1 Camp Perimeter Shock

LEVEL   Tier 1

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

256-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	2 Minutes		Battle-Prep	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	3x3 Sq	8 Hours		SNS 2	STM

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,
    - Failling the Save indicates the trespasser has likely verbally reacted and
      been damaged, making those in hearing range aware.

WHAT THIS DOES:
- Does surround an area (8 Sq Diameter only)
- Does allows casting in and out of the area.
- Does causes 1d3 electric damage to anyone passing through, into or out of the perimeter.
- Does allow the caster to permit persons and creatures to cross the line without harm.
- Does make an electric zap sound regardless of damage.

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   Same 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 2d3 lightning damage instead of 1d3.
- Focus Ring w/ Crystal is not passive.

1 Cause Illness

LEVEL   Tier 1

330-

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

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 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		Food-Water	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	2 Skins/Tier	Permanent		none	DOK-SYL-STM-EOL-ORX

246-

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 continously 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 Basic Healing

LEVEL   Tier 1

252-

Heal 2d6 +ACU. If helping a Nae'Emed Fighter range is 8 sqs.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	2 Squares	Initiative		Health-Life-Death	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Permanent		none	STM

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 6 Sqs,
    - The healing gains an additional d4 HP.

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 Arcane Light with Class Hue

LEVEL   Tier 1

806-

Default Light: Candle light

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Utility-	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Varies	4 Hours		none	SYL-STM-EOL-ORX

Created by COPILOT

Details:
- Light Chart:

Description	Viewing	Seen
Coal	1 Sq	3 Sqs
Candle	2 Sqs	8 Sqs
Torch	6 Sqs	20 Sqs
Lantern	20 Sqs	60 Sqs

- 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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration - EOY	20

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.

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

2 Triggered Forced Healing

LEVEL   Tier 1

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

471-

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Hour		Battle-Prep	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Caster	3 Days		none	ORX-SYL-STM-EOL

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: 2   Same Spell

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.

Enhancements:

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

Focus Items and/or Kits:
- Focus Item with crystal is NOT passive.
- Allows the stacking limit to become 2, instead of 1.

2 Barbed Sparks

LEVEL   Tier 1

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

269-

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Battle-Offense	Magical

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	4 sq Triangle	5 Rounds		RM	1	STM

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 infront 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.

261-

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

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 Heal Sickness

LEVEL   Tier 1

277-

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	2 Squares	1 Minute	⧗	Health-Life-Death	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Instant	NOW	none	STM

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 Feather Bed

LEVEL   Tier 1

A feather bed for 2 appears.

273-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	2 Minutes		Shelter-Rest-Protection	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1x2 Sqs	12 Hours		none	STM

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 AOEs of 1x2 Sqs.

2 Sleep

LEVEL   Tier 1

268-

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 Squares	1 Minute		Shelter-Rest-Protection	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Target	1d6 Hours		SNS 2	STM

Created by COPILOT

Details:
- Can possibly push an inactive person into sleep.
- Sleep can still be interrupted by normal external, mudane 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:
LVL: 2   Same Spell

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 Connect With A Fighter

LEVEL   Tier 1

335-

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	PMP	2 Days	🌙	Personal-Connections	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
2	1 Recipient	Permanent	∞	none	STM

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:
No Counter Available.

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.

3 Protect Fighter vs Ranged/Thrown

286-

LEVEL   Tier 1

Recipient gains +2 vs ranged/thrown attacks.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	8 Squares	Initiative		Battle-Defense	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Recipient	10 Minutes		none	STM

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

3 Summon Astral Beast of Burden

461-

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		Call-Summon	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Creature	1 Month (30 days)		SKL 2	STM

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 quadrapedal 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, Temperate, 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:
No Counter Available.

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 Connect To A House

LEVEL   Tier 1

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

283-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	PMP	4 Days		Personal-Connections	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
2	Nae'Em	Permanent		none	STM

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 a member of a House.
 - Does allow the Focus ring to have healing spells to be cast unseen through the Nae'Em.
 - Does require the character to be joined to a House first,
   - then the character can use this spell to connect to a House member via a Nae'Em.

WHAT THIS DOES NOT DO:
 - Does NOT have any function/effect when the caster and House member 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 an Nae'Em connection with a person.

Counter:
             No Counter Available.

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:
 - Not required.

3 Strumos Run

LEVEL   Tier 1

1.5 times normal travel.

248-

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	5 Minutes		Travel-PMP	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Caster	6 Hours		none	STM

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: 3   Same Spell

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.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
18	AoE = 2 Targets	10

Focus Items and/or Kits:
- Focus ring with crystal is NOT passive.
- Makes the speed 2x instead of 1.5x

4 Conjure Native Beetles

LEVEL   Tier 1

295-

Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 Squares	Initiative		Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
2	1 Mark	2 Rounds		SKL 2	SYL-ORX-STM-EOL-DOK

Created by COPILOT

Details:
- Conjuers 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: 4   Same Spell

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.

Enhancements:

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

Focus Items and/or Kits:
- Focus Item with crystal is NOT passive.
- Save +1 Column.

4 Improve Food

LEVEL   Tier 1

Food becomes nutritional.

306-

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	1 Square	10 Minutes		Food-Water	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	4 Meals	1 Hour		none	SYL-STM

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 Delayed Healing 2d6

301-

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		Health-Life-Death	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 Slow Healing

LEVEL   Tier 1

10 HP per undisturbed hr. MUST SAVE EVERY HOUR. Max 4 hrs.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	2 Squares	10 Minutes		Health-Life-Death	Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
3	2 Creatures	8 Hours		SKL	2	STM

374-

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:
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.
- Makes the healing +12 HP / Hr.

4 Shadow of the Magi

LEVEL   Tier 1

Darkness centered just above caster.

911-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Utility-	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3 Sq Dia Sphere	Conc +4 Rds		none	DOK-SYL-STM-EOL-ORX

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   Same Spell

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.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
14	Range At 3 Sqs	8
20	Rollout Instant	16

Focus Items and/or Kits:
  - Focus Item with crystal is NOT passive.
  - Duration becomes 20 Minutes w/o concentration.

5 Repair A Dead Body

876-

LEVEL   Tier 2

Preps a body for funeral viewing.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	1 Square	30 Minutes		Health-Life-Death	Mundane

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 Quarantine Isolation

LEVEL   Tier 2

Sick/Diseased/Poisoned get 1 column better. No spreading.

557-

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	4 Squares	1 Hour		Shelter-Rest-Protection	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1x2 Squares	1 Day		none	STM

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 AOEs of 1x2 Sqs.

5 Detect Magic

LEVEL   Tier 2

893-

Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	2 Squares	5 Minutes		Find-Hide-Reveal	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1-5 item	Instant	NOW	RM 2	STM-SYL-DOK

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 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 ITEM with crystal is NOT passive.
   - Save to detect is easier. Save column reduced by 1.

5 Arlo's Astral Storage

LEVEL   Tier 2

338-

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	2 Minutes		Utility-	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Square	Permanent		none	STM

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.

6 Summon Nisse

435-

LEVEL   Tier 2

A creature that can be seen with ultra violet vision.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	3 Hours		Call-Summon	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	8x8x8 Sqs	1 Month (30 days)		SKL 1	STM

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).

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 Common Healing

LEVEL   Tier 2

x

365-

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	Initiative		Health-Life-Death	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	Instant	NOW	none	STM

Details:
- Caster heals a creature for 1d8+2.

WHAT THIS DOES:
- Does heal one creature of the caster's choosing for 3d8+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 Speak with Dead

LEVEL   Tier 2

291-

Up to 100 years dead per Tier. Skull answers in common.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	20 Minutes		Communication-	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	5 Questions		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:
          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	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

957-

GM Saves for accurate destination.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	4 Hours		Personal-Connections	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:
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

Focus Items and/or Kits:
- Not required.

6 Increase Nae'Em Fighter Movement

LEVEL   Tier 2

352-

Target moves faster in normal conditions. +2 Move.

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	2 Squares	Initiative		Travel-PMP	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Creatures	6 Hours		none	STM

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: 6   Same Spell

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.

Enhancements:

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

Focus Items and/or Kits:
- Focus ring with crystal is NOT passive.
- Allows 2 sqs of movement, total of +4 to move.

6 Dispel Magic

LEVEL   Tier 2

962-

Caster and GM both roll the Save.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	10 Minutes		Creation-Meta	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Item	Permanent		SKL 2	SYL-STM

Created by COPILOT

Details:
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:
 - 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.

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:
               NO COUNTER IS AVAILABLE

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.

7 Electrifying Sickness Cleanse

LEVEL   Tier 2

794-

1 pt damage, removes Sickness I, II, III (with Save).

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	2 Hours		Health-Life-Death	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 immunue 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 Deep Doze

LEVEL   Tier 2

4 deep sleep hours to recover from exhaustion.

517-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	10 Minutes		Shelter-Rest-Protection	Magical

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	1 Crtr/Tier	4 Hours		SNS	4	STM

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 Sqs	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 Strumos Waystation

LEVEL   Tier 2

3x3 Sqs platform that protects from some weather

431-

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	4 Squares	1 Minute		Shelter-Rest-Protection	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	3x3 Squares	12 Hours		none	STM

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:
No Counter Available.

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.

7 Create Permanent Nae'Em

LEVEL   Tier 2

309-

Created by COPILOT

Willing person & caster connect.   Save required.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	1 Square	4 Days	🌙	Personal-Connections	Magical

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
3	1 Recipient	Permanent	♾	SKL	2	EOL-SYL-STM

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'Emn is a connection to a person.

Counter:
        NO COUNTER AVAILABLE

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 Astral Portal To Known Location

LEVEL   Tier 2

343-

GM Saves for accurate destination.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	2 Hours		Travel-Planes	Magical

STACK	AoE	DURATION		SAVE COL	GM	CLASS GROUPS
1	1 Square	1 Minute		SKL 4		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 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.
- 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 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.

8 Raise Nae'Em Fighter Str +1

LEVEL   Tier 2

437-

Raises the fighters Strength 1 point.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	2 Minutes		Battle-Prep	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
2	1 Fighter	1 Hour		none	STM

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: 8   Same Spell

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 Sqs	8

Focus Items and/or Kits:
  - Focus ring with crystal is NOT passive.
  - Duration becomes 4 Hours

8 Circle of Protection vs Undead

LEVEL   Tier 2

Undead must Save to pass. Column = casters tier.

436-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Initiative		Battle-Defense	Magical

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
1	3 Square Radius	5 Rounds		RM	Tier	STM

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: 8   Same Spell

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	AoE X2	6
14	Range At 3 Sqs	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.

8 Static Bolt

LEVEL   Tier 2

432-

Created by COPILOT

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

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:
LVL: 8   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 ring with crystal is NOT passive.
   - Save +1 Col

8 Extra Healing

312-

LEVEL   Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	Initiative		Health-Life-Death	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	Instant		none	STM

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 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	8 Hours		Health-Life-Death	Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	1 Target	Permanent		SKL	2	STM

278-

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 immunue to getting any Sickness for the rollout.
- Does cause 2d8 HPs 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
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 Speak With The Resting Dead

LEVEL   Tier 3

Requires undisturbed & marked grave.   Save allows speech.

370-

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	6 Squares	20 Rds (2 Min)		Communication-	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	3 Squares	5 Minutes		SKL 2	STM

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:
LVL: 9   Same Spell

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.

-Strumos

9 Find Clues To True Name

LEVEL   Tier 3

Use of this spell will reveal clues about a True Name.

629-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
24 pts	4 Squares	2 Hours		Personal-Connections	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:
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:
- Focus ITEM with crystal is NOT passive.
- Rollout time is half of the current amount of time.

9 Search for Arcane Focus Item

LEVEL   Tier 3

267-

Detects focus item within range. Vibration/Audible/Visual.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	1 Day		Find-Hide-Reveal	Magical

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
1	1 Mark	4 Hours		SKL	2	DOK-SYL-STM-EOL-ORX

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.

Enhancements:

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

Counter:
        No Counter Available.

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

Focus Items and/or Kits:
  - Not required.

10 Astral Mental Shield

449-

LEVEL   Tier 3

Save vs Astral = RM:2. AC bonus +2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	2 Minutes		Battle-Defense	Magical

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
99	Self	4 Hours		RM	2		STM

Created by COPILOT

Details:
- Creates sheild 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
9	Duration +50%	6
14	Duration X2	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 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		Battle-Defense	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	2 - 9 Sqs	2 Hours		RM 3	STM

448-

Created by COPILOT

Details:
- The caster creates an elecrified wall around themselves, on two sides.
   - Each wall is 1 to 3 squares long.
- Any creature crossing the wall's perimiter is required to make a MGC 2 save.
   - On a succesful 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: 10   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 Ring with crystal is NOT passive.
- Makes the walls invisible.

10 PMP Projection

LEVEL   Tier 3

608-

Astral Ghost-like: HP=50, AC=12/12, Move=12, no attacks.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	20 Minutes		Travel-Planes	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	PMP	4 Hours		none	STM

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 he 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: 10   Same Spell

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.
- Allows a spirit movement of 18 sqs.

11 Heal 5d6+2 HP

451-

LEVEL   Tier 3

x

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	2 Squares	Initiative		Health-Life-Death	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Permanent		none	STM

Details:
- Caster heals a creature 5d6 + 2 HP.

WHAT THIS DOES:
- Does heal 5d6 + 2

WHAT THIS DOES NOT DO:
- Does NOT affect Dead, 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
14	Range At 3 Sqs	8
16	Healing +4	10

Focus Items and/or Kits:
- Focus ring with crystal is NOT passive
- Adds another 1d4 healing.
    - Total is 5d6 + 1d4 + 2 + Enhancements.

11 Revive Life With A ZAP!

LEVEL   Tier 3

447-

Dead < 25 hrs & pass Save to be alive with -4 HP.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
48 pts	Touch	8 Hrs		Health-Life-Death	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Body	Permanent		HTH 3	STM

Created by COPILOT

Details:
 - This spell restores a fallen creature to -4 HP.

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 -4 HP.
   - Use of Focus ring may bring the dead back to postive 4 HP.
 - Does create a Nae'Em with the creature brought back.
   - The Nae'Em might be of the Ae'Em type (Animal).

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.

Bonds and Connections
 - This Is an Nae'Em connection with a creature.

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
18	AoE = 2 Targets	10

Focus Items and/or Kits:
 - Focus ring with crystal is NOT passive.
 - Creature brought back comes back with 4 HP.

11 Connect To An Arcane Focus Item

627-

LEVEL   Tier 3

Creates connection between caster and a Arcane Focus Item.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
36 pts	Touch	3 Days		Personal-Connections	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Item	Permanent		RM 3	DOK-SYL-STM-EOL-ORX

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).
- Does NOT continue or have any effect if blocked by a 'Tiro Mess' spell.

Bonds and Connections
- This is an Tae'Em connection with a thing.

Counter:
          SAME SPELL

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 currrent Focus Item.
- Note: Stack=1.

11 Astral Plane Projection

LEVEL   Tier 3

452-

ACUMEN Bonus… x2=HP   x3=AC.   Movement=1/2 Spell Points.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	20 Minutes		Find-Hide-Reveal	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Astral Plane	4 Hours		none	STM

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:
                 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 ring with crystal is NOT passive.
- Doubles HP in Astral Plane

12 Circle of Containment

LEVEL   Tier 3

Creatures from exiting its area. Must Save to Exit.

454-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	10 Minutes		Battle-Prep	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: 12   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 Item with crystal is NOT passive.
   - Creature may only leave the circle with BRU:>95.

12 Class Power Attack

LEVEL   Tier 3

675-

Class Bolt Dmg 4d10+ACU. Save for 1/2 dmg IF same class.

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-SYL-STM-EOL-ORX

Created by COPILOT

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: 12   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:
- 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 Heal 5d6+6 HP

398-

LEVEL   Tier 3

x

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	2 Squares	Instant	NOW	Health-Life-Death	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	Permanent	∞	none	STM

Details:
 - Caster heals a creture 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.

-Strumos

12 Ranged Forced Healng 2d8+2 HP

LEVEL   Tier 3

Roll 2d8+2. Dmg x1 then Heal x2

397-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	6 Squares	Initiative		Health-Life-Death	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 energey 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.

13 Circle of Astral Expulsion

LEVEL   Tier 4

Caster Saves to expell a creature. Once cast range no issue.

453-

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	10 Minutes		Battle-Defense	Magical

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
1	3 Sq Radius	4 Hours		SKL	2		STM

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 potentional 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 Summon Strumos Creations (Tae'Em)

LEVEL   Tier 4

455-

Caster summons up to 6 items from a Vae'Em.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	PMP	10 Minutes		Call-Summon	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Nae'Em	Instant	NOW	none	STM

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 my 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:
          No Counter Available.

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 Astral Shed

LEVEL   Tier 4

Small shed outside… 5 rooms inside.

456-

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	1 Minute		Shelter-Rest-Protection	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1x1x2 Sqs	8 Hours		none	STM

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 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.)

459-

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		Health-Life-Death	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:

No Counter Available.

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.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
10	Rollout Halved	6
18	AoE = 2 Targets	10

Focus Items and/or Kits:
  - Not required.

14 Healing Bolt

LEVEL   Tier 4

1d2 Dmg.   Then 6d6 Healing.

457-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	12 Squares	Initiative		Health-Life-Death	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	Permanent		none	STM

Created by COPILOT

Details:
- Caster damages the target for 1d2 Lightning damage, then heals 6d6 HP.

WHAT THIS DOES:
- Does damage the targetfor 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

15 Create Food For A Family

LEVEL   Tier 4

2d12+10 meals w/ water.

458-

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	5 Minutes		Food-Water	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Square	Permanent		none	STM

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 Sqs	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.

16 Reveal True Name

631-

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-Hide-Reveal	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Square	Permanent		none	DOK-SYL-STM-EOL-ORX

Hello my name is True Meerine

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:
         NO COUNTER AVAILABLE

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.

-Strumos

17 Lightening Bolt

LEVEL   Tier 5

Dmg: 2d6+ACU. Non-Admn amor +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

823-

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:
LVL: 17   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 Ring with crystal is NOT passive.
- Causes additional 6 HP damage.

18 Group Heal

LEVEL   Tier 5

460-

3 persons minimum within AoE. 200 pts divided equally.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	6 Squares	20 Minutes		Health-Life-Death	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3 Sq Rad Circle	Permanent		none	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.

19 Dead Spirit Conversation Circle

LEVEL   Tier 5

462-

Speaks with up to 6 souls. Requires a ritual & 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: 19   Same Spell

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.

20 Raise The Dead

LEVEL   Tier 5

Must be dead <20 years. Come back with 5 hp.

463-

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Touch	8 Hours		Health-Life-Death	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Corpse	Permanent		SKL 2	STM

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:
           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	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)