

0 No Counter Available

572-1

LEVEL Tier 1

x

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
pts			Other-Counter	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
			none	YL-STM-EOL-ORX-ROG-HI

Designed by Freepik

- Details:**
- 1. Details: COUNTER SPELL
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 - 2. This Spell DOES:
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 - 3. This Spell does NOT:
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 - 4. Focus Item:
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WHAT THIS DOES:

WHAT THIS DOES NOT DO:

Bonds and Connections

Counter:
NO COUNTER AVAILABLE

Creations:

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

1 Camp Perimeter Shock

LEVEL Tier 1



Created by COPILOT

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

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

- Details:**
- Creates a line around the encampment,
 - If the line is crossed, the trespasser,
 - takes 1d3 damage, then rolls a Save,
 - Passing the Save indicates no issues,
 - Failing the Save indicates the trespasser has likely verbally reacted and been damaged, making those in hearing range aware.

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

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

1 Cause Illness



LEVEL Tier 1

330-



Created by COPILOT

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

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

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

246-



Created by COPILOT

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

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

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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



1 Basic Healing 2d6+ACU

LEVEL Tier 1



Created by COPILOT

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

COST	RANGE	ROLL OUT	 	COLLECTION	OUTCOME
4 pts	2 Squares	Initiative		Health-Life-Death	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Permanent		none	STM

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 Items and/or Kits:

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



1 Light of Class Color

LEVEL Tier 1



Created by COPILOT

Default Light: Candle light

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Utility-	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Varies	4 Hours		none	SYL-STM-EOL-ORX

Details:

- Light Chart:

Description	Viewing	Seen
Coal	1 Sq	3 Sqs
Candle	2 Sqs	8 Sqs
Torch	6 Sqs	20 Sqs
Lantern	20 Sqs	60 Sqs
- Description is an example to indicate how bright the light is,

- Seen is the maximum distance an outside creature can be and still see the light

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

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 Items and/or Kits:

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

2 Triggered Forced Healing 2d8

LEVEL Tier 1



Created by COPILOT

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

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 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 Items and/or Kits:

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

2 Barbed Sparks




LEVEL

Tier 1



Created by COPILOT

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

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

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT cause physical harm.
 - Does NOT provide for a good single light source.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

2 Electric Zap

LEVEL Tier 1

261-



Created by COPILOT

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

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

2 Heal Sickness

LEVEL Tier 1

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

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	2 Squares	1 Minute	Health-Life-Death	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Target	Instant	HTH 2	STM



Created by COPILOT

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT have any effect on health issues other than Sickness I, II, and III.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Cure Sickness Potion



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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

2 Feather Bed

LEVEL Tier 1

A feather bed for 2 appears.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	2 Minutes		Shelter-Rest-Protection	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1x2 Sqs	12 Hours		none	STM



Created by COPILOT

Details:

- Caster creates a soft sleeping area.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

2 Sleep

LEVEL Tier 1

268-



Created by COPILOT

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

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

- 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 Items and/or Kits:

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

2 Connect With A Fighter

LEVEL Tier 1

335-



Created by COPILOT

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

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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


Counter:

LVL: 1 Rollout Interruption

Creations:

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

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



 **Focus Items and/or Kits:**

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

3 Protect Fighter vs Ranged/Thrown

LEVEL Tier 1

Recipient gains +2 vs ranged/thrown attacks.

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



Created by COPILOT

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

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

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



Bonds and Connections

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

Counter:

LVL: 1 Dispel Magic Spell

Creations:

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

Enhancements:

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





Focus Items and/or Kits:

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

3 Summon Astral Beast of Burden

LEVEL Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	30 Squares	20 Minutes		Call-Summon	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Creature	1 Month (30 days)		SKL 2	STM



Created by COPILOT

- Details:**
- About the Astral Creature:
 - If attacked it will attack in random directions as if it does not understand.
 - its battle stats: AC:17/15, Init+0, Attk:x0x1, ToHit+0, Dmg:1d8, Move:15, 2 Marks/Day.
 - can have short bursts of speed, but no continuous trotting or running.
 - Contenance of the creature:
 - it is a quadrapedal low-intelligent beast of burden with a horse-like way about it.
 - as a beast of burden it will be docile unless provoked/surprised.
 - it does not understand the PMP and senses no danger/friendship except with the caster.
 - it will eat anything that is edible for the caster.

- WHAT THIS DOES:**
- Does summon a healthy astral beast of burden if the Save is passed.
 - Does bring a creature to the caster that communicates through a Ae'Em connection.
 - Does stay on PMP as long as it's within Range of the caster.
 - Does summon a creature that does not sense danger or friendship with any but the caster.
 - Does work well with some circles of power: Animal Protection, Containment, etc...
 - but not with expulsion type containment or spells.
 - Does allow up to 3 people to ride it, but one of the people MUST be the caster.
 - Other sequentail castings could be used as pack animals,
 - but won't carry living creatures without the caster.
 - Does work well in all PMP regions: Artic, Temporate, Arid, and Tropical.

- WHAT THIS DOES NOT DO:**
- Does NOT ensure commoners will react well to such a strange sight.
 - Does NOT summon wild/unruly or an unhealthy creature.



Bonds and Connections

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

Counter:

LVL: 1 Dispel Magic Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

3 Strumos Run

LEVEL Tier 1

1.5 times normal travel.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	5 Minutes	Travel-PMP	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	Caster	6 Hours	none	STM



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 Items and/or Kits:

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

4 Conjure Native Beetles

LEVEL Tier 1



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

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	4 Squares	Initiative	Battle-Offense	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
2	1 Mark	2 Rounds	SKL 2	SYL-ORX-STM-EOL-DOK



2 RDS



Created by COPILOT

- Details:**
- Conjurers 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 Items and/or Kits:

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

4 Improve Food

LEVEL Tier 1

306



Created by COPILOT

Food becomes nutritional.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	1 Square	10 Minutes		Food-Water	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	4 Meals	1 Hour		none	SYL-STM

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

4 Delayed Healing 2d6

LEVEL Tier 1



Created by COPILOT

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

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	2 Squares	2 Minutes	Health-Life-Death	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Creature	4 Hours	none	STM

- Details:**
- The caster heals a creature for 2d6 HP once within Duration.
 - If 2 spells are stacked on one person the Duration is Doubled.
 - If 3 spells are stacked on one person the Duration is tripled.
 - Player characters: REMEMBERING TO APPLY THE BENEFITS IS UP TO THE PC RECIPIENT/TARGET.
 - Non-Player Characters: REMEMBERING TO APPLY THE BENEFITS IS UP TO THE CASTER FOR THE NPC.

- WHAT THIS DOES:**
- Does heal one creature of the caster's choosing for 2d6 once within the duration.
 - Does activate once the recipient/target takes damage.
 - Does have each instance on a single person of the stack work separately,
 - after the 1st Triggered Healing 1d8 goes off the 2nd awaits more damage.
 - after the 2nd Triggered Healing 1d8 goes off the 3rd awaits more damage.
 - Does Continue even if the caster is not around or about.
 - Does allow 1 per creature, but 99 (Stack) can be made.

- WHAT THIS DOES NOT DO:**
- Does NOT heal any diseases, poison or any other ailments.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



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

Enhancements:

LVL	ENHANCEMENTS	COST
16	Healing +4	10
18	Healing +8	10



Focus Items and/or Kits:

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

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

LEVEL Tier 1

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

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
10 pts	2 Squares	4 Hours	Health-Life-Death	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
3	2 Creatures	permanent	SKL 2	STM



Created by COPILOT

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

Rollout Interruption

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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



4 Shadow of the Magi

LEVEL Tier 1



Created by COPILOT

Darkness centered just above caster.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Utility-	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3 Sq Dia Sphere	Conc +4 Rds		none	DOK-SYL-STM-EOL-ORX

Details:

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

WHAT THIS DOES:

- Does allow the caster to create darkness that will stay centered above them.
- Does allow the caster to keep darkness active by lightly concentrating on the spell,
 - Other spells actions that do not specifically state a need to concentrate may be used.
- Does allow darkness to continue for up to 4 rds after the concentration has stopped.

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic Spell

Creations:



Dust of Darkness



- Creates a dark shadow 1x1x1 sqs.
- SYL-STM-EOL: Shadow 2x2x2 Sqs.
- Need: Kitchen/Lab, 12 SP, 24 Hrs.
- Ginger Oil, Grave Dirt, Sand, Fine Grit.
- Market: 9 Max, Buy:20 GP, Sell:5 GP.

Enhancements:

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



Focus Items and/or Kits:

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

5 Repair A Dead Body

LEVEL Tier 2

876



Created by COPILOT

Preps a body for funeral viewing.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	1 Square	30 Minutes		Health-Life-Death	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Target	Permanent		SKL 2 	STM

- Details:**
- The body is left as whole as much as possible, based on how much of the body remains.
 - All wounds are cleaned inside and out.
 - All wounds are physically closed up with enough minor healing to ensure there are not holes or openings.

- WHAT THIS DOES:**
- Does ensure the body is clean.
 - Does ensure the body looks healthy.
 - At the best viewed state within last week.

- WHAT THIS DOES NOT DO:**
- Does NOT provide any substantial healing.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	AoE = 2 Targets	10
18	Range X4	10



Focus Items and/or Kits:

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

5 Quarantine Isolation


LEVEL Tier 2

557-



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	4 Squares	1 Hour		Shelter-Rest-Protection	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1x2 Squares	1 Day		none	STM

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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




Focus Items and/or Kits:

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

5 Detect Magic



893-




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		SAVE COL	CLASS GROUPS
1	1-5 item	Instant		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 Items and/or Kits:

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

5 Arlo's Astral Storage

LEVEL Tier 2

x

COST	RANGE	ROLL OUT	 	COLLECTION	OUTCOME
8 pts	Touch	2 Minutes		Utility-	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Square	Permanent		none	STM



Created by COPILOT

- Details:**
- Spell credit: This was created by a player character Arlo.
 - Caster creates a connection to an Astral space (Nae-Em)
 - This space is connected to the caster only,
 - no other person has access to this space.
 - Casting can be interrupted, thus skill pts spent and action fails

- WHAT THIS DOES:**
- Does perform an Open or Close of an Astral storage space as needed by the caster.
 - Does open a pocket dimension in the Astral plane where the caster's items are stored.
 - Does allow the caster to withdraw and deposit up to 10 small or medium items within.
 - Does keep the storage area even if the caster is not able to pay attention to it.

- WHAT THIS DOES NOT DO:**
- Does NOT allow anyone but the caster to,
 - Open or close the storage.
 - Withdraw and deposit items within.
 - See the items within.
 - Does NOT allow large items or creatures to be stored (i.e. boulders, housing).



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	AoE X2	6
12	Rollout Init	12



Focus Items and/or Kits:

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

6 Summon Nisse

LEVEL Tier 2



Created by COPILOT

A creature that can be seen with ultra violet vision.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	10 Minutes	Call-Summon	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	8x8x8 Sqs	1 Month (30 days)	SKL 1	STM

Details:

- Caster creates a minor trusting temporary bond and summons a Nisse
 - Nisse are small gnome-like creatures that are invisible,
 - Nisse can be seen/watched using ultra violet sight/light.
- About Nisse:
 - Nisse are timid and will despawn if you make them angry/uncomfortable
 - they cannot stand to see violence, so they'll also leave if they do
 - they are rule followers and will not do anything that would break any rule.
 - they won't do anything that would reveal their presence
 - they can lift up to 9 kg/20 lbs
 - they must stay within the AoE or they will despawn!

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

6 Common Healing 2d8+ACU

LEVEL Tier 2

Heal 2d8+ACU

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	Initiative		Health-Life-Death	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	Instant		none	STM



Created by COPILOT

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

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

WHAT THIS DOES NOT DO:
- Does NOT damage the target before healing.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Draught Of Health



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

Enhancements:

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



Focus Items and/or Kits:

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

6 Speak with Dead

LEVEL Tier 2

291



Created by COPILOT

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

COST	RANGE	ROLL OUT	1 RDS	COLLECTION	OUTCOME
8 pts	Touch	1 Round		Communication-	Magical
STACK	AoE	DURATION	Hourglass	SAVE COL	CLASS GROUPS
99	1 Target	20 Minutes		none	DOK-STM

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

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

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



Bonds and Connections

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

Counter:

LVL: 1 Interruption Of Duration

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

6 Create a Vae'Em Location.

LEVEL Tier 2



Created by COPILOT

GM Saves for accurate destination.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	4 Hours		Personal-Connections	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
7	1 Square	Permanent		none	STM

- 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

352-

LEVEL Tier 2

Target moves faster in normal conditions. +2 Move.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	2 Squares	Initiative		Travel-PMP	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Creatures	6 Hours		none	STM



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 Items and/or Kits:

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

6 Dispel Magic

LEVEL Tier 2



Created by COPILOT

Caster and GM both roll the Save.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	6 Minutes		Creation-Meta	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Item	Permanent		SKL 2 	SYL-STM

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

794



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	2 Hours		Health-Life-Death	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	Permanent		SKL 2 	STM

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

- WHAT THIS DOES:**
- Does remove any Sickness from the creature by the end of the rollout.
 - Does make the caster immunue to getting any Sickness for the rollout.
 - Does cause 1 HP of damage.
 - Does require the passing of the Save to complete the spell.

- WHAT THIS DOES NOT DO:**
- Does NOT Cause electrical damage to other creatures or objects.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
14	Range At 3 Sqs	8



Focus Items and/or Kits:

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

7 Deep Doze

LEVEL Tier 2

517-



Created by COPILOT

4 deep sleep hours to recover from exhaustion.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	10 Minutes		Shelter-Rest-Protection	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Crtr/Tier	4 Hours		SNS 4 	STM

- Details:**
- After the 4 hours of uninterrupted sleep the Target recovers from exhaustion.
 - This includes exhaustion from chasing, being chased, or casting certain spells.
 - This does NOT help with exhaustion from Overcasting.
 - Waking up before the Duration expiration negates the usual morning replenishment.
 - An early wake up leaves the Recipient as tired as if they had gotten no sleep at all.
 - Too much of this (7+ days) in a row without proper rest WILL result in exhaustion.

- WHAT THIS DOES:**
- Does allow for a full night's rest in the span of 4 hours.
 - Does make it very difficult to wake the recipient from sleep.
 - Recipient must Save to wake before 4 hours is up.

- WHAT THIS DOES NOT DO:**
- Does NOT create a Nae'Em connection of any kind between the Caster and the Recipient(s).
 - Does NOT normally allow the Recipient to wake up on their own,
 - Any Recipient passing the Save indicates a graceful wake up on time.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Can create a dim night light (Index:3) that is placed

7 Strumos Waystation

LEVEL Tier 2

3x3 Sqs platform that protects from some weather

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	4 Squares	1 Minute		Shelter-Rest-Protection	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	3x3 Squares	12 Hours		none	STM



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 Dispel Magic Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

7 Create Permanent Nae'Em

LEVEL Tier 2



309-

Created by COPILOT


Willing person & caster connect. Save required.

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

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

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

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




Bonds and Connections

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

Counter:
LVL: 1 Rollout Interruption

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

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
18	Range X4	10



Focus Items and/or Kits:

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

7 Astral Portal

LEVEL Tier 2

GM Saves for accurate destination.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	2 Hours		Travel-Planes	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Square	1 Minute		SKL 4	STM



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

8 Raise Nae'Em Fighter Str +1

LEVEL Tier 2

Raises the fighters Strength 1 point.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Touch	2 Minutes	Battle-Prep	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
2	1 Fighter	1 Hour	none	STM



Created by COPILOT

- Details:**
- Raises the Fighter's strength by one,
 - All adjustments to saves, initiatives, ToHITs are then applied.

- WHAT THIS DOES:**
- Does affect only Fighters that are Nae'Em bonded to the caster.
 - Does affect a number of Fighters equal to the stacking limit of this spell.
 - Does limit the number of times this spell be can on any creature to 1.

- WHAT THIS DOES NOT DO:**
- Does NOT affect non-fighters.
 - Does NOT affect fighters that do not have a Nae'Em connection with the caster



Bonds and Connections

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



Counter:

LVL: 1 Same Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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



8


Circle of Protection vs Undead


LEVELTier 2

436

Undead must Save to pass. Column = casters tier.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Initiative		Battle-Defense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	3 Square Radius	4 Hours		RM Tier	STM





Created by COPILOT

Details:

- Class symbol must be represented in the art of the circle.

WHAT THIS DOES:


- Does force the Undead to make a Save to cross into the circle.
- Does work as long as the caster is within the circle.
- Does function as long as the caster concentrates (within duration).

WHAT THIS DOES NOT DO:

- Does NOT affect Living Dead.
- Does NOT continue if the caster is distracted or not able to concentrate.

Bonds and Connections

- No Nae'Em connection.




Counter:

LVL: 1 Dispel Magic Spell

Creations:

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

Enhancements:		
LVL	ENHANCEMENTS	COST
12	AoE X2	6
14	Range At 3 Sqs	8
14	Stacking +1	8



Focus Items and/or Kits:

- Focus Ring with crystal is NOT passive.
- Allows Range to be up to 20 squares away from caster,
- Does not require caster to stand inside the circle.

8 Static Bolt

LEVEL Tier 2



Created by COPILOT

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

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	10 Squares	Initiative	Battle-Offense	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	Direct Line	Instant	none	STM

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

No Counter Available

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

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 Items and/or Kits:

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

9 Extra Healing 3d8+ACU

LEVEL Tier 3

Heal 3d8 + ACU Bonus

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	Initiative		Health-Life-Death	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	Instant		none	STM



Created by COPILOT

Details:

- The caster heals a creature for 3d8 + ACU Bonus.

WHAT THIS DOES:

- Does heal one creature of the caster's choosing for 3d8 + ACU Bonus

WHAT THIS DOES NOT DO:

- Does NOT heal any diseases, poison or any other ailments.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

9 Speak With The Resting Dead

LEVEL Tier 3



Created by COPILOT

Requires undisturbed & marked grave. Save allows speech.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	6 Squares	20 Rds (2 Min)		Communication-	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	3 Squares	5 Minutes		SKL 2	STM

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

- WHAT THIS DOES:**
- Does require a 15-minute summoning ritual to be performed by the caster.
 - Does require the caster to use something that belonged to the deceased.
 - Does require the caster to pass the Save.

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



Bonds and Connections
- This Is an Cae'Em connection with Construct.



Counter:
No Counter Available

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

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



Focus Items and/or Kits:

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

9 Find Clues To True Name

LEVEL Tier 3



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
24 pts	4 Squares	2 Hours		Personal-Connections	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Item	Permanent		RM 2	DOK-SYL-STM-EOL-ORX

- 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.

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



Focus Items and/or Kits:

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

9 Search for Focus Item



LEVEL Tier 3

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Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	1 Day		Find-Hide-Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Mark	4 Hours		SKL 2	DOK-SYL-STM-EOL-ORX

- 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 3



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	2 Minutes		Battle-Defense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	4 Hours		RM 2 	STM

- Details:**
- Creates shield around recipient which protects from other creatures attempt to influence the recipient.
 - Within the Astral plane it is normal that internal thoughts are commonly projected out into the physical Astral world.
 - This is a shield that diffuses the thoughts and ideas the recipient has as they travel the Astral plane, thus helping the recipient maintain control.
 - This shield also inhibits the thoughts of other creatures from affecting the recipient.

- WHAT THIS DOES:**
- Does protect the caster, but it may also gather interest from Astral creatures.
 - Does grant the caster +2 AC versus Astral attacks.
 - Does grant the caster the use of RM:2 vs Astral attacks,
 - This applies to all Astral attacks regardless of what plane the caster is on.
 - If an Astral attack already has a Save with a column 2, then use 1 column better.

- WHAT THIS DOES NOT DO:**
- Does NOT extend its protection to anyone but the caster without the enhancement.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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






Focus Items and/or Kits:

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

10 Charged Fencing - Two Sides

LEVEL Tier 3

3d6 touch dmg. Save to pass through.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	6 Squares	Initiative		Battle-Defense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	2 - 9 Sqs	4 Hours		RM 3 	STM



Created by COPILOT

- Details:**
- The caster creates an elecrified wall around themselves, on two sides.
 - Each wall is 1 to 3 squares long.
 - Any creature crossing the wall's perimiter is required to make a MGC 2 save.
 - On a succesful save, the creature may pass unharmed.
 - On a failed save, it takes 3d6 lightning damage.

- WHAT THIS DOES:**
- Does protect the caster from trespassers.
 - Does cause 3d6 electric damage to anyone that touches it.
 - Does inhibit movement past the fence,
 - A person attempting to move through the fence must roll a Save,
 - passing the Save allows the person to move through the fence,
 - A passing Save only allows one person to pass.

- WHAT THIS DOES NOT DO:**
- Does NOT exclude allies from taking damage upon crossing.
 - Does NOT allow casting of this spell in the same spot more than once.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

10 Project Astral Image Within PMP

LEVEL Tier 3

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	20 Minutes		Travel-Planes	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	PMP	4 Hours		none	STM



Created by COPILOT

- Details:**
- The casters body becomes non-responsive and coma like.
 - A glowing near transparent image of the caster emerges.
 - The caster is able to hear and see what the image hears and sees.
 - The caster can choose to feel and taste what the image does.
 - The image has 50 HP, and an AC of 12, and Move of 12 squares.
 - if hit the image takes damage but does NOT show damage.
 - If the image is destroyed or dies the caster drops to -8 HP.

- WHAT THIS DOES:**
- Does allow the caster to create an astral projection in the same PMP.
 - Does allow he image is able to go through wooden walls (and lesser walls).
 - Does allow the image to have their Focus Item and one other item.
 - Does put the caster's body in a non-responsive state that is coma like,
 - disturbing the casters body may 'wake' the caster and end the spell.

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 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 Items and/or Kits:

- 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		COLLECTION	OUTCOME
36 pts	Touch	10 Minutes		Health-Life-Death	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Body	Permanent		SKL 3	STM



Created by COPILOT

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT restore a creature that has been dead for more than 24 hours.
 - Does NOT restore the creature to more than 0 HP.
 - Does NOT restore undead or living dead.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

11 Connect To An Arcane Focus Item

LEVEL Tier 3

Creates connection between caster and a Arcane Focus Item.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
36 pts	Touch	3 Days		Personal-Connections	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Item	Permanent		RM 3	DOK-SYL-STM-EOL-ORX



Created by COPILOT

- Details:**
- Creates a connection between the caster and the Arcane Focus Item.

- WHAT THIS DOES:**
- Does require the item to be of the highest quality.
 - Minimum GP value of 10,000.
 - Does work only if the caster is not currently connected to another Arcane Focus Item.
 - Does create the casters connection to the item provided the Save is passed.
 - Does allow a caster with a current Focus Item to cast this as a counter to another casting.

- WHAT THIS DOES NOT DO:**
- Does NOT have any effect if the Save fails (at end of Rollout).
 - Does NOT continue or have any effect if blocked by a 'Tiro Mess' spell.



Bonds and Connections

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



Counter:

LVL: 1 Rollout Interruption

Creations:

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

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
12	Range X2	8
14	Save -1 Col	8



Focus Items and/or Kits:

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

11 Astral Plane Projection

LEVEL Tier 3

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	20 Minutes		Find-Hide-Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Astral Plane	4 Hours		none	STM



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 Rollout Interruption

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

12 Class Power Attack




LEVEL Tier 3

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Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	8 Squares	Initiative		Battle-Offense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	1 Round		RM 3 	DOK-SYL-STM-EOL-ORX

- Details:**
- Sylvan use Ice,
 - Strumos use Electricity,
 - Orix use Force,
 - Eolas use Acid.

- WHAT THIS DOES:**
- Does allow targets the with the same class as the caster to Save for 1/2 damage.
 - Does allow the caster to use their class power to attack a target.
 - Does the power will do 4d10 + ACU points of damage,
 - Does allow the target to roll a Save to avoid half of the total damage with a passing result.
 - IF the target is able to used the same type of power they are attack with.
 - Does send a bolt of power directly to the target.

- WHAT THIS DOES NOT DO:**
- Does NOT apply any mundane damage,
 - Example: Class Power Attack does not light anything on fire.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

Creations:

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

Enhancements:

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





Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Enemy to pass another RM:3 Save vs knocked back 1 Sq.
- Knock back may interrupt some activities.

12 Ranged Forced Healing 2d8+2 HP

LEVEL Tier 3

Roll 2d8+2. Dmg x1 then Heal x2

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	6 Squares	Initiative		Health-Life-Death	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Permanent		none	SYL-STM-EOL-ORX



Created by COPILOT

- Details:**
- Forcibly draws energy from entire body to heal a single wound,
 - Roll 2d8 and add 2 to get a result.
 - Forcibly drawing energy does damage to the target equal to the result.
 - Check to see if the target has any issues (HP below 0?).
 - Lastly, apply twice the result as healing.

- WHAT THIS DOES:**
- Does heal more than just civilized people.

- WHAT THIS DOES NOT DO:**
- Does NOT heal undead, living dead, or the dead.
 - Does NOT heal creatures that are non-corporeal.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
14	Duration X2	8
20	Rollout Instant	16

Focus Items and/or Kits:

- Not required.

13 Circle of Containment

LEVEL Tier 4



Created by COPILOT

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

- Details:**
- Creates a visible 3 Sq radius perimeter.
 - Creatures attempting to exit the perimeter must roll a Save,
 - On a successful save, the creature may leave,
 - On a failed save, the creature remains contained.
 - Suggested usage is prior to casting a summoning spell.

- WHAT THIS DOES:**
- Does inhibit creatures from leaving the circle.
 - Does work if the caster is unconscious, dead, or out of range, etc.

- WHAT THIS DOES NOT DO:**
- Does NOT inhibit the Caster from leaving the circle.
 - Does NOT work if the caster is not able to continue,
 - If caster is unconscious, dead, or out of range, etc.
 - Does NOT continue if the caster chooses to end the spell.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 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 Items and/or Kits:

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

13 Circle of Astral Expulsion

LEVEL Tier 4



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	10 Minutes		Battle-Defense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	3 Sq Radius	4 Hours		SKL 2 	STM

- Details:**
- Creates a 3 Sq Radius circle surrounded by ornate chalk designs.
 - Once spell starts, outline fades to be unseen.
 - Once spell starts, any Astral creature / item will immediately be teleported back,
 - either to an Astral spot known to the caster
 - or to a random location in the Astral plane
 - Each teleport back to the Astral plane is with a caster's Save.
 - Regardless of the distance between the caster and the circle
 - the caster is always aware of the circle enacting (even if the Save fails).
 - Spell continues to power the potential teleports until the duration ends.

- WHAT THIS DOES:**
- Does banish Astral creatures and items to their plane.
 - Does allow the caster to move out of casting range after circle has been created.

- WHAT THIS DOES NOT DO:**
- Does NOT banish Astral creatures/items if the Save by the caster fails.
 - Does NOT compell Astral creatures to stay within the circle (tip: use Circle of Containment!)

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

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

13 Summon Strumos Item (Tae'Em)


LEVEL Tier 4

455-



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	PMP	10 Minutes		Call-Summon	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Nae'Em	Instant		none	STM

- 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 Items and/or Kits:

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

13 Great Healing 5d6+6 +ACU

LEVEL Tier 4

Heal 4d6+6 +ACU Bonus

COST	RANGE	ROLL OUT	<div>NEW</div> <div>∞</div>	COLLECTION	OUTCOME
20 pts	2 Squares	Instant		Health-Life-Death	Mundane
STACK	AoE	DURATION	SAVE	COL	CLASS GROUPS
99	1 Creature	Permanent	none		STM



Created by COPILOT

Details:

- Caster heals a creature for 5d6+6 HP.

WHAT THIS DOES:

- Does heal a creature for 5d6+6 HP.

WHAT THIS DOES NOT DO:

- Does NOT work on Undead or Living Dead.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
16	Healing +4	10
18	Healing +8	10



Focus Items and/or Kits:

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

13 Astral Shed

LEVEL Tier 4

456-



Created by COPILOT

Small shed outside... 5 rooms inside.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	1 Minute		Shelter-Rest-Protection	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1x1x2 Sqs	8 Hours		none	STM

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT allow the caster to take any items within out of PMP.
 - Does NOT allow any harmful effects from Astral Plane to enter the shed.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10
20	Rollout Instant	16



Focus Items and/or Kits:

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

14 Consecration of Corpse

LEVEL Tier 4

459



Created by COPILOT

Block animation and removes Nae'Ems.

COST	RANGE	ROLL OUT	 	COLLECTION	OUTCOME
16 pts	1 Square	30 Minutes		Health-Life-Death	Magical
STACK	AoE	DURATION	SAVE	COL	CLASS GROUPS
99	1 Corpse	Permanent	none		STM

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

14 Major Healing Bolt 6d6-1d2



LEVEL Tier 4

457-



Created by COPILOT

1d2 electrical damage, then 6d6 Healing.

COST	RANGE	ROLL OUT	 	COLLECTION	OUTCOME
16 pts	12 Squares	Initiative		Health-Life-Death	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	Permanent		none	STM

Details:

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

WHAT THIS DOES:

- Does damage the targetfor 1d2 Lightning damage.
- Does heal 6d6 HP.

WHAT THIS DOES NOT DO:

- Does NOT affect the caster to heal Living Dead or Undead.
- Does NOT affect non-corporeal creatures

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

15 Create Food For A Family

LEVEL Tier 4

2d12+10 meals w/ water.

COST	RANGE	ROLL OUT	 	COLLECTION	OUTCOME
16 pts	Touch	5 Minutes		Food-Water	Magical
STACK	AoE	DURATION	SAVE	COL	CLASS GROUPS
3	1 Square	Permanent	none		STM



Created by COPILOT

Details:

- Create food and water for 1d12+10 meals.

WHAT THIS DOES:

- Does create a full hot tasty meal and cool clear water.
- Enough for 2d12 + 10 meals.
- Caster chooses type of a simple meal.

WHAT THIS DOES NOT DO:

- Does NOT allow the caster to create spoiled or non-nutritional foods..

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Init	12
14	Range At 3 Sqs	8
18	Range X4	10



Focus Items and/or Kits:

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

16 Reveal True Name

LEVEL Tier 4

631



This uses all the clues to find the True Name.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
64 pts	1 Square	12 Hours		Find-Hide-Reveal	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Square	Permanent		none	DOK-SYL-STM-EOL-ORX

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.

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



Focus Items and/or Kits:

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

17 Lightning Bolt



LEVEL Tier 5

823-



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	12 Squares	Initiative		Battle-Offense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Direct Line	Instant		AGL 2 	STM

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

No Counter Available

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

18 Major Group Heal 200 HP

LEVEL Tier 5

460



Created by COPILOT

3 persons minimum within AoE. 200 pts divided equally.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	6 Squares	20 Minutes		Health-Life-Death	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3 Sq Rad Circle	Permanent		none	STM

Details:

- Caster heals a group of 3 or more creatures for 200 HP.

WHAT THIS DOES:

- Does heal a group of 3 or more persons for 200 HP.
- Does equally divide the HP among the group,
 - Remainders of the division are dropped and lost.
- Does allow enhancements to increase the base amount to be divided.

WHAT THIS DOES NOT DO:

- Does NOT work on Living Dead or Undead.
- Does NOT work on groups of two or a single person.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	Healing +4	10
18	Healing +8	10



Focus Items and/or Kits:

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

19 Dead Spirit Conversation Circle

LEVEL Tier 5



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	6 Squares	10 Minutes		Communication-	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Spirit	Rollout		SKL 2	STM-DOK

- Details:**
- Caster performs a summoning ritual using a summoning circle, then summons souls and spirits to speak to them.
 - Communication is also voluntary on the soul/spirit's part,
 - the summoning itself is not voluntary.

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

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



Bonds and Connections

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



Counter:

LVL: 1 Rollout Interruption

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive
- The Save required is now SKL:1.

20 Raise The Dead

LEVEL Tier 5



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
40 pts	Touch	8 Hours		Health-Life-Death	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Corpse	Permanent		SKL 2	STM

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

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

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



Bonds and Connections

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

Counter:

LVL: 1 Rollout Interruption

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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