 Alter Self - Wolf

LEVEL

Tier 4

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Self	20 Minutes		Shape Change	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	4 Hours		none	SYL

402-



Image by www.freepik.com

**Details:**

- Form of caster physically changes to a Wolf.
- Max and Current HP is double casters max and current HP.
- Wolf can double time constantly at the rate of the casters movement.
- Battle Stats: AC =17, Init= +6, # of Attacks x1x1, ToHIT= +10, Dmg 2d6+4
- Once the spell ends all stats and bonuses return to normal.

**WHAT THIS DOES:**

- Does physically change the caster.
- Does maintain the casters intellect and personality.
- Does caster is still able to hear and understand language, just not speak,
  - Caster is not able to spellcast in this form.

**WHAT THIS DOES NOT DO:**

- Does NOT give the casters new form the ability to articulate language.
- Does give the caster any of the forms special abilities, attacks, or defenses,
  - Other than that listed above.
- Does allow the caster to cast spells.

**Bonds and Connections**

- No connection.

**Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Not required.

# 15 Held Stasis

LEVEL

Tier 4

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	1 Minute		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Target	1 Month (30 days)		RM 1	ORX

490-



ORIX Icon

**Details:**

- Stasis puts a hold on all gaming stats that may require timing, such as timing based on,
  - damage, sickness, or disease,
  - personal regeneration, or nourishment.
- Stasis is a coma like state which halts progression of health conditions.
- The spell must be cast again to bring the target back to consciousness prematurely.

**WHAT THIS DOES:**

- ... place a non-combatant into a stasis like state.
- ... prohibit any method of self powered movement.
- ... allow targets that cannot/will not cooperate to roll a MR:1 to resist the stasis.
- ... enforce the range only during the casting,
  - Once the target is within stasis the caster must remain on the same PMP.
- ... requires the caster to use their Arcane Focus item.

**WHAT THIS DOES NOT DO:**

- ... require the target to be willing or conscious.
- ... automatically allow a recasting again at the end of one casting seamlessly,
  - For the new spell to dovetail a SKL:2 Save must be passed.

**Bonds and Connections****Counter:**

LVL: 1      Same Spell

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
14	Range At 3 Sas	8

**Creations:**

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

**Focus Items and/or Kits:**

- Adds up to 6 months to the Duration, - in 1 month blocks.

# 15 Create Permanent Location Tae'Em

LEVEL

Tier 4

347-5

Location becomes a teleport destination.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	10 Squares	1 Day		Nae'Em	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	2x2 Sq Area	Permanent		none	DOK-SYL-STM-EOL-ORX

**Details:**

-- Caster creates a Nae'Em of a location to be used for teleportation travel.

**WHAT THIS DOES:**

- ... meet the requirements of memorizing a location as a destination.
- ... Create a non-sentient Nae'Em.

**WHAT THIS DOES NOT DO:**

- ... remain a Nae'Em if the location changes significantly.



### Bonds and Connections

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
10	Rollout Halved	6
12	Range X2	8



**Focus Items and/or Kits:**

- Focus item with crystal is NOT passive.
- Can amble and be not so obvious with this spell.

# 16 Quick Ranged Shot (Pre-Battle)

LEVEL Tier 4

Pre-battle. 1 Attack. Init+15, if needed. ToHIT &amp; Dmg +5

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Melee	Instant	<b>NOW</b>	Battle Offense	Mundane
STACK	AoE	DURATION	<b>NOW</b>	SAVE COL	CLASS GROUPS
1	1 Creature	Instant		none	HNT



Created by COPILOT

**Details:**

- Quickly Shoots to potentially start a battle.

**WHAT THIS DOES:**

- Does require the Hunter to use a bow.
- Does allow battle bonuses: Initiative +15, ToHIT +5, and Damage +5.
- Does limit the Hunter to 1 attack in the round

**WHAT THIS DOES NOT DO:**

- Does NOT work with any weapons except bows.
- Does NOT work more than once per round.

**Bonds and Connections**

- No Nae 'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
14	Attacks +1	8
17	Damage +8 / die	16

**Focus Items and/or Kits:**

- Not required.

# 16 Water Blast

LEVEL

Tier 4

Direct blast, no arc, no ToHIT. Damage: 5d8+ACU.

403-



Created by COPILOT

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	8 Squares	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
3	1 Square	3 Rounds	AGL 2	SYL

#### Details:

- Strongly recommended character stack 3 Water Blasts in the 3 rounds.
- Damage is 5d8+ACU Bonus per round.
- Can only be created in open areas (not inside a creature).

#### WHAT THIS DOES:

- Does require the caster to continue and actively work this spell each round.
- Does draw water out of the air. ... attack a creature.
- Does cause mundane fire to minimize or go out.
- Does have a chance of freezing in extreme conditions then it will fall to the ground.
- Does have a chance of turning to steam in extreme conditions then it dissipates.
- have enough force (thus damage) that there is no arc and cannot be lobbed.

#### WHAT THIS DOES NOT DO:

- Does NOT work effectively in extreme conditions.
- Does NOT work outside of PMP.
- Does NOT have the pressure to push objects.

#### Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 1      Same Spell

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Stacking +1	8
18	Range X4	10



#### Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Allows the extinguishing of small magical fires.

# 16 Cultural Immersion

LEVEL

Tier 4

Non verbal & cultural nuances are learned upon 1st occurrence.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	10 Minutes		Communication	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS

3	1 Recipient	2 Days		none	EOL
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Created by COPILOT

#### Details:

- The recipient is able to fit in using the appropriate cultural nuances.
- Also enables recipient to use a proper accent.

#### WHAT THIS DOES:

- Does affect the caster or a willing person.
- Does require the GM to update the character,
  - during/after each interaction which has demonstrated a cultural issue.
- Does allow the recipient to blend in as a member of the local culture
  - by using proper cultural mannerisms, slang, accents etc.

Example: If a merchant claps his hands together upon meeting the character...

After this spell the GM would inform the character the hand clapping is this culture's way of saying "I'm busy, get to what you want!", even when smiling. The GM may pause to see if the player understands without help. If not, the GM would privately inform the player.

#### WHAT THIS DOES NOT DO:

- Does NOT allow the recipient to speak, read or write the local language.
- Does NOT change the recipient's appearance.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
14	Duration X2	8



#### Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Caster wears traditional clothing of the culture.

# 16 Create Leather Golem

LEVEL

Tier 4

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	6 Hours		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Construct	1 Day		none	ORX

491-



ORIX Icon

**Details:**

- Creature:
  - 2 Squares high and occupies 1 square,
  - 120 HP and moves at half rate of a standard human, does not tire or need sleep.
- Battle Stats:
  - AC: 16/10, 1x1 Attacks, Init-2, ToHit+2, Damage 2d10 or by weapon.
  - HP at 0 dies (no bleeding).

**WHAT THIS DOES:**

- ... animate a humanoid creature out of soft leather,
  - With standard articulation of two limbs.
- ... create a Golem from leather and leather-like materials,
  - Heavy cloth, hides, or monster pelts which do NOT have to be a finished product.

**WHAT THIS DOES NOT DO:**

- ... allow the Golem to think on its own,
  - Each round the caster must verbally direct its actions.
- ... set up a Nae'Em relationship.

## Bonds and Connections

### Counter:

No Counter Available.

### Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
9	Duration +50%	6
10	Rollout Halved	6
12	Range X2	8
14	Duration X2	8
14	Range At 3 SAs	8
18	Duration X4	10
18	Range X4	10



### Focus Items and/or Kits:

-- Additional 4 damage.

# 16 Reveal True Name

LEVEL

Tier 4

This uses all the clues to find the True Name.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
64 pts	1 Square	12 Hours		Find or Reveal	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS

99

1 Square

Permanent



DOK-SYL-STM-EOL-ORX

631-



Created by COPILOT

#### Details:

- This uses all the clues the caster has gathered attempt to find the True Name.

#### WHAT THIS DOES:

- Does require the caster to state all the clues and,
  - Identify the target the best they can.
- Does this uses all the clues the caster has gathered.
- Does then adjusts the points for how old the information is.
- Does finds the % to be rolled.
- Does the caster must roll under the % to pass.
- Does will alert the target regardless of the outcome of the roll,
  - The target will know the direct to go to find this castings location,
  - The target will know how many marks to go to find this castings location,
  - If this spell worked the target will know that,
  - If this spell fails the target NOT will know that.

#### WHAT THIS DOES NOT DO:

- Does NOT inform the target of any other information.
- Does NOT announce out loud the True Name,
  - If the True Name roll passes only the caster will know it.



#### Bonds and Connections

- This is an Nae'Em connection with a person.



#### Counter:

LVL: 1 Rollout Interruption

#### Creations:

- No creations. Usable only as the action.

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10



#### Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Sets Rollout to 8 Hours.

# 17 Impersonate Person

LEVEL

Tier 5

For Wt & Ht. Enh: Hair, Skin, Costume, Eyes. More Wt & Ht.

812-



Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Self	10 Min/Complexity		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
	1 Person	6 Hours		SKL 3	DEY

#### Details:

- When the Duration has ended the effects will slowly break down and fall away.
- Change appearance of gender, costuming, Hair (color/style/condition), skin, & Wt, Ht, Skin (Hide/Scales/Fur), & Eye color to mimic a specific known person.
- Save columns adjust based on knowledge, amount of prep, amount of practice, etc.
- Exact Cost based on original 12 points + cost of all enhancements that are needed.

#### WHAT THIS DOES:

- Does Adjust based on complexity and level.
- Does alter themselves to appear to be another very specific person.

#### WHAT THIS DOES NOT DO:

- Does NOT Allow the height to be adjusted more than 10 inches
- Does NOT Physically alter the rogue but may have minor prosthetics
- Does NOT Mimic racial abilities,
  - special sight
  - special hearing

#### Bonds and Connections

- No Nae 'Em connection.

#### Counter:

No Counter Available.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
14	Save -1 Col	8



#### Focus Items and/or Kits:

- Rogues Kit must be actively used.
- Is NOT passive. (Unless otherwise stated)
- Kit is required.

# 17 Force Cage

LEVEL

Tier 5

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	8 Squares	10 Minutes		Battle Offense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3x3 Squares	3 Rounds		SKL 2	ORX

550-



ORIX Icon

**Details:**

- Damage is dealt on any type of physical contact, including melee combat.
- This cage can be used with a Perimeter of Containment to double up on the protection.
- Creates a mish-mash of crossing 'cables' which fences in inhabitants.

**WHAT THIS DOES:**

- ... create a physical cage of force,
  - the mesh grid will not allow large items/creatures through,
    - taller/wider than 8 inches (20 cm) or
    - longer than 24 inches (60 cm),
    - any small physical creatures passing through still take the damage.
  - the cage has Hit Points of 199 and an AC of 11.
- ... deal 3d6 damage each time there is physical contact.
- ... affect dimensional creatures more,
  - All dimensional creatures must comparison Saves to cross the barrier.
- ... continue to work if placed over another type of magical containment.

**WHAT THIS DOES NOT DO:**

- ... effect Dokour casters.
- ... range in it's AoE, either 3x3 or Enhanced to 9x9.
- ... continue of the cage's HP drops below 1.

**Bonds and Connections****Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
12	Range X2	8

**Focus Items and/or Kits:**

- Doubles the cages Hit Points to 398 HP

# 17 Hammering Force

LEVEL

Tier 5

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	12 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	2 Squares	Instant		RM 2	ORX

489-



ORIX Icon

**Details:**

-- The spell shows an image of a giant hammer pounding twice at the target.

**WHAT THIS DOES:**

- ... damage to all in the target squares,
  - damage of 3d8 + Acumen Bonus.
- ... Cause each creature in the 2 squares to Save,
  - Failing the Save will stun the creature for 1d3 rounds.

**WHAT THIS DOES NOT DO:**

- ... need 2 Saves (1 for each attack)

**Bonds and Connections****Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10

**Focus Items and/or Kits:**

-- The Target(s) must use the next most difficult Save Column.

# 17 Lightening Bolt

LEVEL

Tier 5

Dmg: 2d6+ACU. Non-Adamn armor +6. Up to 4 targets in a row.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	12 Squares	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Direct Line	Instant		AGL 2	STM



Created by COPILOT

**Details:**

- Bolt may pass through up to 4 persons,
- must be in a row,
- any insulation stops all movement of the bolt.

**WHAT THIS DOES:**

- Does deliver damage of 2d6 + ACU on 4 targets in row on casters initiative.
- add +1d6 damage for targets wearing non-Adamantine armor.

**WHAT THIS DOES NOT DO:**

- Does NOT allow the bolt to continue if it has hit an insulating factor.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Save +1 Col	8

**Focus Items and/or Kits:**

- Focus Ring with crystal is NOT passive.
- Causes additional 6 HP damage.

# 17 Alter Self - Condor

LEVEL

Tier 5

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Self	5 Minutes		Shape Change	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	2 Hours		none	SYL

558-



Created by COPILOT

**Details:**

- Form of caster physically changes to a Condor.
- Max and Current HP is double casters max and current HP.
- Max Move for walk or run stays the same, Max Move for fly becomes 3 marks per day.
- Battle Stats: AC =20, Init= +22, # of Attacks x1x1, ToHIT= +12, Dmg 2d8+6
- Once the spell ends all stats and bonuses return to normal.

**WHAT THIS DOES:**

- Does physically change the caster.
- Does maintain the casters intellect and personality.
- Does caster is still able to hear and understand language, just not speak.

**WHAT THIS DOES NOT DO:**

- Does NOT give the casters new form the ability to articulate language.
- Does give the caster any of the forms special abilities, attacks, or defenses,
- Other than that listed above.

**Bonds and Connections**

- No connection.

**Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Not required.

# 17 Control Water

LEVEL

Tier 5

Directions: N,NE,E,SE,S,SW,W, or NW. Speed: 1/4 to x2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Self	10 Minutes		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	4x4x4 Sqs	4 Hours		SKL 3	SYL

393-



Created by COPILOT

#### Details:

- Caster attempts to control the direction and general speed of the water current.
  - Opposing currents may hinder the effectiveness of this spell.
- Must roll a SKL:3 Save to get the effort to work.

#### WHAT THIS DOES:

- Does influence the direction and speed of the sphere the caster controls.
- Does allow attempted direction changes by compass directions (N,NE,E,SE,S,SW,W,NW)
- Does allow attempted speed changes from quarter speed to double speed,
  - This is compared to the speed of the currents outside the sphere.

#### WHAT THIS DOES NOT DO:

- Does NOT allow any attempts of control of weather.
- Does NOT allow any attempts of control regarding water inside living creatures.

#### Bonds and Connections

- No connection.



#### Counter:

LVL: 1      Same Spell

#### Enhancements:

LVL	ENHANCEMENTS	COST
12	AoE X2	6
14	Save -1 Col	8
18	Range X4	10

#### Creations:

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

#### Focus Items and/or Kits:

- Not required.

# 17 Place An Arcane Aspect

LEVEL

Tier 5

X

COST 20 pts	RANGE Touch	ROLL OUT 3 Days		COLLECTION Enchantments	OUTCOME Magical
STACK 99	AoE 1 Item	DURATION Permanent		SAVE COL none	CLASS GROUPS ORX

492-



ORIX Icon

**Details:**

-- The process of putting magic into an item is done by first.

Process of making a permanent magic item is done by obtaining a high quality item, putting an arcane aspect into it using the Focus Item sealing it with permanence. This spell can put the arcane aspects into the item

**WHAT THIS DOES:**

putting an arcane aspect into it,

Caster casts one of the 'Identify x aspects' to hold the item open for up to 3 days per aspect ID'd.

This may be recast to hold it open for another 3 days per x if needed.

Caster attempts to coax arcane power into the item.

Caster casts the 'Coax Arcane Aspect' spell using a SKL:>99, if the Focus item is used then caster can use Save of SKL:4

**WHAT THIS DOES NOT DO:**

to compare to the arcanes SKL:4 Save of 55.

Player rolls the casters SKL:4 / SKL:>99 and notes how close to the SKL:4 / SKL:>99 they came  
GM rolls the arcane's SKL:4 of 55 and notes how close to the SKL:4 they rolled.

Passing a Comparison Save happens by being the highest above the required Save.

If both are below the required Save then the one that is below by the least amount passes.

The Caster Passing the save is able to put an arcane aspect into the item.

The Arcane passing means it does not go into the item.

Each aspect needs a single condition and single result

Examples of aspects with conditions and results are:

If the race of 'Mountaineer' holds this then +1 ToHIT

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
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**Focus Items and/or Kits:**

# 18 Arcane Removal (1 of 3)

LEVEL

Tier 5

2nd of 3 castings made by separate casters to remove power.



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COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
60 pts	Touch	6 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Permanent		RM 3	ORX

#### Details:

- This is one of a set of spells that cuts a living person off from the Arcane source.
- Process: (Can be repeated as often as desired)
  - 3 Casters are required: ORIX, DOKOUR, and STRUMOS,
  - Orix identifies the Arcane connection (6 hours)
  - Dokour then disconnects the Arcane connection (6 Hours)
  - Strumos then heals the target to ensure no Arcane connections can be again (6 Hours)
  - Target rolls a Save, if they fail then the process worked.
  - There is no known way to recover from this spell.
- Result:
  - Target cannot acquire/use Spell/Skill pts again,
  - Target's disconnection from Arcane sets their RM Saves to RM:>05.

#### WHAT THIS DOES:

- Does disconnect the target from all Arcane.
- Does cause a great deal of pain to the target.
- Nae'Em with target ends when the 3rd Arcane Removal spell ends.

#### WHAT THIS DOES NOT DO:

- Does NOT work unless all 3 casters of the 3 separate schools work together and in order.
- Does NOT have any effect if the target is not concious.



#### Bonds and Connections

- This Is an Nae'Em connection with a person.



#### Counter:

LVL: 1 Rollout Interruption

#### Creations:

#### Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	Range X4	10



#### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive. - The disconnection requires a Dokours focus staff.

# 18 Arcane Removal (2 of 3)

LEVEL

Tier 5

2nd of 3 castings made by separate casters to remove power.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
60 pts	Touch	6 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Permanent		RM 3	



Created by COPILOT

#### Details:

- This is one of a set of spells that cuts a living person off from the Arcane source.
- Process: (Can be repeated as often as desired)
  - 3 Casters are required: ORIX, DOKOUR, and STRUMOS,
  - Orix identifies the Arcane connection (6 hours)
  - Dokour then disconnects the Arcane connection (6 Hours)
  - Strumos then heals the target to ensure no Arcane connections can be again (6 Hours)
  - Target rolls a Save, if they fail then the process worked.
  - There is no known way to recover from this spell.
- Result:
  - Target cannot acquire/use Spell/Skill pts again,
  - Target's disconnection from Arcane sets their RM Saves to RM:>05.

#### WHAT THIS DOES:

- Does disconnect the target from all Arcane.
- Does cause a great deal of pain to the target.
- Nae'Em with target ends when the 3rd Arcane Removal spell ends.

#### WHAT THIS DOES NOT DO:

- Does NOT work unless all 3 casters of the 3 separate schools work together and in order.
- Does NOT have any effect if the target is not conscious.

#### Bonds and Connections

- This is an Nae'Em connection with a person.



#### Counter:

LVL: 1 Rollout Interruption

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
14	Range At 3 Sas	8



#### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- The disconnection requires a Dokours focus staff.

# 18 Arcane Removal (3 of 3)

LEVEL

Tier 5

2nd of 3 castings made by separate casters to remove power.



Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
60 pts	Touch	6 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Permanent		RM 3	

#### Details:

- This is one of a set of spells that cuts a living person off from the Arcane source.
- Process: (Can be repeated as often as desired)
  - 3 Casters are required: ORIX, DOKOUR, and STRUMOS,
  - Orix identifies the Arcane connection (6 hours)
  - Dokour then disconnects the Arcane connection (6 Hours)
  - Strumos then heals the target to ensure no Arcane connections can be again (6 Hours)
  - Target rolls a Save, if they fail then the process worked.
  - There is no known way to recover from this spell.
- Result:
  - Target cannot acquire/use Spell/Skill pts again,
  - Target's disconnection from Arcane sets their RM Saves to RM:>05.

#### WHAT THIS DOES:

- Does disconnect the target from all Arcane.
- Does cause a great deal of pain to the target.
- Nae'Em with target ends when the 3rd Arcane Removal spell ends.

#### WHAT THIS DOES NOT DO:

- Does NOT work unless all 3 casters of the 3 separate schools work together and in order.
- Does NOT have any effect if the target is not conscious.



#### Bonds and Connections

- This is an Nae'Em connection with a person.



#### Counter:

LVL: 1 Rollout Interruption

#### Creations:

#### Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	Range X4	10



#### Focus Items and/or Kits:

- Focus staff with crystal is NOT passive. - The disconnection requires a Dokours focus staff.

# 18 Alter Self - Bear

LEVEL

Tier 5

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Self	5 Minutes		Shape Change	Mundane
STACK	AoE	DURATION		none	SYL
1	Self	2 Hours			



Created by COPILOT

**Details:**

- Form of caster physically changes to a Bear.
- Max and Current HP is double of the casters max and current HP.
- Max and Current Move is double of the casters max and current Move.
- Battle Stats: AC =20, Init= +8, # of Attacks x2x2, ToHIT= +22, Dmg 3d8+6
- Once the spell ends all stats and bonuses return to normal.

**WHAT THIS DOES:**

- Does physically change the caster.
- Does maintain the casters intellect and personality.
- Does allow the caster to hear and understand language, just not speak.

**WHAT THIS DOES NOT DO:**

- Does NOT give the casters new form the ability to articulate language.
- Does give the caster any of the forms special abilities, attacks, or defenses.
  - Other than that listed above.
- Does give the recipient movement equal to a bear.
- Does give the recipient ability to swim like a bear.

**Bonds and Connections**

- No connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
9	Duration +50%	6
10	Rollout Halved	6

**Focus Items and/or Kits:**

- Focus wand with crystal is NOT passive.
- Additional damage of 1d6,
  - Total damage of 3d8 + 1d6 + 6

# 18 Alter Self - Stingray

LEVEL

Tier 5

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Self	5 Minutes		Shape Change	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	2 Hours		none	SYL

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Created by COPILOT

**Details:**

- Form of caster physically changes to a Bear.
- Max and Current HP is double casters max and current HP.
- Max and Current Move is double casters max and current Move.
- Battle Stats: AC =20, Init= +8, # of Attacks x1x1, ToHIT= +12, Dmg 2d8+6
- Natural 20 is rolled use the chart AND the target is stunned for 2 rnds.
- Once the spell ends all stats and bonuses return to normal.

**WHAT THIS DOES:**

- Does physically change the caster.
- Does allow the caster to swim as movement.
- Does allow the caster to 'breath' under water.
- Does maintain the casters intellect and personality.
- Does caster is still able to hear and understand language, just not speak.

**WHAT THIS DOES NOT DO:**

- Does NOT give the casters new form the ability to articulate language.
- Does NOT give the caster any of the forms special abilities, attacks, or defenses,
  - Other than that listed above.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

- No creations. Usable only as the action.

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Subtle Casting	4
9	AOE Select Target	6
9	Duration +50%	6
14	Duration X2	8
16	Rollout 1 Min	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Not required.

# 18 Major Group Heal 200 HP

LEVEL Tier 5

3 persons minimum within AoE. 200 pts divided equally.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	6 Squares	20 Minutes		Healing and Rest	Magical
STACK	AoE	DURATION		none	CLASS GROUPS
99	3 Sq Rad Circle	Permanent			STM



Created by COPILOT

**Details:**

- Caster heals a group of 3 or more creatures for 200 HP.

**WHAT THIS DOES:**

- Does heal a group of 3 or more persons for 200 HP.
- Does equally divide the HP among the group,
  - Remainders of the division are dropped and lost.
- Does allow enhancements to increase the base amount to be divided.

**WHAT THIS DOES NOT DO:**

- Does NOT work on Living Dead or Undead.
- Does NOT work on groups of two or a single person.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	Healing +4	10
18	Healing +8	10

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- Adds another 50 HP to be divided among the group,
  - Total of 250 HP + Enhancements.

# 18 Create Wood Golem

LEVEL

Tier 5

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Touch	8 Hours		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Construct	1 Day		SKL 2	ORX

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ORIX Icon

**Details:**

- Creature Stats:
  - 3 Squares high and occupies 1 square, does not tire or need sleep,
  - 160 HP, below 0 it does not lose points, but stops moving. (no bleeding).
- Battle Stats,
  - AC: 19/13, 1x1 Attacks, Init+0, ToHit+4, Damage 3d8 (cannot wield a weapon),
  - very vulnerable to fire.

**WHAT THIS DOES:**

- ... require a passing SKL:2 roll.
- ... animate a humanoid creature out of soft wood,
  - Effectively has two limbs, but many non-articulating limbs.
- ... have natural clubs for 'hands'.

**WHAT THIS DOES NOT DO:**

- ... have the ability to hold items, weapons or shields.
- ... allow the Golem to think on it's own,
  - Each round the caster must verbally direct it's actions.
- ... set up a Nae'Em relationship.

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
9	Duration +50%	6
10	Rollout Halved	6
12	Range X2	8
14	Range At 3 Sqs	8
18	Duration X4	10
18	Range X4	10

**Focus Items and/or Kits:**

- Increases damage by 6.



# 18 Identify All Aspects

LEVEL Tier 5

Fully Identify a magical item

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30 pts	Touch	6 Hours		Find or Reveal	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Object	Permanent		none	EOL



Created by COPILOT

**Details:**

- Reveals all aspects of an item.

**WHAT THIS DOES:**

- Does reveals what every aspect is.

**WHAT THIS DOES NOT DO:**

- Does NOT reveal any other information about the 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
10	Rollout Halved	6
14	Range At 3 Sas	8
16	Rollout 1 Min	8

**Focus Items and/or Kits:**

- Not required.

# 19 Dead Spirit Conversation Circle

LEVEL Tier 5

Speaks with up to 6 souls. Requires a ritual &amp; tokens.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	6 Squares	10 Minutes		Communication	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Spirit	Rollout		SKL 2	STM-DOK



Created by COPILOT

**Details:**

- Caster performs a summoning ritual using a summoning circle, then summons souls and spirits to speak to them.
- Communication is also voluntary on the soul/spirit's part,
  - the summoning itself is not voluntary.

**WHAT THIS DOES:**

- Does require a 10-minute summoning ritual to be performed by the caster.
- Does require the caster to have a personal item of each of the deceased.
- Does require the caster to pass a SKL:2 save to summon the spirit. (Fail: no summon)
- Does require the souls/spirits to rise and meet with the caster, but not to communicate,
  - souls/spirits that have been dead for over 100 years will not be available for this.
  - souls/spirits that have been disconnected from the planes of the living are not available.
- Does allow for 10 questions and answers. One set per minute.
  - Unanswered questions do not count.
  - Time may run out before the caster gets 10 answers.
- Does allow the caster to ask a single question and wait for any to answer,
  - Multiple answers to 1 question is not counted as multiple questions.
  - Repeating the same question is another question.

**WHAT THIS DOES NOT DO:**

- Does NOT allow the summoning of deceased persons that's been dead for a 100+ years.
- Does NOT allow the caster to continue the ritual once it's been interrupted.
  - They must end the spell and start over by casting this again..
- Does NOT allow the caster to force the spirit to comply with requests.

**Bonds and Connections**

- This Is an Cae'Em connection with a construct.

**Counter:**

LVL: 1 Rollout Interruption

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
9	Range +50%	6
10	Rollout Halved	6

**Focus Items and/or Kits:**

- Focus ITEM with crystal is NOT passive
- The Save required is now SKL:1.

# 19 Create Stone Golem

LEVEL

Tier 5

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Touch	8 Hours		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	2x2 Squares	1 Month (30 days)		SKL 4	ORX



Created by COPILOT

**Details:**

- Creature:
  - 3 Squares high and occupies 4 squares, does not tire or need sleep.
  - 200 HP, below 0 it does not lose points, but stops moving. (no bleeding).
- Battle Stats:
  - AC: 26/26, 1x1 Attacks, Init+0, ToHit+15, Damage 4d10+8 (cannot wield a weapon).

**WHAT THIS DOES:**

- ... require a passing SKL:4 roll.
- ... work with natural unworked stone or sculptured stone.
- ... animate a humanoid creature out of stone,
  - Has two limbs, but many non-articulating limbs.
- ... have natural clubs for 'hands'.

**WHAT THIS DOES NOT DO:**

- ... have the ability to hold items, weapons or shields.
- ... allow the Golem to think on its own,
  - Each round the caster must verbally direct its actions.
- ... set up a Nae'Em relationship.

**Bonds and Connections****Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8
14	Range At 3 Sqs	8
18	Duration X4	10
18	Range X4	10

**Focus Items and/or Kits:**

- Additional 10 damage.



# 19 Permanent Ethereal Portal

LEVEL

Tier 5

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	PMP	2 Days		Planar	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Landmark	Permanent		none	EOL



Created by COPILOT

**Details:**

- Caster only needs to learn about the location.
- But the information learned must be indepth, not just a name.

**WHAT THIS DOES:**

- Does work with a clear description of the location.
- Does require a safe spot to stand that is a minimum of 4x4 Squares.
- Does require a TRUE NAME of the location.

**WHAT THIS DOES NOT DO:**

- Does NOT require the caster to have any information prior to learning.

**Bonds and Connections**

- This Is an Vae'Em connection with a venue/location.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
10	Rollout Halved	6
18	Nae'Em Clues Removed	20

**Focus Items and/or Kits:**

- Focus orb with crystal is NOT passive
- Set the location within 2 Squares of the landmark.

# 19 Fort of Thorns

LEVEL

Tier 5

Walls 2 sq high x 1 deep. AC:8 HP:50.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
20 pts	12 Squares	30 Minutes 	Fences and Shelters	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	10x10 squares	12 Hours 	none	SYL

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Created by COPILOT

#### Details:

(10 ft high 5 ft thick)  
 Each 5 ft section has 50 HP  
 Each melee attack garners 1d6 thorn damage  
 Mundane Fire does 2d8 damage per round  
 Magical fire does damage as per the offensive spell.  
 Has a wooden door.  
 Even workable in non-temporate environments.

#### WHAT THIS DOES:

- Does create a perimeter wall of thorns around the AoE,
  - The wall is 2 squares high, 1 square deep, and 12 squares long.
- Does require a heavy wooden door to be placed by the caster,
  - The door is 2 squares high and 1 square wide.
- Does have battle stats of AC:8 and HP:50 per square.
- Does cause damage to any creature attacking via melee,
  - 1d6 cutting damage from the thorns.
- Does take damage from fire,
  - Mundane fires cause 1d8 damage to the square on fire.
  - Magical fires cause damage as per the spell description.

#### WHAT THIS DOES NOT DO:

- Does NOT inhibit or stop small creatures.
- Does not inhibit or stop gaseous creatures.



#### Bonds and Connections

- This is a Vae'Emn connection with a venue/Location.



#### Counter:

LVL: 1      Same Spell

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8



#### Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Adds a roof with a hole for campfire.

# 20 Mirror A Person

LEVEL Tier 5

HP:20(or 35), AC:10/10, Battle x1x1 Init+2 ToHit+2 Dmg+2

COST	RANGE	ROLL OUT	2 RDS	COLLECTION	OUTCOME
20 pts	15 Square Radius	2 Rounds		Altered Reality	Magical
STACK	AoE	DURATION	1 Hour	SAVE COL	CLASS GROUPS
1	1 Person			none	EOL



Created by COPILOT

**Details:**

- The caster creates an image of a chosen person.

**WHAT THIS DOES:**

- Does create an image of a chosen person within range.
  - The image can speak in their own voice, move and say what the caster commands it to. but they have no effect unless the caster can also use those skills/spells and attacks.
- The image stats:
  - HP: 20 or persons HP. Whichever is LESS. Focus Item will add 15 HP.
  - AC: 10/10
  - Move: 6
  - Battle: Attacks x1x1, Init+2, ToHIT+2, Damage +2.
- Spells cast must be from the caster, but look as if they are from the image.

**WHAT THIS DOES NOT DO:**

- Does NOT allow the caster to change into an image of a person.
- Does NOT allow the caster to use any of the person's skills/spells they wouldn't naturally know.
- Does NOT allow the image to use any skills/spells/attacks above their current level (max 20).
- Does NOT allow the image to retain the person's AC and lowers all their stats to 9.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1      Same Spell

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Focus orb with crystal is NOT passive.
- Images have 15 more HP each.

# 20 Nae 'Em Natural Landmark

LEVEL Tier 5

Location becomes a destination for portals/scrys.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	4 Square	2 Hours		Natural Environment	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Landmark	Permanent		none	SYL



Created by COPILOT

**Details:**

- Caster only needs to learn about the landmark.
- But the information learned must be indepth, not just a name.

**WHAT THIS DOES:**

- Does work with a clear description of the landmark.
- Does require a popular name of the site, if available.
  - The more people that use the popular name the better.
- Does require a safe spot to stand that is a minimum of 3x3 Sqs.

**WHAT THIS DOES NOT DO:**

- Does NOT require the caster to have personal knowledge of the target.

**Bonds and Connections**

- This is a Vae'Emn is a connection to Venue/Location.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
18	Range X4	10

**Focus Items and/or Kits:**

- Focus wand with crystal is NOT passive.
- Set the location within 2 Squares of the landmark.

# 20 Raise The Dead

LEVEL

Tier 5

Must be dead <20 years. Come back with 5 hp.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
40 pts	Touch	8 Hours		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Corpse	Permanent		SKL 2	STM

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Created by COPILOT

#### Details:

- Brings a person who has been dead for less than 20 years back to life.

#### WHAT THIS DOES:

- Does bring a person who has been dead for less than 20 years back to life with Save .
- Does restore them to 5 HP.
- Does work if the person is missing body parts, but the parts will not come back.
- Does allow the person to be healed back to full HP with other spells.

#### WHAT THIS DOES NOT DO:

- Does NOT work on Living Dead or Undead.
- Does NOT work if the person has been dead for more than 20 years.
- Does NOT regenerate any missing body parts.



#### Bonds and Connections

- This is an Nae'Em connection with a person.



#### Counter:

LVL: 1 Rollout Interruption

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	Healing +4	10
18	AoE = 2 Targets	10



#### Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Heals the person to 10 HP. (Additional 5 HP)