# 0 No Counter Available

LEVEL Tier 1

X

COST	RANGE	ROLL OUT
pts		
STACK	AoE	DURATION

COLLECTION	OUTCOME
Other-Counter	Magical
SAVE COL	CLASS GROUPS
none	YL-STM-EOL-ORX-ROG-H

Designed by Freepik

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1. Details: COUNTER SPELL

--

2. This Spell DOES:

- -

3. This Spell does NOT:

--

4. Focus Item:

\_\_\_

### WHAT THIS DOES:

WHAT THIS DOES NOT DO:

**Bonds and Connections** 

Counter:

NO COUNTER AVAILABLE

**Creations:** 

**Enhancements:** 

LVL ENHANCEMENTS
O No Enhancements

COST

# 1 Camp Perimeter Shock

LEVEL Tier 1

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

COST 4 pts	RANGE Touch	ROLL OUT  2 Minutes
STACK	AoE	DURATION
1	3x3 Squares	8 Hours

COLLECTION	OUTCOME
Battle-Prep	Magical
SAVE COL	CLASS GROUPS
SNS 2	STM



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#### 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.



Dispel Magic Spell

#### Creations:

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

#### **Enhancements:**

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

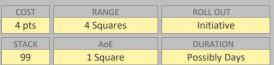


- Spell does 2d3 lightning damage instead of 1d3.
- Focus Ring w/ Crystal is not passive.

## 1 Cause Illness

LEVEL Tier 1

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





COLLECTION	OUTCOME	
Battle-Offense		Magical
SAVE COL		CLASS GROUPS
JAVL COL	= //	CLASS GROOFS
HTH 2	70	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

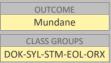
LEVEL Tier 1

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

COST	RANGE	ROLL OUT
4 pts	Touch	5 Minutes
STACK	AoE	DURATION
99	2 Skins/Tier	Permanent



	Food-Water		
V	SAVE COL		
	none		





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

# 1 Basic Healing 2d6+ACU

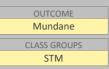
LEVEL Tier 1

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

COST	RANGE	ROLL OUT
4 pts	2 Squares	Initiative
STACK	AoE	DURATION
99	1 Target	Permanent



COLLECTION		
Health-Life-Death		
SAVE COL		
none		ſ





Created by COPILOT

#### Details:

- Heal 2d6 + ACU Bonus

### WHAT THIS DOES:

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

## WHAT THIS DOES NOT DO:

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

#### **Bonds and Connections**

- No Nae'Em connection.

## Counter:

No Counter Available.

#### **Creations:**



Draught Of Health

- Heals 2d4.
- STM: Heals 2d6.
- Need: Campfire, 16 SP, 8 Hrs.

Mercury, Astral Specks, Wheat Stalks.

- Market: 9 Max, Buy:80 GP, Sell:18 GP.

#### **Enhancements:**

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



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

# Light of Class Color

LEVEL

## Default Light: Candle light

COST 4 pts	RANGE Self	ROLL OUT Initiative
STACK 99	AoE Varies	DURATION 4 Hours



COLLECTION	OUTCOME
Utility-	Magical
SAVE COL	CLASS GROUPS
none	SYL-STM-EOL-ORX



Created by COPILOT

#### Details:

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

- 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.



Same Spell

## Creations:



Astral Candle Light Powder

- Creates Candle light (1 sq sphere).
- EOL-STM-SYL: 2 Sq Sphere.
- Need: Kitchen/Lab, , 4 Hrs.

Astral Specks, Lye Soap, Standstone.

- Market: 9 Max, Buy:45 GP, Sell:12 GP.

#### **Enhancements:**

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

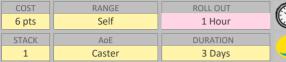


- Focus Item with crystal is NOT passive.
- Light from Focus & moves to just above casters head.
- Allows caster to choose brightness

# 2 Triggered Forced Healing 2d8

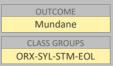
LEVEL Tier 1

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





Battle	-Prep	
SAVE	COL	
none		





Created by COPILOT

#### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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

#### **Bonds and Connections**

- No Nae'Em connection.



#### Counter:

LVL: 1

Rollout Interruption

#### **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



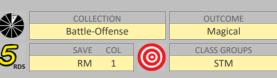
- Focus Item with crystal is NOT passive.
- Allows the stacking limit to become 2, instead of 1.

# 2 Barbed Sparks

LEVEL Tier 1

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

COST 4 pts	RANGE Self	ROLL OUT Initiative	
STACK 99	AoE 4 sq Triangle	DURATION 5 Rounds	





Created by COPILOT

#### Details:

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

#### WHAT THIS DOES:

- Does spread out (triangular) from 1 square in the first row to 3 squares in the second row,
  - first row the the square directly 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 ring with crystal is NOT passive.
- Save +1 column

# 2 Electric Zap

LEVEL Tier 1

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

COST 4 pts	RANGE 8 Squares	ROLL OUT Initiative	
STACK	AoE	DURATION	3
99	1 Square	Instant	



COLLECTION	OUTCOME
Battle-Offense	Magical
SAVE COL	CLASS GROUPS
none	STM
	0



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



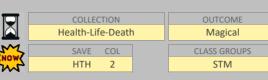
- Focus ring with crystal is NOT passive.
- Initiative +4.

## 2 Heal Sickness

LEVEL Tier 1

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

COST 4 pts	RANGE 2 Squares	ROLL OUT 1 Minute
STACK	AoE	DURATION
99	1 Target	Instant





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.

## Feather Bed

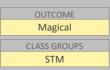
LEVEL

## A feather bed for 2 appears.

COST 4 pts	RANGE Touch	ROLL OUT 2 Minutes
STACK 3	AoE 1x2 Sqs	DURATION 12 Hours



	COLLECTION				
	Shelter-Rest-Protection				
Λ.	SAVE COL				
)	none				





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 ring with crystal is NOT passive.
- Allows 1 spell to affect 2 areas,
  - Two separate AOEs of 1x2 Sqs.

## 2 Sleep

LEVEL Tier 1

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

COST	RANGE	ROLL OUT	
4 pts	4 Squares	1 Minute	
STACK	AoE	DURATION	
1	1 Target	1d6 Hours	





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:

No Counter Available

#### **Creations:**

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

#### **Enhancements:**

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



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

## 2 Connect With A Fighter

LEVEL Tier 1

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

COST 4 pts	RANGE PMP	ROLL OUT 2 Days	COLLECTION Personal-Connections	OUTCOME Magical
STACK 2	AoE 1 Recipient	DURATION Permanent	SAVE COL none	CLASS GROUPS 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:

LVL: 1 Rollout Interruption

#### **Creations:**

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

#### **Enhancements:**

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



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

## 3 Protect Fighter vs Ranged/Thrown

LEVEL Tier 1

## Recipient gains +2 vs ranged/thrown attacks.

COST 4 pts	RANGE 8 Squares	ROLL OUT Initiative
STACK 1	AoE 1 Recipient	DURATION 4 Hours

COLLECTION						
	Battle-Defense					
	SAVE COL					
	none					

OUTCOME
Magical
CLASS GROUPS
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:

LVL: 1 Dispel Magic Spell

#### **Creations:**

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

#### **Enhancements:**

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



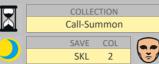
- Focus ring with crystal is NOT passive.
- AC bonus is +4

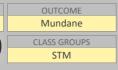
## 3 Summon Astral Beast of Burden

LEVEL Tier 1

AC:17/15, Init+0, Attk:x0x1, ToHit+0, Dmg:1d8, Move:15, 2 Marks/Day.

COST	RANGE	ROLL OUT
4 pts	30 Squares	20 Minutes
STACK	AoE	DURATION
3	1 Creature	1 Month (30 days)







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, Temporate, Arid, and Tropical.

#### WHAT THIS DOES NOT DO:

- Does NOT ensure commoners will react well to such a strange sight.
- Does NOT summon wild/unruly or an unhealthy creature.

#### **Bonds and Connections**

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

## Counter:

LVL: 1 Dispel Magic Spell

#### Creations:

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

#### **Enhancements:**

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



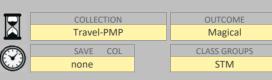
- Focus ring with crystal is NOT passive
- Raises the creatures HP to 50.

## 3 Strumos Run

LEVEL Tier 1

#### 1.5 times normal travel.

COST 4 pts	RANGE Self	ROLL OUT 5 Minutes
STACK 1	AoE Caster	DURATION 6 Hours





Created by COPILOT

#### Details:

- Caster increases their speed.
- Speed increase possible in the PMP only.
- Recasting this same spell a second time while under the effect of the spell...
  - resets the duration timer
  - does NOT double the effect.

#### WHAT THIS DOES:

- Does allow the caster to move 1.5 times the usual distance
  - Allow the caster to navigate around normal avoidable obstacles.
- Does maintain the casters vulnerability to attacks,
  - attacks would have limited success due to speed.
- Does include carried items and small pets.

## WHAT THIS DOES NOT DO:

- Does NOT affect anyone other than the caster,
- Does NOT affect a beast of burden,
- Does NOT affect other creatures.
- Does NOT allow the caster to travel through physical objects in the PMP.
- Does NOT allow the caster to attack/cast spells while traveling.

#### **Bonds and Connections**

- No Nae'Em connection.



#### Counter:

LVL: 1 Same Spell

#### 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 ring with crystal is NOT passive.
- Makes the speed 2x instead of 1.5x

# Conjure Native Beetles

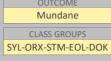
LEVEL

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

COST 4 pts	RANGE 4 Squares	ROLL OUT Initiative	
STACK 2	AoE 1 Mark	DURATION 2 Rounds	2



	COLLE	CTION	
Battle-Offense			
	SAVE	COL	
	SKL	2	\ <u>``</u>





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: 1 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 Item with crystal is NOT passive.
- Save +1 Column.



# 4 Improve Food

LEVEL Tier 1

### Food becomes nutritional.

COST 4 pts	RANGE 1 Square	ROLL OUT 10 Minutes
STACK	AoE	DURATION
99	4 Meals	1 Hour

COLLECTION	OUTCOME
Food-Water	Mundane
SAVE COL	CLASS GROUPS
none	SYL-STM



Created by COPILOT

#### Details:

- The caster improves the taste and/or quality of one food item/dish.

#### WHAT THIS DOES:

- Does improve the taste and/or quality of food.
- Does work on all non-poisoned / non-spoiled food.

## WHAT THIS DOES NOT DO:

- Does NOT let the caster conjure food or prepare it.
- Does NOT change the nature of poison or spoiled food.

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### **Creations:**

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

#### **Enhancements:**

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



- Focus Item with crystal is NOT passive.
- Duration of change becomes 1 day.

# Delayed Healing 2d6

LEVEL

Delayed Heal - up to 4 hrs (+2d6 HP). 1 per creature.

COST 4 pts	RANGE 2 Squares	ROLL OUT 2 Minutes
STACK	AoE	DURATION
99	1 Creature	4 Hours

<b>J</b>	COLLECTION	OUTCOME
5	Health-Life-Death	Mundane
	SAVE COL	CLASS GROUPS
1	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.



## Focus Items and/or Kits:

**ENHANCEMENTS** 

COST

**Enhancements:** 

16 Healing +4 18 Healing +8

LVL

- Focus ring with crystal is NOT passive.
- Changes Duration to 1 week.



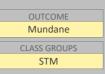
# 4 Slow Healing 10/Hr (Max=4 hrs)

LEVEL Tier 1

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

COST 10 pts	RANGE ROLL OUT 2 Squares 4 Hours		
STACK	AoE	DURATION	
3	2 Creatures	permanent	(

COLLE Health-Li		h
SAVE	COL	
SKL	2	=





Created by COPILOT

#### Details:

- The caster focuses, healing a creature for 10 HP per hour over the duration.
- Max 4 hours.

#### WHAT THIS DOES:

- Does heal a creature of the caster's choosing for 10 HP/hr.
  - Maximum of 4 hours per creature.
  - Save every hour. Failed Save ends spell.

## WHAT THIS DOES NOT DO:

- Does NOT cure diseases/poison/other ailments.
- Does NOT continue if the patient is disturbed within Duration,
  - Any effort beyond simple walking.

## **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

Rollout Interruption

#### **Creations:**

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

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
16	AoE = 2 Ppl	8
16	Healing +4	10
18	Healing +8	10



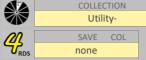
- Focus ring with crystal is NOT passive.
- Makes the healing +12 HP / Hr.

# Shadow of the Magi

LEVEL

## Darkness centered just above caster.

COST	RANGE	ROLL OUT
4 pts	Self	Initiative
STACK	AoE	DURATION
99	3 Sq Dia Sphere	Conc +4 Rds



Magical CLASS GROUPS 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:

Dispel Magic 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 Item with crystal is NOT passive.
- Duration becomes 20 Minutes w/o concentration.

# Repair A Dead Body

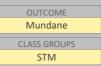
LEVEL

## Preps a body for funeral viewing.

COST	RANGE	ROLL OUT
4 pts	1 Square	30 Minutes
STACK	AoE	DURATION
1	1 Target	Permanent



COLLEG Health-Li		h
SAVE	COL	
SKL	2	=/





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 staff with crystal is NOT passive.
- Change Range to 8 Squares.

# **Quarantine Isolation**

LEVEL

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

COST 8 pts	RANGE 4 Squares	ROLL OUT  1 Hour	
STACK	AoE	DURATION	
99	1x2 Squares	1 Day	



COLLECTION	OUTCOME
Shelter-Rest-Protection	Mundane
SAVE COL	CLASS GROUPS
SAVE COL	CLASS GROUPS
none	STM



Created by COPILOT

#### Details:

- Cast upon the bedding of a sick/diseased person.

#### WHAT THIS DOES:

- Does give physical relief and comfort to an ill person.
- Does allow items that are in quarantine to be clean after the person is healthy.
- Does allow a better Save by 1 column to Health Saves regarding sickness/disease.

## WHAT THIS DOES NOT DO:

- Does NOT instantly heal.
- Does NOT work if a second sick/diseased person exits the area.
- Does NOT work if the person is moved within the duration.

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### **Creations:**

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

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
14	Save -1 Col	8



- Focus 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

## 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	my	SAVE COL	CLASS GROUPS
1	1-5 item	Instant	SMOWS	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:

LVL: 1 Rollout Interruption

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

## Arlo's Astral Storage

LEVEL Tier 2

X

COST	RANGE	ROLL OUT
8 pts	Touch	2 Minutes
STACK	AoE	DURATION
1	1 Square	Permanent



COLLECTION		OUTCOME
Utility-		Magical
SAVE COL		CLASS GROUPS
SAVE COL		CLASS GROUPS
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

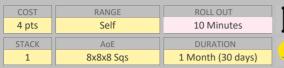


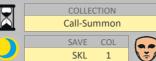
- Focus ring with crystal is NOT passive
- Allows an extra 5 small or medium items to be stored.

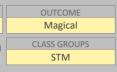
## 6 Summon Nisse

LEVEL Tier 2

### A creature that can be seen with ultra violet vision.









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 violiet sight/light.
- About Nisse:
  - Nisse are timid and will despawn if you make them angry/uncomfortable
  - they cannot stand to see violence, so they'll also leave if they do
  - they are rule followers and will not do anything that would break any rule.
  - they won't do anything that would reveal their presence
  - they can lift up to 9 kg/20 lbs
  - they must stay within the AoE or they will despawn!

#### WHAT THIS DOES:

- Does allow the caster to summon a Nisse.
- Does allow the caster to request the Nisse to help out.
- Does require the caster to make a Save when casting.
- Does allow spell to continue even if the caster is out cold, asleep, etc.
- Does summon a physical creature,
  - HP:12 AC:18 Init+10 ToHIT-10 (Runs from fights).
- Does allow the Nisse to carry 10 lines of inventory.

#### WHAT THIS DOES NOT DO:

- Does NOT allow the caster to command the Nisse to do any of the things it dislikes.
- Does NOT allow the Nisse to stay with the caster permanently.
- Does NOT create a month-long bond with the Nisse.



#### **Bonds and Connections**

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

#### Counter:

No Counter Available.

#### Creations:

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

#### **Enhancements:**

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



- Focus ring with crystal is NOT passive
- Nisse called is known by name to the caster,
  - That Nisse will have a 10x10x10 AoE.

# Common Healing 2d8+ACU

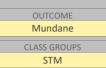
LEVEL

#### Heal 2d8+ACU

COST	RANGE	ROLL OUT
8 pts	Touch	Initiative
STACK	AoE	DURATION
99	1 Creature	Instant



	COLLECTION	
	Health-Life-Death	
,	SAVE COL	
7	none	





Created by COPILOT

#### Details:

- Caster heals a creature for 1d8+2.

#### WHAT THIS DOES:

- Does heal one creature of the caster's choosing for 2d8+2.

## WHAT THIS DOES NOT DO:

- Does NOT damage the target before healing.

#### **Bonds and Connections**

- No Nae'Em connection.

## Counter:

No Counter Available.

#### **Creations:**



Draught Of Health

- Heals 2d6. Dur:used.
- Astral Specks, Mercury, Wheat stalks.
- Creation: 16 Spell pts, 8 Hrs, Stack:9. - Requires campfire. BUY:80 GP.

## **Enhancements:**

LVL	ENHANCEMENTS	COST
16	Healing +4	10
18	AoE = 2 Targets	10
18	Healing +8	10



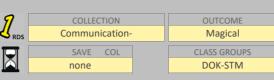
- Focus ring with crystal is NOT passive
- Adds another d4 of healing,
  - Total healing is 3d8 + 1d4 + 2 HP.

# 6 Speak with Dead

LEVEL Tier 2

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

COST	RANGE	ROLL OUT
8 pts	3 pts Touch 1 Round	
STACK	AoE	DURATION
99	1 Target	20 Minutes





Created by COPILOT

#### Details:

- Caster speaks aloud to the dead and hears out loud the responses.
- Caster creates a limited and forced Cae'Em relationship with the target.

#### WHAT THIS DOES:

- Does limit the time to 1 hour or 5 questions, which ever happens soonest.
- Does allow the caster to converse with a creature that is dead,
  - Up to 100 years per Tier of the caster.
- Does require to have some solid portion of the skull to be still remaining.
- Does require the target to be dead and not animated in any way.
- Does require the target to be NOT be magic'd in any way.
- Does force the target to respond to each question.
- Does interpret any older versions of a common language to the current common language.

## WHAT THIS DOES NOT DO:

- Does NOT work on previously questioned targets. (Previous Nae'Em for the current caster)
- Does NOT have any effect when non-questions are put forth.
- Does NOT guarantee truthful or accurate responses.
- Does NOT interpret arcane or secret languages.
- Does NOT have any effect on undead or living dead, although it may appear to work.
- Does NOT have any effect on dead creatures that had lived without a head.



#### **Bonds and Connections**

- This is an Cae'Em connection with a construct (temp).

#### Counter:

LVL: 1 Interruption Of Duration

#### Creations:

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

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
14	Range At 3 Sqs	8



- Focus staff with crystal is NOT passive.
- Allows caster to know if the response to the question

## Create a Vae'Em Location.

LEVEL

#### GM Saves for accurate destination.

COST	RANGE	ROLL OUT
8 pts	1 Square	4 Hours
STACK	AoE	DURATION
7	1 Square	Permanent



COLLECTION	OUTCOME
Personal-Connections	Magical
SAVE COL	CLASS GROUPS
none	STM



Created by COPILOT

#### Details:

- Caster creates a portal through the astral plane to a destination.
- A Save must be made to determine the accuracy of the destination.
  - If there is a location Nae'Em (Vae'Em) set no Save is needed.
- GM rolls Save for caster.
- Failed Save means caster steps through to a misdirected location.

#### WHAT THIS DOES:

- Does allow no Save use if the caster has a location Nae'Em set as the destination.
- Does ensure all misdirected locations are safe to walk through.

#### WHAT THIS DOES NOT DO:

- Does NOT allow the creation of a portal to a place outside of PMP.
- Does NOT allow the casting of the spell if the rollout is interrupted, must be restarted.

#### **Bonds and Connections**

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

## Counter:

LVL: 1 **Rollout Interruption** 

#### **Creations:**

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

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save -1 Col	8

#### Focus Items and/or Kits:

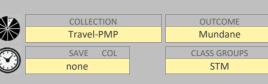
- Not required.

## 6 Increase Nae'Em Fighter Movement

LEVEL Tier 2

Target moves faster in normal conditions. +2 Move.

COST	RANGE	ROLL OUT	
8 pts	2 Squares	Initiative	
STACK	AoE	DURATION	6
1	1 Creatures	6 Hours	6





Created by COPILOT

#### Details:

- Caster allows a creature to move an extra two squares.

### WHAT THIS DOES:

- Does allow a creature to move an additional 2 squares.
- Does work for base traveling during battle,
  - Normal walking,
  - Normal flight,
  - Normal swimming.

## WHAT THIS DOES NOT DO:

- Does NOT allow a creature to cross difficult terrain any better due to the speed.
- Does NOT allow casting on the caster AND a creature. Stack of 1.
- Does NOT assist any sort of accelerated travel,
  - Running, Jogging.
  - Plunging.
  - Diving.

#### **Bonds and Connections**

- No Nae'Em connection.



#### Counter:

LVL: 1 Same Spell

#### **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



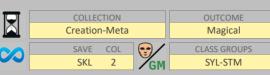
- Focus ring with crystal is NOT passive.
- Allows 2 sqs of movement, total of +4 to move.

# 6 Dispel Magic

LEVEL Tier 2

## Caster and GM both roll the Save.

COST	RANGE	ROLL OUT
8 pts	Touch	6 Minutes
STACK	AoE	DURATION
99	1 Item	Permanent





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:

LVL: 1 Rollout Interruption

#### **Creations:**

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

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
18	Range X4	10

#### Focus Items and/or Kits:

- Not required.

# 7 Electrifying Sickness Cleanse

LEVEL Tier 2

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	2 Hours	<b>(</b> \(\(\times\))	Health-Life-Death	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	Permanent		SKL 2	STM



Created by COPILOT

#### Dotaile.

- 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 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.

COST	RANGE	ROLL OUT	COLLEC	CTION		OUTCOME
8 pts	Touch	10 Minutes	Shelter-Rest	-Protec	tion	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 staff with crystal is NOT passive.
- Can create a dim night light (Index:3) that is placed

OUTCOME

Magical

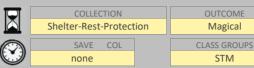
STM

## Strumos Waystation

LEVEL

## 3x3 Sqs platform that protects from some weather

COST 8 pts	RANGE 4 Squares	ROLL OUT  1 Minute
STACK 1	AoE 3x3 Squares	DURATION 12 Hours





Created by COPILOT

#### Details:

- The platform protects anyone on it from some weather effects .

### WHAT THIS DOES:

- Does protect the creatures and objects on it from some weather effects.
- Does consist of NINE squares which each have a 264 lbs/120 kg weight limit.
  - Any object/person which is over the limit will fall 'Through' the platform.
    - If so, the spell ends.

## WHAT THIS DOES NOT DO:

- Does NOT protect the creatures/items on the platform from attacks from all directions.

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

LVL: 1 Dispel Magic Spell

#### **Creations:**

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

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
12	AoE X2	6
14	Duration X2	8
18	Duration X4	10



- Focus ring with crystal is NOT passive.
- Will include 4 canvass walls.

## 7 Create Permanent Nae'Em

LEVEL Tier 2

## Willing person & caster connect. Save required.

COST 12 pts	RANGE 1 Square	ROLL OUT 4 Days	COLLECTION  Personal-Connections		ons	OUTCOME Magical
STACK	AoE	DURATION	SAVE	COL		CLASS GROUPS
3	1 Recipient	Permanent	SKL	2		EOL-SYL-STM



Created by COPILOT

#### Details:

- This bonds a person to the caster with a Nae-Em.
- Limited: Both people must be on the same plane for this to work.

#### WHAT THIS DOES:

- Does create a Permanent mental bond and allows either party to initiate and/or accept.
- Does support 3 (See Stack) connections to civilized creatures.
- Require the

#### WHAT THIS DOES NOT DO:

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

# 7

#### **Bonds and Connections**

- This is a Nae'Emn is a connection to a person.

#### Counter:

LVL: 1 Rollout Interruption

#### **Creations:**

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

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
18	Range X4	10



- Focus ITEM with crystal is NOT passive.
- Improves the Save by 1 column,
  - from a SKL:2 to a SKL:1

## 7 Astral Portal

LEVEL Tier 2

#### GM Saves for accurate destination.

COST 8 pts	RANGE 1 Square	ROLL OUT 2 Hours
STACK	AoE 1 Square	DURATION  1 Minute
	1 Square	1 Milliute





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.
- Caster can enter then turn around and head back.

#### WHAT THIS DOES:

- Does allow the caster to create a portal through the astral plane to a destination.
- Does require the caster to make a SKL:4 save
  - A pass means the portal leads to the desired location.
  - A fail means the location will be random.
- Does allow no Save use if the caster has a location Nae'Em set as the destination.
- Failed Save means caster steps thru to a misdirected location.
  - All misdirected locations are safe to enter, but might be fatal to stay in.

#### WHAT THIS DOES NOT DO:

- Does NOT allow the creation of a portal to a place outside of PMP.
- Does NOT allow the casting of the spell if the rollout is interrupted, must be restarted.
- Does NOT work (closes without portal working) if caster doesn't go first.
- Does NOT allow portal access for only a non-living thing.



#### Bonds and Connections

- This is a Vae'Em connection with a Venue/Location.

#### Counter:

No Counter Available.

#### Creations:

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

#### **Enhancements:**

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



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

## Raise Nae'Em Fighter Str +1

LEVEL

## Raises the fighters Strength 1 point.

COST 8 pts	RANGE Touch	ROLL OUT  2 Minutes	
STACK 2	AoE 1 Fighter	DURATION 1 Hour	

COLLECTION	OUTCOME
Battle-Prep	Magical
SAVE COL	CLASS GROUPS
none	STM



### 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:

Same Spell

## **Creations:**

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

### **Enhancements:**

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
10	Rollout Halved	6
14	Range At 3 Sqs	8

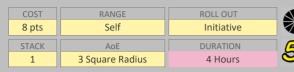


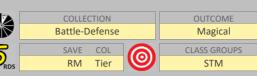
- Focus ring with crystal is NOT passive.
- Duration becomes 4 Hours

## 8 Circle of Protection vs Undead

LEVEL Tier 2

Undead must Save to pass. Column = casters tier.







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.



Dispel Magic 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 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

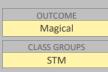
Tier 2

## Dmg 1d8 +ACU. Row of 3. Dmg +1d8 if non-Adamantine armor.

quares Initiative
AoE DURATION
ct Line Instant
1



,	COLLECTION	
7	Battle-Offense	
,	SAVE COL	
2	none	





Created by COPILOT

## Details:

- Bolt may pass through up to 3 persons,
  - must be in a row,
  - any insulation stops all movement of the bolt.

## WHAT THIS DOES:

- Does deliver damage of 1d8 + ACU on 3 targets in row on casters initiative.
  - add +1d8 damage for targets wearing non-Adamantine armor.
- Does require a successful ToHIT.

## WHAT THIS DOES NOT DO:

- Does NOT allow the bolt to continue if it has hit an insulating factor.

### **Bonds and Connections**

- No Nae'Em connection.



### Counter:

No Counter Available

## **Creations:**

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

### **Enhancements:**

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



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

## 9 Cure Disease

LEVEL Tier 3

2d8 pts damage, removes Disease I, II, III (with Save).

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	2 Squares	4 Hours	Health-Life-Death	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Target	Permanent	SKL 2	STM



Created by COPILOT

#### Details:

- The sparks will continue to flicker on the recipient for the rollout.
- The recipient will be uncomfortable due to the sparks for the rollout,
  - This will NOT inhibit any actions in any physical way.

## WHAT THIS DOES:

- Does remove any Disease from the creature by the end of the rollout.
- Does make the caster immunue to getting any Sickness for the rollout.
- Does cause 2d8 HPs of damage.
  - This spell will NOT drop HP enough to kill.
- Does require the passing of the Save to complete the spell.

## WHAT THIS DOES NOT DO:

- Does NOT Cause electrical damage to other creatures or objects.

## **Bonds and Connections**

- No Nae'Em connection.

### Counter:

No Counter Available.

## **Creations:**

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

### **Enhancements:**

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



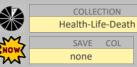
- Focus ring with crystal is NOT passive.
- Set Save column to one better.

# 9 Extra Healing 3d8+ACU

LEVEL Tier 3

## Heal 3d8 + ACU Bonus

COST	RANGE	ROLL OUT	
12 pts	Touch	Initiative	
STACK	AoE	DURATION	
99	1 Creature	Instant	



OUTCOME Mundane
CLASS GROUPS
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

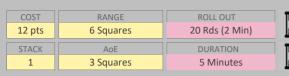


- Focus ring with crystal is NOT passive
- Adds another d4 of healing,
  - Total healing of 3d8 + ACU Bonus + 4 HP.

## Speak With The Resting Dead

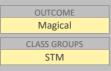
LEVEL

Requires undisturbed & marked grave. Save allows speech.





COL	LEC	TION	
Comm	ıun	icatio	n-
SAV	Е	COL	
SK	L	2	( )





Created by COPILOT

### Details:

- Caster performs a summoning ritual using a summoning circle and a memento of the deceased person, then summons their spirit to speak to them.
- Communication is also voluntary on the spirit's part.
  - The dead can be summoned to be near the caster, but not forced to speak.

## WHAT THIS DOES:

- Does require a 15-minute summoning ritual to be perforned by the caster.
- Does require the caster to use something that belonged to the deceased.
- Does require the caster to pass the Save.

## WHAT THIS DOES NOT DO:

- Does NOT allow the caster to summon any deceased person without a memento.
- Does NOT allow the caster to continue the ritual once it's been interrupted.
  - They must start over for the full duration.
- Does NOT allow the caster to force the spirit to tell them information.
  - Caster also can't make the spirit do anything for them.



## **Bonds and Connections**

- This Is an Cae'Em connection with Construct.



### Counter:

No Counter Available

## **Creations:**

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

### **Enhancements:**

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

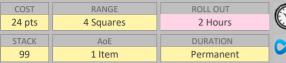


- Focus ring with crystal is NOT passive.
- The save required is now SKL:1.

## 9 Find Clues To True Name

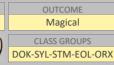
LEVEL Tier 3

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





COLLEG	CTION	
Personal-Co	onnecti	ons
SAVE	COL	
DM	2	





Created by COPILOT

## Details:

- Use of this spell will reveal clues about a True Name.
- Clues can be found from:
  - Current Nae'Ems (25 pts)
  - Mementos (25 pts)
  - Current Focus Items (200 pts)
  - Past True Names (75 pts)

## WHAT THIS DOES:

- Does draw out clues if a RM:2 Save is passed.
- Does allow the caster to continue searching for more clues,
  - Clues to not need to be used right away.

## WHAT THIS DOES NOT DO:

- Does NOT find the True Name itself, only the Clues.



## **Bonds and Connections**

- This is a Tae'Em connection with a thing.

## Counter:

LVL: 1 Rollout Interruption

### **Creations:**

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

### **Enhancements:**

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



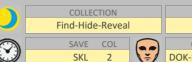
- Focus ITEM with crystal is NOT passive.
- Rollout time is half of the current amount of time.

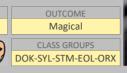
## 9 Search for Focus Item

LEVEL Tier 3

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

COST	RANGE	ROLL OUT	
12 pts	Self	1 Day	1
STACK	AoE	DURATION	6
1	1 Mark	4 Hours	6







Created by COPILOT

#### Details:

- This is a spell to find a Arcane Focus Item.
- Note: Dokour do NOT have this spell. They must use 'Direction To A Dokour Target'.

## WHAT THIS DOES:

- Does let the caster specify what type of Arcane Focus Item is searched for,
  - It can be an item for any class, but must be specified.
- Does require the caster to be in a circle of protection (of any kind).
- Does require caster to pass the Save.
- Does allow the caster to designate how the signal is received (if Arcane Focus is found),
  - Vibration: Caster feels a vibration which grows as they near the item.
  - Audible: Caster hears a low siren which grows louder as they near the item.
  - Visual: Caster sees a glowing dot which grows brighter as they near the item.
- Only the caster receives the vibration, audible, or visual response.

## WHAT THIS DOES NOT DO:

- Does NOT allow use of this spell by any Dokour.



## **Bonds and Connections**

- This is a Tae'Emn connection to a thing.

## Counter:

LVL: 1 Dispel Magic Spell

### Creations:

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

## Enhancements:

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

## Focus Items and/or Kits:

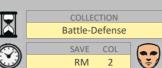
- Not required.

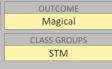
## 10 Astral Mental Shield

LEVEL Tier

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

COST 12 pts	RANGE Self	ROLL OUT 2 Minutes
STACK	AoE	DURATION
99	Self	4 Hours







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



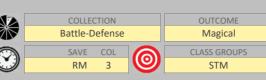
- Focus Ring with crystal is NOT passive.
- While in the Astral Plane grants +4 AC instead.

# 10 Charged Fencing - Two Sides

LEVEL Tier 3

## 3d6 touch dmg. Save to pass through.

COST 12 pts	RANGE 6 Squares	ROLL OUT Initiative	
STACK	AoE	DURATION	(
99	2 - 9 Sqs	4 Hours	





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.



Dispel Magic Spell

### Creations:

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

### **Enhancements:**

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



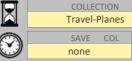
- Focus Ring with crystal is NOT passive.
- Makes the walls invisible.

## Project Astral Image Within PMP 10

LEVEL

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

COST 12 pts	RANGE Self	ROLL OUT 20 Minutes	
STACK 99	AoE PMP	DURATION 4 Hours	(



OUTCOME
Magical
01.100.000.000
CLASS GROUPS
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.



Dispel Magic 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 ring with crystal is NOT passive.
- Allows a spirit movement of 18 sqs.

## 11 Revive Life With A ZAP!

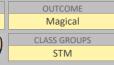
LEVEL Tier 3

Dead < 25 hrs & pass Save to be alive with 0 HP. Perm: loss of HP.

COST	RANGE	ROLL OUT	
36 pts	Touch	10 Minutes	
STACK	AoE	DURATION	•
99	1 Body	Permanent	1



COLLECTION		
Health-Life-Death		
SAVE	COL	
SKL	3	=





Created by COPILOT

#### Details:

- Caster must make a SKL:3 Save,
  - Passing the Save takes 5 HP from the recipient Max HP,
  - Passing the recipient is no longer dead, is alive at 0 HP.
  - Failing the Save takes 1 HP from the Casters Max HP.
  - Failing the recipient is NOT alive, remains dead.

## WHAT THIS DOES:

- Does only work if the creature has been dead for less than 25 hours.
- Does require the caster to make a Save to work.
  - Pass: means the creature is brought to 0 HP.
  - Use of Focus ring may bring back the dead when beyond 24 hours.
- Does allow the recipient to refuse the spell before the caster uses their SP.

## WHAT THIS DOES NOT DO:

- Does NOT restore a creature that has been dead for more than 24 hours.
- Does NOT restore the creature to more than 0 HP.
- Does NOT restore undead or living dead.

## **Bonds and Connections**

- No Nae'Em connection.

### Counter:

No Counter Available.

### **Creations:**

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

### **Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
12	Range X2	8

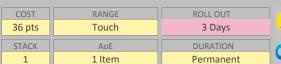


- Focus ring with crystal is NOT passive.
- Dead less than 73 hours (up from 25 hrs)

## 11 Connect To An Arcane Focus Item

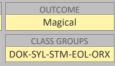
LEVEL Tier 3

Creates connection between caster and a Arcane Focus Item.





COLLEG	CTION	
Personal-Co	onnecti	ons
SAVE	COL	
RM	3	





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.



## **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



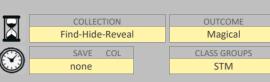
- Caster must NOT have a currrent Focus Item.
- Note: Stack=1.

## 11 Astral Plane Projection

LEVEL Tier 3

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

COST	RANGE	ROLL OUT	
12 pts	Self	20 Minutes	
STACK	AoE	DURATION	1
99	Astral Plane	4 Hours	١





Created by COPILOT

#### Details:

- In Astral Plane (AP):
  - The glowing image may gather attention.
  - Interaction with the Astral world is 100% dependant of the caster's Awareness.
  - If image in the Astral Plane is destroyed or dies the char in PMP is at -8 HP.
- Astral Image:
  - HP = Acumen bonus x2
  - AC = Acumen bonus x3
  - Movement = 1/2 Spell Points
- Disrupt Images spell does a flat 40 HP of damage.

## WHAT THIS DOES:

- Does allow the caster to create an image in the Astral Plane.
- Does require the image to obey the natural laws of the Astral Plane.
- Does allow the caster to bring their Focus Item and one other item.
- Does put the caster in a non-responsive state that is coma like on the PMP,
  - disturbing the casters body may 'wake' the caster and end the spell.

## WHAT THIS DOES NOT DO:

- Does NOT allow the caster to teleport into another plane.
- Does NOT allow the caster to bring anyone with them.
- Does NOT allow the caster to bring more than their Focus Item + 1 item.

### **Bonds and Connections**

- No Nae'Em connection.

### Counter:

LVL: 1 Rollout Interruption

### **Creations:**

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

### **Enhancements:**

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



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

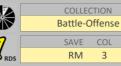
## 12 Class Power Attack

LEVEL Tie

LEVEL Her 3

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

COST 12 pts	RANGE 8 Squares	ROLL OUT Initiative
STACK	AoE	DURATION
99	1 Target	1 Round



	OUTCOME
	Magical
<b>/</b>	CLASS GROUPS
<b>100</b>	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.



Same Spell

## **Creations:**

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

### **Enhancements:**

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



- 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 Ranged Forced Healing 2d8+2 HP

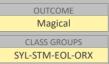
LEVEL Tier 3

## Roll 2d8+2. Dmg x1 then Heal x2

COST	RANGE	ROLL OUT
12 pts	6 Squares	Initiative
STACK	AoE	DURATION
99	1 Target	Permanent



COLLECTION	
Health-Life-Death	1
SAVE COL	
none	





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 Containment

LEVEL

Tier 4

## Creatures from exiting its area. Must Save to Exit.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 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 COPILO

#### 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.



Rollout Interruption

## **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



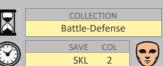
- Focus Item with crystal is NOT passive.
- Creature may only leave the circle with BRU:>95.

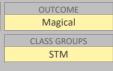
## 13 Circle of Astral Expulsion

LEVEL Tier 4

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

COST 16 pts	RANGE Touch	ROLL OUT 10 Minutes
STACK	AoE	DURATION
1	3 Sq Radius	4 Hours







Created by COPILOT

#### Details:

- Creates a 3 Sq Radius circle surrounded by ornate chalk designs.
- Once spell starts, outline fades to be unseen.
- Once spell starts, any Astral creature / item will immediately be teleported back,
  - either to an Astral spot known to the caster
  - or to a random location in the Astral plane
- Each teleport back to the Astral plane is with a caster's Save.
- Regardless of the distance between the caster and the circle
  - the caster is always aware of the circle enacting (even if the Save fails).
- Spell continues to power the 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 ring with crystal is NOT passive.
- Save -1 Col.

## Summon Strumos Item (Tae'Em)

LEVEL

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

COST 16 pts	RANGE PMP	ROLL OUT 10 Minutes	
STACK 1	AoE 1 Nae'Em	DURATION Instant	Ş



COLLECTION				
Call-Summon				
	SAVE	COL		
	none			

OUTCOME
Magical
CLASS GROUPS
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:

LVL: 1 **Rollout Interruption** 

### Creations:

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

### **Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
20	Rollout Instant	16



- Focus ring with crystal is NOT passive
- Allows caster to use 'Subtle Casting' at no cost.

# Great Healing 5d6+6 +ACU

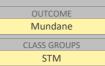
LEVEL

## Heal 4d6+6 +ACU Bonus

COST	RANGE	ROLL OUT
20 pts	2 Squares	Instant
STACK	AoE	DURATION
99	1 Creature	Permanent



COLLECTION				
Health-Life-Death				
	SAVE	COL		
	none			





Created by COPILOT

## 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 ring with crystal is NOT passive
- Adds another 1d4 healing,
  - Total of 5d6 + 1d4 + 6 + Enhancements.

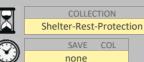
## 13 Astral Shed

LEVEL

Tier 4

## Small shed outside... 5 rooms inside.

COST 16 pts	RANGE Touch	ROLL OUT  1 Minute
STACK	AoE	DURATION
1	1x1x2 Sqs	8 Hours



OUTCOME
Magical
CLASS GROUPS
STM



Created by COPILOT

#### Details:

- The interior design is up to the caster to decide.
- The shed is fully stocked with bedding and firewood, but not food.
- Offers a view of the Astral Plane from its windows.
- The caster is able to tell what time it is in PMP.

## WHAT THIS DOES:

- Does allow the inhabitants of the shed to sleep inside it.
- Does contain 4 beds.
- Does give all the rest bonuses.
- Does allow the caster to know exactly how much time has passed in PMP.
- Does allow the inhabitants to bring food and drink inside.
- Does continue if the caster is out cold, asleep, etc...

## WHAT THIS DOES NOT DO:

- Does NOT allow the caster to take any items within 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



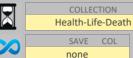
- Focus ring with crystal is NOT passive.
- Creates one additional bedroom (adds 1 bed.)

## 14 Consecration of Corpse

LEVEL Tier 4

## Block animation and removes Nae'Ems.

COST	RANGE	ROLL OUT
16 pts	1 Square	30 Minutes
STACK	AoE	DURATION
99	1 Corpse	Permanent



OUTCOME
Magical
CLASS GROUPS
STM



Created by COPILOT

### Details:

- Blocks the dead from becoming animated.

## WHAT THIS DOES:

- Does block the dead from becoming animated,
  - Undead,
  - Living Dead,
  - Animated and used by Magic.
- Does remove any lingering Nae'Ems from the deceased.

## WHAT THIS DOES NOT DO:

- Does NOT work on an already animated monster.
- Does NOT allow any form of removal, it is permanent.

### **Bonds and Connections**

## Counter:

LVL: 1 Rollout Interruption

## **Creations:**



Consecration Anointment

- Sprinkled over dead. Stops animations & Nae'Ems.

Specks, Cinderroot, Ether Grass, Obsidian, Mold.

- ALL: All classes are able to full use this.
- Need: Kitchen/Lab, 48 SP, 24 Hrs.
- Market: 3 Max, Buy:150 GP, Sell:3 GP.

## **Enhancements:**

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

## Focus Items and/or Kits:

- Not required.

# Major Healing Bolt 6d6-1d2

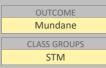
LEVEL

## 1d2 electrical damage, then 6d6 Healing.

COST	RANGE	ROLL OUT
16 pts	12 Squares	Initiative
STACK	AoE	DURATION
99	1 Creature	Permanent



COLLEC	CTION	
Health-Lif	fe-Deatl	ı
SAVE	COL	
none		





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



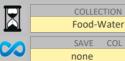
- Focus ring with crystal is NOT passive.
- Adds another 1d4 to the healing,
  - Total healing of 6d6 + 1d4 + Enhancement

## 15 Create Food For A Family

LEVEL Tier 4

## 2d12+10 meals w/ water.

COST 16 pts	RANGE Touch	ROLL OUT 5 Minutes
STACK	AoE	DURATION
3	1 Square	Permanent



OUTCOME
Magical
CLASS GROUPS
STM



Created by COPILO

## 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



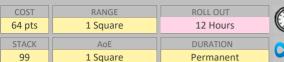
- Focus ring with crystal is NOT passive.
- Improves taste and quality of the food.
- Water can be mild wine or mead.

## 16 Reveal True Name

LEVEL

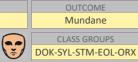
Tier 4

## This uses all the clues to find the True Name.





COLLE	CTION	
Find-Hide	e-Revea	I
SAVE	COL	
none		(=)





Created by COPILOT

#### Details:

- This uses all the clues the caster has gathered attempt to find the True Name.

## WHAT THIS DOES:

- Does require the caster to state all the clues and,
  - Identify the target the best they can.
- Does this uses all the clues the caster has gathered.
- Does then adjusts the points for how old the information is.
- Does finds the % to be rolled.
- Does the caster must roll under the % to pass.
- Does will alert the target regardless of the outcome of the roll,
  - The target will know the direct to go to find this castings location,
  - The target will know how many marks to go to find this castings location,
  - If this spell worked the target will know that,
  - If this spell fails the target NOT will know that.

## WHAT THIS DOES NOT DO:

- Does NOT inform the target of any other information.
- Does NOT announce out loud the True Name,
  - If the True Name roll passes only the caster will know it.



## **Bonds and Connections**

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

## Counter:

LVL: 1 Rollout Interruption

### Creations:

- No creations. Usable only as the action.

### **Enhancements:**

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



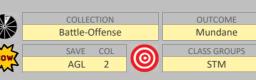
- Focus ITEM with crystal is NOT passive.
- Sets Rollout to 8 Hours.

# Lightening Bolt

LEVEL

Dmg: 2d6+ACU. Non-Admn amor +6. Up to 4 targets in a row.

COST	RANGE	ROLL OUT	
20 pts	12 Squares	Initiative	
STACK	AoE	DURATION	7,
99	Direct Line	Instant	\





Created by COPILOT

#### Details:

- Bolt may pass through up to 4 persons,
  - must be in a row,
  - any insulation stops all movement of the bolt.

## WHAT THIS DOES:

- Does deliver damage of 2d6 + ACU on 4 targets in row on casters initiative.
  - add +1d6 damage for targets wearing non-Adamantine armor.

## WHAT THIS DOES NOT DO:

- Does NOT allow the bolt to continue if it has hit an insulating factor.

### **Bonds and Connections**

- No Nae'Em connection.



### Counter:

No Counter Available

## **Creations:**

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

### **Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Save +1 Col	8



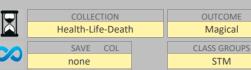
- Focus Ring with crystal is NOT passive.
- Causes additional 6 HP damage.

# Major Group Heal 200 HP

LEVEL

3 persons minimum within AoE. 200 pts divided equally.

COST	RANGE	ROLL OUT	
20 pts 6 Squares		20 Minutes	
STACK	AoE	DURATION	
99	3 Sq Rad Circle	Permanent	





STM



### 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 ring with crystal is NOT passive.
- Adds another 50 HP to be divided among the group,
  - Total of 250 HP + Enhancements.

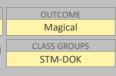
## 19 Dead Spirit Conversation Circle

LEVEL Tier 5

Speaks with up to 6 souls. Requires a ritual & tokens.

COST	RANGE	ROLL OUT
20 pts	6 Squares 10 Minutes	
STACK	AoE	DURATION
1	1 Spirit	Rollout







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 perforned by the caster.
- Does require the caster to have a personal item of each of the deceased.
- Does require the caster to pass a SKL:2 save to summon the spirit. (Fail: no summon)
- Does require the souls/spirits to rise and meet with the caster, but not to communicate,
  - souls/spirits that have been dead for over 100 years will not be available for this.
  - souls/spirits that have been disconnected from the planes of the living are not available.
- Does allow for 10 questions and answers. One set per minute.
  - Unanswered questions do not count.
  - Time may run out before the caster gets 10 answers.
- Does allow the caster to ask a single question and wait for any to answer,
  - Multiple answers to 1 question is not counted as multiple questions.
  - Repeating the same question is another question.

## WHAT THIS DOES NOT DO:

- Does NOT allow the summoning of deceased persons that's been dead for a 100+ years.
- Does NOT allow the caster to continue the ritual once it's been interrupted.
  - They must end the spell and start over by casting this again..
- Does NOT allow the caster to force the spirit to comply with requests.



## **Bonds and Connections**

- This Is an Cae'Em connection with a construct.



### Counter:

LVL: 1 Rollout Interruption

### Creations:

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

### **Enhancements:**

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



- Focus 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.

COST	RANGE	ROLL OUT	
40 pts	Touch	8 Hours	
STACK	AoE	DURATION	
99	1 Corpse	Permanent	



SAVE COL	CLASS GROUP
Health-Life-Death	Mundane
COLLECTION	OUTCOME



Created by COPILOT

#### Details:

- Brings a person who has been dead for less than 20 years back to life.

## WHAT THIS DOES:

- Does bring a person who has been dead for less than 20 years back to life with Save .
- Does restore them to 5 HP.
- Does work if the person is missing body parts, but the parts will not come back.
- Does allow the person to be healed back to full HP with other spells.

## WHAT THIS DOES NOT DO:

- Does NOT work on Living Dead or Undead.
- Does NOT work if the person has been dead for more than 20 years.
- Does NOT regenerate any missing body parts.

## \*

## **Bonds and Connections**

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

## Counter:

LVL: 1 Rollout Interruption

## **Creations:**

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

### **Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	Healing +4	10
18	AoE = 2 Targets	10



- Focus ring with crystal is NOT passive.
- Heals the person to 10 HP. (Additional 5 HP)