0.1 TIRO: Beauty Contestant:2nd Prize

LEVEL   Tier 1

422-

Recipient becomes more attractive by their race's standards.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
15% Max	Self	5 Minutes		Altered Reality	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	12 Hours		none	TRO

Created by COPILOT

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

WHAT THIS DOES:
- Does make the caster appear physically more attractive by their race's standards.

WHAT THIS DOES NOT DO:
- Does NOT permanently alter the caster's looks.
- Does NOT influence anyone's feelings about the caster or have any other effect on them.

Bonds and Connections
- No Nae'Em connection.

Counter:
         SAME SPELL WILL COUNTER.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

0.1 TIRO: Pie Fight!

LEVEL   Tier 1

Blocks vision with Save.

410-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	4 Squares	Initiative		Altered Reality	Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	1 Target	1 Round		RM	1	TRO

1 RDS

Created by COPILOT

Details:
   - If the Target has metal armor then the Save is 1 column worse.
   - This is a magical pie, and thus cannot give any kind of sustenance.

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

WHAT THIS DOES NOT DO:
   - Does NOT have any other effect on the target outside of blocking vision.
   - Does NOT deal any damage.

Bonds and Connections
   - No Nae'Em connection.

Counter:
          No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
   - Not required.

0.1 TIRO: Healing Bolus

LEVEL   Tier 1

1d12 HP healing.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	1 Square	Initiative		Health-Life-Death	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Recipient	Permanent		none	TRO

Created by COPILOT

Details:
- A basic healing spell that heals 1d12.

WHAT THIS DOES:
- Does heal 1d12 painlessly.
- Does appear very bright.

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

Bonds and Connections
- No Nae'Em connection.

Counter:
   No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

0.1 TIRO: Quick Jump

LEVEL   Tier 1

1d6 squares in direction indicated. Distance rolled.

407-

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	1d6 Squares	Initiative		Travel-Planes	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	Instant	NOW	none	TRO

Details:
- The Caster jumps 1d6 squares in a direction, up to 2 squares high.

WHAT THIS DOES:
- Does allow the Caster to jump 1d6 squares in a direction, up to 2 squares high.
- Does cause the colorful glow to follow the Caster as they jump, like a rainbow.

WHAT THIS DOES NOT DO:
- Does NOT allow the Caster to teleport.
- Does NOT allow the Caster to cast it on anyone but themselves.

Bonds and Connections
- No Nae'Em connection.

Counter:
        NO COUNTER AVAILABLE

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

0.1 TIRO: Water From A Plant

LEVEL   Tier 1

The caster enchants a plant to pour water. 1/2 skin.

409-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	1 Square	Initiative		Creation-Meta	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Plant	10 Minutes		none	TRO

Created by COPILOT

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

WHAT THIS DOES:
- Does require a plant.
- Does make a plant spout water, but in small quantities.
- Does the water is safe to drink.

WHAT THIS DOES NOT DO:
- Does NOT spout a lot of water.
- Does NOT have any affect against plant-like creatures.

Bonds and Connections
- No Nae'Em connection.

Counter:
        No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

0.2 TIRO: Fire Crack!

LEVEL   Tier 1

ToHit required. 1d3 Dmg. Metal armor requires Save.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	6 Squares	Initiative		Battle-Offense	Magical

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	1 Target	Instant		RM	1	TRO

412-

Created by COPILOT

Details:
- Caster throws a multi-colored splash of light.
- If the Target has metal armor then they must pass the Save.

WHAT THIS DOES:
- Does create a fizzle in the caster's hand to be thrown,
  - If thrown at a specific target then a ToHIT may be needed.
- Does explode upon impact, dealing 1d3 fire damage.
- Does does create a minor non-damaging, non-interfering explosion if ToHIT has failed.

WHAT THIS DOES NOT DO:
- Does NOT do any damage if the ToHIT roll fails.

Bonds and Connections
- No Nae'Em connection.

Counter:
            No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

0.2 TIRO: Garish Pup Tent

LEVEL   Tier 1

xThe Caster creates a colorful tent.

414-

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
20% Max	8 Squares	1 Minute	Shelter-Rest-Protection	Magical

STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1x2 Squares	8 Hours	none	TRO

Created by COPILOT

Details:
  - The Caster creates a colorful tent.

WHAT THIS DOES:
  - Does create a brightly colorful tent.
  - Does allow the caster and their allies to rest inside (up to 3 people) and get rest bonuses.
  - Does function like any other tent (can be blown away, soaked etc)
  - Does require the tent to be set up after it is created.

WHAT THIS DOES NOT DO:
  - Does NOT let the Caster choose the tent's color, it's random.
    - roll a d20 (1-5 is red, 5-10 is yellow, 10-15 is green, 15-20 is blue)
  - Does NOT make a sturdy tent, it must be secured with rocks and the like.

Bonds and Connections
  - No Nae'Em connection.

Counter:
          No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
  - Not required.

0.2 TIRO: Amplify Own Speech

LEVEL   Tier 1

Amplifies caster's voice to range of 1d20+4 Squares.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	Self	Initiative		Communication-	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3x3x3 Sq	5 Minutes		none	TRO

416-

Created by COPILOT

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

WHAT THIS DOES:
- Does amplify speech from AOE out to range of up to 3 Squares away.
- Does amplify even whispers.
- Does allow sound to carry over walls/barriers as normal for the resulting volume.

WHAT THIS DOES NOT DO:
- Does NOT affect anyone but the caster.

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 2   Same Spell

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

0.2 TIRO: Random Friendship

LEVEL   Tier 1

Potentially makes someone more tolerant of the caster.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
40% Max	10 Squares	Initiative		Personal-Connections	Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	1 Target	Special		SKL	3	TRO

411-

Created by COPILOT

Details:
- Creates a temporary bond of friendship with a Target.
- Allows the Target to make a Save.
   - Success means there is no change in disposition towards the Caster.
   - Failure means the Target is more tolerant towards the Caster.

WHAT THIS DOES:
- Does make the Target more tolerant and agreeable towards the Caster.
- Does last only 10 minutes (outside of battle) or one round (in battle).
- Does allow the Target to make a Save.

WHAT THIS DOES NOT DO:
- Does NOT force a binding friendship or change the view of the Target.
- Does NOT allow the Caster to force the Target to do anything.

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

0.3 TIRO: Armor of Light

LEVEL   Tier 1

641-

AC = 16.   Bright, sparkly magic armor around Caster.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	Self	1 Minute		Battle-Prep	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	4 Hours		none	TRO

Created by COPILOT

Details:
- Bright Sparkly armor surrounds the Caster.

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

WHAT THIS DOES NOT DO:
- Does NOT provide enough consistent light to read by.

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 3   Same Spell

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

0.3 TIRO: I Have Your Item!

LEVEL   Tier 1

snatches item. Mgc armor: -1 Col.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	4 Sqs	Initiative		Call-Summon	Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	1 Item	1 Round		RM	1	TRO

419-

Created by COPILOT

Details:
- The caster snatches someone's random, mundane item.
- If the Target has metal armor then the Save is 1 column worse.

WHAT THIS DOES:
- Does allow the Caster to snatch someone else's random mundane object.
- Does allow the item to visibly float towards the caster.
- Does allow the owner a Save to grab the item.

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

Bonds and Connections
- No Nae'Em connection.

Counter:
    NO COUNTER AVAILABLE

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

0.3 TIRO: 2 Rope Image

LEVEL   Tier 1

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

417-

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
10% Max	1 Rope	1 Minute		Altered Reality	Magical

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
1	1 Rope	2 Hours		SKL	1	TRO

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

WHAT THIS DOES:
- Does allow the Caster to roll a Save to merge the ropes into one.

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

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

0.3 TIRO: Colored Signal Flare

LEVEL   Tier 1

425-

Random flare between Red, Blue, Yellow, and Green.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
15% Max	20 Squares	Initiative		Communication-	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
0	1 Flare	1 Minute		none	TRO

Created by COPILOT

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

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

WHAT THIS DOES NOT DO:
- Does NOT allow the caster to use it as a normal light source.
- Does NOT set anything aflame.
- Does NOT allow the caster to end the spell prematurely.

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 3   Same Spell

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

0.3 TIRO: Quick Push!

LEVEL   Tier 1

Caster moves an ally to a random spot 4 squares away.

420-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
40% Max	4 Squares	Initiative		Travel-Planes	Magical

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	1 Recipient	Instant		BRU	2	TRO

Created by COPILOT

Details:
   - The Caster moves an ally to a random spot 4 squares away.

WHAT THIS DOES:
   - Does move a person to a random spot 4 squares away.
     - Roll a 1d8 for direction (1=N, 2=NE, 3=E, etc),
     - Roll a 1d2 for distance in number of squares.
     - The target always ends up facing the square they were originally in.
   - Does allow the target a Save.
     - If the Save is passed the target resisted and stayed in place.

WHAT THIS DOES NOT DO:
   - Does NOT allow the Caster to choose the location.
   - Does NOT move more than one recipient per spell cast.
   - Does NOT work on the Caster.
   - Does NOT allow the Caster to end it prematurely.

Bonds and Connections
   - No Nae'Em connection.

Counter:
        No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
   - Not required.

0.4 TIRO: Quick Flash Fire

LEVEL   Tier 1

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

424-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	12 Squares	Initiative		Battle-Offense	Magical

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	1 Target	Instant		AGL	2	TRO

Created by COPILOT

Details:
- The caster throws colorful embers at a target, dealing 1d12 fire damage.
- The magical fire disappears so quickly that this cannot be used as a signal.

WHAT THIS DOES:
- Does deal 1d12 fire damage.
- Does allow the Target to make a Save.
  - Success means no damage is dealt to the Target.
  - Failure means full damage is dealt to the Target.

WHAT THIS DOES NOT DO:
- Does NOT set anything aflame.

Bonds and Connections
- No Nae'Em connection.

Counter:
        No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

0.4 TIRO: Aural Spark

LEVEL   Tier 1

random color of sparks for 1d20 minutes.

418-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
10% Max	10 Squares	Initiative		Light-	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	2x2 Sqs	1d20 Minutes		none	TRO

Created by COPILOT

Details:
  - The caster creates colorful lights to be used as a light source.
  - The color changes in reaction to the proximity of other Casters.
      - It will change to the color of their chosen School of magic.
      - When not in the presence of any Caster's then the light shifts from color to color.
      - This happens once per minute.

WHAT THIS DOES:
  - Does light up an area of 2x2 squares.
  - Does allow the caster to try and use this light to detect others' auras.
     - Roll Save, the spell only works on a success.
  - Does last for 1d20 minutes.

WHAT THIS DOES NOT DO:
  - Does NOT set anything flammable aflame.
  - Does NOT allow the caster to use it as a signal flare.

Bonds and Connections
  - No Nae'Em connection.

Counter:
          NO COUNTER AVAILABLE

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
  - Not required.

0.4 TIRO: Sloppy Spying

LEVEL   Tier 1

1d5 for Taste, Smell, Hearing, Sight, or Touch to spy.

415-

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
25% Max	12 Squares	Initiative		Communication-	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3x3x3 Sqs	5 Minutes		none	TRO

Details:
 - Caster is the only one that sees the effects of this spell.
 - All others have no indication other than a lot of multi colored magic floating around.

WHAT THIS DOES:
 - Does allow the Caster to see the location, but no sound is available.

WHAT THIS DOES NOT DO:
 - Does NOT affect anyone except the caster.

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

Counter:
        No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
 - Not required.

0.4 TIRO: Tracking

LEVEL   Tier 1

Find and follow a trail while leaving an obvious trail.

674-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	Self	Initiative		Tracking-	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Trail	1 Hour		none	TRO

Created by COPILOT

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

WHAT THIS DOES:
- Does find a given path,
- Does require a Save,
  - Pass = path found if it is within area. Signposts planted,
    - The skill will leave a massive and obvious trail of its own on top of the path found.
  - Fail = path not found and a signpost planted in one spot,
    - It is considered a Fail when the Save was passed but the path is not in the area.

WHAT THIS DOES NOT DO:
- Does NOT obscure the original path with its own obvious trail.
  - only the part within the AOE and Duration.

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

0.4 TIRO: Tasty Gruel

LEVEL   Tier 1

1d12 meals appear at waist height in front of the Caster

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
25% Max	Touch	1 Minute		Utility-	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Varies	1 Hour		none	TRO

643-

Created by COPILOT

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

WHAT THIS DOES:
  - Does provide low levels of nurishment,
  - Does continue to provide energy (if eaten) after the 1 hour point.

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

Bonds and Connections
  - No Nae'Em connection.

Counter:
        No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
  - Not required.