

Animal Ken						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Call & Direct Small Assistants	1	Self	10 Square	30 Rds + R	8 Hours
2	Call & Post Yappy Camp Dog	4	Self	Ken + 5 (Ra	5 Minutes	8 Hours
3	Call & Direct Rodent	4	Self	20 Squares	1 Minute	30 Min + Ke
4	Summon Feline Familiar	8	1/2 Mile	Familiar	2 Days	Permanent
5	--- Convoke Ribbon Horse	16	1 Square	1 Ribbon H	4 Minutes	8 Hours
5	Summon Canine Familiar	16	1/4 Mile	Familiar	1 Day	Permanent
6	Summon Equine Familiar	20	2 Marks	Familiar	1d4 Days	Permanent
7	Call & Direct Corvus	8	self	1 Mark + Re	20 Minutes	2 Hours
8	Call & Set Wolverine Defender	8	Self	1 Wolverine	1 Minute	2 Hours
10	Call & Set Wolf Protector	12	16 Squares	1 Image	1 Minute	2 Hours
14	Call & Direct An Attack Bear	16	Self	15 Squares	1 Minute	2 Hours

Battle Actions/Prep						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Protect vs Ranged and Thrown	4	Self	1 Battle	1 Minute	3 days
1	Reduce Fire Damage	4	Self	Caster	5 Rounds	20 Minutes
2	Apply A Field Bandage	####	Touch	1 Creature	Initiative	Permanent
3	Take Point	4	Self	6 Squares	1 Minute	Up To 1 Da
4	Assist Another To Disengage	4	3 Squares	1 Recipient	Initiative	1 Round
4	Watchful Stand	4	Self	2x2 Square	4 Rounds	4 Hours
5	Converge On The Enemy	8	Self	1 Target	Initiative	Conc + 2 R
5	Coordinate Group Initiative	8	Self	Player Party	Initiative	1 Battle
5	Entangle	8	Touch	2x2 Square	1 Minute	4 Hours
5	Mundane Fire Immunity	8	1 Target	1 Target	5 Rounds	1 Hour
5	Point 80 ft Ahead	8	Self	Self	10 Minutes	Up To 1 day
6	Decrease Movement	8	4 Squares	4x4 squares	Initiative	4 Rounds
6	Held Shot - Single Target	8	By Weapon	1 Target	Initiative	5 Attacks
6	Increase Nae'Em Fighter Movem	8	2 Squares	1 Creatures	Initiative	6 Hours
6	Move Shadow to Shadow	8	24 Squares	Caster	2 Rounds	2 Jumps
8	Circle of Protection vs Magic	8	Self	3x3 Square	8 Minutes	10 Minutes
8	Pull Aggro	8	Self	8x8 Square	Initiative	1d3+1 Roun
9	Adrenalin Rush	12	Self	Self	Initiative	1 Round
10	Magical Fire Protection	12	Self	Self	2 Rounds	2 Hours
11	Catch Small Incoming	12			Current Atta	3 Rounds
12	Protection vs Animals	12	Touch	2x2x2 Sq S	2 Minutes	1 Hour
16	Quick Ranged Shot (Pre-Battle)	16	Melee	1 Creature	Pre-battle	Instant

End

Battle Defense						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Shield Dancing	4	Self	Self	Initiative	4 Rounds
1	Wind Wall	4	Self	1 Square	Initiative	4 Rounds
2	Defend - No attacks	4	Self	Self	Next Initiativ	2 Rounds
3	Disengage	4	Self	2-3 Squares	Initiative	1 Round
3	Protect Fighter vs Ranged/Thro	4	8 Squares	1 Recipient	Initiative	4 Hours
3	TIRO: Armor of Light	####	Self	Self	1 Minute	4 Hours
3	Wind Wall For Nae'Em Hunter	4	4 Sqs / Tier	1 Recipient	Initiative	4 Rounds
4	Shield Block	4	0 Squares	Self	Instant	1 Round
5	Limit Flank Attacks (Counter)	8	Self	Self	Initiative	5 Rounds
5	Provide Protection	8	1 Square	1 Creature	initiative	1 Round
6	Bob and Weave	8	Full Move	Self	Initiative	1 Round
6	Evade Missiles	8				
7	Half Wall of Force	8	Touch	4 Sqs Long	20 Minutes	20 Minutes
9	Triggered Shield vs 1	12	Self	1 Battle	1 Minute	3 Days
10	Minor Defense Bubble	12	Touch	Self	Initiative	1 Battle
10	Tornado Wall	12	Self	3x3 Square	2 Rounds	10 Minutes

Battle Offense						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Acid Mist	4	6 Squares	1 Square	Initiative	3 Rounds
1	Acid Rash w/ Ongoing Fragility	4	3 Squares	1 Square	Initiative	until Healed
1	Barbed Sparks	4	Self	4 sq Triangl	Initiative	5 Rounds
1	Cause Illness	4	4 Squares	1 Square	Initiative	Possibly Da
1	Flash Of Fire!	4	8 Squares	1 Target	Initiative	1 Round
1	Force Pinch	4	8 Squares	1 Square	Next Initiativ	1 Round
1	Heat Wave Wall	4	Touch	1 Sq : Recip	Initiative	5 Rounds
1	Massive Bludgeoning Attacks	4	Melee	Self	Initiative	2 Rounds
1	Rose Thorns	4	10 Squares	1 Target	Initiative	1 Round
1	TIRO: Pie Fight!	####	4 Squares	1 Target	Initiative	1 Round
2	Attack Defenses	2	1 Square	1 Target	Initiative	4 Hours
2	Backstab - Melee	4	1 Square	1 Target	Next Initiativ	1 Round
2	Electric Zap	4	8 Squares	1 Square	Initiative	1 Round
2	Fighters Charge	4	Move x2	1 Creature	Initiative	1 Round
2	Flame Bolt	4	10 Squares	1 Target	Initiative	1 Round
2	Force Push	4	10 Squares	2 Squares	Initiative	1 Round
2	Scorching Skin	4	Touch	1 Target	Initiative	3 Rounds
2	TIRO: Fire Crack!	####	6 Squares	1 Target	Initiative	Instant
3	Conjure Native Beetles	4	4 Squares	1 Mark	Initiative	2 Rounds
3	Heat Metal Armor	4	12 Squares	1 Target	Initiative	4 Rounds
3	Rogues Charge	4	Move x2	1 Target	Initiative	1 Round
3	Shield Bash (Odd rounds)	4	1 Square	1 Target	Initiative	1 Round
3	Surprise Throw	4	1 Sq / Tier	1 Melee Tar	Pre-Battle In	1 Round
3	TIRO: Quick Push!	####	4 Squares	1 Recipient	Next Initiativ	1 Round
4	Accurate Ranged Shots	4	Char Sheet	1 Target	Initiative	1 Round
4	Hunters Charge	4	Move x2	1 Creature	Initiative	1 Round
4	TIRO: Quick Flash Fire	####	12 Squares	1 Target	Initiative	1 Round
5	Long Distance Crossbow Shots	8	By Weapon	1 Target	Initiative	4 Rounds
5	Penetrating Ranged Shots	8	By Weapon	By Weapon	Initiative	2 Rounds
5	Step and Shoot	8	Miss Attack	Miss Attack	Initiative	1 Round
6	Held Throw - Single Target	8	By Weapon	1 Target	Initiative	5 Attacks
6	Shoot Thru Party to Target	8	By Weapon	By Weapon	Initiative	1 Round
7	Brutal Push Forward	8	1 Square	1 Square	Initiative	1 Round
7	Hold Civilized Creature	8	8 Squares	1 Target	1 Round	5 Rounds
8	Acid Rain	8	8 Squares	1 Square	Initiative	2 Rounds

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8	Critical Ranged Shot (Pre-Battle)	8	By Weapon	By Weapon	1 Minute	4 Hrs or 1 B
8	Desperation Attack	8	Self	Self	Initiative	1 Round
8	Flame Strike	8	10 Squares	1 Square	Initiative	1 Round
8	Force Clap	8	12 Squares	2 Squares	Initiative	Instant
8	Hail Stones Attack	8	12 Squares	2x2 Square	Initiative	Instant
8	Static Bolt	8	10 Squares	Direct Line	Initiative	Instant
8	Whirling Mordra - Rogue	8	Touch	Adjacent Sq	Initiative	1 Round
9	Mounted Melee Attack	12	1 Square	1 Horse	Initiative	1 Battle
10	Blunted Bow Shots (Bow Only)	12	By Weapon	1 Target	Initiative	4 Rounds
10	Last Ditch Effort	12	Self	Self	Initiative	1 Battle
12	Class Power Attack	12	8 Squares	1 Target	Initiative	1 Round
12	Class Power Attack (FIRE)	12	10 Squares	1 Target	Initiative	1 Round
12	Targeting A Moving Target	12	By Weapon	By Weapon	Initiative	1 Round
12	Whirling Mordra	12	Touch	8 Squares	Initiative	1 Round
13	Acid Blobs	16	12 Squares	2x2 Square	Initiative	3 Rounds
13	Dokour Flame Attack	16	12 Squares	1 Target	Initiative	1 Round
14	Ranged Sucker Shot(s)	16	By Weapon	1 Target	Initiative	1 Round
14	Surprise Death Blow	16	Melee	1 Creature	Next Initiative	1 Round
15	Moving And Shooting	16	By Weapon	1 Target	Initiative	1 Round
15	Surprise Killing Blow	16				
16	Fire Bombardment	20	12 Squares	1x2 Square	Initiative	1 Round
16	Lightening Bolt	16	12 Squares	Direct Line	Initiative	1 Round
17	Force Cage	20	8 Squares	3x3 Square	10 Minutes	3 Rounds
17	Hammering Force	20	12 Squares	2 Squares	Initiative	Instant

Battle Reaction		Cos	RANGE	AoE	Rollout	Duration
1	AoO on Enter or Exit	4	1 Square	1 Target	Instant	1 Round
1	Avoid An AoO	4	Self	Movement	Instant	1 Round
1	Set for Charge	4	Self	1 Charge	Instant	1 Round
3	Blunder Reroll	4	Self	1 Blunder	Instant	Instant
3	Distraction (Doesn't Counter)	4	In Sight	In Sight	Instant	Up to 30 Min
5	Disruptive Factor (Counter)	8	8 Squares	3x3 Square	Instant	2 Rounds
6	AoO on Melee Entry	4	Melee	Self	Instant	1 Round
6	Brace for Onslaught	8	Self	Self	Initiative	2 Rounds
6	Critical Roll Additions	8	Self	1 Attack	Instant	Instant
7	AoO on Kill	8	1 Square	1 Target	Instant	Instant
7	Blunder Change Up	8	Self	Self	Instant	Instant
9	2nd Attempt To Grab	12	Touch	Self	Instant	Instant
9	Critical Hit - 2nd Choice	12	Self	Self	Instant	Instant
13	Feign Death	16	Self	Self	Instant	2 Rds Min

Class Specialty		Cos RANGE	AoE	Rollout	Duration
1	Climbing	4 Move	Vertical Are	1 Minute	5 Minutes
1	Graduate Tiro Ritual	#### Self	Self	1 Round	Permanent
1	Rogue To Rogue Signals	4 In Sight	In Sight	Next Initiativ	15 Minutes
1	Skinning A Hide	4 Self	Animal	12 Hours	Permanent
2	Convincing Another (or Lie)	4 Hearing	Varies	5 Rounds	Usually 2 D
2	Disguise	4 1 Square	Self	30 Minutes	12 Hours
2	Fire Starter	4 6 Sqaures	1 Item	Initiative	Continuous
2	Make Fire with Sticks	4 Touch	Kindling	10 Minutes	Permanent
2	Silent Movements	4 Self	Self	Initiative	20 Minutes
2	Ventriloquism	4 4 Sqs/Tier	1 Square	Initiative	1 Round
3	Mental Alarm Clock	4 Self	Self	10 Minutes	18 Hours
3	Repair Undead/Living Dead	-2 Touch	1 Target	1 Minute	Permanent
4	Situational Awareness	4 Self	Within Heari	4 Minutes	1 Hour / Tier
4	Sleight of Hand	4 Self	Arms Lengt	1 Round	Instant
5	Freehand Climbing @ 1/2 Movem	8 Self	1/2 Moverne	12 Secs (2	1 Rds (6 Se
5	Repair Weapons/Armor	8 1 Square	1 Wpn/Armo	4 Hours	Permanent
6	Make/Repair Arrows	8 Touch	Self	4 Hours	Permanent
10	Honing Melee Weapon	12 Touch	1 Weapon	2 Hours	1 Battle
11	Wake To Battle	12 Self	1 Round	Next Initiativ	1 Round
12	Impersonate A Person	12 Self	1 Person	10 Min/Com	12 Hours
17	Impersonate Person	20 Self	1 Person	10 Min/Com	6 Hours
18	Arcane Removal (1 of 3)	60 Touch	1 Target	6 Hours	Permanent
18	Arcane Removal (2 of 3)	60 Touch	1 Target	6 Hours	Permanent
18	Arcane Removal (3 of 3)	60 Touch	1 Target	6 Hours	Permanent

Communication						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Speak/Read/Write Common	4	Self	Self	1 Minute	1 Day
2	Hot Conversations	4	PMP	2 Fires	2 Rounds	20 Minutes
3	TIRO: Colored Signal Flare	####	20 Squares	1 Flare	Initiative	1 Minute
4	Arcane Translation - 1 Page	4	Touch	200 Charact	20 Minutes	20 Minutes
4	Hunter Marks	4	6 Squares	1 Square	1 Minute	1 Month (30
4	Mimic Soft Nature Sounds	4	Self	6x6 Square	Initiative	20 Minutes
5	Arcane Interpretation - 1 Page	8	Touch	200 Char	10 Minutes	1 Hours
6	Overhear the Conversation	8	12 Squares	1 Conversat	5 Minutes	1 Hour
6	Read/Write Language	8	1 Sqare	1 Person	30 Minutes	1 Day
6	Speak with Dead	8	Touch	1 Target	1 Round	20 Minutes
7	Eavesdrop on Nae'Em Convo (E	8	8x8 Square	1 Convo	10 Minutes	5 Min/Tier
7	High Flares	8	In Sight	16 Sq Spher	10 Minutes	20 Minutes
7	Sphere Of Privacy	8	8 Squares	3x3 Square	4 Minutes	2 hours / Tie
9	Speak With The Resting Dead	12	6 Squares	3 Squares	20 Rds (2 M	5 Minutes
10	Speak Language	12	Touch	a person	3 Minutes	1 Day
16	Cultural Immersion	16	Touch	1 Recipient	10 Minutes	2 Days
19	Dead Spirit Conversation	20	6 Squares	1 Spirit	10 Minutes	Rollout

Creations						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Create Singer's Salve	4	Touch	1 Salve	4 Hours	End Of Year
1	Create Sunrise Potion	4	Touch	1 Potion	4 Hours	Used / EOY
3	Animate Cats Eye Marble	4	Self	Caster	1 Minute	2 Hours
3	Eolas False Magical Glow	2	4 Squares	1 Item	10 Minutes	End Of Year
3	Orix False Glow	4	4 Squares	1 Item	2 Minutes	15 Minutes
3	Visible Sign Posts	4	5 Squares	1 Sign Post	1 Minute	2 Hours
4	Triggered Announcements	4	Touch	2x1 Sqs (W	30 Minutes	Until Trigger
4	Weapon Speed Charm	4	Touch	1 Weapon	30 Minutes	1 Battle
5	Create Ionic Marker	8	Touch	1 Object	1 Day	Permanent
5	Create Ionic Marker (Nae'Em)	48	Touch	Caster	1 Day	Permanent
5	Create Revive Salve	8	Touch	1 Salve	4 Hours	Used / EOY
6	Release Arcane Script	8	Touch	200 Charact	10 Minutes	1 Hour
7	Create Health Poultice	8	Touch	1 Poultice	4 Hours	Used / EOY
7	Create Repellent Oil	8	Touch	1 dose	4 Hours	Used / EOY
7	Create Water Breathing Leaf	8	Self	Self	1 Minute	1 Day
8	Constrain Arcane Script	8	Touch	200 Charact	1 Hour	Permanent
8	Imbue an Item with	8	Touch	1 Item	3 Days	5 Years
8	Increase Nae'Em Rogues Grace	8	Touch	1 Rogue	3 Minutes	1 Day
10	Create Clear Mind Inhalent	12	Touch	1 Vial	4 Hours	Used / EOY
10	Ladders & Stairs	12	12 Squares	1 Square	5 Rounds	1 Hour
11	Add Signs to Signpost	12	1 Square	1 Signpost	10 Minutes	3 Days
11	Create Calming Tea	12	Touch	1 Jar	4 Hours	Used / EOY
11	Create Java Meal Spice	12	Touch	1 Meal	4 Hours	Used / EOY
11	Sight of the Statue	12	1 Mark per	1 Object	30 Minutes	1 Day
11	Triggered Announcement	12	Touch	2 Squares	3 Days	Permanent
13	Enchantment of Returning	32	Touch	1 Small Wp	5 Minutes	1 Battle
16	Create Leather Golem	16	Touch	1 Construct	6 Hours	1 Day
17	Place An Arcane Aspect	20	Touch	1 Item	3 Days	Permanent
18	Create Wood Golem	20	Touch	1 Construct	8 Hours	1 Day
19	Create Stone Golem	20	Touch	2x2 Square	8 Hours	1 Month (30
End						

Fences and Shelters						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Camp Perimeter Shock	4	Touch	3x3 Square	2 Minutes	8 Hours
2	Hunters Hut (10 ppl)	4	Touch	2x1 Square	20 Minutes	8 Hours
2	Perimeter Safety	4	Touch	3x8 Sq Peri	30 Minutes	8 Hours
2	TIRO: Garish Pup Tent	####	8 Squares	1x2 Square	1 Minute	8 Hours
3	Assist Hunter's Lean-To	4	Touch	1 Lean-To	10 Minutes	2 Hours
3	Create Temporary Shelter (3 ppl	4	Touch	1 Shelter	10 Minutes	2 Days
6	Force Platform	8	16 Squares	2x2 Sq Platf	2 Minutes	10 Minutes
7	Circle of Protection vs Acid	8	9 Squares	3 Sq Radius	5 Minutes	1 Hour
7	Hunters Hidden Shelter (4 ppl)	8	1 Square	3 x 3 Squar	1 Hour	8 Hours / Ti
7	Strumos Waystation	8	4 Squares	3x3 Square	1 Minute	12 Hours
8	Circle of Protection vs Undead	8	Self	3 Square R	Initiative	4 Hours
10	Charged Fencing - Two Sides	12	6 Squares	2 - 9 Sqs	Initiative	4 Hours
10	Walls of Force (4 to 6)	12	12 Squares	See Descrip	5 Min / Wall	4 Hours
11	Force Wall	12	Touch	6 Sqs Long	20 Minutes	1 Hour
12	Astral Shed	12	Touch	1x1x2 Sqs	1 Minute	8 Hours
13	Circle of Containment	16	Touch	3 Sq Rad Ci	10 Minutes	4 Hours
14	Magma Perimeter	16	Caster	4x4 Sq Islan	30 Minutes	6 Hours
14	Tree House	16	8 Squares	4 Sq High T	30 Minutes	12 Hours
19	Fort of Thorns	20	12 Squares	10x10 squar	30 Minutes	12 Hours

Find or Reveal						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Detect Magic & Number of Aspe	4	2 Squares	1x1x1 Squa	5 Minutes	Permanent
1	Find Entry Gate	4	Urban	Community	1 Round	30 Minutes
2	Dispel Magic Spell	8	4 Sqs	1 Item	6 Minutes	Permanent
2	Know Your Name	4	20 Squares	1 Target	Next Initiativ	Instant
2	Orix View Sign Posts	4	8 Squares	1x1 Sq Sph	2 Minutes	30 Minutes
3	Reveal Sign Posts	4	15 Squares	1 Sign Post	1 Minute	2 Days
3	Reveal Value	4	Self	1 Item	10 Rds (1 M	Permanent
4	Aspects Counted By Type	4	1 Square	1 Item	30 Minutes	Permanent
4	Direction to Ionic Marker	4	PMP	1 Nae'Em	1 Hour	Instant
4	Find Hidden Accesses	4	Self	2w x 2d x 1	10 Minutes	2 Hours
4	Identify Aspects (1/Tier)	4	1 Square	1 Item	30 Minutes	Permanent
4	TIRO: Tracking	####	Self	1 Trail	Initiative	1 Hour
5	Detect Magic	8	2 Squares	1-5 item	5 Minutes	Instant
5	Divining Water	8	1/4 Mark	15 Sqs Dee	30 Minutes	Permanent
5	Know About You	8	8 Squares	1 Creature	30 Seconds	Instant
5	Locate Ionic Marker	8	PMP	1 Marker	1 Hour	Instant
6	Dispel Magic Spell	8	Touch	1 Item	6 Minutes	Permanent
8	Dispel Magic Spell	8	Touch	1 Target	6 Minutes	Permanent
9	Search for Focus Item	12	Self	1 Mark	1 Day	4 Hours
10	Find Clues To True Name	24	4 Squares	1 Item	2 Hours	Permanent
14	Curse Ionic Marker	16	PMP	PMP	10 Minutes	1 Month
17	Reveal True Name	80	1 Square	1 Square	12 Hours	Permanent
18	Identify All Aspects	30	Touch	1 Object	6 Hours	Permanent
End						
Food And Drink						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Draw Up Ground Water	4	Touch	2 Skins/Tier	5 Minutes	Permanent
3	Increase Food	4	2 Squares	1-21 Meals	10 Minutes	Permanent
4	Improve Food	4	1 Square	4 Meals	10 Minutes	1 Hour
4	Permanently Preserve Food	12	4 Squares	1 Square C	2 Hours	Permanent
5	Draw Out Rain Water	8	Caster	1 Square	1 Minute	Permanent
15	Create Food For A Family	16	Touch	1 Square	5 Minutes	Permanent

Healing and Rest						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Basic Healing 2d6+ACU	4	2 Squares	1 Target	Initiative	Permanent
1	Forced Heal 1d6 HP (+more)	4	1 Square	1 Target	Initiative	Permanent
1	Sylvan Forced Healing 1d6 HP	4	Touch	1 Creature	Initiative	Permanent
1	TIRO: Healing Bolus	####	1 Square	Recipient	Initiative	Permanent
2	Feather Bed	4	Touch	1x2 Sqs	2 Minutes	12 Hours
2	Healing Flames 1d4 HP per Tier	4	Touch	1 Recipient	Initiative	Permanent
2	Sleep	4	4 Squares	1 Target	1 Minute	1d6 Hours
2	Triggered Forced Healing 2d8	6	Self	Recipient	1 Hour	3 Days
3	Heal Sickness	4	2 Squares	1 Target	1 Minute	Permanent
4	Delayed Healing 2d6	4	2 Squares	1 Creature	2 Minutes	4 Hours
4	Final Rites	4	Touch	1 Body	30 Min	Permanent
4	Let Dead Rest	4	Touch	1 Body	30 Min	Permanent
4	Slow Healing 10/Hr (Max=4 hrs)	10	2 Squares	2 Creatures	4 Hours	permanent
5	Assist Another's Healing	8	4 Squares	1 Heal Spell	10 Minutes	Instant
5	Quarantine Isolation	8	4 Squares	1x2 Square	1 Hour	1 Day
5	Repair A Dead Body	4	1 Square	1 Target	30 Minutes	Permanent
6	Cleansing Fire	8	Self	Self	30 Minutes	12 Hours
6	Common Healing 2d8+ACU	8	Touch	1 Creature	Initiative	Permanent
6	Destroy Harmful Substance	8	6 Squares	1 Square	10 Minutes	Permanent
7	Deep Doze	8	Touch	1 Ctr/Tier	10 Minutes	4 Hours
7	Electrifying Sickness Cleanse	8	Touch	1 Creature	2 Hours	Permanent
9	Cure Disease	12	2 Squares	1 Target	4 Hours	Permanent
9	Extra Healing 3d8+ACU	12	Touch	1 Creature	Initiative	Permanent
10	End Current Dmg Over Time	12	8 Squares	1 Target	Initiative	Permanent
11	Ectoplasmic Cast	12	Touch	1 broken bo	1 Hour	Permanent
11	Revive Life With A ZAP!	36	Touch	1 Body	10 Minutes	Permanent
11	Summon Life From Death	36	Touch	1 Body	12 Hours	Permanent
12	Great Healing 5d6+6 +ACU	15	2 Squares	1 Creature	Instant	Permanent
12	Ranged Forced Healing 2d8+2 H	12	12 Squares	1 Target	Initiative	Permanent
14	Consecration of Corpse	16	1 Square	1 Corpse	30 Minutes	Permanent
14	Major Healing Bolt 6d6-1d2	16	12 Squares	1 Creature	Initiative	Permanent
15	Held Stasis	16	Touch	1 Target	1 Minute	1 Month (30
17	Major Group Heal 200 HP	20	6 Squares	3 Sq Rad Ci	20 Minutes	Permanent
20	Raise The Dead	40	Touch	1 Corpse	8 Hours	Permanent
End						

Hide or Obscure						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
2	Crack in the Wall	4	2 Squares	Caster+Gue	Initiative	5 Rounds
Illusions						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	TIRO: Beauty Contestant:2nd Pri	####	Self	Self	5 Minutes	12 Hours
2	Rogue's Right Place, Right Time	4	Touch	1 Rogue	5 Minutes	1 Hour
2	TIRO: Random Friendship	####	10 Squares	1 Target	Initiative	Special
3	TIRO: 2 Rope Image	####	1 Rope	1 Rope	1 Minute	2 Hours
5	Ribbon Goblin Lookout	8	1/4 Mark	1 Ribbon Cr	30 Minutes	8 Hours
11	Personal Decoy	12	25 Squares	25 Sq Radiu	2 Rounds	20 Minutes
20	Mirror A Person	20	15 Square	1 Person	2 Rounds	1 Hour
Light						
Light and Darkness						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Light of Dokour Red	4	Self	Varies	Initiative	4 Hours
1	Light of Eolas (off - White)	4	Self	Varies	Initiative	4 Hours
1	Light of Orix (Bright White)	4	Self	Varies	Initiative	4 Hours
1	Light of Strumos Yellow	4	Self	Varies	Initiative	4 Hours
1	Light of Sylvan (Greenish)	4	Self	Varies	Initiative	4 Hours
1	Shadow Cover	4	Self	1 Suare	1 Minute	1 Hour
3	The Darkness	4	Self	5 Sq Dia Sp	Initiative	4 Hours
4	Capture/Release Normal Light	4	Self	12 Sqs Radi	2 Minutes	2 Hours
4	Profiled In Fire	4	12 Squares	Recipient	Initiative	2 Hours
4	Shadow of the Magi	4	Self	3 Sq Dia Sp	Initiative	Conc +4 Rd
4	TIRO: Aural Spark	####	10 Squares	2x2 Sqs	Initiative	1d20 Minute
Mechanicals						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Create Message Trap	8	Touch	1 Square	20 Minutes	Until Trigger
1	Deactivate/Activate Mechanical	8	Touch	1 Mechanic	10 Minutes	Until Reset
2	Create Impedance Traps	6	Touch	1x2 Square	20 Minutes	Until Trigger
3	Acid Etching - TBD	####	Touch	1x1 Square	30 Min	Permanent
5	Create Damaging Trap	12	Touch	1 Square	20 Minutes	Until Trigger
6	Pause Magical Lock	8	2 Squares	Lock	10 Minutes	Rollout
End						

Nae'Ems							
Lvl	Title		Cos	RANGE	AoE	Rollout	Duration
1	Create a Temporary Nae'Em - TB	4	2	Squares	1 Civ Creatu	2 Hours	1 Week
1	Send Item to A Nae'Em Location	4		PMP	1 Mid Item	20 Minutes	Instant
2	Connect With A Fighter	4		PMP	1 Recipient	2 Days	Permanent
2	Connect With A Hunter	4	1	Square	1 Recipient	2 Days	Permanent
3	Call Bonded Person	4		PMP	1 Recipient	30 Minutes	Instant
4	Call/Return Nae'Em Item	4		PMP	1 Item	Next Initiativ	Instant
4	Speak With Animals	4		Touch	1 Animal	5 Minutes	4 Hours
4	TIRO: Sloppy Spying	####	12	Squares	3x3x3 Sqs	Initiative	5 Minutes
5	Call/Return Nae'Em Item	8		PMP	1 Item	Initiative	Instant
5	Scry Open areas - 5 Marks	8	5	Marks	15x15 Squa	6 Minutes	30 Min / Tier
5	Scry to a Nae'Em	8	8	Marks	1 Nae'Em	2 Minutes	1 Hour
6	Animal Connection (Ae'Em)	12	2	Squares	1 Recipient	4 Hours	EOY
6	Create a Vae'Em Location.	8	1	Square	1 Square	4 Hours	Permanent
7	Create Permanent Nae'Em	12	1	Square	1 Recipient	4 Days	Permanent
7	Direction To Dokour Target	8		Self	5 Marks Ra	1 Hour	Instant
7	Speak To Dokour Target	8	3	Marks	1 Recipient	1 Hour	1 Round / Ti
7	View An Animal (Ae'Em)	8		PMP	1 Ae'Em, 1	5 Minutes	1 Hour
8	Portal To Nae'Em	8		Self	PMP	30 Minutes	5 Minutes
8	Protect Nae'Em Hunter vs Missil	8	12	Squares	1 Target	2 Minutes	8 Hours
8	Raise Nae'Em Fighter Str +1	8		Touch	1 Fighter	2 Minutes	1 Hour
8	Scry - Dense Populations - TBD	8		Community	4x4 Square	5 Minutes	10 Min / Tier
8	Scry on Imp Spy	4		Touch	1x2x2 Squa	1 Minute	4 Hours
9	Detect 'Ems (All Types)	36	4	Squares	1 Square	20 Minutes	Instant
9	Scry To A Vae'Em (Place) - TBD	12		Current Pla	Nae'Em 4x4	5 Minutes	1 Hour / Tier
11	Connect To An Arcane Focus lte	36		Touch	1 Item	3 Days	Permanent
11	Eavesdrop on Nae'Em Convo	12	20	Sq Radiu	1 Convo	5 rounds	5 Min/Tier
12	Portal To Nae'Em - TBD	12		Self	PMP & 2 Us	30 Minutes	2 Minutes
14	Bestow House Authority	48	1	Recipient	1 Target	1 Month	Permanent
14	Establish A House	48	1	Recipient	1 Target	7 Days	Permanent
15	Create Permanent Location Vae'	16	10	Squares	2x2 Sq Area	1 Day	Permanent
20	Nae'Em Natural Landmark	20	4	Square	1 Landmark	2 Hours	Permanent

Natural Environment						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Find North	4	Self	Self	Initiative	1 Hour
2	Benign Approach	4	10 Squares	10 Squares	5 Minutes	1 Hour
2	Plant Growth	4	Promotes n	4x4 Sqs	1 Hour	Permanent
2	Remove Plant Disease	4	4 Squares	4x4 Square	10 Minutes	Permanent
3	Calm Animal	4	2 Squares	1 Animal	20 Minutes	2 Hours
3	Hunt/Fish/Gather	4	Self	20x20 Squa	9 Hours	Rollout
4	Predict Weather	4	Self	Up to 5 Mar	1 Hour	1 Week
6	Animal Healing	6	4 Sqs	1 Animal	1 Minute	Permanent
6	Grow A Plant Canopy	8	12 Squares	3x3 Sq Area	5 Minutes	12 Hours
8	Coastal Net Fishing	8	Self	Ocean	16 Hours	Permanent
10	Control Wind Sphere	12	18 Squares	5x20 Sq Are	10 Minutes	12 Hours
12	Find/Follow Trail	12	Self	1 Mark	20 Minutes	24 Hours
16	Control Water	16	Self	4x4x4 Sqs	10 Minutes	4 Hours

End

Planar						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Langstrom Location (Vae'Em)	4				
2	Langstrom Cloak Pockets	4	Touch	1 Worn Gar	1 Minute	1 Week
3	Ethereal Return Portal	4	PMP	Caster	2 Hours	2 Minutes
4	Veil of Shadows	4	Caster	4x4 Square	6 Minutes	12 Hours
5	Arlo's Astral Storage	8	Touch	1 Square	2 Minutes	Permanent
5	Dimension Quick Portal for 3	8	2 Squares	3 Civilized cr	30 Minutes	2 Rounds
6	Create Ethereal Home Pad	8	1 Square	1x1 Square	1 Hour	1 Hour
6	Dimension Personal Hideaway	8	Self	1x2 Square	10 Minutes	2 Hours
6	Langstrom Portal	8				
6	Langstrom Rupture	8	8 Squares	1x1 Sq Port	30 Minutes	1 Minute
7	Astral Portal	8	1 Square	1 Square	2 Hours	1 Minute
7	View Dimension	8	10 to 100 S	2x2 Sq Peri	10 Minutes	6 Hours
9	Dimension Portal	12	Touch	Portal Struct	1 Hour	2 Minutes
9	Dimensional Containment	12	Touch	3x3 Sq Radi	10 Minutes	4 Hours
10	Astral Mental Shield	12	Self	Self	2 Minutes	4 Hours
10	Project Astral Image Within PMP	12	Self	PMP	20 Minutes	4 Hours
11	Astral Plane Projection	12	Self	Astral Plane	20 Minutes	4 Hours
12	Circle - Dimensional Expulsion	12	Touch	2 x 2 Squar	12 Secs (2	1 Round
12	Circle of Ethereal Expulsion	12	8 Squares	3x3 squares	30 Minutes	4 Hours
12	Circle of Langstrom Expulsion	12	Touch	3x3 Square	10 Minutes	4 Hours
13	Circle of Astral Expulsion	16	Touch	3 Sq Radius	10 Minutes	4 Hours
13	Find Nearest Langstrom Portal	16	Self	10 Marks	1 Hour	6 Days
19	Permanent Ethereal Portal	20	PMP	1 Landmark	2 Days	Permanent

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Shape Change					
Lvl	Title	Cos	RANGE	AoE	Rollout Duration
1	Shape Of A Dog	4	Self	Self	2 Minutes 8 Hours
2	Shape Of A Deer	4	Self	Self	10 Minutes 2 Hours
3	Shape Of A Plant	4	Self	1x2 Square	1 Minute 4 Hrs (Min 1
4	Shape of A Familiar	8	Self	Self	6 Minutes 4 Hours
5	Shape Of A Dolphin	8	Self	Self	1 Minute 1 Day
7	Annie's Slow Alteration	8	Self	Self	4 Rounds 4 Hours
7	Shape Of A Wolf	8	Self	Self	10 Minutes 4 Hours
9	Hide In A Tree	12	Touch	1 tree	10 Minutes 4 Hrs
9	Shap of Nae'Em Rogue	12	Self	Self	3 Minutes 2 Hours
9	Shape Of A Bear	12	Self	Self	5 Minutes 2 Hours
11	Shape Of A Hawk	12	Self	Self	4 Minutes 4 Hours
13	Shape Of A Satyr	16	Self	Self	10 Minutes 4 Hours
15	Shape Of A Centaur	16	Self	Self	10 Minutes 6 Hours
16	Shape Of A Mer Person	16	Touch	Self	20 Minutes 8 Hours
18	Shape Of A Harpy	20	self	self	20 Minutes 2 Hours

Summon or Send					
Lvl	Title	Cos	RANGE	AoE	Rollout Duration
3	Invoke Temporary Imp	4	8 Squares	PMP	1 Hour 1 day / Tier
3	TIRO: I Have Your Item!	####	4 Sqs	1 Item	Initiative 1 Round
4	Call Item (in Sight)	4	6 Squares	1 Item	Next Initiativ Instant
4	Invoke Imp Partner (Year long)	4	30 Squares	PMP	2 Days (24 End of Year
5	Summon Nisse	4	Self	8x8x8 Sqs	10 Minutes 1 Month (30
6	Create Arcane Beetles	8	8 Squares	1 Square	Initiative 3 Rounds
7	Call/Send From Home Library	8			1 Minute Permanent
7	Invoke Skeleton/Drifter	24	2 Squares	1 Corpse	2 Hours 7 Days
8	Create Zombie/Skeleton	20	Touch	1 Target	6 Hours Save @ EO
12	Langstrom Servant: Pucoe Gree	12	1 Square	1 Creature	10 Minutes 8 Hours
13	Summon Strumos Item (Tae'Em)	16	PMP	1 Nae'Em	Initiative Instant
20	Invoke Wraith/Ghoul	50	50 Marks	2x2 Square	20 Minutes 4 Hrs/Tier

Traveling (PMP)					
Lvl	Title	Cos	RANGE	AoE	Rollout Duration
1	No Road Needed	4	Self	Traversable	10 Minutes 8 Hours
1	TIRO: Quick Jump	####	1d6 Square	Self	Next Initiativ Instant
3	Strumos Run	4	Self	Caster	5 Minutes 6 Hours
3	Summon Astral Beast of Burden	4	30 Squares	1 Creature	20 Minutes 1 Month (30
8	Hunters Stare (1-4 days)	8	Self	Self	10 Minutes 12 Hours
9	Cover Trail	12	Touch	1 Mark Trail	20 Minutes 12 Hours

Urban Environment					
Lvl	Title	Cos	RANGE	AoE	Rollout Duration
9	Urban Tracking	12	Self	Urban or Su	3d8 Minutes 2 Hours
10	Lose A Tail	12	Self	Urban	3d8 Minutes Permanent

Utility or Misc					
Lvl	Title	Cos	RANGE	AoE	Rollout Duration
1	TIRO: Water From A Plant	####	1 Square	1 Plant	Initiative 10 Minutes
2	TIRO: Amplify Own Speech	####	Self	3x3x3 Sq	Initiative 5 Minutes
4	TIRO: Tasty Gruel	####	Touch	Varies	1 Minute 1 Hour
9	Food Times Three	12	3 Squares	2x2 Square	12 Hours Permanent

z - Basic Skills To All					
Lvl	Title	Cos	RANGE	AoE	Rollout Duration
1	Cooking - Basic	####	5 feet / 1/5	Campfire	2 Hours 10 Minutes
1	Field Binding	4	Touch	1 Creature	Initiative Permanent
1	Hide	####	Self	Self	Initiative 10 Minutes
1	Riding (horses and other)	####	Self	Self	Initiative Permanent
1	Swimming - Beginning	####	Self	Self	Initiative Permanent