

STM

269-1

1 Blinding Flashes

LEVEL

Tier 1

Bright sparkling lights may partially blind the targets.

Save vs Visual issues.

Fail= Init & ToHIT -2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	8 squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION	2 RDS	SAVE	CLASS GROUPS
99	2 x 2 Squares	1 Round / Tier		Skill or non-Skill	STM

Target Sees



By COPILOT

Details:

GENERAL:

- Caster throw bright sparkling lights, attempting to partially blind those in the AoE.

WHAT THIS SKILL DOES DO:

- Creates enough sparks to interfere with accurate sight, a Save is required,
 - If the target is a Strumos they use the 'Skill' save,
 - others all use the 'non-Skill' Save.
- All with a failed Save have a -2 to their Initiative and ToHIT.
- Friends that are aware of this spell has been cast benefit with a +20 to their Save roll,
 - This does not apply to enemy,
 - This does not apply to party members that are not aware this will be cast on that round.
- Enhancements and the Focus Ring may adjust the Saving roll, Duration, or Range.

WHAT THIS SKILL 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:

Dispel Magic.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
9	Range +50%	6
14	Save Roll -20	8

Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Caster subtract to target's Save roll by 20

STM

252-1

1 Basic Healing 1d8+ACU

LEVEL

Tier 1

Caster's most basic form of healing.**Heal 1d8+ACU.****Range of 8 sqs for Fighters.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	2 or 8 sqs	Initiative	Healing and Rest	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	Permanent	None	STM



By COPILOT

Details:**GENERAL:**

- Caster's most basic form of healing.

WHAT THIS SKILL DOES DO:

- Heals 1d8 + Acumen Bonus.
- Healing only living creatures.
- This healing spell will automatically 'bind' the wound. (Stop bleeding).
- If the Strumos heals a Fighter the spell range becomes 8 Sq.s.
- beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

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

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
16	Healing +4	10
18	Healing +8	10

Focus Items and/or Kits:

- Focus ring with crystal is NOT passive,
- Add +1 Healing per caster Tier.

SYL-STM-VEN-ORX

246-1

1 Draw Up Ground Water

LEVEL

Tier 1

Capture wanter in containers. Area=1/4 mark. Repeats may fail.

Temp & Tropic= 2 skins/Tier. Arid & Arctic= 2 skins.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Touch	10 Minutes	Food And Drink	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	2 Skins/Tier	Permanent	None	SYL-STM-VEN-ORX



By COPILOT

Details:**GENERAL:**

- Extracted ground water sprays up and can be captured in suitable vessels.
- No extra rolls needed if there are receptacles available and used.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Draws on the available water/moisture in the area. (1/4 of a Mark),
 - Brings up water as long as the area is not barren of moisture.
 - Total amount of ground water in the same general area...
 - Temperate/Tropic Regions: 2 skins / Tier per spell (multiples: -1 skin per spell),
 - Arctic/Arid Regions: 2 skins per spell (multiples: -1 skins per spell),
 - Multiples: each repeated spell in same area reduces the effectiveness.
- Beneficial adjustments can be found in Enhancements and with a Focus item.

WHAT THIS SKILL 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
10	Rollout Halved	6
16	Rollout 1 Min	8

**Focus Items and/or Kits:**

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

STM

982-1

1 Light of Strumos Yellow

LEVEL Tier 1

Default is 'Candle' light. Focus Item make brighter.

Coal= 0 Sq, Candle= 1 sq, Torch=6 sqs.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	Initiative	Light and Darkness	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	Varies	12 Hours	None	STM



By COPILOT

Details:**GENERAL:**

- When using a Focus Item (Strumos Ring) the caster can choose the brightness level.
- Default brightness is 'Candle' light when cast without a focus item.

Description	Viewing	Seen
Coal	same Sq	3 Sqs
--> Candle	1 Sqs	8 Sqs (Default w/o Focus Item)
Torch	6 Sqs	20 Sqs

*Description is an example to indicate how bright the light is.**Viewing is how far the user (caster) can read with this light.**Seen is the max distance an outside creature can be seen.***WHAT THIS SKILL DOES DO:**

- This creates a light that will stay just above the caster's head.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- The light does NOT stay fixed to a static spot, it stays fixed in relation to the caster.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Healthy Yellow Candle',
 - More than just this skill is required to create this item.
 - While other classes may be able to use this,

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Enhancements:

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

Creations:**Healthy Yellow Candle**

- Yellow hued candle, 3 Sqs Rad, Dur:4 hrs.
- STM: Dur: 8 hrs.
- Need: Kitchen, 12 Sp Pts, 4 Hours.
- Bees wax, Potash, Bear Bones.
- Market: 9 Max, Buy:30 SP, Sell:8 SP.

**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

STM

330-2

1 Cause Illness

LEVEL

Tier 1

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

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	4 Squares	Initiative	Fragility	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Square	Possibly Days	Health	STM Illness Increased



By COPILOT

Details:

basic notes:
0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10

Cycle start 5
Max depth 10
Progress steps 3

Repeat Save Roll Adj -40
Assist Save Roll Adj +40

cycles
spells 1 hour
disease/sickness 24 hours

Bonds and Connections

- No Nae'Em connection.

**Counter:**

Dispel Magic.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
16	AoE X2	16
18	Range X4	10

Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Increase the column of the required Save.

STM

256-1

1 Camp Shock Perimeter

LEVEL

Tier 1

Caster controls a protective line around the AoE.

Crossing = zap sound & 1d3+3 electric dmg. Save for 0 dmg.

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

Avoiding the trap



By COPILOT

Details:**GENERAL:**

- Caster controls a protective line around the AoE.

WHAT THIS SKILL DOES DO:

- Protects the border of an AoE,
 - The caster can permit creatures past (without harm) one at a time,
 - Same person crossing multiple times requires a conscious permission each time,
 - This activity will interrupt any ongoing concentrated effort.
- Cause damage & shock to targets passing in/out of the AOE w/o casters approval,
 - 1d3+3 electric and a mild electric shock.
- Allows the target to attempt a Save,
 - If the line is crossed, the trespasser triggers a loud obvious sound of electricity zapping,
 - Passing the Save indicates no damage taken,
 - Failing the Save indicates the trespasser takes 1d3+3 damage.
- Allows casting in and out of the area.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT move with the caster.
- Does combine with other area spells which overlap areas.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

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

STM

261-1

2 Electric Zap

LEVEL Tier 1

Cast directly to the target w/o any arc or lobbing.

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	1 RDS	SAVE	CLASS GROUPS
99	1 Square	1 Round		None	STM



By COPILOT

Details:**GENERAL:**

- Caster hurls sparks toward a target for 1d8 damage.

WHAT THIS SKILL DOES DO:

- Directs the sparks to the target without any arc or lobbing.
 - Requires a direct line to the target.
- Delivers 1d8 + Acumen Bonus in electric damage,
 - Damage +2 adjusted if the target wears non-Adamantine body Armor.
- Allows the caster to hit the target without a Save from the target.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT travel through things that insulate electricity.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
12	Range X2	8
20	Rollout Instant	16

**Focus Items and/or Kits:**

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

STM

273-1

2 Feather Bed

LEVEL

Tier 1

A feather bed for 1 appears.

1 shift of sleep is equal to a full night.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Touch	2 Minutes	Healing and Rest	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	1 Bed (1x2 sqs)	12 Hours	None	STM



By COPILOT

Details:

GENERAL:

- Caster creates a soft sleeping area.

WHAT THIS SKILL DOES DO:

- Continues even once the caster is out cold, asleep, etc...
 - 1 shift of sleep is equal to a full night.
- Protects against cold weather, but not freezing,
 - Will help on Saving Rolls (+20) for very cold temperatures.
- Creates bed, blanket, pillow,
 - All disappear at duration end.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow more than 1 person to use a bed.
 - This is regardless of the size of the persons.
- Does NOT change any properties of the surrounding ground/area,
 - Only a creature lying down on the bed will notice a comfortable difference.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

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 create 2 beds,
 - Two separate beds of 1x2 Sq.s.

STM

268-1

2 Sleep: Light Nap

LEVEL

Tier 1

Inactive+0, Moderate+40, Very+80. Repeated cast -20 each.**Save:** Fail=Light sleep. Pass=Barely awake, Next Save -20.

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

Tired, but aware



By COPILOT

Details:**GENERAL:**

- Can push an inactive person into a light sleep.
- Sleep can still be interrupted by normal external, mundane means.
 - Examples include loud noises, moving the Target, etc.
 - Extra saves may be needed based on situation.
- If a Target falls asleep due to this spell the Target cannot wake self.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Gives complete rest to the Target if they continue sleep for 6+ hours,
 - If the target is voluntary the duration is 6-7 hours if uninterrupted (complete rest).
- Allows the Target to roll a Save Roll,
 - Moderately active targets get a bonus of +40 to their Save roll,
 - Very active targets get a bonus of +80 to their Save roll.
 - Failure means Target falls into a light sleep for 1d6 hours,
 - Success means Target is very tired but awake,
 - However, a success on the roll means subsequent Light Nap spells have a Save Roll -20.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring,
 - Specifically, 'Subtle Casting' (at 6th level, cost of 4 sp),
 - This makes the casting look like normal movements without casting lights.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect on an active person.
- Does NOT stop an affected Target from being woken up.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

Dispel Magic.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Makes the Save roll harder (-20).

ORX-SYL-STM-EOL

471-1

2 Triggered Forced Healing 2d8

LEVEL

Tier 1

This is a delayed forced healing, triggered by taking damage,
Dmg triggers 2d8 rolled. Dmg first, then 2x Healing.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Touch	30 Minutes	Healing and Rest	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
9	Recipient	Damage Taken	None	ORX-SYL-STM-EOL



By COPILOT

Details:**GENERAL:**

- This is a delayed forced healing, triggered by taking damage,
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- After damage has been taken,
 - Recipient rolls a 2d8 and notes the result.
 - Next, the recipient applies the results as damage to themselves,
 - Lastly, the recipient applies twice the result as healing to themselves,
 - The effect is the character taking damage then being healed up more than the damage.
- This spell can be cast multiple times,
 - Up to the stacking limit, (May be cast multiple times on multiple creatures).
- Only 1 of this spell can remain on any single creature,
 - No creature can have more than one, even if done by multiple casters.
- beneficial adjustments can be found in Enhancements.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the recipient to choose not to use it,
 - Once the spell is cast (or Draught used) the next damage triggers the healing.
- Does NOT allow multiples of this spell to be used on a single creature, 1 per creature.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for a 'Triggered Force Health Draught',

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

Triggered Forced Health Draught

- Roll 1d8. x1 Damage then 2x Healing.
- SYL & STM: Heal +4 HP.
- Need: Kitchen/Lab, 20 Sp Pts, 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
14	Range At 3 Sas	8

Focus Items and/or Kits:

- Not required.

STM

286-1

3 Protect Fighter vs Ranged/Thrown

LEVEL

Tier 1

Recipient must be a fighter class/subclass.

Gains +2 vs ranged/thrown attacks. Focus Ring +2 AC.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	8 Squares	Initiative	Battle Defense	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Recipient	End of Battle or 4 hrs	None	STM



By COPILOT

Details:**GENERAL:**

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

WHAT THIS SKILL DOES DO:

- Requires recipient must be a fighter class/subclass.
- Fighters AC vs Ranged and Thrown gains additional +2,
- Does NOT have any effect on Melee.
- Duration: Lasts to end of battle or 4 hours, whichever is shortest.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

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

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

Counter:

LVL: 1 No Counter Available.

Creations:

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

Enhancements:

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

**Focus Items and/or Kits:**

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

SYL-STM-VEN**3 Shadow of the Magi**

LEVEL

Tier 1

Darkness centered just above caster.**Duration of concentration + 4 rounds.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Light and Darkness	Magical
99	3 Sq Dia Sphere	Conc +4 Rds	4 _{RDS}	None	SYL-STM-VEN

911-1



By COPILOT

Details:**GENERAL:**

- Does allow the caster to create darkness that will stay centered above them.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration,
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Creates an area of darkness that centers on the caster,
 - specifically located just above the casters head.
- Allows darkness to continue for up to 4 rds after the concentration has stopped.
- Beneficial adjustments can be found in Enhancements and with a Focus item.

WHAT THIS SKILL 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.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for 'Dust Of Darkness',

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
16	AoE X2	16
20	Rollout Instant	16

Creations:

Dust of Darkness

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

**Focus Items and/or Kits:**

- Focus Item with crystal is NOT passive.
- Duration becomes 10 rounds w/o concentration.

STM

277-2

3 Aid Poisons (Fragility)

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		Fragility	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	Permanent		Skill	STM

Sickness 1 better



By COPILOT

Details:

Disease/Sickness		
	1 day	Start/End
Cold	1	4
Flu	1	6
Consumption	2	8
Rat Pox	3	10
Grey Plague	5	10

If the issue is treated then Save Roll +20
Spell or item that allows an instant Save Roll. Fail=Stay, Pass = Up 1 Fragility

poisons		
	1 rd	Start/End
Irritant	1	3
Disoriented	2	5
Spasms	3	7
System Shock	4	9
Paralysis	6	10

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Enhancements:

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

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.



Focus Items and/or Kits:

- Not required.

STM

461-1

3 Summon Astral Beast of Burden

LEVEL Tier 1

Up to 3 riders with one as the caster. HP=25 AC:17/15,
Init+0, Attk:x0x1, ToHit+0, Dmg:1d8, Move:15, 2 Marks/Day.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	30 Squares	20 Minutes		Traveling (PMP)	Mundane
STACK	AoE	DURATION		None	STM
3	1 Creature	1 Month (30 days)			



By COPILOT

Details:**GENERAL:**

- About the Astral Creature:
 - if attacked it will attack in random directions since it does not understand.
 - its battle stats: AC:17/15, Init+0, Attk:x0x1, ToHit+0, Dmg:1d8, Move:15, - HP:25, SP:0, 2 Marks/Day.
 - can continuously canter and have short bursts of speed, but no running.
 - it is a quadra-pedal 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 SKILL DOES DO:

- Summons a healthy astral beast of burden,
 - The creature communicates through an Nae'Em bond with limited vocabulary (1 word @ a time),
 - The creature will be adapted to all areas of the PMP and Astral plane,
 - It will travel up to 3 marks a day with a few minor bursts of speed, but no running.
- Works well with some circles of power: Animal Protection, Containment, etc...
 - but not with expulsion type containment or spells.
- Allows 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.
 - Doesn't sense danger or kindness with any but the caster, unless hurt.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT ensure commoners will react well to such a strange sight.

**Bonds and Connections**

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

Counter:

LVL: 1 No Counter Available.

Creations:

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

Enhancements:

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

**Focus Items and/or Kits:**

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

DOK

822-1

4 Consecration: Final Rites

LEVEL

Tier 1

Dead are pushed beyond this world. A deity may be named.

Once cast non-Deities cannot interact w/ that dead creature.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Touch	30 Min	Healing and Rest	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Body	Permanent	None	DOK



By COPILOT

Details:**GENERAL:**

- When casting this spell the name of a God/Goddess can be used to seal (end) the spell.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- This spell will ensure the dead stay dead.
- When cast as a consecration the Duration is Permanent.
- It is thought the soul is pushed to the Spirit World,
but there is no way to confirm as of yet.
- Any spells to communicate, raise, or bring back the Dead are no longer possible.
- Moves the soul of a recently deceased Target to a place away from mortal influence.
- Beneficial adjustments can be found in Enhancements

WHAT THIS SKILL DOES NOT DO:

- Does NOT affect any Target that has been dead longer than 1 month.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

STM

4 Slow Healing

LEVEL

Tier 1

Save each hour to heal 10 hp per recipient. 4 +1/Tier hrs.**No other concentrated efforts by either caster or recipient.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
10 pts	2 Squares	4 Hours	Healing and Rest	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	1 Creature	permanent	Skill	STM

Healing continues

Details:**GENERAL:**

- No other concentrated efforts by either caster or recipient.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Maximum of 4 hours + 1 hour per Tier
 - Save every hour. Failed Save ends spell.
- Requires A Skill Save,
 - Every hour prior to the healing,
 - Pass the Save to complete the healing of 10 HP for that hour,
 - Fail the Save and the spell ends with no more healing.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT cure diseases/poison/other ailments.
- Does not continue if the caster is disturbed within the rollout.



By COPILOT

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
16	AoE = 2 Targets	12
18	Healing +8	10

Focus Items and/or Kits:

- Focus ring with crystal is NOT passive,
- Add +1 Healing per caster Tier per cycle.

SYL-STM**4 Improve Food**

LEVEL

Tier 1

306-1

Improve Quality/Taste of non-cumber food.**Works on all non-poisoned / non-spoiled food.**

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



By COPILOT

Details:**GENERAL:**

- The caster improves the taste and/or quality of one food item/dish.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Does improve the taste and/or quality of food.
- Does work on all non-poisoned / non-spoiled food.
- Beneficial adjustments can be found in Enhancements and with a Focus item.

WHAT THIS SKILL 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:**

Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
16	AoE X2	16

Creations:

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

**Focus Items and/or Kits:**

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

STM

248-1

4

Strumos Run

LEVEL

Tier 1

Caster is able to run as fast as a horses canter.**2 times travel through a PMP/Astral. (speed of a horse)**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	5 Minutes	Traveling (PMP)	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	Caster	8 Hours	None	STM



By COPILOT

Details:**GENERAL:**

- Caster increases their speed to that of a horses normal canter.
- Recasting this same spell a second time while under the effect of the spell...
 - resets the duration timer and does NOT double the effect.

WHAT THIS SKILL DOES DO:

- This spell can only be cast within the Astral or PMP.
- Allows the caster to move 2 times the usual distance
 - Allows the caster to navigate around normal avoidable obstacles,
 - Allows the caster to normally carry inventory (Pack, Class carry, and on body),
 - If Inventory is overloaded (indicated in char sheet) then this speed is affected.
- Maintains the casters vulnerability to attacks,
 - If caster travels alone surprise is very likely.

WHAT THIS SKILL 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 attack/cast spells while traveling.
- Does NOT allow the Strumos to travel at double time in conjunction with the "Strumos Run"

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for a 'Potion Of Speed Boost',
 - While other classes may use this item, the Strumos have advantages with it.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
12	AoE = 2 Recipients	10

Creations:**Potion Of Speed Boost**

- Fighters RUN Movement +2. Dur:2 Hrs.
- STM: Duration: 4 Hours.
- Need: Kitchen/Lab, 24 SP, 24 Hrs.
- Veggie Oil, Snake Scales, Honey.
- Market: 9 Max, Buy:25 GP, Sell:7 GP.

**Focus Items and/or Kits:**

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

STM

876-1

5 Repair A Dead Body

LEVEL Tier 2

Ensure a body is prepared for a dignified burial.

Doesn't do any actual healing.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
2 pts	1 Square	30 Minutes	Healing and Rest	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Target	Permanent	Skill	STM

Repair done



By COPILOT

Details:**GENERAL:**

- A minor spell to help someone that has passed to be buried with dignity.
- The body is left as whole as much as possible, based on how much of the body remains.

WHAT THIS SKILL DOES DO:

- Wounds are cleaned inside and out.
- Wounds are cleaned and made presentable,
 - physically closed up with enough minor healing to ensure there are not holes or openings.
- Ensures the body is clean and looks healthy-ish,
 - (as of the best state of the body within the last week).
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL 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
10	Rollout Halved	6
12	AoE = 2 Recipients	10
18	Range X4	10

**Focus Items and/or Kits:**

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

STM

435-1

5 Summon Nisse Spirit

LEVEL

Tier 2

Small timid invisible helper must stay within 1/2 a Mark.

Will heal caster 1d6 x2 a day and does minor chores.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	Self	10 Minutes	Partner Cooperations	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1/2 Mark	Perm	Skill	STM

Summoned



By COPILOT

Details:

GENERAL:

- About Nisse:
 - Nisse are timid and will despawn if you make them angry/uncomfortable.
 - they are rule followers and will not normally do anything that would break a rule.
 - they are happy to complete minor light-weight chores.
 - they can lift up to 9 kg/20 lbs,
 - their carry limit has a maximum of 10 inventory Lines.
 - their stats: HP:12 SP:4 AC:18 Init+10 ToHIT-10 Weighs nothing but inventory.
 - They can heal 1d6 twice a day (costs them 2 SP), almost always for the caster.

WHAT THIS SKILL DOES DO:

- Creates a minor trusting Nae'Em bond when summoning a Nisse (with a Skill Save),
 - Nisse are small spirit creatures that are invisible,
 - Nisse can be seen/watched using ultra violet sight.
- Requires the caster to make a Save when casting,
 - Passing the Skill Save summons the Nisse.
- Allows spell to continue even if the caster is out cold, asleep, etc.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the caster to command the Nisse to do any of the things it dislikes.



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
- Range set to 1 full Mark.

STM

557-2

5 Quarantine Isolation

LEVEL

Tier 2

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

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	4 Squares	1 Day	Fragility	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1x2 Squares	Permanent	None	STM



By COPILOT

Details:

The victim must be isolated from the general public with only 1 or 2 people helping them.

add to the past max Save Roll +20 per cycle loop specifically for victims of Disease/Sickness.

If a 3rd person enters the quarantine area

- that person will disrupt the quarantine in such that the process reverts and must be started over
- Further that person will likely (GM makes Save Roll -40) become infected.

If the 3rd person stays the new cycle starts over with them as a victim as well.

cycle description:

adds to the Save Roll used at the end of a fragility cycle that was created from a spell.
typically disease/sickness have a Save cycle of 1 day (24 hours).

This will add +20 to the infected persons Save Roll, making it easier to get out of their system.
This +20 will be added each time the cycle loops.

this spell does not need to be cast multiple times, in fact will not help to do so.
a single casting will continue for 5 cycles. (5 days)

basic notes:

0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10

Cycle start 5
Max depth 10
Progress steps 3
Repeat Save Roll Adj -40

cycles
spells 1 hour
disease/sickness 24 hours

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 Roll +20	8



Focus Items and/or Kits:

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

STM-SYL-DOK

893-1

5 Detect Magic

LEVEL

Tier 2

Item glows if magical. Brightness depends on power of magic.

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	2 Squares	5 Minutes		Find or Reveal	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1-5 item	Instant		Skill	STM-SYL-DOK

Sight



By COPILOT

Details:**GENERAL:**

- NOTE: This spell is available to Strumos, Sylvan, Venerator, and Dokour.
- Situations may alter the asdfasdfsdfasdf (if cast in darkness then column+2).
 - If Range enhancements are used the caster can cast this from outside the blinding distance.
- Requires the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- This will not inform the caster regarding the type of magic or it's effects.
- Causes magic items to glow with a visible white light,
- Possible Reactions/effects for the caster:
 - No Magic: No light means no magic found in/on item,
 - Minor Magic: Dim light (candle) shines if it has lower powered effects,
 - Major Magic: Bright light that dazes a character for 1 round if Save failed,
 - Diety Magic: Blazing light that will blind a char for 4 hrs if Save failed.
- IF the item is Major or Diety level, it will require a Save of all within 20 squares,
 - failed Saves will blind creatures for 2d4 rounds.

WHAT THIS SKILL DOES NOT DO:

- Does NOT cause permanent blindness.
- Does NOT give any more information, only indicates if there is magic or not.
- Does NOT interact with the magics in items,
 - Does NOT affect cursed items in any way (Does NOT show as magic if the item is cursed)

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Scroll Of Detect Magic',

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Enhancements:

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

Creations:

Scroll of Detect Magic

- Find Mundane, Magic, Epic, or God lvl. 1 item.
- STM-SYL-DOK: 1-3 Items in same square.
- Need: Kitchen/Lab, Cost 24 pts, 4 Hrs.
- AstrlSpecks, EtherlGrass, Obsid shard, TrnchMold
- Market: 9 Max, Buy:150 GP, Sell:30 GP.

**Focus Items and/or Kits:**

- Focus ITEM with crystal is NOT passive.
- Save to detect is easier. Save roll +20.

STM

338-1

5 Arlo's Astral Storage

LEVEL

Tier 2

Holds up to 10 small to medium items. No Save if no magic.

Caster opens/views/closes from PMP. No crystals.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	2 Minutes		Planar	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Square	Permanent		Non (if Mgc items)	STM

Items still there.



By COPILOT

Details:

GENERAL:

- Spell credit: This was created by a player character, Arlo.
- Caster creates a connection to an Astral Vae'Em location.
 - This is a Vae'Em that is created from the PMP but is in the Astral plane,
 - If the caster is in the Astral plane they can teleport to it using the Vae'Em.

WHAT THIS SKILL DOES DO:

- Opens/closes a pocket dimension in the Astral plane where the caster's items are stored.
 - Allows the caster to withdraw and deposit up to 10 small or medium items within.
 - Only way to find the storage area in the Astral plane is to track a magical item,
 - If no magic item is in the storage area then no tracking/finding is possible.
- Item limitations:
 - Size = Small to medium (Short sword or smaller),
 - If left in the area, Magic and crystals may not be there when it is opened again,
 - Magic and crystals often draw Astral creatures. Some may be thieves.
 - Only non-living things can be kept in the storage area.
- Magical items require a Non-Skill Save to retrieve them,
 - If there are no magical items within the Storage area then a Save is not needed.
 - Astral creatures may be drawn to items that have a deowler on them,
 - A failed Non-Skill comparison Save indicates the stash was found by an Astral creature,
 - A sucessful Non-Skill comparison Save means the items are undisturbed.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT require a Save if there are no magical items or crystals within the Storage area.



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	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.

STM

352-1

6 Increase Fighter Movement

LEVEL

Tier 2

Fighter recipient can move faster (+2 sqs)

Can be added on top of multipliers for move. Focus: +2 sqs.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	2 Squares	Initiative	Battle Actions/Prep	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Fighter	6 Hours	None	STM



By COPILOT

Details:**GENERAL:**

- Caster assists a Fighter to move an extra two squares.

WHAT THIS SKILL DOES DO:

- Allows a creature to move an additional 2 squares.
- Works for base traveling during battle,
 - Normal walking, flight, and swimming,
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL 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 let a character that is bound/tied up to move any faster than the situation allows.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for a 'Potion Of Speed Boost',
 - While other classes may use this item, the Strumos have advantages with it.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Enhancements:

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

Creations:**Potion Of Speed Boost**

- Fighters RUN Movement +2. Dur:2 Hrs.
- STM: Duration: 4 Hours.
- Need: Kitchen/Lab, 24 SP, 24 Hrs.
- Veggie Oil, Snake Scales, Honey.
- Market: 9 Max, Buy:25 GP, Sell:7 GP.

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- Allows 2 more sqs of movement.

STM

365-1

6 Common Healing 2d8+ACU

LEVEL

Tier 2

common healing spell from the Strumos.

Heal 2d8+ACU.

Range of 8 sqs for Fighters.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
6 pts	2 or 8 sqs	Initiative	Healing and Rest	Mundane
99	1 Creature	Permanent	None	STM



By COPILOT

Details:**GENERAL:**

- A common healing used by many Strumos.

WHAT THIS SKILL DOES DO:

- Heals 2d8 + Acumen Bonus.
- Heals living creatures.
- This healing spell will automatically 'bind' the wound. (Stop bleeding).
- If the Strumos heals a Fighter,
 - The spell range becomes 8 Sq.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

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

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for a 'Draught of Health',

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:**Draught Of Health**

- Heals 1d8.
- STM: Heals 1d8+4.
- Need: Campfire, 16 Sp Pts, 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 ring with crystal is NOT passive,
- Add +1 Healing per caster Tier.

STM

957-1

6 Create a Vae'Em Location

LEVEL

Tier 2

Landing spot for the "Vae'Em Portal (Astral Style)".

Resetting: 1 hr @ location or 2 days not @ location.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	4 Hours		Nae'Ems	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
7	1 Square	Permanent		None	STM



By COPILOT

Details:

GENERAL:

- Caster creates a landing spot for the "Vae'Em Portal (Astral Style)",
- A Vae'Em is a specail Nae'Em that refers to a Venue or location.
- Using the Enhancement 'Subtle Casting' at 6th level for 4 skill points,
- This means any casual watchers will not notice anything unusual,
However, if there are guards watching for the unusual then a Save would be required.
- Requires the Caster to maintain concentration,
- i.e. the Caster must stay awake throughout the Rollout,
- i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Initial creation of a specific Vae'Em takes 4 hours of concentrated effort.
- Resetting a broken Vae'Em connection,
- it can be re-established with 1 hour rollout at the Vae'Em location,
or
- it can be re-established with a 2 day rollout while not at the Vae'Em location.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the creation of a portal to a place outside of PMP.
- Once the Vae'Em is created the caster is NOT able to mentally view the location,
- But can create a portal to that location.



Bonds and Connections

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

Counter:

LVL: 1 No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Increase Aura	-2
6	Subtle Casting	4
10	Rollout Halved	6

Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Rollout for Resetting connection reduced in 1/2.

SYL-STM

962-1

6 Dispel Magic (Strsyl)

LEVEL

Tier 2

See the list of spells this affects in Full Descriptions

COST 8 pts	RANGE Touch	ROLL OUT 2 Minutes		COLLECTION Find or Reveal	OUTCOME Magical
STACK 99	AoE 1 Target	DURATION Permanent		SAVE Skill	CLASS GROUPS SYL-STM Varies

GM

By COPILOT

Details:**Alpha sorted list of spells that are ended by Dispel Magic:**

as of 8/29/2025

- Animate Cats Eye Marble
- Astral Plane Projection
- Call & Direct Rodent
- Call & Direct Small Assistants
- Call & Post Yappy Camp Dog
- Camp Shock Perimeter
- Capture/Release Light (Violet)
- Cause Illness
- Charged Fencing, Two Sides
- Circle of Protection vs Undead
- Create A Magical Glow
- Dimension Personal Hideaway
- Feather Bed
- Fire Starter
- Heat Wave Wall
- Hot Conversations
- Hot Rocks
- Imbue Ionic Marker (Tae'Em)
- Improve Food
- Improve Resist & Skill Saves
- Increase Fighter Movement
- Invoke Temporary Dimension Imp
- Langstrom Cloak Pockets
- Langstrom Rupture
- Light of Orix (Violet)
- Light of Strumos Yellow
- Light To Calm The Dead
- Orix False Glow
- Phage Mist
- Profiled In Fire
- Project Astral Image Within PMP
- Red Light of Dokour
- Ribbon Goblin Lookout
- Send Item to A Nae'Em Location
- Shadow Cover (AC +1)
- Shadow of the Magi
- Shape Of A Deer
- Shape Of A Dog
- Shape of A Familiar
- Shape Of A Plant
- Sky Scrying
- Sleep: Light Nap
- Strumos Run
- Summon Feline Familiar
- Swamp Lights (Greenish)
- The Darkness
- Typhlotic Sparky
- Vae'Em Portal (Astral Style)
- Veil of Shadows
- View Dimension
- View Imp Spy
- Visible Sign Posts
- Water to Ice (Reversible)
- Water to Steam (Reversible)
- Weapon Speed Charm
- Wind Wall

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 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
18	Range X4	10

Focus Items and/or Kits:

- Not required.

EOL-SYL-STM

309-1

7 Create Permanent Nae'Em

LEVEL

Tier 2

Can mentally talk with a bonded person when on same plane.

Resetting: 1 hr @ location or 2 days not @ location.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	1 Square	4 Days	Nae'Em	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	1 Recipient	Permanent	None	EOL-SYL-STM



By COPILOT

Details:**GENERAL:**

- This bonds a person to the caster and allows mental communication (on the same plane).
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Creates a Permanent mental bond and allows either party to initiate and accept.
- Resetting a broken Nae'Em connection,
 - Can be re-established with 1 hour rollout when next to the Nae'Em,
or
 - Can be re-established with a 2 day rollout while not near the Nae'Em.

WHAT THIS SKILL 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 disconnected) by Arcane (Ancient Magic).
- Does NOT connect with any creature that is magical (Dieties and such).

**Bonds and Connections**

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

Counter:

LVL: 1 No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
18	Range X4	10

**Focus Items and/or Kits:**

- Focus item with crystal is NOT passive.
- Resetting connection reduced in 1/2.

SYL-STM-VEN**7 Portal To Nae'Em**

LEVEL Tier 2

897-1

Caster or Nae'Em must be first to pass through.**Can't be created unless Nae'Em agrees to the portal.**

COST	RANGE	ROLL OUT	TIME	COLLECTION	OUTCOME
12 pts	PMP	4 Minutes	Hourglass	Nae'Ems	Mundane
STACK	AoE	DURATION	TIME	SAVE	CLASS GROUPS
1	Self+1	5 Minutes	Hourglass	None	SYL-STM-VEN



Created by COPILOT

Details:**GENERAL:**

- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires the caster to have an active Nae'Em connection while casting the portal.
- The caster and one other person can pass through,
Or
The Nae'Em and one other person can pass through,
 - First to pass through must be either the Nae'Em or the caster.
- After the caster or Nae'Em one more may follow.

WHAT THIS SKILL DOES NOT DO:

- Does NOT work if the Nae'Em is not able to respond.
- Does NOT work if the Nae'Em does not agree.

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 +2	12

Focus Items and/or Kits:

- No effect.

STM

343-1

7 Vae'Em Portal (Astral Style)

LEVEL

Tier 2

from/To PMP portal. Vae'Em removes need for a Save.

Remote Vae'Em reset reduces Rollout to 2 hrs.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	1 Square	4 Hours	Planar	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Square	2 Hrs	Skill	STM

Expected location

GM



By COPILOT

Details:**GENERAL:**

- The portal is to a specific place on the same PMP as the caster,
 - This must be predesignated place that has a Nae'Em associated with it (a Vae'Em),
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Caster creates a portal to the preset Vae'Em.
- The caster must be the first person through the portal.
- A disconnected Vae'Em can be reconnected while on the same plane,
 - At the site of the Vae'Em with a recasting but the rollout is only 4 minutes,
or
 - When not at the Vae'Em site the rollout is 4 days.

WHAT THIS SKILL 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.

**Bonds and Connections**

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

**Counter:**

Dispel Magic.

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.

STM

431-1

7 Strumos Waystation

LEVEL

Tier 2

platform protects anyone on it from normal weather effects.

3x3 SqS platform that protects from some weather

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	4 Squares	1 Minute	Fences and Shelters	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	3x3 Squares	12 Hours	None	STM



By COPILOT

Details:

GENERAL:

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

WHAT THIS SKILL DOES DO:

- 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.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT protect the creatures/items on the platform from attacks,
- The structure can only take 20 HP damage.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Skill.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

STM

8 Static Bolt

LEVEL Tier 2

Roll 1 ToHIT for up to 3 targets. Focus: +2/Tier ToHIT.

Dmg 2d6+ACU. Dmg +1d6 if non-Adamantine armor. No Save.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	15 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION	NEXT	SAVE	CLASS GROUPS
99	Direct Line	Instant		None	STM

432-1



By COPILOT

Details:**GENERAL:**

- Bolt may pass through up to 2 persons,
- must be in a row,
- any insulation stops all movement of the bolt.

WHAT THIS SKILL DOES DO:

- All targets must be within Range,
 - All targets must be in a row for this single bolt to strike them,
- Requires a ToHIT,
 - Note the active use of a Focus Ring will add to the ToHIT,
 - All targets are affected by the single ToHIT rolled by the caster,
 - Targets with Adamantine body armor take damage, but do not allow it to go through them.
- Delivers damage of 2d6 + ACU on up to 3 targets in row,
 - add +1d6 damage for targets wearing non-Adamantine body armor,
 - However, Adamantine body armor blocks the electricity from passing on through.
 - Roll the damage once and apply the amount to each target.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the bolt to continue if it has hit an insulating factor.
- Does NOT allow electricity to pass all the way through Adamantine body armor,

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.
- Improves ToHIT by an additional 2/Tier.

STM

437-1

8

Raise Nae'Em Fighter Str +1

LEVEL

Tier 2

Add 1 to STR (in Sheet) & and it will auto adjustment.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Touch	2 Minutes	Nae'Ems	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
2	1 Fighter	1 Hour	None	STM



By COPILOT

Details:**GENERAL:**

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

WHAT THIS SKILL DOES DO:

- Does affect only Fighters that are Nae'Em bonded to the caster.
- Does limit the number of times this spell can be cast on any creature to 1.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT affect non-fighters.

**Bonds and Connections**

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

**Counter:**

LVL: 1 Same Skill.

Creations:

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

Enhancements:

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

**Focus Items and/or Kits:**

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

STM

794-2

8 Electrifying Spell Effect Cleanse

LEVEL

Tier 2

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Touch	30 Minutes	Fragility	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Creature	Permanent	Resist (Skill/Non)	STM
			Fragility 0	



By COPILOT

Details:

adds to the Save Roll used at the end of a fragility cycle that was created from a spell.
typically spells have a Save cycle of 1 hour.

This will add +20 to the infected persons Save Roll, making it easier to get out of their system.
This +20 will be added each time the cycle loops.

this spell does not need to be cast multiple times, in fact will not help to do so.
a single casting will continue for 5 cycles.

basic notes:

0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10

Cycle start 5
Max depth 10
Progress steps 3
Repeat Save Roll Adj -40

cycles
spells 1 hour
disease/sickness 24 hours

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 Sas	8

**Focus Items and/or Kits:**

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

STM

436-1

8 Circle of Protection vs Undead

LEVEL

Tier 2

Undead are not able to cross the perimeter.

Living Dead must Save to pass.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	6 squares	Initiative		Fences and Shelters	Magical
STACK	AoE	DURATION	5 _{RDS}	SAVE	CLASS GROUPS
1	3 Square Radius	5 Rounds	Skill		STM

Cross Perimeter



By COPILOT

Details:

GENERAL:

- Casters identifying symbol must be represented in the art of the circle.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration,
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken or end of duration.

WHAT THIS SKILL DOES DO:

- Undead are not able to cross the perimeter of the circle.
- Living Dead can only cross the perimeter if the target passes a Skill Save.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT affect Living Dead.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Save Roll -20	8
16	AoE X2	16



Focus Items and/or Kits:

- Focus Ring with crystal is NOT passive.
- 6 additional squares to range.

STM

312-1

9

Extra Healing 3d8+ACU

LEVEL

Tier 3

Extra specail healing!**Heal 3d8 + ACU Bonus.****Range of 8 sqs for Fighters.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8.4 pts	2 or 8 sqs	Initiative	Healing and Rest	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Creature	Permanent	None	STM



By COPILOT

Details:**GENERAL:**

- A Strumos healing spell that has something Extra in it.

WHAT THIS SKILL DOES DO:

- Heals 3d8 + Acumen Bonus.
- Heals living creatures.
- This healing spell will automatically 'bind' the wound. (Stop bleeding).
- If the Strumos heals a Fighter,
 - The spell range becomes 8 Sq.s.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL 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:

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

Enhancements:

LVL	ENHANCEMENTS	COST
16	AoE = 2 Targets	12
16	Healing +4	10
18	Healing +8	10

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive,
- Add +1 Healing per caster Tier.

STM

278-2

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	Fragility	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	Permanent	Skill	STM

No Disease



By Magickstudio-art

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.
- Does remove any Disease from the creature by the end of the rollout.
- Does make the caster immune to getting any Sickness for the rollout.
- Does cause 2d8 HPs of damage.
 - This spell will NOT drop HP enough to kill.
- Does require the passing of the Save to complete the spell.
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- Does NOT Cause electrical damage to other creatures or objects.

basic notes:

0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10

Cycle start 5
 Max depth 10
 Progress steps 3
 Repeat Save Roll Adj -40

cycles
 spells 1 hour
 disease/sickness 24 hours

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.

STM

448-1

9 Charged Fencing, Two Sides

LEVEL Tier 3

2 Thin walls, 3 sq long, 1 sq above ground, 1 sq below ground**Pass and take 3d6 electric dmg. Save for 1/2.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	6 Squares	Initiative		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVE Resist (Skill/Non)	CLASS GROUPS STM
99	2 - 9 Sqs	4 Hours		1/2 Dmg	



By COPILOT

Details:**GENERAL:**

- The caster creates an elecrified wall, on two sides.
 - Each wall is 1 to 3 squares long.
- The caster creates two fences that are joined at a 90 degree angle (end to end),
 - Length: 3 sqs.
 - Height: 1 sq from ground up and 1 sq from ground down, (total of 2 sqs high, but buried).
 - Width : 1 hand wide.

WHAT THIS SKILL DOES DO:

- Does protect the caster from trespassers.
- Any creature crossing the wall's perimiter is required to make a Save.
 - On a succesful save, the creature only takes half damage.
 - On a failed save, the creature takes 3d6 lightning damage.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT exclude allies from taking damage upon crossing.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Enhancements:

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

Creations:

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

**Focus Items and/or Kits:**

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

STM

608-1

10 Project Astral Image Within PMP

LEVEL Tier 3

Caster vs others: each seem ghostly yellow to each other.**Astral Ghost-like:** HP=50, AC=12/12, Move=12, no attacks.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	20 Minutes		Watch/Scry	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	PMP	4 Hours		None	STM



By COPILOT

Details:**GENERAL:**

- 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,
 - Caster vs others: each seem ghostly yellow to each other.
- 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,
 - Caster vs others: each seem ghostly yellow to each other,
 - Others viewing the caster are able to hear the image, if it talks.
- If the image is destroyed or dies the caster drops to -8 HP.

WHAT THIS SKILL DOES DO:

- Allows the caster to create an astral projection in the same PMP.
- Allows the image is able to go through wooden walls (and lesser walls).
- Allows the image to have their Focus Item and one other item,
 - Stats: HP=50, AC=12/12, Move=12, no attacks/spells/skills.
- Puts 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 SKILL DOES NOT DO:

- Does NOT allow the caster to teleport into another plane.
- Does NOT allow the caster to bring anyone with them.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

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.

DOK-SYL-STM-VEN

10 Determine True Name

LEVEL Tier 3

Caster attempts to locate clues to find a True Name.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
24 pts	4 Squares	2 Hours		Find or Reveal	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Item	Permanent		Unskilled	DOK-SYL-STM-VEN

success

629-1



By COPILOT

Details:**GENERAL:**

- Use of this spell will reveal clues about a True Name.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Clues can be found from:
 - Current Nae'Ems (-5 pts each) These are 1 use.
 - Mementos, such as an item's makers mark (-2 pts each)
 - Current Focus Item (-20 pts)
 - Past True Names (-10 pts each) These are 1 use
- Gather all the clues together and subtract from 100 (Minimum of 30),
 - If the caster does NOT roll over the total then Current Nae'Ems and Past True Names are lost.
 - Lost clues can only be found again by going to the source and rolling a Skill Save.
 - If the caster has rolled over the total (using a 1d100) then the True Name is revealed,
 - **NOTE: The True Name owner will immediately know what has happened, but not where or who,**
 - When the True Name is revealed.
 - Using true names all magic cast on to the person has it's effect doubled.
 - Example: 23 HP damage becomes 46 Damage, AC reduction of 2 becomes 4, . . .
- The age of clues may lower the point values.
- Beneficial adjustments can be found in Enhancements and with a Focus item.

WHAT THIS SKILL 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 No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
14	Save Roll +20	8
18	Range X4	10

**Focus Items and/or Kits:**

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

STM

449-1

10 Astral Mental Shield

LEVEL Tier 3

When in the Astral plane this protects the caster.

+2 AC vs Astral creatures. Caster Save Rolls +20.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	2 Minutes		Planar	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Self	4 Hours		Skill	STM

Avoid Attack



By COPILOT

Details:**GENERAL:**

- Within the Astral plane it is normal that internal thoughts are commonly projected out into the physical Astral world.
- While in the Astral plane this produces a strong yellow glowing field around the caster.

WHAT THIS SKILL DOES DO:

- This spell protects the caster from mental attacks from the Astral inhabitants.
- Does protect the caster, but it may also gather interest from Astral creatures.
- Does grant the caster +2 AC versus physical attacks from Astral creatures while in Astral plane..
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:**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
14	Save Roll +20	8
16	AoE = 2 Targets	12

Focus Items and/or Kits:

- Focus Ring with crystal is NOT passive.
- AoE to include 1 other person as well.

DOK-STM-SYL-VEN

1030-1

11 Class Power Attack Duel

LEVEL Tier 3

ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK.**INTERRUPT: SYL-Ice, STM-Elect, VEN-Force, DOK-Fire**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
2.4 pts	10 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	1 Round		Skill	DOK-STM-SYL-VEN

By COPILOT

Details:**GENERAL:**

- INTERRUPTION (Rollout is Instant) ----- ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK -----
 - This skill pauses all action when enacted before any opposing effect can be done.
 - Such action might be damage taken or an attack made.
- Duel to be called AFTER this 'Class Power Attack' is mentioned & BEFORE damage is rolled.
 - The GM may have to make a call if the Class Power Attack proceeds too quickly.
- Each time a Duel is started it is

WHAT THIS SKILL DOES DO:

- Duel to be called AFTER this 'Class Power Attack' is mentioned & BEFORE damage is rolled.
 - The GM may have to make a call if the Class Power Attack proceeds too quickly.
- User of this spell forces a duel of a Class Power Attack spell between self and an opposing caster who is using a 'Class Power Attack' spell.
 - This "Duel" is about two powerful damage spells trying to overwhelm each other.
- Round by round the following is done:
 - Each caster must pay the SP to continue.
 - Forcing a duel will happen for at least 1 round.
 - Each spell will have the damage rolled and...
 - The caster who would deliver the most damage wins.
 - The loser delivers 0 damage,
 - The winner delivers ONLY the amount of damage that is above the losers damage rolls.
- Ending the duel within the round,
 - Option 1 one person stops and takes the full damage.
 - Option 3 both decide to stop (and honors the agreement, otherwise its option 1)

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

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

	Focus Items and/or Kits:	
	- Not required.	

STM

447-1

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	4 Hours		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Body	Permanent		Skill Skill Alive!	STM



By COPILOT

Details:**GENERAL:**

- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration,
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Allows the recipient to refuse the spell before the caster uses their SP.
- Only works if the creature has been dead for less than 1 month.
- Caster must make a Skill Save with a -40 detriment to the Save roll,
 - Passing the Save Removes 5 HP from the recipient Max HP permanently,
 - Passing the recipient is no longer dead, is alive at 0 HP.
 - Failing the Save takes 1 HP from the Casters Max HP permanently.
 - Failing the recipient is NOT alive, remains dead and can not be raised.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT restore a creature that has been dead for more than 30 days.
- 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
10	Rollout Halved	6
10	Rollout Halved	6
12	Range X2	8

Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Dead less than 2 months (up from 1 mo)

DOK-SYL-STM-VEN

627-1

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	4 Days		Nae'Ems	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Item	Permanent		Resist (Skill/Non)	DOK-SYL-STM-VEN

Connected



By COPILOT

Details:**GENERAL:**

- Creates a connection between the caster and the Arcane Focus Item.
- When resetting a disconnected Nae'Em the Rollout is reduced in half,
 - With this spell the Rollout can become 2 days.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires the item to be of the highest quality.
 - Minimum GP value of 10,000.
- Creates the casters connection to the item provided.
- Beneficial adjustments can be found in Enhancements.

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

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

Counter:

LVL: 1 No Counter Available.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

STM

452-1

11 Astral Plane Projection

LEVEL Tier 3

Astral HP/AC/Wpn Dmg/Base Move = ACU x2.

Init/ToHIT/Astral daily SP = ACU. Astral SP Max= ACU x3.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	3 sq Radius	4 Hours	Planar	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Person / Tier	3 Days	None	STM



By COPILOT

Details:**GENERAL:**

- In Astral Plane:
 - Interaction with the Astral world is 100% dependant of the caster's Awareness,
 - But casters projection must obey all natural laws of the plane (gravity etc).
- Astral Image:
 - These stats are calculated as Acumen Bonus X1: Init, ToHIT, Daily Astral SP
 - These stats are calculated as Acumen Bonus X2: Astral HP, AC, Wpn Dmg, Base Move
 - These stats are calculated as Acumen Bonus X3: Astral SP
- Recovering Astral HP and Astral SP, must be done within the Astral Plane,
 - Death within the Astral plane expels the caster and sets PMP SP to -10,
 - Caster cannot enter the Astral plane with SP less than 1.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration,
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- 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.
- Caster creates a glowing image in the Astral Plane.
 - Caster may take 2 physical items with them into the Astral plane.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the caster to teleport into another plane
 - from the Astral plane.
- Does NOT allow the caster to bring anyone with them.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	AOE +2	12
16	AoE X2	16

Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- May take all items in there class bag.

STM

998-1

12 Electric Class Power Attack

LEVEL Tier 3

Direct Dmg 4d10+ACU. Dmg+ by Enhancement & Focus Staff.**No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	12 Squares	Initiative	Battle Offense	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	1 Round	Skill	STM

1/2 Damage



Created by Gemini

Details:**GENERAL:**

- All Class Power attacks have the possibility of being drawn into a Duel.
- Another caster using the same power (Electric) may use the spell 'Class Power Attack Duel',
 - This Duel must be called out AFTER this 'Electric Class Power Attack' is mentioned, and BEFORE the damage is rolled.
- The GM may have to make a call if the Class Power Attack proceeds too quickly.

WHAT THIS SKILL DOES DO:

- This spell targets the enemy without a ToHIT rolled.
- This is a direct stream of Electricity,
 - Must have a direct and uninterrupted path to the target,
 - Cannot be lobbed,
 - The target is allowed to attempt a Save for 1/2 damage,
- Delivers 4d10 + ACU points of damage without a ToHit.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.
- This has a counter spell called 'Class Power Attack Duel',
 - Which can force this caster into an Electric to Electric duel.

WHAT THIS SKILL DOES NOT DO:

- Does NOT apply any mundane damage,
- Class Power Attacks do not cause incidental damage to non-target items/areas.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

Class Power Attack Duel Spell

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
14	Save Roll -20	8

Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- 1d10 Additional damage is done.

STM

398-1

12 Great Healing 5d8 +ACU

LEVEL Tier 3

Great heavy duty healing!**Heal 5d8 +ACU Bonus.****Range of 8 sqs for Fighters.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	2 or 8 sqs	Initiative	Healing and Rest	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Creature	Permanent	None	STM



By COPILOT

Details:**GENERAL:**

- A great Strumos healing spell.

WHAT THIS SKILL DOES DO:

- Heals 5d8 + Acumen Bonus.
- Heals living creatures.
- This healing spell will automatically 'bind' the wound. (Stop bleeding).
- If the Strumos heals a Fighter,
 - The spell range becomes 8 Sq.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL 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:

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

Enhancements:

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

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive,
- Add +1 Healing per caster Tier.

STM

517-1

12 Sleep: Deep Doze

LEVEL Tier 3

Does not affect very active targets.

Save: Fail=Deep sleep. Pass=Barely awake, Next Save -40.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	4 sqs/Tier	10 Minutes	Healing and Rest	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	4 Hours	Senses	STM

Tired, but awake.



By COPILOT

Details:**GENERAL:**

- Pushes a person to sleep as long as they are not in constant movement.
 - If a Target falls asleep due to this spell the Target cannot wake self.
- Sleep cannot be interrupted by normal external, mundane means.
 - Extra saves may be needed based on situation.

WHAT THIS SKILL DOES DO:

- Gives complete rest to the Target if they continue sleep for 6+ hours,
 - If the target is voluntary the duration is 8-10 hours of uninterrupted (complete rest).
- Allows the Target to roll a Save Roll,
 - Very active targets are not put to sleep, though they might feel a bit tired.
 - Failure means Target falls into a light sleep for 2d6 hours,
 - Success means Target is very tired but awake,
 - However, a success on the roll means subsequent Deep Doze spells have a Save Roll -40.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring,
 - Specifically, 'Subtle Casting' (at 6th level, cost of 4 sp),
 - This makes the spell casting look like normal movements without casting lights,
 - This does NOT make the suddenly tiredness look 'normal'.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect on a very active person.
- Does NOT stop an affected Target from being woken up.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
10	Rollout Halved	6
12	Range X2	8

Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Makes the Save roll harder (-20).

STM

456-1

12 Astral Shed

LEVEL Tier 3

Run-down shed outside, 5 rooms inside. Accommodates 8 ppl.

PMP entry/exit only through door. Windows view Astral.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Touch	1 Minute	Fences and Shelters	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1x1x2 Sqs	8 Hours	None	STM



By COPILOT

Details:**GENERAL:**

- 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 outside,
 - Windows show views of the Astral plane, not the PMP.
- Astral Shed is on the border of the Astral and PMP planes,
 - Space within the shed is PMP space and does not follow Astral rules,
 - Allows creatures of both planes to see the shed,
 - But no creatures of either plane can enter the shed,
 - except by permission of the caster and through the only door.

WHAT THIS SKILL DOES DO:

- Allows up to 8 inhabitants of the shed to enter inside at a time,
 - Contains 8 beds.
 - Allows the inhabitants to bring food and drink inside.
 - Gives all the rest bonuses.
- Allows the caster to know exactly how much time has passed in PMP.
- Continues if the caster is out cold, asleep, etc...
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the caster to take any items within outside.
- 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
9	Duration +50%	6
14	Duration X2	8
20	Rollout Instant	16

Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Creates one additional floor with an extra room,
 - with 4 windows (N,S,W,E).

STM

455-1

13 Summon Item (Tae'Em)

LEVEL Tier 4

Sumon a Tae'Em from a Vae'Em that is on the same PMP.

Kinds of Nae'ems: Tae'Em=Thing/Item, Vae'Em=Venue/Location.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Same PMP	Initiative		Summon or Send	Magical
STACK	AoE	DURATION	NOW	SAVE	CLASS GROUPS
1	1 Tae'Em	Instant		None	STM



By COPILOT

Details:

GENERAL:

- Item(s) are drawn to the caster from a Vae'Em.
- 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 SKILL DOES DO:

- Requires the summoned item,
 - To be on the same PMP as the caster.
 - To be located at a previously designated Vae'Em,
 - To be previously set as a Tae'Em by the caster.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect on items placed on a PMP different than the caster.



Bonds and Connections

- This Is an Tae'Em connection with a Thing/Item.

Counter:

LVL: 1 No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	AoE = 2 Recipients	10
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.

STM

453-1

13 Circle of Astral Expulsion

LEVEL Tier 4

Circle can be kept going if recast before end of duration.**Caster Saves to expell a creature. Once cast range no issue.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	Touch	10 Minutes	Planar	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	3 Sq Radius	4 Hours	Skill Skill Expulsion	STM



By COPILOT

Details:**GENERAL:**

- 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 teleported to the Astral plane,
 - To a random location in the Astral plane
- Each teleport back to the Astral plane is completed 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 SKILL DOES DO:

- Does banish Astral creatures and items to their plane,
 - The creatures may not return as long as this circle remains,
 - The spell can be recast at the same spot before end of duration to keep it going.
- Does allow the caster to move out of casting range after circle has been created.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL 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

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.
- Skill Save gets easier, Save roll +20.

DOK-SYL-STM-VEN

454-1

13 Circle of Containment

LEVEL Tier 4

Inhibits creatures from leaving the circle, not the caster.**Those that are inside must Save to exit.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	Touch	10 Minutes	Fences and Shelters	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	3 Sq Rad Circle	4 Hours	Brute	DOK-SYL-STM-VEN Exit Circle



By COPILOT

Details:**GENERAL:**

- Initially creates a visible 3 Sq radius perimeter,
 - After Rollout the perimeter is no longer visible.
- Suggested usage is prior to casting a summoning spell.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Inhibits creatures from leaving the circle, except for the caster
 - 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.
- Continues working (after the rollout),
 - even if the caster is unconscious, dead, or out of range, etc.
- Beneficial adjustments can be found in Enhancements and with a Focus item.

WHAT THIS SKILL DOES NOT DO:

- Does NOT inhibit the Caster from leaving the circle.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Same Skill.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
16	AoE X2	16

**Focus Items and/or Kits:**

- Focus Item with crystal is NOT passive.
- Makes The BRU Save more difficult. Save Roll -20.

STM

457-1

14 Major Healing 5d10+4

LEVEL Tier 4

Healing 5d10 +4 + Acumen Bonus to living corporeal creatures.**If healing a Fighter the spell range becomes 16 Sq.s.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
15.2 pts	8 or 16 sqs	Initiative	Healing and Rest	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Creature	Permanent	None	STM



By COPILOT

Details:**GENERAL:**

- One of the most powerful healing spells

WHAT THIS SKILL DOES DO:

- Heals 5d10 +4 + Acumen Bonus.
- Healing only living creatures.
- This healing spell will automatically 'bind' the wound. (Stop bleeding).
- If the Strumos heals a Fighter the spell range becomes 16 Sq.s.
- beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT heal anything not currently living,
 - Dead, undead, living dead.
 - Constructs, un-embodied life,
 - Non-corporeal creatures.
- Does NOT heal issues regarding Fragility.

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 = 2 Recipients	10
16	Healing +4	10
18	Healing +8	10

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive,
- Add +1 Healing per caster Tier.

ALL

14 Bestow House Authority

LEVEL

Tier 4

Keep your House Organized. Can tell if a follower is true.

Creates A House for the character.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
48 pts	1 Recipient	1 Week	Nae'Ems	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	Permanent	None	ALL

991-1



By Perchance.org

Details:

GENERAL:

- Focus item makes the 'sensing' passive.
Otherwise character must actively work to 'sense' another's level of allegiance.
Only the caster using the "House Authority" can cause another to be a non-owner authority.
- Does require the person to maintain concentration,
 - i.e. the person must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- There is only 1 Owner of a House, but there can be any number of Authorities of a House.
Each require this skill/spell to be exercised first.
- The owner/authority of a House may belong to other Houses.
Owners may disallow any other members within the house.
Authorities may only disallow other members that are NOT owners and NOT authorities.
- Players establishing a House:
 - Allow the owner and authorities of the house to know the approximate loyalty of a person.
 - Allow the person to be recognized for higher loyalty without revealing specifics.

WHAT THIS SKILL DOES NOT DO:

- Does NOT reveal any specifics regarding loyalty other than the reputation number,
 - the range of -1 to -9 is a negative reputation indicating the person is NOT loyal.
 - the range of 1 to 9 is a positive reputation indicating the person is loyal.

Bonds and Connections

- A subtle Nae'Em connection w/o communication.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not of any benefit during creation of the House.
- Focus items aid during any 'sensing' of allegiance.

STM

459-1

15 Consecration of Corpse

LEVEL Tier 4

Corpse is no longer connected to any thing/body.

Block animation and removes Nae'Ems.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	1 Square	30 Minutes	Healing and Rest	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Corpse	Permanent	None	STM



By COPILOT

Details:**GENERAL:**

- Blocks contact/connection with the dead,
- Stops any attempt to animate,
- Stops all efforts to communicate,
- Eliminates the possibility of bringing the dead back to life.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires the target to have been dead for a month or less.
- Blocks the dead from becoming
 - animated, Undead, Living Dead, etc.
- Removes any lingering Nae'Ems from the deceased.
- Beneficial adjustments can be found in Enhancements.

WHAT THIS SKILL DOES NOT DO:

- Does NOT work on an already animated monster.
- Does NOT allow any form of removal of this spell, it is permanent.
- Does NOT allow the caster to communicate to the target.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for a 'Consecration Anointment',

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

Consecration Anointment



- Sprinkled over dead. Stops animations & Nae'Ems.
- ALL: All classes are able to fully 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	Increase Aura	-2
10	Rollout Halved	6
12	AoE = 2 Recipients	10

Focus Items and/or Kits:

- Not required.

STM

458-1

15 Create Food For A Family

LEVEL

Tier 4

Create food and water for 1d12+10 meals.

Includes 3 skins of water.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	Touch	5 Minutes	Food And Drink	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	1 Square	Permanent	None	STM



By COPILOT

Details:

GENERAL:

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

WHAT THIS SKILL DOES DO:

- Creates a full hot tasty meal and cool clear water.
- Enough for 2d12 + 10 meals.
- Caster chooses type of a simple meal.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

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.

STM

823-1

16 Lightning Bolt

LEVEL Tier 4

Can go through 3 persons not wearing Adamantine body armor.

Damage: 2d6+ACU. Admn amor -1d6. Save for 1/2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	15 Squares	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Direct Line up to 4 target	1 Round		Agility	STM 1/2 Damage



By COPILOT

Details:**GENERAL:**

- Bolt may pass through up to 3 persons in a row.
- Insulation stops all movement of the bolt.

WHAT THIS SKILL DOES DO:

- Delivers damage of 2d6.
- Can go through up to 3 targets,
 - Will NOT go through Adamantine body armor.
 - Will go through and deliver damage to up to 4 targets (in a row),
 - All must be in range,
 - Each is allowed their separate Save for 1/2 damage.
- Damage adjustments are,
 - add +6 damage if the Focus Ring is actively used,
 - Target reduces 1d6 damage when wearing Adamantine body armor,
 - Target reduces damage by 1/2 with a Save.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:**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 Roll -20	8

Focus Items and/or Kits:

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

DOK-SYL-STM-EOL-ORX

907-1

16 Major Bolt Of Health 6d12+6

LEVEL Tier 4

Damages for 1d4, then heals for 6d12+6. Ftr=22 sq range.

Recipient loses 1 attack, but may dodge with Save Roll +40

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	15 or 22 sqs	Initiative		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Recipient	Permanent		AGL	DOK-SYL-STM-EOL-ORX

Bolt Misses



Created by Gemini

Details:

GENERAL:

- Electrical bolt is sent out the the recipient,
- Damages for 1d4, then heals for 6d12+6,
- This also interferes with the recipients ability to fight and cast.
- If the recipient is in the middle of an attack, spell, or skill when this bolt is launched,
 - the recipient may have to roll a Save (type based on situation),
 - Failing the Save will likely ruin their attack, spell, or skill effort.

WHAT THIS SKILL DOES DO:

- Allows the recipient to attempt to avoid the bolt entirely,
 - Recipient dodges with an Agility Save. The Save Roll gains an adjustment of +40,
 - Passing the Save means the recipient does NOT get the damage or the healing.
- The bolt has a range of 15 squares, but if the recipient is a fighter then the range is 22 sqs.
- Allows the bolt to strike the recipient and then,
 - Causing 1d2 damage,
 - Forcing the recipient to lose 1 attack, (Physical, spell, or skill) (Min 1 attack),
 - If the recipient has expended their attacks for the round they miss an attack next rd.
 - The recipient is healed 6d12+6 HP.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have the bolt continue past if a Save is successful,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
8	+1d8 Heal	4
9	Range +50%	6
12	AoE = 2 Recipients	10

Focus Items and/or Kits:

- Focus ring with crystal is NOT passive,
- Add +1 Healing per caster Tier.

STM

460-1

17 Ultimate Group Heal 200 HP

LEVEL

Tier 5

3 persons minimum within AoE.

200 HP divided equally. (remainder dropped)

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
20 pts	6 Squares	20 Minutes		Healing and Rest
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	3 Sq Rad Circle	Permanent		None



By COPILOT

Details:**GENERAL:**

- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Heals a group of 3 or more persons for 200 HP.
- Equally divides the HP among the group,
 - Remainders of the division are dropped and lost.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.
 - Allows enhancements to increase the base amount to be divided.

WHAT THIS SKILL DOES NOT DO:

- Does NOT work on Living Dead or Undead.

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,
- Add +1 Healing per caster Tier.

STM

986-1

18 Arcane Removal Close (3 of 3)

LEVEL

Tier 5

3rd of 3 castings made by remove all SP from a caster.

Class remains, but no SP allowed in that class again.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
60 pts	1 Square	6 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	Permanent		Resist (Skill/Non) SP not removed	STM



By COPILOT

Details:**GENERAL:**

- Process: (Can be repeated as often as desired)
 - 3 Casters are required: ORIX, DOKOUR, and STRUMOS,
 - Orix identifies the Arcane connection (6 hours) and break of 10 minutes max,
 - Dokour then disconnects the Arcane connection (6 Hours) and break of 10 minutes max,
 - Strumos then heals the Arcane connection of the Target class (6 Hours).
 - Target rolls a Save after each casting, needs only 1 fail to break the process.
 - There is no known way to recover the lost points.
- Does disconnect the target from all Arcane activities of that class,
 - Afterwards the target can make no further advancement within that previous class.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Does requires each caster to use their Focus item.
- Does cause a great deal of pain to the target,
 - Target is left with -5 HP, but max HP does not change.
 - Target is left with 0 SP as current and maximum.
- Results mean the target cannot acquire/use Spell/Skill pts for that class again.

WHAT THIS SKILL DOES NOT DO:

- Does NOT remove a class, but there is no known way to recover/restart SP in that class again.
- Does NOT work unless all 3 casters of the 3 separate schools work together and in order,
 - A maximum time of 10 minutes is allowed between each caster.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	Range X4	10

Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- The disconnection requires a Strumos ring.

STM-NEC

462-1

19 Dead Spirit Conversation

LEVEL Tier 5

Speaks with up to 6 souls.**Requires a shrine, ritual, and tokens.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
20 pts	6 Squares	10 Minutes	Communication	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Spirit	Rollout (10 Min)	Skill	STM-NEC

Summoned



By COPILOT

Details:**GENERAL:**

- Caster creates a summoning circle, then summons souls/spirits to speak to them.
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires the caster to have an item associate with each of the summoned.
- Requires the caster to pass a Save to summon the spirit. (Fail: no summon)
- Requires 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.
- Allows for 10 questions and answers (unanswered questions do not count).
- Allows the caster to ask a single question and wait for an answer,
 - Multiple answers to 1 question is counted as a single question.
 - Repeating the same question is another question.

WHAT THIS SKILL DOES NOT DO:

- Does NOT summon any soul/spirit that has had 'Consecration of Corpse' cast on it.
- Does NOT allow the summoning of deceased persons that's been dead for a 100+ years.
- Does NOT allow the caster to continue rolling out the ritual once it's been interrupted.
 - They must end the spell and start over by casting this again.

**Bonds and Connections**

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

**Counter:**

LVL: 1 Consecration of Corpse

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Save Roll +20	8

**Focus Items and/or Kits:**

- Focus ITEM with crystal is NOT passive
- Skill Save is easier, Save roll +20.

STM

463-1

20 Raise The Dead

LEVEL Tier 5

Must be dead <20 years and recipient is revived with 5 HP.

Any missing parts/limbs are still gone.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
40 pts	Touch	8 Hours		Partner Cooperations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Corpse	Permanent		Skill	STM

Alive!



By COPILOT

Details:**GENERAL:**

- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Brings a person who has been dead for less than 20 years back to life with Save .
- Restores them to 5 HP.
- Works if the person is missing body parts, but the parts will not come back.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL 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.

**Bonds and Connections**

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

Counter:

LVL: 1 No Counter Available.

Creations:**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	AoE = 2 Recipients	10
16	Healing +4	10

**Focus Items and/or Kits:**

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