

-1 No Counter Available

572-1

LEVEL Tier 0

X

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

Designed by Freepik

Details:

1. Details: COUNTER SPELL

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2. This Spell DOES:

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3. This Spell does NOT:

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4. Focus Item:

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WHAT THIS DOES:

WHAT THIS DOES NOT DO:

Bonds and Connections

Counter:

No Counter Available.

Creations:

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

1 Draw Up Ground Water

LEVEL Tier 1

246-



Created by COPILOT

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

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

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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



1 Cause Illness

LEVEL Tier 1



Created by COPILOT

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

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

Details:
- Skin irritation possible.

WHAT THIS DOES:

- Does cause 1d4 + ACU bonus damage.
- Does require target to roll the Save,
 - Fail Save means Target has acquired Sickness I.
- Does not allow the caster to arc or lob this spell, however...
 - this spark moves in a direct line of squares dodging within the squares but not arcing up/down or left right outside of it's directed path of squares.

WHAT THIS DOES NOT DO:

- Does NOT paralyze/stun the target.
- Does leave a physical mark.
- Does require the target to save more than once per spell.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

1 Basic Healing 2d6+ACU

LEVEL Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	2 Squares	Initiative		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Permanent		none	STM



Created by COPILOT

Details:
- Heal 2d6 + ACU Bonus

WHAT THIS DOES:
- Does heal living creatures and plants.
- Does this healing spell will automatically 'bind' the wound. (Stop bleeding).
- Does if the Strumos heals a bonded Fighter,
 - The spell range becomes 8 Sqs,
 - The healing gains an additional d4 HP. (2d6+4+ACU)

WHAT THIS DOES NOT DO:
- Does NOT heal anything not currently living,
 - Dead, undead, living dead.
- Constructs, un-embodied life.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Draught Of Health

- Heals 2d4.
- STM: Heals 2d6.
- Need: Campfire, 16 SP, 8 Hrs.
 Mercury, Astral Specks, Wheat Stalks.
- Market: 9 Max, Buy:80 GP, Sell:18 GP.



Enhancements:

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




Focus Items and/or Kits:

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

1 Light of Strumos Yellow



982-



Created by COPILOT

LEVELTier 1

Default Light: Candle light

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

Details:

- Light Chart:

Description	Viewing	Seen
Coal	1 Sq	3 Sqs
Candle	2 Sqs	8 Sqs
Torch	6 Sqs	20 Sqs
Lantern	20 Sqs	60 Sqs

- Description is an example to indicate how bright the light is,
- Seen is the maximum distance an outside creature can be and still see the light

WHAT THIS DOES:


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

WHAT THIS DOES NOT DO:


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

Bonds and Connections


- No Nae'Em connection.

 **Counter:**
LVL: 1 Same Spell


Creations:



- Creates Candle light (1 sq sphere). - EOL-STM-SYL: 2 Sq Sphere. - Need: Kitchen/Lab, , 4 Hrs. Astral Specks, Lye Soap, Standstone. - Market: 9 Max, Buy:45 GP, Sell:12 GP.



Enhancements:		
LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration 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

1




Camp Perimeter Shock

256-



LEVELTier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	2 Minutes		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	3x3 Squares	8 Hours		SNS2 	STM

Created by COPILOT

Details:

- Creates a line around the encampment,
- If the line is crossed, the trespasser takes 1d3 damage, then rolls a Save,
 - Passing the Save indicates no issues,
 - Failing the Save,
 - indicates a electric shock has been triggered,
 - indicates the trespasser has taken damage.

WHAT THIS DOES:


- Does surround an area (3x3 Squares Diameter only)
- Does allows casting in and out of the area.
- Does cause damage and shock to targets passing into or out of the AOE w/o casters approval,
 - 1d3 electric and a mild electric shock.
- Does allow the target to attempt a Save,
 - Passing the Save allows the target to avoid the damage and schock,
 - Failing the Save indicates the damage and schock is NOT avoided.

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:


LVL: 1 Dispel Magic Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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




2 Barbed Sparks

LEVEL Tier 1



269-

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

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

Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT cause physical harm.
- Does NOT provide for a good single light source.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

2 Electric Zap


LEVEL Tier 1

261-



Created by COPILOT

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

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

2 Feather Bed

LEVEL Tier 1

A feather bed for 2 appears.

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



Created by COPILOT

Details:

- Caster creates a soft sleeping area.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

2 Heal Sickness

LEVEL Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	2 Squares	1 Minute		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Instant		HTH 2	STM



Created by COPILOT

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Cure Sickness Potion



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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

2 Sleep

LEVEL Tier 1

268-



Created by COPILOT

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

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

- Details:**
- Can possibly push an inactive person into sleep.
 - Sleep can still be interrupted by normal external, mudane means.
 - Examples include loud noises, moving the Target, etc.
 - Extra saves may be needed based on situation.
 - If a Target falls asleep due to this spell the Target cannot wake self.

- WHAT THIS DOES:**
- Does give complete rest to the Target if they continue sleep for 6+ hours.
 - Does allow the Target to roll a Save.
 - Failure means Target falls into a light sleep.
 - Success means the GM rolls a d6 to see how long the Target remains asleep.

- WHAT THIS DOES NOT DO:**
- Does NOT have any effect on an active person.
 - Does NOT stop an affected Target from being woken up.
 - Does NOT create a light that draws attention unless all other areas are pitch black.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
14	Stacking +1	8



Focus Items and/or Kits:

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

2 Triggered Forced Healing 2d8



LEVEL Tier 1

471-



Created by COPILOT

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

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

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

- WHAT THIS DOES:**
- Does stay in effect until duration is over or is used.

- WHAT THIS DOES NOT DO:**
- Does NOT allow the caster to choose not to use it.
 - Does NOT allow multiples of this spell to be used beyond the stacking limit.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Rollout Interruption

Creations:



Triggered Forced Health Draught

- 2d6 rolled. Damage then 2x in Healing.
- SYL-STM-EOL: Heal +4 HP.
- Need: Kitchen/Lab, 20 SP, 4 Hrs.
- Bear Bones, Quick silver, Dried Thistle.
- Market: 9 Max, Buy:12 GP, Sell:8 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	Healing +4	10
18	Duration X4	10



Focus Items and/or Kits:

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

2 Connect With A Fighter

LEVEL Tier 1

335-



Created by COPILOT

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

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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



Counter:

LVL: 1 Rollout Interruption

Creations:

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

Enhancements:

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





Focus Items and/or Kits:

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

3 Protect Fighter vs Ranged/Thrown

LEVEL Tier 1

Recipient gains +2 vs ranged/thrown attacks.

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



Created by COPILOT

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

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

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



Bonds and Connections

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



Counter:

LVL: 1 Dispel Magic Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

3 Strumos Run

LEVEL Tier 1



Created by COPILOT

1.5 times normal travel.

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

Details:

- Caster increases their speed.
 - Speed increase possible in the PMP only.
- Recasting this same spell a second time while under the effect of the spell...
 - resets the duration timer
 - does NOT double the effect.

WHAT THIS DOES:

- Does allow the caster to move 1.5 times the usual distance
 - Allow the caster to navigate around normal avoidable obstacles.
- Does maintain the casters vulnerability to attacks,
 - attacks would have limited success due to speed.
- Does include carried items and small pets.

WHAT THIS DOES NOT DO:

- Does NOT affect anyone other than the caster,
- Does NOT affect a beast of burden,
- Does NOT affect other creatures.
- Does NOT allow the caster to travel through physical objects in the PMP.
- Does NOT allow the caster to attack/cast spells while traveling.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

Creations:



Potion Of Speed Boost



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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
18	AoE = 2 Targets	10



Focus Items and/or Kits:

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

3 Summon Astral Beast of Burden

LEVEL Tier 1

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

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT ensure commoners will react well to such a strange sight.
- Does NOT summon wild/unruly or an unhealthy creature.



Bonds and Connections

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



Counter:

LVL: 1 Dispel Magic Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

4 Improve Food

LEVEL Tier 1

306



Created by COPILOT

Food becomes nutritional.

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

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

- WHAT THIS DOES:**
- Does improve the taste and/or quality of food.
 - Does work on all non-poisoned / non-spoiled food.

- WHAT THIS DOES NOT DO:**
- Does NOT let the caster conjure food or prepare it.
 - Does NOT change the nature of poison or spoiled food.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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





Focus Items and/or Kits:


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


4 Conjure Native Beetles

LEVELTier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 Squares	Initiative		Summon or Send	Mundane
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
2	1 Mark	2 Rounds		SKL2	SYL-ORX-STM-EOL-DOK





Created by COPILOT


- Details:**
- Conjurers an insect swarm within Range to attack nearest creature to the caster.
 - Insect Swarm has the following stats:
 - Battle Stats: HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8
 - Circles of Containment will hold the insects in or out without the need for a Save.

- WHAT THIS DOES:**
- Does conjure insects native to the area, should there be any available.
 - Does attack only a single Target each round.
 - Does one attack per round outside of the caster's attacks.
 - Does progress the nearest living target. Even if the target is friendly with the caster.

- WHAT THIS DOES NOT DO:**
- Does NOT function if there are no insects within the AoE.
 - Does NOT conjure non-natural or non-native insects.
 - Does NOT attack more than 1 Target.
 - Does NOT work if the caster is not able to continue,
 - If caster is unconscious, dead, or out of range, etc.
 - Does NOT continue if the caster chooses to end the spell.

Bonds and Connections

- No Nae'Em connection.




Counter:


LVL: 1 Same Spell

Creations:

Beetleroot Granules




- 1 Bag of Beetleroot (10 pinches).
- SYL: 1 Bag of Beetleroot (15 pinches).
- Need: Campfire, , 4 Hrs.
- Beetle shells, Coral Lime, Pine Wood.
- Market: 9 Max, Buy:3 GP, Sell:1 GP.



Enhancements:

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



Focus Items and/or Kits:

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

4 Delayed Healing 2d6

LEVEL Tier 1



Created by COPILOT

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

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	2 Squares	2 Minutes	Healing and Rest	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Creature	4 Hours	none	STM

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



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

Enhancements:

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



Focus Items and/or Kits:

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

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

LEVEL Tier 1

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

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

Rollout Interruption

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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


4 Shadow of the Magi

LEVEL Tier 1



Created by COPILOT

Darkness centered just above caster.

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic Spell

Creations:



Dust of Darkness

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



Enhancements:

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



Focus Items and/or Kits:

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

5 Quarantine Isolation

LEVEL Tier 2

557-



Created by COPILOT

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

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

5 Repair A Dead Body

LEVEL Tier 2

876



Created by COPILOT

Preps a body for funeral viewing.

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

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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





Focus Items and/or Kits:

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


5 Detect Magic

LEVELTier 2

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

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

GM



893-

Created by COPILOT

Details:

- Situations may alter the Save Column (if cast in darkness then column+2)
- If Range enhancements are used the caster can cast this from outside the blinding distance.
- Note this will not inform the user regarding the type of magic or it's effects.

WHAT THIS DOES:


- Does cause magic items to glow with a visible white light,
 - no light means no magic found in/on item,
 - dim light (candle) shines if it is magical (enchanted item),
 - bright light (bonfire) shines if it very powerful magic (epic item, node, God's item).
- Does require a Save of all within 20 squares if it is powerful,
 - failed Saves will blind creatures for 2d4 rounds.

WHAT THIS DOES NOT DO:

- Does NOT cause permanent blindness.
- Does NOT give any more information,
 - only indicates if there is magic or not.
- Does Affect cursed items in any way,
 - does not enact magics of any kind.

Bonds and Connections


- No Nae'Em connection.



Counter:


LVL: 1 Rollout Interruption

Creations:



Scroll of Detect Magic

- Find Mundane, Magic, Epic, or God lvl. 1 item.
- EOL: 1-3 Items in same square.
- Need: Kitchen/Lab, 24 SP, 4 Hrs.




Astrl specks, Etherl grass, Obsid shard, Trnch mold.

- Market: 9 Max, Buy:150 GP, Sell:30 GP.

Enhancements:

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



Focus Items and/or Kits:

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

5 Arlo's Astral Storage

LEVEL Tier 2

x

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



Created by COPILOT

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

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

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



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

6 Increase Nae'Em Fighter Movement

352-

LEVEL Tier 2

Target moves faster in normal conditions. +2 Move.

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



Created by COPILOT

Details:

- Caster allows a creature to move an extra two squares.

WHAT THIS DOES:

- Does allow a creature to move an additional 2 squares.
- Does work for base traveling during battle,
 - Normal walking,
 - Normal flight,
 - Normal swimming.

WHAT THIS DOES NOT DO:

- Does NOT allow a creature to cross difficult terrain any better due to the speed.
- Does NOT allow casting on the caster AND a creature. Stack of 1.
- Does NOT assist any sort of accelerated travel,
 - Running, Jogging.
 - Plunging.
 - Diving.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

Creations:



Potion Of Speed Boost

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



Enhancements:

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





Focus Items and/or Kits:

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

6 Summon Nisse

LEVEL Tier 2

A creature that can be seen with ultra violet vision.

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:

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




Focus Items and/or Kits:

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

6 Common Healing 2d8+ACU

LEVEL Tier 2

Heal 2d8+ACU

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	Initiative		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	Instant		none	STM



Created by COPILOT

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Draught Of Health



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

Enhancements:

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



Focus Items and/or Kits:

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

6 Speak with Dead

LEVEL Tier 2

291-



Created by COPILOT

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

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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



Counter:

LVL: 1 Interruption Of Duration

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

6 Create a Vae'Em Location.

LEVEL Tier 2

GM Saves for accurate destination.

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

- Does allow no Save use if the caster has a location Nae'Em set as the destination.
- Does ensure all misdirected locations are safe to walk through.

WHAT THIS DOES NOT DO:

- Does NOT allow the creation of a portal to a place outside of PMP.
- Does NOT allow the casting of the spell if the rollout is interrupted, must be restarted.



Bonds and Connections

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



Counter:

LVL: 1 Rollout Interruption

Creations:

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

Enhancements:


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

Focus Items and/or Kits:

- Not required.




6 Dispel Magic Spell

962-



LEVELTier 2

List of spells that can be affected are in the Full Description list.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	6 Minutes		Enchantments	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	1 Item	Permanent		SKL2	 SYL-STM

Created by COPILOT

Details:
Spells that are countered by Dispel Magic Spell:

1 -Camp Perimeter Shock

3 -Summon Astral Beast of Burden

3 -Gathering The Darkness

3 -Protect Fighter vs Ranged/Thrown

4 -Shadow Dome

4 -Shadow of the Magi

6 -Cleansing Fire

7 -Strumos Waystation

8 -Scry on Imp Spy

8 -Dimension Personal Hideaway

8 -Circle of Protection vs Undead

9 -Search for Focus Item

9 -Dimensional Containment

10-Charged Fencing - Two Sides

10-Project Astral Image Within PMP

12-Circle of Expulsion of Ethereal Crtrs.

22-Living Statue

WHAT THIS DOES:

- Does require both the caster and the GM to roll Saves.
- Does set the Casters Save Column to 2.
- Does require the GM to determine the Save Column based on the nature of magic of the item.
- Does affect any spells that have a Duration that is NOT permanent.

Comparison process:


- Caster rolls a Save and determines how close they are to passing,
 - Caster might be xx amount OVER the needed Save or XX under the needed Save.
- GM must FIRST determine the Save Column based on the item.
 - GM then rolls a Save and determines how close they are to passing,
 - GM might be xx amount OVER the needed Save or XX under the needed Save.
- Casters and GM results are compared,
 - If the casters result is higher then item's magic has been dispelled,
 - If the GMs result is higher OR equal the magic stays as is.

WHAT THIS DOES NOT DO:

- Does NOT ensure the caster is safe from side effects or curses.
- Does NOT affect any magic/spells that are non-permanent.

Bonds and Connections

- No Nae'Em connection.



Counter:
LVL: 1 Rollout Interruption

Creations:

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

Enhancements:		
LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
18	Range X4	10

Focus Items and/or Kits:

- Not required.

7 Deep Doze

LEVEL Tier 2



4 deep sleep hours to recover from exhaustion.

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

Created by COPILOT

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

7 Electrifying Sickness Cleanse

LEVEL Tier 2

794



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	2 Hours		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	Permanent		SKL 2 	STM

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

7 Create Permanent Nae'Em

LEVEL Tier 2

Willing person & caster connect. Save required.

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



Created by COPILOT

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

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

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



Bonds and Connections

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



Counter:

LVL: 1 Rollout Interruption

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
18	Range X4	10





Focus Items and/or Kits:

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


7 Astral Portal

LEVELTier 2

GM Saves for accurate destination.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	2 Hours		Planar	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	1 Square	1 Minute		SKL4	STM


GM



Created by COPILOT

- Details:
- Caster creates a portal through the astral plane to a destination.
 - A Save must be made to determine the accuracy of the destination.
 - If there is a location Nae'Em (Vae'Em) set no Save is needed.
 - GM rolls Save for caster.
 - Failed Save means caster steps through to a misdirected location.
 - Caster can enter then turn around and head back.
- WHAT THIS DOES:
- Does allow the caster to create a portal through the astral plane to a destination.
 - Does require the caster to make a SKL:4 save
 - A pass means the portal leads to the desired location.
 - A fail means the location will be random.
 - Does allow no Save use if the caster has a location Nae'Em set as the destination.
 - Failed Save means caster steps thru to a misdirected location.
 - All misdirected locations are safe to enter, but might be fatal to stay in.

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



Bonds and Connections

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

Counter:


No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

7 Strumos Waystation

LEVEL Tier 2

3x3 Sqs platform that protects from some weather

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

8 Static Bolt

LEVEL Tier 2



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

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available

Creations:

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

Enhancements:

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



Focus Items and/or Kits:



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

8 Portal To Nae'Em

897-2

LEVEL Tier 2

portal can't be opened/created unless Nae'Em agrees to the portal.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	30 Minutes		Nae'Ems	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	PMP	5 Minutes		None	DOK-SYL-STM-EOL-ORX

Designed by freepik

Details:
the caster and one other person can pass through.
Or Nae'Em and one other person can pass through.
First to pass through must be either the Nae'Em or the caster.

WHAT THIS DOES:
the caster and one other person can pass through.
Or
Nae'Em and one other person can pass through.
First to pass through must be either the Nae'Em or the caster.

WHAT THIS DOES NOT DO:
the caster and one other person can pass through.
Or
Nae'Em and one other person can pass through.
First to pass through must be either the Nae'Em or the caster.

Bonds and Connections

Counter:
No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

Focus Items and/or Kits:
-- No effect.

8 Raise Nae'Em Fighter Str +1

LEVEL Tier 2



Created by COPILOT

Raises the fighters Strength 1 point.

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

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

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

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



Bonds and Connections

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



Counter:

LVL: 1 Same Spell

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

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





- Focus Items and/or Kits:**
- Focus ring with crystal is NOT passive.
 - Duration becomes 4 Hours

8 Circle of Protection vs Undead

LEVEL Tier 2

Undead must Save to pass. Column = casters tier.

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

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		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Permanent		SKL 2 	STM



Created by COPILOT

Details:

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

WHAT THIS DOES:

- Does remove any Disease from the creature by the end of the rollout.
- Does make the caster immunue to getting any Sickness for the rollout.
- Does cause 2d8 HPs of damage.
 - This spell will NOT drop HP enough to kill.
- Does require the passing of the Save to complete the spell.

WHAT THIS DOES NOT DO:

- Does NOT Cause electrical damage to other creatures or objects.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

9 Extra Healing 3d8+ACU

LEVEL Tier 3

Heal 3d8 + ACU Bonus

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	Initiative		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	Instant		none	STM



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

9 Speak With The Resting Dead

LEVEL Tier 3



Created by COPILOT

Requires undisturbed & marked grave. Save allows speech.

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

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

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

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



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

Counter:
No Counter Available

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

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

- Focus Items and/or Kits:**
- Focus ring with crystal is NOT passive.
 - The save required is now SKL:1.

9 Find Clues To True Name

LEVEL Tier 3



Created by COPILOT

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

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

- Details:**
- Use of this spell will reveal clues about a True Name.
 - Clues can be found from:
 - Current Nae'Ems (25 pts)
 - Mementos (25 pts)
 - Current Focus Items (200 pts)
 - Past True Names (75 pts)

- WHAT THIS DOES:**
- Does draw out clues if a RM:2 Save is passed.
 - Does allow the caster to continue searching for more clues,
 - Clues to not need to be used right away.

- WHAT THIS DOES NOT DO:**
- Does NOT find the True Name itself, only the Clues.



Bonds and Connections

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



Counter:

LVL: 1 Rollout Interruption

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

9 Search for Focus Item

LEVEL Tier 3



Created by COPILOT

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

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

- Details:**
- This is a spell to find a Arcane Focus Item.
 - Note: Dokour do NOT have this spell. They must use 'Direction To A Dokour Target'.

- WHAT THIS DOES:**
- Does let the caster specify what type of Arcane Focus Item is searched for,
 - It can be an item for any class, but must be specified.
 - Does require the caster to be in a circle of protection (of any kind).
 - Does require caster to pass the Save.
 - Does allow the caster to designate how the signal is received (if Arcane Focus is found),
 - Vibration: Caster feels a vibration which grows as they near the item.
 - Audible: Caster hears a low siren which grows louder as they near the item.
 - Visual: Caster sees a glowing dot which grows brighter as they near the item.
 - Only the caster receives the vibration, audible, or visual response.

- WHAT THIS DOES NOT DO:**
- Does NOT allow use of this spell by any Dokour.



Bonds and Connections

- This is a Tae'Emn connection to a thing.



Counter:

LVL: 1 Dispel Magic Spell

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

10 Astral Mental Shield

LEVEL Tier 3



Created by COPILOT

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

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

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

10 Project Astral Image Within PMP

LEVEL Tier 3

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



Created by COPILOT

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

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

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

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Allows a spirit movement of 18 sqs.

10 Charged Fencing - Two Sides

LEVEL Tier 3



Created by COPILOT

3d6 touch dmg. Save to pass through.

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

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

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

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

11 Connect To An Arcane Focus Item

LEVEL Tier 3

627-



Created by COPILOT

Creates connection between caster and a Arcane Focus Item.

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

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

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

- WHAT THIS DOES NOT DO:
- Does NOT have any effect if the Save fails (at end of Rollout).



Bonds and Connections

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



Counter:

LVL: 1 Rollout Interruption

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

11 Ectoplasmic Cast

LEVEL Tier 3

450



Created by COPILOT

Broken bone heals in 1 Hour.

COST	RANGE	ROLL OUT	 	COLLECTION	OUTCOME
12 pts	Touch	1 Hour		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 broken bone	Permanent			STM

- Details:**
- Without this spell healing a broken bone can take from 1 to 6 months.
 - Without this spell healing a sprain can taken from 1 to 14 days.

- WHAT THIS DOES:**
- Does heal 'sprains' or 'breaks'.

- WHAT THIS DOES NOT DO:**
3. This Spell does NOT:
- affect any non-sprains or breaks.
 - normal battle / gaming damage.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

Enhancements:

LVL	ENHANCEMENTS	COST
12	AoE X2	6
14	Range At 3 Sqs	8
20	AOE X4	20



- Focus Items and/or Kits:**
- Focus ring with crystal is NOT passive.
 - Rollout becomes 1 Minute.

11 Revive Life With A ZAP!

LEVEL Tier 3



Created by COPILOT

Dead < 25 hrs & pass Save to be alive with 0 HP. Perm: loss of HP.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
36 pts	Touch	10 Minutes		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Body	Permanent		SKL 3	STM

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT restore a creature that has been dead for more than 24 hours.
- Does NOT restore the creature to more than 0 HP.
- Does NOT restore undead or living dead.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

11 Astral Plane Projection

LEVEL Tier 3

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

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Rollout Interruption

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

12 Class Power Attack




LEVEL Tier 3

675-



Created by COPILOT

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

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

Creations:

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

Enhancements:

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





Focus Items and/or Kits:

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

12 Ranged Forced Healing 2d8+2 HP

LEVEL Tier 3

Roll 2d8+2. Dmg x1 then Heal x2

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



Created by COPILOT

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

13 Summon Strumos Item (Tae'Em)

LEVEL Tier 4

455-



Created by COPILOT

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

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

- Details:**
- Item(s) are drawn to the caster through the Astral Plane.
 - Since the items are created by the caster and the location is a Vae'Em to the caster the spell is a Tae'Em spell. Tae'Em is a connection to a thing or object.

- WHAT THIS DOES:**
- Does require the caster to create a Vae'Em connection to the location of the items.
 - Does require the location of all of the items be at one place on the same PMP.
 - Does require items that have been created by the caster.
 - ingredients my be purchased, but items must be creations made by the caster.

- WHAT THIS DOES NOT DO:**
- Does NOT have any effect on items placed on a PMP different than the caster.
 - Does NOT have any effect on when using one spell for items in different locations.



Bonds and Connections

- This Is an Tae'Em connection with up to 6 things.



Counter:

LVL: 1 Rollout Interruption

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
20	Rollout Instant	16



Focus Items and/or Kits:

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

13 Great Healing 5d6+6 +ACU

LEVEL Tier 4

Heal 4d6+6 +ACU Bonus

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT work on Undead or Living Dead.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

13 Circle of Astral Expulsion

LEVEL Tier 4



Created by COPILOT

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

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

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

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

13 Astral Shed

LEVEL Tier 4

456-



Created by COPILOT

Small shed outside... 5 rooms inside.

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT allow the caster to take any items within out of PMP.
- Does NOT allow any harmful effects from Astral Plane to enter the shed.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

13 Circle of Containment

LEVEL Tier 4



Created by COPILOT

Creatures from exiting its area. Must Save to Exit.

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

- Details:**
- Creates a visible 3 Sq radius perimeter.
 - Creatures attempting to exit the perimeter must roll a Save,
 - On a successful save, the creature may leave,
 - On a failed save, the creature remains contained.
 - Suggested usage is prior to casting a summoning spell.
- WHAT THIS DOES:**
- Does inhibit creatures from leaving the circle.
 - Does work if the caster is unconscious, dead, or out of range, etc.

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispell Magic Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

14 Consecration of Corpse

LEVEL Tier 4

459



Created by COPILOT

Block animation and removes Nae'Ems.

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

Details:

- Blocks the dead from becoming animated.

WHAT THIS DOES:

- Does block the dead from becoming animated,
 - Undead,
 - Living Dead,
 - Animated and used by Magic.
- Does remove any lingering Nae'Ems from the deceased.

WHAT THIS DOES NOT DO:

- Does NOT work on an already animated monster.
- Does NOT allow any form of removal, it is permanent.

Bonds and Connections



Counter:

LVL: 1 Rollout Interruption

Creations:



Consecration Anointment

- Sprinkled over dead. Stops animations & Nae'Ems.
- ALL: All classes are able to full use this.
- Need: Kitchen/Lab, 48 SP, 24 Hrs.
- Specks, Cinderroot, Ether Grass, Obsidian, Mold.
- Market: 3 Max, Buy:150 GP, Sell:3 GP.



Enhancements:

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

Focus Items and/or Kits:

- Not required.

14 Major Healing Bolt 6d6-1d2



LEVEL Tier 4

457-



Created by COPILOT

1d2 electrical damage, then 6d6 Healing.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	12 Squares	Initiative		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	Permanent		none	STM

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

15 Create Food For A Family

LEVEL Tier 4

2d12+10 meals w/ water.

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

15 Create Permanent Location Tae'Em

LEVEL Tier 4

347-5

Location becomes a teleport destination.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	10 Squares	1 Day		Nae'Ems	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	2x2 Sq Area	Permanent		none	DOK-SYL-STM-EOL-ORX

Details:

-- Caster creates a Nae'Em of a location to be used for teleportation travel.

WHAT THIS DOES:

- ... meet the requirements of memorizing a location as a destination.
- ... Create a non-sentient Nae'Em.

WHAT THIS DOES NOT DO:

- ... remain a Nae'Em if the location changes significantly.



Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

- Focus item with crystal is NOT passive.
- Can amble and be not so obvious with this spell.

16 Reveal True Name

631



LEVEL Tier 4

This uses all the clues to find the True Name.

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

Created by COPILOT

Details:
- This uses all the clues the caster has gathered attempt to find the True Name.

WHAT THIS DOES:

- Does require the caster to state all the clues and,
 - Identify the target the best they can.
- Does this uses all the clues the caster has gathered.
- Does then adjusts the points for how old the information is.
- Does finds the % to be rolled.
- Does the caster must roll under the % to pass.
- Does will alert the target regardless of the outcome of the roll,
 - The target will know the direct to go to find this castings location,
 - The target will know how many marks to go to find this castings location,
 - If this spell worked the target will know that,
 - If this spell fails the target NOT will know that.

WHAT THIS DOES NOT DO:

- Does NOT inform the target of any other information.
- Does NOT announce out loud the True Name,
 - If the True Name roll passes only the caster will know it.



Bonds and Connections

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



Counter:

LVL: 1 Rollout Interruption

Creations:

- No creations. Usable only as the action.

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.
- Sets Rollout to 8 Hours.

17 Lightning Bolt



LEVEL Tier 5

823-



Created by COPILOT

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

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

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

18 Arcane Removal (3 of 3)

LEVEL Tier 5



Created by COPILOT

2nd of 3 castings made by separate casters to remove power.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
60 pts	Touch	6 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Permanent		RM 3 	STM

- Details:**
- This is one of a set of spells that cuts a living person off from the Arcane source.
 - Process: (Can be repeated as often as desired)
 - 3 Casters are required: ORIX, DOKOUR, and STRUMOS,
 - Orix identifies the Arcane connection (6 hours)
 - Dokour then disconnects the Arcane connection (6 Hours)
 - Strumos then heals the target to ensure no Arcane connections can be again (6 Hours)
 - Target rolls a Save, if they fail then the process worked.
 - There is no known way to recover from this spell.
 - Result:
 - Target cannot acquire/use Spell/Skill pts again,
 - Target's disconnection from Arcane sets their RM Saves to RM:>05.

- WHAT THIS DOES:**
- Does disconnect the target from all Arcane.
 - Does cause a great deal of pain to the target.
 - Nae'Em with target ends when the 3rd Arcane Removal spell ends.

- WHAT THIS DOES NOT DO:**
- Does NOT work unless all 3 casters of the 3 separate schools work together and in order.
 - Does NOT have any effect if the target is not concious.



Bonds and Connections
- This Is an Nae'Em connection with a person.



Counter:
LVL: 1 Rollout Interruption

Creations:

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	Range X4	10



Focus Items and/or Kits:
- Focus staff with crystal is NOT passive. - The disconnection requires a Dokours focus staff.

18 Major Group Heal 200 HP

LEVEL Tier 5



Created by COPILOT

3 persons minimum within AoE. 200 pts divided equally.

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

19 Dead Spirit Conversation Circle




LEVEL Tier 5

462-



Created by COPILOT

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

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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



Counter:

LVL: 1 Rollout Interruption

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

20 Raise The Dead

LEVEL Tier 5



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
40 pts	Touch	8 Hours		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Corpse	Permanent		SKL 2	STM

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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



Counter:

LVL: 1 Rollout Interruption

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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