

STM




269-1

1

Typhlotic Sparky

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 |  | SAVE | CLASS GROUPS |
| 99 | 2 x 2 Squares | 1 Round / Tier | | Skill or non-Skill  | STM |



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 add to target's Save roll by 20

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 Sqs.
 - 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

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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 continously draw water from the same spot,
 - If cast in the same spot again this spell could fail.
 - Each repeat adds 10% to failure chance (1d100 roll).

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|----------------|------|
| 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.

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,
 - Strumos have the advantage when using this creation.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic.

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.

Enhancements:

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



Focus Items and/or Kits:

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

STM

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1

Cause Illness

LEVEL Tier 1



By COPILOT

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

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
poisons 1 round

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.

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 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.
- Does harm creatures and persons who can jump/fly over 3 squares high.

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.

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2

Electric Zap

LEVELTier 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 |  | 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.
 - Does NOT require a successful ToHIT.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

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2

Feather Bed

LEVELTier 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.
- Does NOT enhance a sleeping area beyond the bed.

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 Sqs.

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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.
- Does NOT create a light that draws attention unless all other areas are pitch black.

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).



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',
 - While other classes may use this item, Strumos and Sylvan have advantages with it.

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 Sqs | 8 |

Focus Items and/or Kits:

- Not required.

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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:
- Does NOT give any benefit to AC vs melee.



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

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 |
| STACK | AoE | DURATION | SAVE | CLASS GROUPS |
| 99 | 3 Sq Dia Sphere | Conc +4 Rds | None | SYL-STM-VEN |



4

RDS



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',
 - While other classes may use this item, the Strumos & Sylvan have advantages with it.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic.

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.

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 16 | AoE X2 | 16 |
| 20 | Rollout Instant | 16 |



Focus Items and/or Kits:

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

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3

Aid Poisons (Fragility)

LEVEL

Tier 1



By COPILOT

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

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 and 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.

Creations:



Cure Sickness Potion



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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

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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.



By COPILOT

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



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.
- Does NOT summon wild/unruly or an unhealthy creature.



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.



By COPILOT

| 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 |

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

374-1

4

Slow Healing

LEVELTier 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



By COPILOT

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.

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.

4

Improve Food

LEVELTier 1

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



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.
- Does NOT improve anything in regards to preserved rations or cumber.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

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

Enhancements:

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



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.

Creations:



Potion Of Speed Boost



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

Enhancements:

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



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.



By COPILOT

| | | | | | |
|-------|----------|------------|---|------------------|--------------|
| 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

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.

recommendation needed.

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.



By COPILOT

| | | | | |
|--------|----------|------------|----------------------|--------------|
| 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



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



By COPILOT

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 |

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
poisons 1 round

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 AOEs of 1x2 Sqs.

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 |
|-------|-----------|-----------|
| 8 pts | 2 Squares | 5 Minutes |
| STACK | AoE | DURATION |
| 1 | 1-5 item | Instant |



| COLLECTION |
|----------------|
| Find or Reveal |

| OUTCOME |
|---------|
| Magical |



| SAVE |
|-------|
| Skill |



| CLASS GROUPS |
|--------------|
| STM-SYL-DOK |

Sight



By COPILOT

Details:

GENERAL:

- NOTE: This spell is available to Strumos, Sylvan, Venerator, and Dokour.
- Situations may alter the asdfasdfasdfas (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 requires 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',
 - Other classes can use this, Casters have the advantage when using this creation.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

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.

Enhancements:

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



Focus Items and/or Kits:

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


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) Items still there. | STM |



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 deowmer 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.
- Does NOT allow large items or creatures to be stored (i.e. boulders, housing).



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|----------------|------|
| 10 | Rollout Halved | 6 |
| 12 | 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

LEVELTier 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.

Creations:



Potion Of Speed Boost

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



Enhancements:

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



Focus Items and/or Kits:

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

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 |
| STACK | AoE | DURATION |  | SAVE | CLASS GROUPS |
| 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 Sqs.

- 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',

- While other classes may use this item, the Strumos have advantages with it.

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.

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.
 - Does NOT allow the casting of the spell if the rollout is interrupted, must be restarted.




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

Counter:
LVL: 1 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.

6

Strsyl Tcane Magic (Dispel Magic)

LEVEL

Tier 2

See the list of spells this affects in Full Descriptions

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

All TIRO Spells are vulnerable to be Dispelled as well.

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.

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'Ems | 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).
 - Does NOT connect with any creatures that are not living.



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

897-1

7

Portal To Nae'Em

LEVELTier 2

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



Created by COPILOT

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

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 caster 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.

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 |



GM

Expected location



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.
 - Does NOT allow portal access for only a non-living creature.



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

LEVELTier 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

432-1

8

Static Bolt

LEVELTier 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 |  | SAVE | CLASS GROUPS |
| 99 | Direct Line | Instant | | None | STM |



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,
 - The target will take the damage, but not pass the bolt through.

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 be can 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.
- Does NOT affect fighters that do not have a Nae'Em connection with the caster.



Bonds and Connections

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



Counter:

LVL: 1 Same 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 Sqs | 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



By COPILOT

| | | | | |
|-------|------------|------------|--------------------|--------------|
| 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

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
poisons 1 round

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:




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

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 |  | 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.
 - Does NOT continue if the caster is distracted or not able to concentrate.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic.

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

LEVELTier 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 Sqs.
 - 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 |
|-----|-----------------|------|
| 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 immunue to getting any Sickness for the rollout.
- Does cause 2d8 HPs of damage.
 - This spell will NOT drop HP enough to kill.
- Does require the passing of the Save to complete the spell.
- 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
poisons 1 round

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 | CLASS GROUPS |
| 99 | 2 - 9 Sqs | 4 Hours | Resist (Skill/Non) | STM |


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 perimeter 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.
 - Does NOT allow casting of this spell in the same spot more than once.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic.

Creations:

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

Enhancements:

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



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.
- Does NOT allow the caster to bring more than their Focus Item + 1 item.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic.

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

629-1



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



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,
 - True Names cannot be found via any single magic spell.



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:

- Does NOT extend its protection to anyone but the caster without the enhancement.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 14 | Duration X2 | 8 |
| 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


LEVELTier 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 | |  | 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:**
- Does NOT allow casters to use non-spell skills during the duel.

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 | STM |



Alive!



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.



By COPILOT

| | | | | |
|--------|--------|-----------|---------------------------------|-----------------|
| 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) Connected | DOK-SYL-STM-VEN |

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:

- Does NOT have any effect if the caster currently is connect to a Focus Item.



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.



By COPILOT

| | | | | |
|--------|-----------------|----------|------------|--------------|
| 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 |

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.
 - Does NOT allow the caster to bring more than 2 items.

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.
- Does NOT allow the attack to be arched around or over obstacles.

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 Sqs.
 - 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.

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.
- Does NOT create a light that draws attention unless all other areas are dark.

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,
 - Astral projections cannot enter/exit within 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 |  | 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 | STM |

Expulsion



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
(tip: use Circle of Containment!)

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- 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.



By COPILOT

| | | | | | |
|--------|-----------------|------------|---|---|-----------------|
| 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 | Exit Circle |  | DOK-SYL-STM-VEN |

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 Sqs.



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 Sqs.
 - 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

991-1

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 |



By Perchance.org

Details:

GENERAL:

- Focus item makes the 'sensing' passive.
Otherwise character must actively work to 'sense' anothers level of alliegence.
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 postive reputation indicating the person is loyal.
 - the range of 0 indicates the person has been neutral and shows not negative or positive.



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 |
|-----|--------------|------|
|-----|--------------|------|



Focus Items and/or Kits:

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

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 bring 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',
 - While other classes may use this item, some casters have advantages with it.

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|--------------------|------|
| 4 | 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:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

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 |



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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|---------------|------|
| 9 | Range +50% | 6 |
| 12 | Range X2 | 8 |
| 14 | Save 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 adjustement 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 loose 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,
 - The bolt fizzles out and does not make it to any target.

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 | Magical |
| STACK | AoE | DURATION |  | SAVE | CLASS GROUPS |
| 99 | 3 Sq Rad Circle | Permanent | | None | STM |



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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive,
- 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) | STM |

SP not removed 



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.

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.
 - Does NOT allow the caster to force the spirit to comply with requests/questions.



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.
 - Does NOT regenerate any missing body parts.



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)