

1

TIRO: Water From A Plant

LEVELTier 1

Water pours as if from a spout, but it is from a plant.  
The caster enchants a plant to pour water. 1/2 skin.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	1 Square	Initiative		Utility or Misc	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	1 Plant	10 Minutes		None	TRO



By COPILOT

Details:

GENERAL:

- Water pours from a plant as if from a spout or spiggot.
- This only creates enough water to fill up a waterskin throughout the Duration.

WHAT THIS SKILL DOES DO:

- Does requires a plant.
- Does makes a plant spout water, but in small quantities.
- The water is safe to drink.

WHAT THIS SKILL DOES NOT DO:

- Does NOT spout a lot of water.
- Does NOT have any affect against plant-like creatures.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.



TRO

410-1

1




TIRO: Pie Fight!

LEVEL

Tier 1

Multi colored Pie appears as it is thrown.

Target Saves to NOT block vision.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	4 Squares	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	1 Round		Agility 	TRO

Vision is clear



By COPILOT

Details:

GENERAL:

- This is a magical pie, and thus cannot give any kind of sustenance.

WHAT THIS SKILL DOES DO:

- Requires a Save to be rolled by the target:
  - Fail = Target's vision is blocked for one round.
  - Pass = Spell has no effect.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any other effect on the target outside of blocking vision.
- Does NOT deal any damage.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.



1

TIRO: Beauty Contestant:2nd Prize



LEVEL

Tier 1

Recipient becomes more attractive by their race's standards.



By COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
5.6% Max	Self	5 Minutes		Illusions	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Self	12 Hours		Senses	TRO

Appears more accepta

Details:

GENERAL:

- The caster makes themselves look more attractive by their race's standards.

WHAT THIS SKILL DOES DO:

- Makes the caster appear physically more attractive by their race's standards.

WHAT THIS SKILL DOES NOT DO:

- Does NOT permanently alter the caster's looks.
- Does NOT influence anyone's feelings about the caster or have any other effect on 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
-----	--------------	------

Focus Items and/or Kits:

- Not required.



1

TIRO: Healing Bolus

LEVEL

Tier 1

A rainbow of colors surrounds the person being healed.  
1d12 HP healing.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	1 Square	Initiative		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Recipient	Permanent		None	TRO



By COPILOT

Details:

GENERAL:

- Entire body lights up with multiple colors.

WHAT THIS SKILL DOES DO:

- Heals 1d12 painlessly.
- Appears very bright.

WHAT THIS SKILL DOES NOT DO:

- Does NOT heal Undead or Living Dead.
- Does NOT heal any sicknesses, diseases or other ailments.
- Does NOT deal any damage prior to healing the Recipient.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.



1

TIRO: Quick Jump

LEVEL

Tier 1

Glow appears under caster follows them as they jump.  
1d6 squares in direction indicated. Distance rolled.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	1d6 Squares	Initiative		Traveling (PMP)	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Self	Instant		None	TRO



By COPILOT

Details:

GENERAL:

- Causes a colorful glow to follow the Caster as they jump, like a rainbow.

WHAT THIS SKILL DOES DO:

- Does allow the Caster to jump 1d6 squares in a direction, up to 2 squares high.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the Caster to teleport.
- Does NOT allow the Caster to cast it on anyone but themselves.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.



2

# TIRO: Amplify Own Speech

LEVEL

Tier 1

Amplifies caster's voice to range of 1d20+4 Squares.  
Even whispers and does carry over most walls / barries.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	1d20+4 Squares.	Initiative		Utility or Misc	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Forward, Right, & Left	5 Minutes		None	TRO



By COPILOT

## Details:

### GENERAL:

- Amplifies the caster's voice from AoE out to range of 1d20+4 Squares.

### WHAT THIS SKILL DOES DO:

- Does amplify speech from AoE out to range of up to 1d20+4 Squares.
  - Will also amplify whispers.
- Does allow sound to carry OVER walls/barriers as normal for the resulting volume,
  - but not through walls and other barriers.

### WHAT THIS SKILL DOES NOT DO:

- Does NOT affect anyone but the caster.

### 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
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### Focus Items and/or Kits:

- Not required.



TRO

412-1

2

TIRO: Fire Crack!



LEVEL

Tier 1


ToHit and Save required.

1d3 fire damage.

Pass Save to not loose an an attack.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	6 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	Instant		AGL	TRO

Do NOT lose an attack





By COPILOT

Details:

GENERAL:

- Caster throws a multi-colored splash of light.

WHAT THIS SKILL DOES DO:

- Creates a fizzle in the caster's hand to be thrown,
  - If thrown at a specific target then a ToHIT may be needed.
- Explodes upon impact, dealing 1d3 magic fire damage.
- Requires target to Save to avoid the loss of 1 attack in this round.

WHAT THIS SKILL DOES NOT DO:

- Does NOT do any damage if the ToHIT roll fails.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.



2




TIRO: Random Friendship

LEVEL

Tier 1

Potentially makes someone more tolerant of the caster.

Colorful heart-shaped sparkles around casters hands.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
40% Max	10 Squares	Initiative		Illusions	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	2 Rounds		Skill 	TRO
No effect					



By COPILOT

Details:

GENERAL:

- Creates a temporary bond of friendship with a Target,
- Colorful heart-shaped sparkles around casters hands.

WHAT THIS SKILL DOES DO:

- Makes the Target more tolerant and agreeable towards the Caster.
- Lasts only 2 rounds.
- Allows the Target to make a Save.
  - Success means there is no change in disposition towards the Caster.
  - Failure means the Target is more tolerant towards the Caster.

WHAT THE CREATION DOES:

- Does NOT force a binding friendship or change the view of the Target.
- Does NOT allow the Caster to force the Target to do anything.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.



TRO

414-1

2

TIRO: Garish Pup Tent

LEVEL

Tier 1

Bright multicolored pup tent. 2 participants.



By COPILOT

Details:

GENERAL:

- The Caster creates a garishly colorful tent.

WHAT THIS SKILL DOES DO:

- Creates a brightly colorful tent.
- Allows the caster and their allies to rest inside (up to 3 people) and get rest bonuses.
- Functions like any other tent (can be blown away, soaked etc)
- Requires the tent to be set up after it is created.

WHAT THIS SKILL DOES NOT DO:

- Does NOT make a sturdy tent, it must be secured with rocks and the like.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.



TRO

641-1

3

TIRO: Armor of Light

LEVEL

Tier 1

AC = 16.

Bright, sparkly magic armor around Caster.



By COPILOT

Details:

GENERAL:

- Bright Sparkly armor surrounds the Caster.

WHAT THIS SKILL DOES DO:

- Does gives the caster the better of either,
  - Magic armor with AC 16,
  - Casters current AC.
- An image of bright light surrounding the caster shows regardless of option.

WHAT THIS SKILL DOES NOT DO:

- Does NOT provide enough consistent light to read by.

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
-----	--------------	------

Focus Items and/or Kits:

- Not required.



TRO

420-1

3

TIRO: Quick Push!

LEVEL

Tier 1

Recipient forced to move 1d4 sqs directly away from caster.  
If there is no room for target then spell fails.

COST	RANGE	ROLL OUT	NEXT	COLLECTION	OUTCOME
40% Max	4 Squares	Next Initiative		Battle Offense	Magical
STACK	AoE	DURATION	1RDS	SAVE	CLASS GROUPS
99	1 Recipient	1 Round		None	TRO



By COPILOT

Details:

GENERAL:

- Multi Colored flashes travel towards the Target, then surround them.

WHAT THIS SKILL DOES DO:

- Recipient forced to move 1d4 sqs directly away from caster.
- Direction of random spot is always in a direction roughly opposite of caster.
  - If there is no room for the recipient to move then spell fails.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the Caster to choose the location.
- Does NOT move more than one recipient per spell cast.
- Does NOT work on the Caster.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.





3

TIRO: I Have Your Item!

LEVEL

Tier 1

A colored flash travels towards the item and snatches it.  
Target may attempt a Save to keep item.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	4 Sqs	Initiative		Summon or Send	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Item	1 Round		Resist (Skill/Non) Item kept.	TRO



By COPILOT

Details:

GENERAL:

- The caster snatches someone's random, mundane item.

WHAT THIS SKILL DOES DO:

- Allows the Caster to snatch someone else's random mundane object.
- Allows the item to visibly float towards the caster.
- Allows the owner a Save to grab the item.

WHAT THIS SKILL DOES NOT DO:

- Does NOT affect magical, metal or crystalline items.
- Does NOT allow the caster to end the spell prematurely.
- Does NOT affect more than one item.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.



TRO

417-1

3

TIRO: 2 Rope Image

LEVELTier 1

Roll Save to create illusion of a cut rope now 1 rope.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
10% Max	1 Rope	1 Minute		Illusions	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Rope	2 Hours		Resist (Skill/Non)	TRO



By COPILOT

Details:

GENERAL:

- The caster conjures a rope that looks like two short ropes made out of colorful ribbons.
- Any use or actions with the rope after conjuring reveals it as single length of 4 squares.

WHAT THIS SKILL DOES DO:

- Allows the Caster to roll a Save to merge the ropes into one.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the short ropes to be stretched beyond what the one rope's length is.
- Does NOT allow more than 2 of these illusions to be active at once.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.



TRO

425-1

3

TIRO: Colored Signal Flare

LEVEL

Tier 1

Random flare shot about 20 squares upward.  
1-5=Red, 6-10=Blue, 11-15=Yellow, 16-20=Green.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
15% Max	20 Squares	Initiative		Communication	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
0	1 Flare	1 Minute		None	TRO



By COPILOT

Details:

GENERAL:

- The Caster fires a colored signal flare from their fingertips, lighting up the sky.

WHAT THIS SKILL DOES DO:

- Does light up the sky with a random color.
  - roll a d20:
    - 1 - 5 is bright red,
    - 6 - 10 is bright blue,
    - 11 - 15 is bright yellow,
    - 16 - 20 is bright green.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the caster to use it as a normal light source.
- Does NOT set anything aflame.

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
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Focus Items and/or Kits:

- Not required.



TRO

643-1

4

TIRO: Tasty Gruel

LEVEL

Tier 1

1d12 meals appear at waist height in front of the Caster  
Provides low levels of nurishment.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
25% Max	Touch	1 Minute		Utility or Misc	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Varies	1 Hour		None	TRO



By COPILOT

Details:

GENERAL:

- 1d12 of gruel meals appear at waist height in front of the Caster,
  - Caster is able to time the appearance and grab them.
  - if not anticipated, the meals will fall to the ground.
- If not eaten within 1 hour then the magically created food disappears.
- Gruel in some worlds is called 'Cumber'.
  - these meals are with only minimal nutrition.
  - they are most often do not taste very good.
  - however, this category of food is almost always very cheap.

WHAT THIS SKILL DOES DO:

- Provides low levels of nurishment,
- Continues to provide energy (if eaten) after the 1 hour point.

WHAT THIS SKILL DOES NOT DO:

- Does NOT create more nutrients than is needed for 1 meal (1/3 of a day).
- Does NOT remain after one hours' time.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.



TRO

424-1




4

TIRO: Quick Flash Fire

LEVEL

Tier 1

ToHIT needed. 1d12 Dmg. Save for no damage.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	12 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	1 Round		Agility 	TRO

1/2 Damage



By COPILOT

Details:

GENERAL:

- Colorful embers appear in the caster's palm.

WHAT THIS SKILL DOES DO:

- Deals 1d6+4 fire damage if the ToHIT succeeds.
- Allows the Target to make a Save.
  - Success means no damage is dealt to the Target.
  - Failure means full damage is dealt to the Target.

WHAT THIS SKILL DOES NOT DO:

- Does NOT set anything aflame.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.



4

TIRO: Aural Spark

LEVEL

Tier 1

Random color of sparks for 1d20 minutes.



By COPILOT

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
10% Max	10 Squares	Initiative	Light and Darkness	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	2x2 Sqs	1d20 Minutes	None	TRO
			none	

Details:

GENERAL:

- The caster creates colorful lights to be used as a light source.
- Random color of sparks for 1d20 minutes.

WHAT THIS SKILL DOES DO:

- Lights up an area of 2x2 squares.
- Allows the caster to try and use this light to detect others' auras.
  - Roll Save, the spell only works on a success.
- Random color of sparks for 1d20 minutes..

WHAT THIS SKILL DOES NOT DO:

- Does NOT set anything flammable aflame.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.



4

TIRO: Sloppy Spying

LEVEL

Tier 1

Multi Colored flashes surround the caster for the duration.  
1-2=Taste, 3-4=Smell, 5-14=See, 15-20=Hear into AoE.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
25% Max	12 Squares	Initiative		Nae'Ems	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	3x3x3 Sqs	5 Minutes		None	TRO



By COPILOT

Details:

GENERAL:

- Ghostly Multi Colored flashes surround the caster for the duration.

WHAT THIS SKILL DOES DO:

- Caster is the only one that senses the results of this spell.
- Allows the Caster to sense one of the following (randomly),
  - 1 - 2 Caster is able to taste up to 5 things in the AoE,
  - 3 - 4 Caster is able to smell up to 5 things in the AoE,
  - 5 - 14 Caster is able to see from above into the AoE,
  - 15 - 20 Caster is able to hear what is being done within the AoE.
- Allows creatures being spied on to see the multi color evidence of a Tiro spell,
  - The swirl of Tiro colors will be limited to the caster,
  - But does not give any other clue regarding this spell to those being spied on.

WHAT THIS SKILL DOES NOT DO:

- Does NOT affect anyone except the caster.
- Does NOT allow creatures around the caster to see what the caster sees.

Bonds and Connections

- This is a Vae'Em connection to a venue/location.



Counter:

Dispel Magic.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.



TRO

674-1



4

TIRO: Tracking

LEVEL

Tier 1

Brightly painted signposts left every 100 squares, and will stay in place for 2 days.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	Self	Initiative		Find or Reveal	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Trail	1 Hour		Senses	TRO

Trail located



By COPILOT

Details:

GENERAL:

- Finds a trail left at or near ground level by a passing creature and
  - allows the caster to follow it for one tracking period.
- Leaves physical signposts with no words every 100 Squares.
  - each sign post is brightly painted.

WHAT THIS SKILL DOES DO:

- Finds a given path,
- Requires a Save,
  - Pass = path found if it is within area. Signposts planted,
  - Fail = path not found and a signpost planted in one spot only,
    - It is considered a Fail when the Save was passed but the path is not in the area.

WHAT THIS SKILL DOES NOT DO:

- Does NOT obscure the original path with its own obvious trail.
  - only the part within the AOE and Duration.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.