Triggered Forced Healing

LEVEL

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

COST	RANGE	ROLL OUT
4 pts	Self	1 Hour
STACK	AoE	DURATION
1	Caster	3 Days



COLLECTION	
Battle-Prep	
SAVE COL	
none	

OUTCOME Mundane
CLASS GROUPS
ORX-SYL-STM-EOL



Created by COPILOT

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.

This DOES...

- Does stay in effect until duration is over or is used.

- This does NOT...
 - 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.

Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.

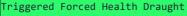


Counter:

SAME SPELL WILL COUNTER.



Creations:



- 2d6 rolled. Dmg then 2x in Healing. Dur:Init.
- Bear Bones, Quicksilver, Dried Thistle. Creation: 12 Spell pts, 4 Hrs, Stack:9.
- Requires Kitchen/Lab. BUY:12 GP.

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Subtle Casting	4
12	Rollout Halved	6
18	Healing +4	10

COST

8 pts

STACK

Entangle

RANGE

Touch

AoE 2x2 Squares

LEVEL

Anyone within the AoE must Save to move a square until out.

ROLL OUT	COLLECTION	OUTCOME
1 Minute	Battle-Prep	Magical
DURATION	SAVE COL	CLASS GROUPS
4 Hours	BRU 2	SYL



Details:

- Caster must be conscious for the spell to contine,
 - if the caster is asleep or out cold the spell will end.

This DOES...

- Does require the caster to indicate exactly where the AoE is.
- Does require any creatures within an active AoE to Save to move 1 square.
- Does have an effect that blends IF there are roots or vines in the area,
 - if not, the grappling effect is done by brown ethereal ribbons.

- This does NOT...
 - Does NOT have any visible clues that the Entangling spell has been cast.
 - Other than the original effect during casting.

Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Sets AoE to 3x3.

Bonds and Connections

- No connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

LVL	ENHANCEMENTS	COST
1	Fake Effort	-2
4	Aura Notably Brightens	-2
12	Range X2	8
12	Rollout Initiative	12
14	Range Set At 3 Sqs	8
18	Range X4	10

Tornado Wall

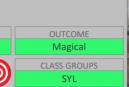
LEVEL

Pass the Save

COST	RANGE	ROLL OUT
4 pts	Self	Initiative
STACK	AoE	DURATION
1	1 Square	4 Rounds



В	COLLECT COLLEC		2
	SAVE SKL	COL 2	0



254-2



Created by COPILOT

Details:

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

This DOES...

- Does surround the caster (1 Square only)
- Does allow casting in and out of the wall.
- Does move with the caster.

This does NOT...

Does NOT function if the caster covers more than 1 Square. Does NOT allow caster to move into (crowd) an occupied square. Does NOT be combined with other spells which surround 1 Sq. - For example: Heat Wave Wall.



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Additional Bonus of +2 AC vs Ranged/Thrown.

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

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

Tornado Wall For Nae'Em Hunter

LEVEL

Wind storm gives AC+2 vs Ranged/Thrown. (Not Melee)

COST 4 pts	RANGE 4 Sqs / Tier	ROLL OUT Initiative
STACK 1	AoE 1 Recipient	DURATION 4 Rounds



COLLECTION	
Battle-Defense	
SAVE COL	
none	

7	OUTCOME
1	Magical
	CLASS GROUPS
	SYL



Created by COPILOT

Details:

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

This DOES...

- Does aid a recipient that is;
 - A Hunter Class or Hybrid Hunter Class,
 - Has a Nae'Em bond connected to the caster.
- Does surround the recipient (1 Square only)
- Does allows casting in and out of the wall.
- Does move with the recipient.

- This does NOT...
 - Does NOT function if the recipient covers more than 1 Square.
- Does NOT function if the recipient is not willing.
- Does NOT allow recipient to move into (crowd) an occupied square.
- Does NOT be combined with other spells which surround 1 Sq.
 - For example: Heat Wave Wall, ...

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

- No creations. Usable only as the action.

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
9	Duration +50%	6
14	Duration X2	8

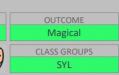
Wind Wall

X

COST	RANGE	ROLL OUT
12 pts	Self	2 Rounds
STACK	AoE	DURATION
1	1 Square	10 Minutes



	COLLE	CTION		
COLLECTION Battle-Defense				
	SAVE	COL		
	SKL:	2	(=)	





Details:

-- Caster gains +4 to AC to all attacks.

This DOES...

- Done create a wall of wind inhibiting damage from physical attacks.
- Done allows casting in and out of the wall,
 - If the caster passes a SKL:2 Save.
- Done move with the caster.
- Done protect against frontal Melee, Ranged, and Thrown attacks.

- This does NOT...
 - Done NOT function if the caster covers more than 1 Square.
- Done NOT allow caster to move into (crowd) an occupied square.
- Done NOT be combined with other spells which surround 1 Sq.
 - For example: Heat Wave Wall, Tornado Wall, ...
- Done NOT protect against flanking attacks.

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per LvI)	25%/Lvl
9	Duration +50%	6
12	Rollout Initiative	12
14	Duration X2	8

Circle of Animal Protection

ROLL OUT

2 Minutes DURATION

1 Hour

LEVEL

X

12 pts

STACK



COLLEG	CTION		OUTCOME
Battle-D	efense		Magical
SAVE	COL		CLASS GROUPS
SKL	2	W	SYL



Details:

RANGE

Touch

AoE 2x2x2 Sq Sphere

- This spell protects the area against aggressive animals.

This DOES...

- Does apply to creatures categorized as 'Animals',
 - Require the passing of the SKL:2 Save.
- Does apply to hybrid creatures which are part 'Animals'
- Require the passing of the SKL:1 Save.
 Does allow any part of the 'Animal' to pass over the circle's perimeter,
 - If the MGC Save failed.

This does NOT...

- Does NOT have any effect on creatures of other categories.
- Does NOT inhibit any attacks that are propelled/thrown into the circle.



Focus Items and/or Kits:

- Use of a Focus Item will change the Save,
 - Save is made more difficult by one column



Bonds and Connections

No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
9	Duration +50%	6
12	AoE X2	6
12	Rollout Initiative	12
14	Duration X2	8
18	Duration X4	10

12 Circle of Containment

LEVEL

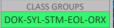
Creatures from exiting its area. Must Save to Exit.

COST	RANGE	ROLL OUT
12 pts	Touch	10 Minutes
STACK	AoE	DURATION
99	3 Sq Rad Circle	4 Hours



COLLE	CTION	
Battle-0	Defense	
SAVE	COL	
BRU	3	







Created by CORLINE

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.

This DOES...

- Does inhibit creatures from leaving the circle.
- Does work if the caster is unconscious, dead, or out of range, etc.

This does NOT...

- 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.



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

Rose Thorns

LEVEL

ToHIT+4, 2d6+ACU Dmg, Blunders=Only missed, No Counters.

COST	RANGE	ROLL OUT
4 pts	10 Squares	Initiative
STACK	AoE	DURATION
99	1 Target	Instant



COLLEG	CTION	
Battle-C	Offense	
SAVE	COL	
none		

_		
	OUTCOME	
	Mundane	
	CLASS GROUPS	
	SYL	

328-1



Details:

- Each thorn becomes non-magical (mundane).

This DOES...

- Does require the caster to roll a ToHIT + 4 for an entire set of thorns thrown.
- Does throw 2d6+ACU Bonus thorns causing 1 pt of damage per thorn.
- Does allow the caster to lobbed the attack in an arc to the target.

- This does NOT...
 - Does NOT automatically hit.
- Does NOT have any negative effect if the ToHIT is a Fumble.

Focus Items and/or Kits:

- Additional bonus of +6 ToHit,
 - Total of +10 ToHIT.

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

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

259-2

OUTCOME Magical CLASS GROUPS SYL

Hail Attack

LEVEL

X

COST	RANGE	ROLL OUT	
4 pts	8 Squares	Initiative	7
STACK	AoE	DURATION	<u>~~</u>
1	1 Square	Instant	کی کی



COLLE	ECTION	
Battle-	Offense	
SAVE	COL	(
RM	2	



Created by COPILOT

Details:

- Caster first targets the area,
- Next, hail strikes down into the area from about 3 Sqs above,
 - The 3 squares above is a visual effect only.
 - Areas with less than 3 Sqs height can still be attacked.

This DOES...

- Does cause damage to creatures in the targeted square.
- Does deliver the attack and damage from above the target.

- This does NOT...
 Does NOT have any effect on creatures acclimated to cold weather/environments.
- Does NOT cause any damage to flora due to frost/coldness.



Focus Items and/or Kits:

- Increase damage by an additional 1d4,
 - Total damage would be 3d4 + 1 + ACU.

Bonds and Connections

- This has no personal connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

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

4 Conjure Native Beetles

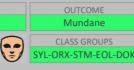
LEVEL Tier 1

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

COST	RANGE	ROLL OUT
4 pts	4 Squares	Initiative
STACK	AoE	DURATION
2	1 Mark	2 Rounds



COLLECTION Battle-Offense		
SAVE	COL	
SKL	2	





Created by COPILOT

Details:

- Conjuers 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.

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.

This does NOT...

- 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.



Focus Items and/or Kits:

- Damage by Insect Swarm is not rolled, set to 5 Dmg.
- Focus Item with crystal is NOT passive.

Bonds and Connections

- No Nae'Em connection.

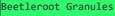


Counter:

SAME SPELL WILL COUNTER.



Creations:



- 1 Bag of Beetleroot (10 pnchs) Dur:Used.
- Beetle shells, Coral Lime, Pine Wood.
- Creation: 12 Spell pts & 4 Hrs & Stack:9.
- Requires campfire. BUY:3 GP.

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Damage Increased +50%	8
9	Duration +50%	6
9	Range +50%	6
12	Range X2	8
14	Damage X2	12
14	Duration X2	8

Hail Stones

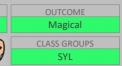
LEVEL

Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage.

COST	RANGE	ROLL OUT	
8 pts	8 Squares	Initiative	
STACK	AoE	DURATION	
1	2x2 Squares	Instant	ı



COLLECTION Battle-Offense		
SAVE	COL	
RM	2	



381-1



Details:

- Caster first targets the area,
 - Next, hail strikes down into the area from about 3 Sqs above,
 - The 3 squares above is a visual effect only.
 - Areas with less than 3 Sqs height can still be attacked.

This DOES...

- Does 3d6 + ACU Bonus ice damage.
- Does have a reduced effect against hot temperature targets.
- Does deliver the attack and damage from above the target.

- This does NOT...
 - Does NOT have any effect on creatures acclimated to cold weather/environments.
- Does NOT cause any damage to flora due to frost/coldness.



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Increases damage by 4,

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
9	Range +50%	6
12	AoE X2	6
12	Range X2	8
14	Damage X2	12

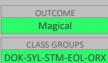
Class Power Attack

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

COST 12 pts	RANGE 8 Squares	ROLL OUT Initiative
STACK 99	AoE 1 Target	DURATION 1 Round



COLLECTION		
Battle-C		
SAVE	COL	
RM	3	





Created by COPILOT

Details:

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

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.

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



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Enemy to pass another RM:3 Save vs knocked back 1

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

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

Ice Spear

X

COST	RANGE	ROLL OUT
16 pts	10 Squares	Initiative
STACK	AoE	DURATION
1	1 Target	Instant



	COLLEC	CTION		
Ва	attle-C	ffense		
	SAVE	COL		С
	AGL	2	W	

OUTCOME Magical LASS GROUPS SYL



Created by COPILOT

Details:

- Caster uses magic to aim and launch the Spear.

This DOES...

- Does Appear as a spear,
 - Only the spear head becomes physical and does damage. (3d8+ACU Bonus+4)
- Does Caster uses magic to aim and launch the Spear.
 - The ToHit Bonus is +4.
- Does allow the caster to lobbed the attack in an arc to the target.

This does NOT...
 - Does NOT have any effect if cast upon weapons in an effort to upgrade.



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Changes the Save to 1 column more difficult.

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per LvI)	25%/Lvl
9	Range +50%	6
12	Range X2	8

403-2

OUTCOME Mundane CLASS GROUPS SYL

Water Blast

X

COST	RANGE	ROLL OUT	
16 pts	8 Squares	Initiative	
STACK	AoE	DURATION	
3	1 Square	3 Rounds	



COLLE Battle-C			
SAVE AGL	COL 2	0	



Created by COPILOT

Details:

- Strongly recommended character stack 3 Water Blasts in the 3 rounds.
- Damage is 5d8+ACU Bonus per round.
- Can only be created in open areas (not inside a creature).

This DOES...

- Does require the caster to continue and actively work this spell each round.
- Does draw water out of the air. ... attack a creature.
- Does cause mundane fire to minimize or go out.
- Does have a chance of freezing in extreme conditions then it will fall to the ground.
- Does have a chance of turning to steam in extreme conditions then it dissipates.
 - have enough force (thus damage) that there is no arc and cannot be lobbed.

- This does NOT...
 - Does NOT work effectively in extreme conditions.
- Does NOT work outside of PMP.
- Does NOT have the pressure to push objects.



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Allows the extinguishing of small magical fires.

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

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

Illusional Bear

LEVEL

False of a bear.

COST 12 pts	RANGE 16 Squares	ROLL OUT 1 Minute	
STACK A0E		DURATION	
1	1 Image	1 Hour	



	COLLECTION			
	Altered Reality			
I	SAVE COL			
	none			

OUTCOME
Magical
CLASS GROUPS
SYL



Details:

- The image of a bear which includes sound and smell.

This DOES...

- Does allow caster to direct where the image is to go.

- This does NOT...
 - Does NOT have a tactile aspect.
 - Items thrown or used as an attack will go right through.
 - The images attacks will have no effect.
- Does NOT allow the caster to direct the image with specific actions.



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Caster sets bear's general mood or tone for

Bonds and Connections

- No connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Subtle Casting	4
9	Duration +50%	6
9	Range +50%	6
12	Range X2	8
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10

Illusional Condor

LEVEL

X

COST	RANGE	ROLL OUT	
16 pts	8 Squares	1 Minute	
STACK	AoE	DURATION	
1	1 Image	2 Hours	



	COLLECTION
	Altered Reality
\	SAVE COL
)	none

	OUTCOME
Magical	
I	CLASS GROUPS
	SYL



Details:

- The image of a condor which includes sound and smell.

This DOES...

- Does allow caster to direct where the image is to go.

- This does NOT...
 Does NOT have a tactile aspect,
 - Items thrown or used as an attack will go right through,
 - The images attacks will have no effect.
- Does NOT allow the caster to direct the image with specific actions.



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Caster sets condor's general mood and tone.

Bonds and Connections

- No connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

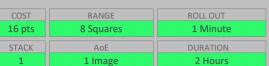
- No creations. Usable only as a spell/skill.
- No creations. Usable only as the action.

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per LvI)	25%/Lvl
6	Subtle Casting	4
9	Duration +50%	6
9	Range +50%	6
12	Range X2	8
12	Rollout Initiative	12
14	Duration X2	8
18	Duration X4	10
18	Range X4	10

Illusional Dolphin

LEVEL

X





COLLECTION	
Altered Reality	
SAVE COL	
none	

OUTCOME	
Magical	
CLASS GROUPS	
SYL	



Created by COPILOT

Details:

- The image of a dolphin which includes sound and smell.

This DOES...

- Does allow caster to direct where the image is to go.

- This does NOT...
 - Does NOT have a tactile aspect.
 - Items thrown or used as an attack will go right through.
 - The images attacks will have no effect.
- Does allow the caster to direct the image with specific actions.



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Caster sets dolphin's general mood and tone.

Bonds and Connections

- No connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per LvI)	25%/Lvl
6	Subtle Casting	4
9	Duration +50%	6
9	Range +50%	6
12	Range X2	8
12	Rollout Initiative	12
14	Duration X2	8
18	AoE = 2 Targets	10
18	Duration X4	10

Small Domestic Pet Form

LEVEL

X

COST	RANGE	ROLL OUT	
4 pts	Touch	5 Rounds	



COLLECTION		
Shape Change		
SAVE COL		
none		

OUTCOME Mundane
CLASS GROUPS SYL



Created by COPILOT

Details:

To be updated

Cat, Small Dog, Canary, Pigeon, or Rat which is almost always NOT seen as a pet.

All forms will look boringly normal.

This DOES...

- Does allow caster changes in physical form: Form is not an illusion, but is magical.
- Does allow others to see the power if a method of reveal is used.
- Does show the altered self as a mundane (non-magical) creature,
 - All items/possesions are kept but not retrievable in the altered form.
 - Only after returning back to the original caster form are items available.

This does NOT...
To be updated adsf asdfasdfasdfa sdf asd f asd f asdfasd f asdf



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Effect lasts up to 12 hours

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as the Arcane connection.

LVL	ENHANCEMENTS	COST
12	Rollout Initiative	12

6 Alter Self - Medium Sized Dog/Cat

LEVEL Tier 3

X

COST	RANGE	ROLL OUT
8 pts	Self	1 Round
STACK	AoE	DURATION
1	Self	8 Hours



COLLEC	CTION	
Shape (Change	
SAVE	COL	
none		

OUTCOME	
Mundane	
CLASS GROUPS	
SYL	



Details:

- Caster changes into a smaller than medium (man size) sized cat or dog.

Output is mundaine. (Domestic pet form is magical)

This DOES...

- Does change (Physically) the caster to any common breed of cat or dog.
- Does maintain the ability to understand languages they have known previously.
- Does show the altered self as a mundane (non-magical) creature,
 - All items/possesions are kept but not retrievable in the altered form.
 - Only after returning back to the original caster form are items available.
 - Only after returning back to the original caster form FOCUS ITEMS are available.
- Does continue even if the caster is asleep or unconcious.

This does NOT...

- Does NOT have the ability to create medium sized or larger creatures,
 - Even if it is a common cat or dog.
- Does NOT confer the ability to speak languages, only able to bark/meow or growl/purr.
- Does NOT give the ability to easily communicate with another cat or dog,
 - Rudimentary communication is possible.
- Does NOT allow use of tools or a Focus Item from the Altered form of a cat or dog.



Focus Items and/or Kits:

- Focus wand with crystal is ${\sf NOT}$ passive.
- Allows the caster to gain extra movment +6 Sqs,

Bonds and Connections

- No connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

LVL	ENHANCEMENTS	COST	
4	Cast from below level (Per Lvl)	25%/Lvl	
6	Subtle Casting	4	
9	Duration +50%	6	
12	Rollout Initiative	12	
14	Duration X2	8	
18	Duration X4	10	

Alter Self - Porpoise

X

COST	RANGE	ROLL OUT
16 pts	Self	10 Minutes
STACK	AoE	DURATION
1	Self	3 Hours



	COLLECTION			
Shape Change				
٦_	SAVE COL			
9	none			

OUTCOME	
Mundane	
CLASS GROUPS	
SYL	

561-2



Created by COPILOT

Details:

- Form of caster physically changes to a Porpoise.
- Max and Current HP is double casters max and current HP.
- Porpoise can double time constantly at the rate of the casters movement.
- Battle Stats: AC =17, Init= +12, # of Attacks x0x1, ToHIT= +14, Dmg 2d6+4
- Once the spell ends all stats and bonuses return to normal.

This DOES...

- Does physically change the caster.
- Does keep the casters intellect and personality intact.
- Does caster is still able to hear and understand language, just not speak,
 - Caster is not able to spellcast in this form.

- This does NOT...
 - Does NOT give the casters new form the ability to articulate language.
- Does give the caster any of the forms special abilities, attacks, or defenses,
- Other than that listed above.
- Does allow the caster to cast spells.

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

LVL	ENHANCEMENTS	COST	
4	Cast from below level (Per Lvl)	25%/Lvl	
9	Duration +50%	6	
12	Rollout Halved	6	
14	Duration X2	8	
18	Duration X4	10	

Alter Self - Hawk

X

COST	RANGE	ROLL OUT
16 pts	Self	10 Minutes
STACK	AoE	DURATION
4	C-IE	4.11



	COLLECTION			
Shape Change				
\	SAVE COL			
)	none			

OUTCOME
Mundane
CLASS GROUPS
SYL

560-2



Details:

- Form of caster physically changes to a Hawk.
- Max and Current HP is double casters max and current HP.
- Hawk can continue to move at double the casters move for 16 hrs straight.
- Battle Stats: AC =18, Init= +8, # of Attacks x0x1, ToHIT= +10, Dmg 2d6+4
- Number of Attacks becomes x0x1, Due to flight then a single attack.
- Once the spell ends all stats and bonuses return to normal.

This DOES...

- Done physicaly change the caster.
- Done maintain the casters intellect and personality.
- Done caster is still able to hear and understand language, just not speak,
 - Caster is not able to spellcast in this form.

- This does NOT...
 - Done NOT give the casters new form the ability to articulate language.
- Done NOT give the caster any of the forms special abilities, attacks, or defenses,
- Other than that listed above.
- Done NOT allow the caster to cast spells.

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
6	Subtle Casting	4
12	Rollout Halved	6
14	Damage X2	12
14	Duration X2	8
18	Duration X4	10

Alter Self - Wolf

X

COST	RANGE	ROLL OUT
16 pts	Self	20 Minutes
STACK	AoE	DURATION
1	Self	4 Hours



	COLLECTION				
	Shape Change				
V	SAVE COL				
"	none				

OUTCOME
Mundane
CLASS GROUPS
SYL



Details:

- Form of caster physically changes to a Wolf.
- Max and Current HP is double casters max and current HP.
- Wolf can double time constantly at the rate of the casters movement.
- Battle Stats: AC =17, Init= +6, # of Attacks x1x1, ToHIT= +10, Dmg 2d6+4
- Once the spell ends all stats and bonuses return to normal.

This DOES...

- Does physicaly change the caster.
- Does maintain the casters intellect and personality.
- Does caster is still able to hear and understand language, just not speak,
 - Caster is not able to spellcast in this form.

- This does NOT...
 Does NOT give the casters new form the ability to articulate language.
- Does give the caster any of the forms special abilities, attacks, or defenses,
- Other than that listed above.
- Does allow the caster to cast spells.

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
9	Duration +50%	6
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10

Alter Self - Condor

X

COST 20 pts	RANGE Self	ROLL OUT 5 Minutes
STACK 99	AoE Self	DURATION 2 Hours



	COLLECTION
	Shape Change
١	SAVE COL
)	none

OUTCOME Mundane	
CLASS GROUPS SYL	

558-2



Details:

- Form of caster physically changes to a Condor.
- Max and Current HP is double casters max and current HP.
- Max Move for walk or run stays the same, Max Move for fly becomes 3 marks per day.
- Battle Stats: AC =20, Init= +22, # of Attacks x1x1, ToHIT= +12, Dmg 2d8+6
- Once the spell ends all stats and bonuses return to normal.

This DOES...

- Does physicaly change the caster.
- Does maintain the casters intellect and personality.
- Does caster is still able to hear and understand language, just not speak.

- This does NOT...
 - Does NOT give the casters new form the ability to articulate language.
- Does give the caster any of the forms special abilities, attacks, or defenses,
 - Other than that listed above.

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
6	Subtle Casting	4
9	Duration +50%	6
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10

Alter Self - Bear

X

COST	RANGE	ROLL OUT
20 pts	Self	5 Minutes
STACK	AoE	DURATION
1	Self	2 Hours



	COLLECTION	
	Shape Change	
\	SAVE COL	
)	none	
)	0,112 002	

OUTCOME Mundane	
CLASS GROUPS SYL	

404-2



Details:

- Form of caster physically changes to a Bear.
- Max and Current HP is double of the casters max and current HP.
- Max and Current Move is double of the casters max and current Move.
- Battle Stats: AC =20, Init= +8, # of Attacks x2x2, ToHIT= +22, Dmg 3d8+6
- Once the spell ends all stats and bonuses return to normal.

This DOES...

- Does physicaly change the caster.
- Does maintain the casters intellect and personality.
- Does allow the caster to hear and understand language, just not speak.

- This does NOT...
 - Does NOT give the casters new form the ability to articulate language.
- Does give the caster any of the forms special abilities, attacks, or defenses.
 - Other than that listed above.
- Does give the recipient movement equal to a bear.
- Does give the recipient ability to swim like a bear.



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Additional damage of 1d6,

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per LvI)	25%/Lvl
9	Duration +50%	6
12	Rollout Halved	6

Alter Self - Stingray

X

COST

20 pts

STACK



COLLECTION	
Shape Change	
SAVE COL	
none	

OUTCOME
Mundane
CLASS GROUPS
SYL



Created by COPILOT

Details:

RANGE

Self

AoE Self

- Form of caster physically changes to a Bear.
- Max and Current HP is double casters max and current HP.

ROLL OUT

5 Minutes DURATION

2 Hours

- Max and Current Move is double casters max and current Move.
- Battle Stats: AC =20, Init= +8, # of Attacks x1x1, ToHIT= +12, Dmg 2d8+6
- Natural 20 is rolled use the chart AND the target is stunned for 2 rnds.
- Once the spell ends all stats and bonuses return to normal.

This DOES...

- Does physicaly change the caster.
- Does allow the caster to swim as movement.
- Does allow the caster to 'breath' under water.
- Does maintain the casters intellect and personality.
- Does caster is still able to hear and understand language, just not speak.

- This does NOT...
 - Does NOT give the casters new form the ability to articulate language.
- Does NOT give the caster any of the forms special abilities, attacks, or defenses,
 - Other than that listed above.

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per LvI)	25%/Lvl
6	Subtle Casting	4
9	AOE Selected Target	6
9	Duration +50%	6
14	Duration X2	8
16	Rollout 1 Min	8
18	Duration X4	10

Plant Healthy Growth

LEVEL

X

COST	RANGE	ROLL OUT
4 pts	Self	1 Hour
STACK	AoE	DURATION
0	4x4 Sqs	Permanent



COLLECTION			
Environ-Nature			
	SAVE	COL	
	none		

OUTCOME	
Mundane	
CLASS GROUPS	
SYL	



Details:

- Natural plants will grow as if they were within the best of conditions.
- Caster is not able to move about while casting.
- Dried Infused Oak with the dried remains of Ivy Runners

This DOES...

- Does allow new growth to progress as if it were in the best conditions.
- Does plants grow within 2 hours as if 4 weeks had passed.
- Does allow healthy plants to grow from/past unhealthy parts.

- This does NOT...
 Does remove or inhibit infestations.
- Does negate weather conditions.
- Does allow the caster to move during casting.
- Does allow for multiple castings in a row,
 - Any subsequent casts within AOE will not work.



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Removes non-magical infestations within the AOE.

Bonds and Connections

- No connection.

Counter:

NO COUNTER AVAILABLE

Creations:

Healthy Plant Growth Powder

- 4 weeks of growth in 2 hours. Dur: Varies.
- Beetleroot, Ethereal Grass, Oak Ash, Rich Soil.
- Creation: 24 Spell pts, 4 Hrs, Stack:9.
- BUY:30 GP. Requires campfire.

LVL	ENHANCEMENTS	COST
12	AoE X2	6
12	Rollout Halved	6
20	AOE X4	20



Remove Plant Disease

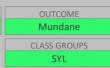
LEVEL

X

COST RANGE		ROLL OUT
4 pts	4 Squares	10 Minutes
STACK	AoE	DURATION
0	4x4 Squares	Permanent



	COLLE	CTION	
Environ-Nature			
	SAVE	COL	
	SKL	2	





Details:

- Caster is able to move about as they cast.

This DOES...

- Does remove plant non-magic diseases and infestations.
- Does affect monsters that are plants.
- Does require a passing Save.

- This does NOT...
 Does NOT negate weather conditions.
- Does NOT remove magical diseases or infestations.

Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Removes (including magical) diseases &

Bonds and Connections

- No connection.

Counter:

NO COUNTER AVAILABLE

Creations:



Plant Disease Powder

- Save SKL:2 to remove plant disease.
- Bettercress Leaf, Swamp Grass, Kale Leaf.
- Creation: 12 Spell pts, 8 Hrs, Stack:9. Requires campfire. BUY:5 GP. Dur:Perm.

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per LvI)	25%/Lvl
12	AoE X2	6
12	Rollout Halved	6
14	Save -1 Col	8
20	AOE X4	20

4 Predict Weather

LEVEL Tier

X

4 pts

STACK

7	_	
		3
1	(V	Ġ
	W.	ì

COLLECTION		
Environ-Nature		
SAVI	COL	
none	9	

_	
	OUTCOME
	Mundane
	CLASS GROUPS
	SYL
_	



Created by COPILOT

Details:

RANGE

Self

AoE
Up to 5 Marks

- NOTE: GM rolls casters MGC:3. Pass means info is accurate.
- GM reviews all pertainent information.
 - Then reports the non-magical weather that is likely,

GM describes:

- Temp description based on region and elevation.

ROLL OUT

1 Hour
DURATION

1 Week

- General wind speed and direction based on surrounding regions.
- % chance of anomilies based on current and surrounding regions.

This DOES...

- Does determine weather for the current location based on,
 - Elevation, Vegetation, and Region.
- Does give best estimation of likely/known changes coming within the week.
- Does work without a Save if a Focus Item is not used.

This does NOT...

- Does NOT hold true if the caster travels out of the AOE,
 - The original prediction for the AOE does not change,
- The new location traveled to may not have the same conditions though.
- Does NOT account for unnatural conditions.
- Does NOT account for changes to the situation which are unusual.

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
12	Rollout Halved	6

Create Permanent Ae'Em

LEVEL

Willing animal & caster connect. Save required.

COST	RANGE	ROLL OUT
12 pts	Touch	4 Days
STACK	AoE	DURATION
5	1 Recipient	Permanent



COLLE	CTION	
Environ-	-Nature	
SAVE	COL	
SKL	2	()



Magical
CLASS GROUPS
SYL

OUTCOME



Details:

- This bonds a person to the caster with an animal (Ae-Em).
- Limited: Both must be on the same plane for this to work.
- The recipient animal does not have a greater intelligence from this connection,
 - The animal is not able to draw conclusions or intellectualize.
 - The animal is only able to relate as it normally would.
- The mental communication is in the 'common' language.

This DOES...

- Does create a Permanent mental bond which requires the caster to start with each convo.
- Does support 5 (See Stack) connections to an animal,
 - The animal must be encouraged without force to stay with the caster for the rollout.

- This does NOT...
 - 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).



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Makes the SKL Save easier by one Column.



Bonds and Connections

This is a Ae'Em connection with an animal.

Counter:

NO COUNTER IS AVAILABLE. LVL: 5

Creations:

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

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
14	Save -1 Col	8

11 Control Wind Sphere

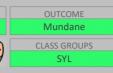
EVEL Tier 3

х

COST	RANGE	ROLL OUT
12 pts	18 Squares	10 Minutes
STACK	AoE	DURATION
1	5x20 Sg Area	12 Hours



CTION	COLLE
-Nature	Environ-
COL	SAVE
3	SKL





Created by COPILOT

Details:

- Caster attempts to control the direction and general speed of the wind current.
- Opposing currents may hinder the effectiveness of this spell.
- Must roll a SKL:3 Save to get the effort to work.
- Headwinds (opposing) may cause this spell to have less effectiveness.

This DOES...

- Does influence the direction and speed of the sphere the caster controls.
- Does allow attempted direction changes by compass directions (N,NE,E,SE,S,SW,W,NW)
- Does allow attempted speed changes from quarter speed to double speed,
 - This is compared to the speed of the currents outside the sphere.
- Does create enough air movement to clear most cloud spells and disperse them.
- Does create enough air movement to blow out unprotected lights (flames),
 - Will NOT blow out protected flame/light sources (lanterns, etc)

This does NOT...

- Does NOT allow any attempts of control of weather. (only the wind)
- Does NOT allow any attempts of control regarding air inside living creatures.
- Does NOT blow out protected flame/light sources (lanterns, etc)

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
12	AoE X2	6
12	Range X2	8
12	Rollout Halved	6
14	Duration X2	8
14	Save -1 Col	8

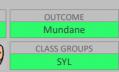
Control Water

X

COST	RANGE	ROLL OUT
20 pts	Self	10 Minutes
STACK	AoE	DURATION



COLLE	CTION		
Environ-Nature			
SAVE	COL		
SKL	3		





Created by COPILOT

Details:

- Caster attempts to control the direction and general speed of the water current.
 - Opposing currents may hinder the effectiveness of this spell.
- Must roll a SKL:3 Save to get the effort to work.

This DOES...

- Does influence the direction and speed of the sphere the caster controls.
- Does allow attempted direction changes by compass directions (N,NE,E,SE,S,SW,W,NW)
- Does allow attempted speed changes from quarter speed to double speed,
 - This is compared to the speed of the currents outside the sphere.

- This does NOT...
 - Does NOT allow any attempts of control of weather.
- Does NOT allow any attempts of control regarding water inside living creatures.

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
6	Subtle Casting	4
9	Duration +50%	6
12	AoE X2	6
12	Rollout Halved	6
14	Range Set At 3 Sqs	8
14	Save -1 Col	8
18	Duration X4	10
18	Range X4	10

Draw Up Ground Water

LEVEL

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

COST 4 pts	RANGE Touch	ROLL OUT 5 Minutes
STACK 99	AoE 2 Skins/Tier	DURATION Permanent



Food-Water			
	none		

OUTCOME	
Mundane	
CLASS GROUPS	
DOK-SYL-STM-EOL-ORX	



Details:

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

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.

- This does NOT...
 - Does NOT draw water through non-porous material (rock, metal, etc).
- Does NOT continously draw water from the same spot,
 - If cast in the same spot again this spell could fail.
 - Each repeat adds 10% to failure chance (1d100 roll).



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
16	Rollout 1 Min	8

Improve Food

LEVEL

Food becomes nutritional.

COST 4 pts	RANGE 1 Square	ROLL OUT 10 Minutes
STACK	AoE	DURATION
aa	A Moals	1 Hour



COLLEC	CTION		
Food-Wa			
SAVE	COL		
none			
	Food-V		

OUTCOME Mundane	
CLASS GROUPS	
SYL-STM	



Created by COPILOT

Details:

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

This DOES...

- Does improve the taste and/or quality of food.
- Does work on all non-poisoned / non-spoiled food.

- This does NOT...
 - Does NOT let the caster conjure food or prepare it.
- Does NOT change the nature of poison or spoiled food.

Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
12	AoE X2	6
12	Rollout Halved	6
12	Rollout Initiative	12
14	Duration X2	8
18	Duration X4	10

Increase Food

LEVEL

X

COST	RANGE	ROLL OUT
4 pts	2 Squares	10 Minutes
STACK	AoE	DURATION
3	1-21 Meals	Permanent



COLLE	CTION	
Food-\	Nater	
SAVE	COL	
none		

OUTCOME
Mundane
CLASS GROUPS
SYL



Details:

- Create's food based on what is in the casters pack.

This DOES...

- Does create exact duplicates of the food caster currently has with in their pack.
- Does double the amount of mundane food.
- Does required the duplicated food remain within 2 Squares of the caster until eaten.

- This does NOT...
 Does NOT affect any items that are not food.
- Does NOT affect any food items that are not mundane.
- Does NOT affect worthiness of the targeted food.
- Does NOT affect magically created food.



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- cleans food of toxins, including alcohol,

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Range +50%	6
12	Range X2	8
12	Rollout Halved	6

Bring Out Rain Water

LEVEL

Desert & hot environments limit this spell.

COST	RANGE	ROLL OUT
8 pts	Caster	1 Minute
STACK	AoE	DURATION
99	1 Square	Permanent



	COLLECTION	
	Food-Water	
V	SAVE COL	
	none	

OUTCOME	
Mundane	
CLASS GROUPS	
SYL	



By: Typhoonflame

Details:

- Creates 1 cubic square of pure, drinkable water.
- Water pours from a magically created cloud and can be directed by the caster.

This DOES...

- Water pours from a magically created cloud and can be directed by the caster.
- Does allow caster to stop creating water prior to maximum.

This does NOT...
 - Does NOT have high pressure and will not push objects.



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Adds pressure of up to 10 lbs (4 kg)

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as the action.

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
12	Rollout Initiative	12

Divining Water

LEVEL

X

COST	RANGE	ROLL OUT
8 pts	1/4 Mark	30 Minutes
STACK	AoE	DURATION
1	6-15 Sqs Deep	Permanent



COLLEC		
SAVE SKL	COL 4	•

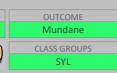




Image by GEB

Details:

- Finds water deep below caster.
- Devining Rods are an age old method to find where to dig a well.

This DOES...

- Does use a SKL:1 to find water in a wet region.
- Does use a SKL:4 to find water in a dry region.
- Does use a SKL:>95 to find water in a desert region.
- Does indicate if the water is potable or not.
- Does indicate how deep. From 6 Squares to 15 Sqs deep.

- This does NOT...
 Does NOT have any effect in arctic or arid areas.
- Does NOT reveal info about why it might not be potable.



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Improves Save Column by 1.

Bonds and Connections

- No connection.

Counter:

NO COUNTER AVAILABLE

Creations:

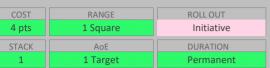
- No creations. Usable only as a spell/skill.

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Subtle Casting	4
9	Range +50%	6
12	Rollout Halved	6

Forced Heal 1d6 HP (+more)

LEVEL

Roll dice. Apply as force damage. Apply x2 as healing.





Health-Life-Death		
SAVE	COL	
none		

OUTCOME	
Mundane	
CLASS GROUPS	
SYL-EOL-STM-ORX	



Created by COPILOT

Details:

- Caster is able to draw force energy from everywhere in the body,
 - to the specific wound causing damage.
- But the wound is healed at x2, after then damage has been done.
- Note the use of a focus item may help with fragility Saves,
 - If it is the proper timing for the fragility Save,
 - Recommended to use this spell at start of day as needed for sickness or disease.

This DOES...

- Does follow a pattern of roll/calculate, damage, then heal:
 - First roll the dice and calculate full healing with enhancements,
 - Then apply as force damage to the target, if the target is dead the next steps fail.
 - Lastly, apply the full healing time two (x2) to the target.

This does NOT...
 - Does NOT heal if death is caused before the healing kicks in.



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Reduces fragility Save by 1 coloumn. Check timing.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

LVL	ENHANCEMENTS	COST
3	+2 To Healing Spell	2
4	Aura Notably Brightens	-2
5	+1d6 to Heal	4
6	Subtle Casting	4
8	+1d8 Healing	4
10	+4 to Heal	6
13	+2d6 to Heal	8
17	+2d8 to Heal	8

Sylvan Forced Healing 1d6 HP

COST	RANGE	ROLL OUT
4 pts	Touch	Initiative
STACK	AoE	DURATION
99	1 Creature	Permanent



COLLECTION		
Health-Lif	fe-Deat	h
SAVE	COL	
none		

	OUTCOME	
Mundane		
	CLASS GROUPS	
	SYL	



Details:

- Draws energy from entire body to the wounded area(s).
- This causes pain and is then used to help the wounded area (healing).
- Process:
 - First roll the dice (1d6) and note the result,
 - next, apply the rolled result as DAMAGE,
 - Finally, apply TWICE the amount rolled result as healing to HP.

This DOES...

- Does heal living creatures and plants.
- Does have the possibility of knocking a person out if their points drop below 1.
 - If below 1 HP the person will black out and fall.
- When back above 1 HP they will be able to rise again.
 Does have the possibility of killing a person if their points drop too low.
- Does this healing spell will automatically 'bind' the wound. (Stop bleeding).

- This does NOT...
 - Does NOT heal anything not currently living,
 - Dead, undead, living dead.
 - Constructs, un-embodied life.
- Does NOT allow a person killed by the drop in points to automatically come back.
 - They would be dead and some sort of life reviving spell would be needed.



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Forced healing spells gain a +1 per die.

Bonds and Connections

- No connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Range +50%	6
9	Range Set at 1 Sq	6
12	Range X2	8
18	Range X4	10

Animal Healing

LEVEL

Heal 2d8+4 to domestic/wild woodland animals.

COST	RANGE	ROLL OUT	
-4 pts	4 Sqs	1 Minute	
STACK	AoE	DURATION	•
99	1 Animal	Permanent	•



OUTCOME
Mundane
CLASS GROUPS
SYL



Details:

- Heal 2d8+4 to domestic or wild woodland animals.
- A minor bond is created and the caster attempts to use this temporary bond.

- This DOES...
 Does work well with the Animal Friendship spell.
- Does require a full minute to cast.

- This does NOT...
 - Does NOT automatically make an animal friendly to the caster.
- Does NOT cause or Heal any damage if the RollOut is not completed.



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- If used on a familiar the animal heals additional



Bonds and Connections

This is an Ae'Emn is a connection to an animal.

Counter:

NO COUNTER AVAILABLE

Creations: Animal Treats

- Heals 2d8. Animals Only. Dur:20 Hrs.
- Bear Blood, Beetleroot, Rice, Sea Water.Creation: 12 Spell Pts, 4 Hrs, Stack:9.
- Requires campfire. BUY:60 GP.

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Range +50%	6
12	Range X2	8
12	Rollout Initiative	12
18	Nae'Em Clues Removed	20

Ranged Forced Healng 2d8+2 HP

Roll 2d8+2. Dmg x1 then Heal x2

COST	RANGE	ROLL OUT	
12 pts	6 Squares	Initiative	
STACK	AoE	DURATION	
99	1 Target	Permanent	



COLLEG	CTION	
Health-Li	fe-Death	
SAVE	COL	
none		

OUTCOME
Magical
CLASS GROUPS
SYL-STM-EOL-ORX



Details:

- Forcibly draws energy from entire body to heal a single wound, Roll 2d8 and add 2 to get a result.

 - Forcibly drawing energey 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.

This DOES...

- Does heal more than just civilized people.

- This does NOT...
 Does NOT heal undead, living dead, or the dead.
- Does NOT heal creatures that are non-corporeal.

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

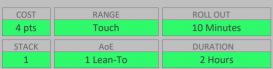
LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per LvI)	25%/Lvl
6	Subtle Casting	4
9	Range Set at 1 Sq	6
14	Duration X2	8
20	Rollout Instant	16

Assist Hunter's Lean-To

LEVEL

X







	COLLECTION			
	Shelter-Rest-Protection			
\	SAVE COL			
)	none			

OUTCOME
Mundane
CLASS GROUPS
SYL



Created by COPILOT

Details:

- Improves a currently constructed Lean-To.
- The Hunter must previously be bonded by a Nae'Em to the caster.

This DOES...

- Does decrease the Lean-To's Saves by 1 column for weather issues.
- Does make the Lean-To water tight, even the floor of it.
- Does continue seamlessly as long as it is cast within 5-10 minutes of spell ending.

This does NOT...

- Does NOT create a Lean-To. Only improves on a current one.
- Does NOT help a Hunter who is not bonded to the caster.



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Increases Lean-To's Saves by column for weather



Bonds and Connections

This is a xxx'Em connection with

Counter:

No Counter Available.

Creations:

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

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Range X2	8
14	Range Set At 3 Sqs	8
14	Stacking Limit +1	8
18	Duration X4	10
18	Nae'Em Clues Removed	20

Grow A Plant Canopy

LEVEL

Plant Canopy covers 1 to 4 people. Save vs High winds.

COST	RANGE	ROLL OUT
8 pts	12 Squares	5 Minutes
STACK	AoE	DURATION
3	3x3 Sq Area	12 Hours



COLLECTION	
Shelter-Rest-Protection	
SAVE COL	
none	

OUTCOME	
Mundane	
CLASS GROUPS	
SYL	

Details:

- Creates a weather protective roof with plants.

This DOES...

- Does create a canopy roof to protect vs weather.
- Does cover 1 to 4 creatures.
- Does work even if there is just grass.
- Does have a 'roof' that resembles the plants it came from

This does NOT...
- Does NOT work in any environment that does NOT have plants.



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Creates a single side wall from canopy to ground.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per LvI)	25%/Lvl
6	Subtle Casting	4
9	Duration +50%	6
12	AoE X2	6
12	Rollout Halved	6
14	Duration X2	8
14	Stacking Limit +1	8
18	Range X4	10
	4 6 9 12 12 14 14	4 Cast from below level (Per LvI) 6 Subtle Casting 9 Duration +50% 12 AoE X2 12 Rollout Halved 14 Duration X2 14 Stacking Limit +1

14 Tree House

LEVEL

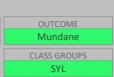
Tier 4

Tree: 60 HP with ladder/stairs.

COST 16 pts	RANGE 8 Squares	ROLL OUT 30 Minutes
STACK	AoE	DURATION
3	4 Sa High Tree	12 Hours



	COLLECTION				
	Shelter-Rest	-Protecti	on		
\	SAVE	COL			
)	none				



400-2



By hrafy on Freenik

Details:

- Room for 8 to sleep with sitting chairs and chests.
- The shelter has 60 HP.

This DOES...

- Does require a tree (not a sapling),
 - The tree must be able to support the caster and their belongings,
 - More space/area is magically created.
- Does create a ladder which can be retracted.
- Does muffle sounds and lights within the closed house.
 - To hear noise or see light from the enclosure a Save must be passed.
- Does continue to end of duration even if the caster is outcold, asleep, etc.

This does NOT...

- Does NOT muffle all sounds and light from within.
- Does NOT hold people or items after the spell ends.
- All things will drop to the ground.
- Does NOT harm the tree during or after but actions from the inhabitants can harm the tree.



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Allows creation of a ladder, a staircase,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

8

Creations:

Pine Seeds of Tree House

- Tree house w/ ladder. Camo. Room for 6. Dur:8
- Amaranth Root, Coal Lump, Pine Wood.
- Creation: 48 Spell pts, 24 Hrs, Stack:9.
- Requires campfire. BUY:10 GP.

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
9	Duration +50%	6
12	Range X2	8
12	Rollout Halved	6

19 Circle of Thorns (3 sq x 3 sq)

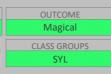
EVEL Tier 5

XX

COST	RANGE	ROLL OUT
20 pts	12 Squares	30 Minutes
STACK	AoE	DURATION
1	10x10 squares	12 Hours



COLLEG	CTION		
Shelter-Rest-Protection			
SAVE	COL		
SKL	2		





Details:

(15 ft high 5 ft thick)
Each 5 ft section has 50 HP
Each melee attack garners 1d6 thorn damage
Mondane Fire does 2d8 damage per round
Magical fire does damage as per the offensive spell.
Has a wooden door.
Even workable in non-temporate environments.

This DOES...

This does NOT...



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Adds a roof with a hole for camp smoke.



Bonds and Connections

- This is a(n) *ae'Emn is a connection to xxxxxxxx.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Duration +50%	6
12	Rollout Halved	6
14	Duration X2	8
16	Rollout 1 Min	8
12	Duration VA	10

287-3

Connect With A Hunter

LEVEL

4 Days casting creates a permanent bond. Same Plane.

COST	RANGE	ROLL OUT
4 pts	PMP	2 Days
STACK	AoE	DURATION
2	1 Recipient	Permanent



COLLECTION				
Personal-Connections				
SAVE CC)L			
none				

OUTCOME		
Magical		
CLASS GROUPS		
SYL		



Details:

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

This DOES...

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

- This does NOT...
 - Does NOT have any function/effect when the caster and Hunter 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.



Focus Items and/or Kits:

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



Bonds and Connections

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

Counter:

NO COUNTER IS AVAILABLE.

Creations:

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

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

Create Permanent Nae'Em

LEVEL

Willing person & caster connect. Save required.

COST	RANGE	ROLL OUT	COLLECTION		OUTCOME
12 pts	Touch	4 Days	Personal-Connection	S	Magical
STACK	AoE	DURATION	SAVE COL		CLASS GROUPS
3	1 Recipient	Permanent	none		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.

This DOES...

- Does create a Permanent mental bond and allows either party to initiate and/or accept.
- Does support 3 (See Stack) connections to any civilized creatures.

- This does NOT...
 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).



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Improves the Save by 1 column,



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6

Find Clues To True Name

LEVEL

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

COST 24 pts	RANGE 4 Squares	ROLL OUT 2 Hours
STACK 99	AoE 1 Item	DURATION Permanent



COLLEG	CTION	
Personal-Co	onnecti	ons
SAVE	COL	
DIVI	2	



	OUTCOME	
	Magical	
1	CLASS GROUPS	
1	DOK-SYL-STM-EOL-ORX	



Created by COPILO

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)

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.

This does NOT...
- Does NOT find the True Name itself, only the Clues.



Focus Items and/or Kits:

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



Bonds and Connections

This is a Tae'Em connection with a thing.

Counter:

NO COUNTER AVAILABLE

Creations:

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

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Subtle Casting	4
9	Range +50%	6
12	Range X2	8
12	Rollout Halved	6
18	Range X4	10

627-1

Connect To An Arcane Focus Item

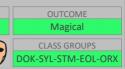
LEVEL

Creates connection between caster and a Arcane Focus Item.

COST 36 pts	RANGE Touch	ROLL OUT 3 Days
STACK	AoE	DURATION
99	1 Item	Permanent



COLLECTION			
	Personal-Connections		
	SAVE	COL	
	RM	3	





Created by COPILOT

Details:

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

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.

- This does NOT...
 - Does NOT have any effect if the Save fails (at end of Rollout).
- Does NOT continue or have any effect if blocked by a 'Tiro Mess' spell.



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Caster must not have a currrent Focus Item.



Bonds and Connections

This is an Tae'Em connection with a thing.

Counter:

No Counter Available.

Creations:

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

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Range +50%	6
9	Range Set at 1 Sq	6
12	Range X2	8
18	Range X4	10

Disconnect An Arcane Focus Item

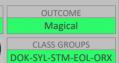
LEVEL

Removes connection between all creatures and focus item.

COST 36 pts	RANGE Touch	ROLL OUT 20 Minutes
STACK 99	AoE Current Item	DURATION Permanent



COLLECTION		
Personal-Connections		
SAVE	COL	
CIVI	2	





Details:

Removes the connection between the casters current Arcane Focus item

This DOES...

- Does remove a casters connection to the item provided the Save is passed.

- This does NOT...
 Does NOT reveal where the item is to the focus owner
- Does NOT have any effect if the Save fails (at end of Rollout).

Focus Items and/or Kits:

- Not required.



Bonds and Connections

This is an Tae'Em connection with a thing.

Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as the action.

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
18	Nae'Em Clues Removed	20

Protect Nae'Em Hunter vs Missiles

LEVEL

+2 to AC vs Missiles and Thrown attacks.

COST 8 pts	RANGE 12 Squares	ROLL OUT 2 Minutes
STACK 1	AoE 1 Target	DURATION 8 Hours



COLLEC	CTION	
N Nae'Em	n-People	
SAVE	COL	
none		

OUTCOME
Mundane
CLASS GROUPS
SYL



Created by COPILOT

Details:

- The recipient Hunter must be Nae-Em bonded to the caster.

This DOES...

- Does give the hunter a +2 to AC verses Missiles and Thrown attacks.
- Does continue til the end of the Duration even if the caster is unable to continue, - unconscious, asleep, etc...
- Does STOP and cease to function of the caster dies.

- This does NOT...
 Does NOT work on anyone that is not a partner to the caster.
- Does NOT work on any form of dead, undead, living dead.
- Does NOT work on non-corporeal forms.



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- All Hunters Agility Saves have a bonus of +20.



Bonds and Connections

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

Counter:

NO COUNTER IS AVAILABLE.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Subtle Casting	4
9	Range +50%	6
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10
18	Nae'Em Clues Removed	20

1 Invoke Pet

LEVEL

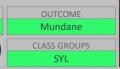
Tier 1

Timid Pet. HP:6. AC:12/12. Init:+6. HIT:-4. Dmg:1d3.

COST	RANGE	ROLL OUT
4 pts	Self	1 Hour
STACK	AoE	DURATION
1 Pet / Tier	2 Marks	1 Week / Tier



COLLEC	TION.	
N Ae'Em		1
SAVE	COL	
SKL	2	





Created by COPILO

Details:

- After 24 hours it learns the ways of the caster and can attempt rough communication.
- upon death or end of duration invocation ends and creature disappears.
- The Invoked animal will act/interact within it's own scope and nature.

This DOES...

- Does allow the caster to call and connect with one of the domestic pets listed here:
 - Rat, (may be fit in very small spaces),
 - Cat, (Init +4, quiet),
 - Small bird, (Flight),
 - Small to medium dog. (Loudest, even at rest, alarm).
- Does allow the animal to understand basic words, but be able to speak the words.
- Does restart the duration and same pet kept if recast within a current duration.
- Does require the pet to be independent from the caster although Ae'Em bonded to the caster.
 - If the bond is broken the spell is broken and the creature disappears.
 - After 1 day pet learns the ways of the caster enough to attempt rough communication.
 - Pet will try to stay within the AoE.
- Does set stats to AC: 12/12, Attacks 1x1, Init+6, ToHIT:-6, Dmg:1d3, HP:6, Death @ 0 HP.

This does NOT...

- Does NOT motivate the pet to risk life or limb.
- Does NOT have the ability to willingly move outside the of AoE.



Focus Items and/or Kits:

- Wand with crystal is NOT passive.
- Caster can see through pets eyes.



Bonds and Connections

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

Counter:

NO COUNTER IS AVAILABLE.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Subtle Casting	4
9	Duration +50%	6
14	Duration X2	8
14	Stacking Limit +1	8
18	Duration X4	10

4 Speak to Domesticated Animals

LEVEL Tier

Speak and understand domesticated animals, large and small.

COST	RANGE	ROLL OUT	
4 pts	Touch	5 Minutes	
STACK	AoE	DURATION	6
7	1 Animal	4 Hours	9



	COLLECTION N Ae'Em-Animal				
[SAVE COL				
	none				

OUTCOME
Magical
CLASS GROUPS
SYL



Created by COPILOT

Details:

- Caster is able to talk a domesticated animal.
- The animal can only relate as their limited views allow.
- The animal will respond/remember based on their nature.

This DOES...

- Does create a temporary 'Em bond.
- Does allow the caster to speak with and understand a selected domestic animal,
 - The animal is able to understand the caster's common speech,
 - The caster is able to understand the animals normal communication as if it were common.

This does NOT...

- Does NOT affect the casters ability to speak normally to others.
- Does NOT have any effect on non-domesticated animals or monsters.
- Does NOT allow an animal to understand anything beyond their normal limits.
- Does NOT make the animal understandable to anyone other than the caster,
 - The animal is not understandable to even another caster of the same class.



Focus Items and/or Kits:

- The focus wand with crystal is passive.
- It allows the spell to be cast on a recipient,



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
18	AoE = 2 Targets	10
18	Duration X4	10
18	Nae'Em Clues Removed	20

6 Befriend An Animal

LEVEL

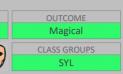
VEL Tier

Connect with animals that aren't enraged or frenzied.

COST	RANGE	ROLL OUT	
8 pts	10 Squares	1 Minute	
STACK	AoE	DURATION	6
99	1 Animal	8 Hours	(



COLLECTION		
N Ae'Em-Animal		
	COL	SAVE
()	>05	SKL





Created by COPILOT

Details:

- This is a type of Nae'Em called an Ae'Em.

This DOES...

- Does create a temporary bond with a domestic or woodland animal,
 - Caster will be treated as a new or known friend,
 - Misused animals will still be extremely cautious.
- Does use rolls from the GM to gauge the situation/reactions.

This does NOT...

- Does NOT work with monsters or civilized creatures.
- Does NOT affect animals currently enraged, frenzied, or conditioned to attack.
- Does NOT affect non-woodland animals or non-domesticated animals.



Focus Items and/or Kits:

- Will Allow the Caster a SKL:2 Save,
 - Affects enraged, frenzied, or very hurt animal.



Bonds and Connections

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



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

LVL	ENHANCEMENTS	COST
9	Range +50%	6
18	AoE = 2 Targets	10
18	Duration X4	10
18	Nae'Em Clues Removed	20

7 Speak With Wild Animals

EVEL Tier 2

х

COST	RANGE	ROLL OUT
8 pts	12 Squares	1 Minute
STACK	AoE	DURATION
2	1 Animal	1 Hour



COLLECTION N Ae'Em-Animal				
	SAVE	COL		
	SKL	2	()	



SYL

368-3



Created by COPILOT

Details:

- Caster is able to talk a non-domesticated animal.
- The animal can only relate as their limited views allow.
- The animal will respond/remember based on their nature.

This DOES...

- Does allow the caster to speak with and understand a selected wild animal.
- Does enable easier attemps when not in Battle
- Does allow the caster to attempt to talk during a battle,
 - Such attempts require caster to pass the Save,
 - Battle will require the Save column to increase by 2.

This does NOT...

- Does NOT affect the casters ability to speak normally to others.
- Does NOT have any effect on domesticated animals.
- Does NOT allow an animal to understand anything beyond their normal limits.



Focus Items and/or Kits:

- Focus wand with crystal is passive.
- Doubles the stacking limit.



Bonds and Connections

- This is an Ae'Em connection with an animal.

Counter:

No Counter Available.

Creations:

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

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
12	Rollout Initiative	12
14	Duration X2	8
18	Nae'Em Clues Removed	20

View An Animal (Ae'Em)

LEVEL

Top down view from 1 sq above. Moves with animal.

COST	RANGE	ROLL OUT	
8 pts	PMP	5 Minutes	
STACK	AoE	DURATION	1
1	1 Ae'Em, 1 sq above	1 Hour	(



	COLLECTION	
	N Ae'Em-Animal	
١	SAVE COL	
)	none	

OUTCOME	
Magical	
CLASS GROUPS	
SYL	



Details:

- Creates temporary Vae-Em bond with the animal.

This DOES...

- Does give the animal any awareness the caster is watching.
- Does allow simultaneous use of bonding spells which communicate with the animal.
- Does give a top down from 1 square above the animal.
- Does move with the animal for the duration of the spell,
 - If the animal is in a non scryable area then this spell fails.

- This does NOT...
 - Does NOT create a immediate full trust with the animal.
- Does NOT function if the animal is in a non scryable area.

Focus Items and/or Kits:

- Not required.



Bonds and Connections

- This is a Vae'Em connection with to an animal.

Counter:

NO COUNTER IS AVAILABLE.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Subtle Casting	4
9	Duration +50%	6
12	Rollout Initiative	12
14	Duration X2	8
18	Duration X4	10

8 Call A Kindred Spirit Animal

LEVEL

Tier 2

AC:12/12, Attk 1x1/Init+6/HIT+6/Dmg:1d6/HP:20/Move=8

COST	RANGE	ROLL OUT
16 pts	1 Square	7 Days
STACK	AoE	DURATION
1	1 Sq Area	Permanent



COLLEC N Ae'Em		ı
SAVE SKL	COL 2	•

Magical	
CLASS GROUPS	
EOL	

OLITCOME



Created by COPILOT

Details:

- Battle stats for the animal,
 - AC:12/12, Attk 1x1, Init+6, HIT+6, Dmg:1d6, HP:20, Death@ -10 HP, Move=8
- The Kindred Spirit Animal can be up 2 marks away without issue.

This DOES...

- Does require a Save to bring.
- Does allow any kind of domestic or wild animal that is not known for aggression.
 - Any aggressive tendencies that might come out otherwise will not happen.
 - For a choice of animal that has more than 20 HP, a smaller version will come about.

This does NOT...

- Does NOT allow the casters movement speed, stats, spells or attacks to be used by the animal.
- Does NOT bring about an animal this is too large for 20 HP representation.

Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Can Hear/See through the animal and like the



Bonds and Connections

Counter:

NO COUNTER IS AVAILABLE.

Creations:

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

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6

8 Call Hunting Pack

LEVEL

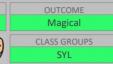
Tier 2

Pack animals urged to respond. Casters call projected.

COST	RANGE	ROLL OUT
8 pts	Self	5 Minutes
STACK	AoE	DURATION
1	1/2 Mark / Tier	Instant



COLLECTION			
	N Ae'Em	-Anima	l
	SAVE	COL	
	SKL	2	





Created by BING AL

Details:

- Caster creates a temporary Nae-Em bond.
- Caster must identify the kind of animal pack they are targeting:
 - Dogs (non-domesticated)
 - Wolves
 - hyenas
 - Lions

This DOES...

- Does require caster to identify type of animal called.
- Does project the caster's voice a long distance using a call sounding like the pack.
- Does alter the sounds from the caster to be meaningful to the pack.
- Does urge the pack to answer and investigate.
- Does allow the pack to not follow any instructions:
 - Possible considerations for GM,
 - How many in the pack?
 - Total HP of pack vs casters HP.

This does NOT...

- Does NOT require the pack to response or to follow any requests attempted.
- Does NOT call animals that do not live in packs.
- Does NOT affect packs outside of the AoE.



Focus Items and/or Kits:

- Allows the caster to add a sense of urgency,
 - raises the chance of interactions.(use Save).



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
12	AoE X2	6
16	Rollout 1 Min	8
18	Nae'Em Clues Removed	20

Convoke Animal Mount

LEVEL

Can choose from chart (no rolling)

COST	RANGE	ROLL OUT
8 pts	2 Marks	1 Hour
STACK	AoE	DURATION
1	1 Mount	1 Day



COLLEC	CTION	
N Ae'Em-Animal		
SAVE	COL	
SKL	2	



	OUTCOME		
ı	Mundane		
I	CLASS GROUPS		
	SYL		



Details:

- Attempts to draw a creature to the caster to be used as a mount.
- Caster rolls a Save.
- GM chooses the appropriate specific creature,
 - Wild Horse, Domesticated Horse, Pony, Camel, Llama, Zebra.
 - After arriving, most animals will be likely to run away when,
 - fighting is in view.
 - There are indications of danger.
- Use of fauna oriented spells is recommended (with Focus).

This DOES...

- Does create a temporary minor bond with an animal.
- Does attempt to entice a single creature to come to the caster.
- Does encourage the approaching creature to become less cautious.
- Does if the caster remains non-threatening the creature can be used as a mount.

- This does NOT...
 Does NOT provide a strong bond.
- Does NOT create any extra means of communication.



Focus Items and/or Kits:

- Allows one other person to be a passenger,
 - Size of creature & riders to be considered.



Bonds and Connections

This Is an Ae'Em connection with an animal.

Counter:

No Counter Available.

Creations:

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

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
9	Range +50%	6
12	Rollout Halved	6
14	Duration X2	8
18	AoE = 2 Targets	10

13 Call Flock of Birds

LEVEL

Tier 4

Calls a flock of birds within range.

COST	RANGE	ROLL OUT
16 pts	1 Mark	20 Minutes
STACK	AoE	DURATION
1	1 School	2 Hours



	COLLECTION		
N	N Ae'Em-Animal		1
	SAVE	COL	
	SKL	2	



OUTCOME	
Magical	
CLASS GROUPS	
SYL	



Created by COPILOT

Details:

- Caster creates a temporary Nae-Em bond,
- Caster must identify the kind of flock they are targeting.
- Caster must be outside in the flocks normal environment.
- Passing the Save draws a flock.
 - Save column can be reduced if the flock is close.
 - Preditory birds will raise the column.

This DOES...

- Does project the caster's voice a long distance.
- Does alter the sounds from the caster to be meaningful to the flock.
- Does encourage the flock to answer or investigate. (use AWE:3)

This does NOT...

- Does NOT require the flock to response or to follow any requests attempted.
- Does NOT call animals that do not live in flocks.



Focus Items and/or Kits:

Allows the caster to add a sense of urgency,
 raises the chance of interactions.



Bonds and Connections

- This Is an Ae'Em connection with Animals.

Counter:

No Counter Available.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per LvI)	25%/Lvl
6	Subtle Casting	4
12	AoE X2	6
16	Rollout 1 Min	8
18	Nae'Em Clues Removed	20

13 Call School of Fish

LEVEL

Tier 4

Calls a school of fish that is within range.

COST	RANGE	ROLL OUT
16 pts	1 Mark	20 Minutes
STACK	AoE	DURATION
1	1 School	2 Hours



COLLECTION	OUTCOME
N Ae'Em-Animal	Mundane
SAVE COL	CLASS GROUPS
SKL 3	SYL



Created by COPILO

Details:

- Caster creates a temporary Nae-Em bond.
- Caster must identify the kind of school they are targeting.
- Passing the Save draws a school of fish.
 - Save column can be reduced if a school is near.
 - Preditory or aggressive fish are will raise the column.

This DOES...

- Does project the caster's voice a long distance.
- Does alter the sounds/actions from the caster to be meaningful to the school.
- Does encourage the school to answer or investigate.

This does NOT...

- Does NOT require the school to response or to follow any requests attempted.
- Does NOT call animals that do not live in schools.



Focus Items and/or Kits:

- Allows the caster to add a sense of urgency,
 - this raises the chance of interactions.



Bonds and Connections

- This Is an Am'Em connection with animals.

Counter:

No Counter Available.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Subtle Casting	4
12	AoE X2	6
16	Rollout 1 Min	8
18	Nae'Em Clues Removed	20

Call Woodland Animal

COST	RANGE	ROLL OUT	
16 pts	Self	5 Minutes	
STACK	AoE	DURATION	
3	1 Mark	4 Hours	



COLLECTION	OUTCOME
N Ae'Em-Animal	Mundane
SAVE COL	CLASS GROUPS
SKL 2	SYL



Details:

- Attempts to draw a woodland creature to the caster.
- Caster rolls and passes a SKL:3 Save.
- GM rolls 1d100 then chooses the appropriate creature for the environment.
 - Deer, Elk, Antelope, Fox.
- After arriving, most animals will be likely to run away when,
 - Obvious magic is cast.
 - Fighting is in view.
 - There are indications of danger.
- Use of fauna oriented spells is recommended (with Focus),
 - Animal Friendship.
 - Speak with Woodland Animals.
 - Animal Healing.

This DOES...

- Does create a minor temporary bond with the creature.
- Does attempt to entice a single creature to come to the caster.
- Does encourage the approaching creature to become less cautious.

- This does NOT...
 Does NOT provide a strong bond.
- Does NOT create any extra means of communication.



Focus Items and/or Kits:

- Save to keep the animal from running at -1 Column.
- Focus wand with crystal is NOT passive.



Bonds and Connections

This Is an Ae'Em connection with animals.

Counter:

No Counter Available.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
6	Subtle Casting	4
9	Duration +50%	6
12	Rollout Halved	6
14	Duration X2	8
18	Nae'Em Clues Removed	20

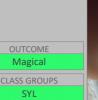
20 Nae'Em Natural Landmark

EVEL Tier

COST	RANGE	ROLL OUT
20 pts	PMP	2 Hours
STACK	AoE	DURATION
99	1 Landmark	Permanent



COLLECTION		
N Vae'Em-\	/enue Si	te
SAVE	COL	
none		





Created by COPILOT

Details:

- Caster only needs to learn about the landmark.
 - But the information learned must be indepth, not just a name.

This DOES...

- Does work with a clear description of the landmark.
- Does require a popular name of the site,
 - The more people that use the popular name the better.
- Does create a Nae'Em at a random nearby site,
 - Location will be within 30 Squares of the Landmark.
- Does require a safe spot to stand that is a minimum of 4x4 Sqs.

This does NOT...

- Does NOT require the caster to have personal knowledge of the target.



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Set the location within 2 Squares of the landmark.



Bonds and Connections

- This is a Vae'Emn is a connection to Venue/Location.

Counter:

No Counter Available.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
12	Rollout Halved	6
18	Nae'Em Clues Removed	20

Ribbon Horse

LEVEL

Self w/carried items.

COST	RANGE	ROLL OUT
4 pts	1 Square	5 Minutes
STACK	AoE	DURATION
Tier	1 Creation	8 Hours



	COLLECTION
	N Tae'Em-Thing
	SAVE COL
,	none

_	
	OUTCOME
	Magical
	CLASS GROUPS
	SYL



Created by COPILOT

Details:

- An obviously magical horse figure is created out of brownish light.

This DOES...

- Does carry the caster and their items listed in the character sheet.
 - Items that not fitting/listed in their proper area won't be carried.
- Does continue seamlessly if cast within the last 5-10 minutes of current duration.
- Does AoE=2 targets means 2 ribbon horses will be created,
 - Second ribbon horse will carry a recipient and personal belongings.

- This does NOT...
 Does NOT carry items that can not be listed in their proper char sheet area will not be carried.
- Does NOT stay empowered if the rider is farther than 3 squares away.
- Does NOT have any extra storage capabilities.



Focus Items and/or Kits:

- The ribbon horse will now look like a real horse.
 - SNS: 2 save is needed to see past the illusion.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

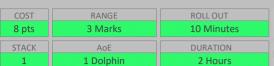
LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	AoE = 2 Targets	10
20	Rollout Instant	16

333-3

5 Seaweed Dolphin

LEVEL Tier

Stats: HP:2 AC:15/10 Move:12 Sqs swim 24 sqs race





	COLLECTION
	N Tae'Em-Thing
Λ.	SAVE COL
)	none

OUTCOME
Magical
CLASS GROUPS
SYL



Created by COPILOT

Details:

- Caster creates a Nae-Em with a Ribbon animal.
 - Ribbons create a dolphin which act mostly like normal dolphins.
 - Ribbons dolphins are not as good as real dolphins.
 - Stats: HP:2 AC:15/10 Move:12 Sqs swim 24 sqs race

This DOES...

- Does allow the cast to hang onto the Dolphin
- Does allow the fake Dolphin will double the casters movement through deep water.

This does NOT...

- Does NOT affect the casters ability (or lack of) to breath in water.



Focus Items and/or Kits:

- Focus wands with crystals are NOT passive.
- Range extended to 5 Marks.



Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per LvI)	25%/Lvl
6	Subtle Casting	4
9	Duration +50%	6
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10
18	Nae'Em Clues Removed	20

592-3

Ribbon Bat

LEVEL

Bat - HP:2 AC:18/12 Move: 15 Sqs flight

COST	RANGE	ROLL OUT
8 pts	Self	10 Minutes
STACK	AoE	DURATION
1	Self	2 Hours



	COLLECTION	
	N Tae'Em-Thing	
١	SAVE COL	
,	none	

OUTCOME
Magical
CLASS GROUPS
SYL



Created by COPILOT

Details:

- Caster creates a Nae-Em with a Ribbon animal. Bat HP:2 AC:18/12 Move:15 Sqs flight

 - Ribbons create a bat which act mostly like normal bats.
 - Ribbons bats are not as good as real bats.

This DOES...

- Does give the sonar 'vision' to the caster.
- Does work as long as the caster is able to emit a sound to use for locationing.

This does NOT...
- Does work if the caster is not able to hear their own sounds reverberating.



Focus Items and/or Kits:

- Sonar 'vision' works as Low Light Vision.
- The focus wand and crystal is NOT passive.



Bonds and Connections

This is a Tae'Em connection with a thing.

Counter:

No Counter Available.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per LvI)	25%/Lvl
6	Subtle Casting	4
9	Duration +50%	6
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10
18	Nae'Em Clues Removed	20

Vine Wolf

LEVEL

Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run

COST 8 pts	RANGE Self	ROLL OUT 10 Minutes
STACK 1	AoE Self	DURATION 2 Hours



	COLLECTION
	N Tae'Em-Thing
	SAVE COL
,	none

OUTCOME
Magical
CLASS GROUPS
SYL



Created by COPILOT

Details:

- Caster creates a Nae-Em Ribbon animal. Wolf HP:12 AC:16/12
 - - Ribbons create a wolf which act mostly like a normal wolf.
 - Ribbons wolves are not as good as real wolves.

This DOES...

- Does allow the caster to run at twice their normal speed.

- This does NOT...
 Does NOT affect the speed of walking.
- Does NOT affect any other mode of travel.



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Adds teeth. Attck: 1x1 1d6 Dmg



Bonds and Connections

This Is an Tae'Em connection with a Thing.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

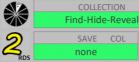
LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per LvI)	25%/Lvl
9	Damage Increased +50%	8
12	Rollout Halved	6
14	Duration X2	8
14	Duration X2	8
18	Nae'Em Clues Removed	20

Shadow of the Magi

LEVEL

Darkness centered just above caster.

COST	RANGE	ROLL OUT
4 pts	Self	Initiative
STACK	AoE	DURATION
99	3 Sq Dia Sphere	Conc +4 Rds



OUTCOME
Magical
CLASS GROUPS
DOK-SYL-STM-EOL-ORX



Created by COPILOT

Details:

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

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.

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

Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Light from Focus & moves to above casters head.

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.



Creations: Dust of Darkness

- Creates a dark shadow 2x2x2 sqs. Dur:20 Min.
- Ginger Oil, Grave Dirt. Sand, Fine Grit. Creation: 12 Spell pts & 24 Hrs & Stack:9.X
- Lab required. BUY:20 GP.

LVL	ENHANCEMENTS	COST	
8	Duration - Start Of Day	8	
9	Duration +50%	6	
12	Rollout Initiative	12	
14	Duration X2	8	
18	Duration - End Of Year	20	
18	Duration X4	10	
20	Rollout Instant	16	

5 Detect Magic

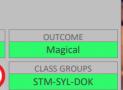
LEVEL

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

COST	RANGE	ROLL OUT
8 pts	2 Squares	5 Minutes
STACK	AoE	DURATION
1	1 item	Instant



COLLECTION				
Find-Hide-Reveal				
	SAVE	COL		
	RM	2		





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.

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.

This does NOT...

- 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.



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations: Scroll of Detect Magic

- Reveals Mundane, Magic, Epic, or God Power. Dur:Used.
- Astral Specks, Ethereal grass, Obsidian shard,
 Trench mold, Vellum.
 Needs: Lab, 24 Spell pts, 4 Hrs, Stack:9. BUY:150

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



384-2

Hide in a Plant

LEVEL

X

COST	RANGE	ROLL OUT
12 pts	Touch	10 Minutes
STACK	AoE	DURATION
1	1 Plant	2 Hours



COLLE	CTION	
Find-Hide	e-Reveal	
SAVE	COL	
none		

OUTCOME
Magical
CLASS GROUPS
SYL



Details:

- Caster creates a Nae'Em and blends into a tall plant or tree.
- Any damage done in that form continues when the caster exits the plant.
- Plants AC is 8 and HP is same as caster.

This DOES...

- Does allow the caster to become part of a plant that is 1 square high or more.
- Does allow caster to feel temperature changes and pain.
- Does require caster to be in the plant for a minimum of 1 $\ensuremath{\text{hr}}$

- This does NOT...
 Does NOT give the caster the ability to see or hear or smell.
- Does allow the caster to perform any actions.



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Caster is able to hear despite the plants



Bonds and Connections

This is a xxx'Em connection with



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Subtle Casting	4
9	Damage Increased +50%	8
9	Range +50%	6
12	Rollout Halved	6
12	Rollout Initiative	12
14	Duration X2	8
14	Duration X2	8
18	Nae'Em Clues Removed	20

Search for Arcane Focus Item

LEVEL

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

COST	RANGE	ROLL OUT	
12 pts	Self	1 Day	
STACK	AoE	DURATION	6
1	1 Mark	4 Hours	1



	COLLE	CTION	
Fi	nd-Hide	e-Revea	al
	SAVE	COL	
	SKL	2	



	Magical		
	CLASS GROUPS		
DOK-SYL-STM-EOL-ORX			

OUTCOME



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'.

- 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.

This does NOT...
 - Does NOT allow use of this spell by any Dokour.

Focus Items and/or Kits:

- Not required.



Bonds and Connections

This is a Tae'Emn connection to a thing.

Counter:

No Counter Available.

Creations:

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

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
12	AoE X2	6
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10
20	AOE X4	20

Reveal True Name

LEVEL

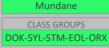
This uses all the clues to find the True Name.

COST 64 pts	RANGE 1 Square	ROLL OUT 12 Hours
STACK 99	AoE 1 Square	DURATION Permanent



COLLE	CTION	
Find-Hide	e-Revea	ıl
SAVE	COL	
none		





OUTCOME



Created by COPILOT

Details:

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

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.

This does NOT...

- 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.



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Sets Rollout to 8 Hours.



Bonds and Connections

This is an Nae'Em connection with a person.

Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as the action.

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
9	Range +50%	6
12	Range X2	8
18	Range X4	10

6 Attach Wings To Animal

LEVEL Ti

Attk:x0x1, Init & ToHIT+6, Dmg:1d10, AC 22/12, 1 Mark/Day

COST 8 pts	RANGE Touch	ROLL OUT 30 Minutes
STACK 7	AoE 1 Creature	DURATION 12 Hours



C	OLLEC	CTION	
Trav	el-M	undane	
Si	AVE	COL	
no	one		

OUTCOME	
Mundane	
CLASS GROUPS	
SYL	



Created by COPILOT

Details:

- Full set of wings.
- Casters choice of white, brown, Grey, or black feathers.
- wings are about 1 sq high and have a spread of 2 sqs.
- Travel speed of 1 mark every 12 hrs (1 mark/day).
- Creature gets the better of their natural battle stats or the New Stats.

This DOES...

- Does create a temporary bond with the creature just prior to creation of wings.
- Does work best as an upgrade for a beast of burden.
- Does affect animals and civilized races.
- Does apply new Battle stats for flying:
 - Attks x0x1, Init:+6 ToHIT:+6 Damage 1d10
 - AC: 22/12 (no armor while flying)

This does NOT...

- Does NOT affect non-living creatures.
- Does NOT affect creatures that have no defined back.
- Does NOT give special advantages in wind storms.
- Does NOT attach wings if the creature already has wings.



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Allows speed of 1 mark per 1/2 day (6 Hrs)



Bonds and Connections

- This is an Ae'Emn is a connection to an animal.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per LvI)	25%/Lvl
9	Duration +50%	6
14	Duration X2	8
14	Range Set At 3 Sqs	8
18	AoE = 2 Targets	10
18	Nae'Em Clues Removed	20

12 Personal Wings Of Flying

I FV/FI

Tier 3

Attk:x0x1, Init & ToHit+8, Dmg:1d12, AC:22/12, Fly:2 Mks

COST	RANGE	ROLL OUT
12 pts	Self	10 Minutes
STACK	AoE	DURATION
5	Self	4 Hours



COLLE	CTION	
Travel-M	lundane	
SAVE	COL	
none		

OUTCOME	
Mundane	
CLASS GROUPS	
SYL	



Created by COPILOT

Details:

- Large Eagle, or Hawk, or Owl wings become attached to casters shoulder blades.
- Apply new Battle stats for flying:
 - Attacks x0x1
 - Init:+16 ToHit:+8 Damage 1d12
 - AC: 22/12 (no armor while flying)
- Travel speed of 1 mark every 12 hrs (2 mark/day).

This DOES...

- Does allow ALL races to fly up to 100 Squares high (500 ft)
- Does allow in-flight casting IF the caster has a Focus item.

This does NOT...

- Does NOT give special advantages in wind storms.
- Does NOT attach to non-civilized races (goblins, orces, etc)
- Does NOT affect non-living creatures.
- Does NOT affect creatures that have no defined back.



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Allows casting during flight.

Bonds and Connections

- No connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
9	Duration +50%	6
12	Rollout Halved	6
14	Duration X2	8

Arcane Light with Class Hue

LEVEL

Default Light: Candle light

COST 4 pts	RANGE Self	ROLL OUT Initiative
STACK 99	AoE Varies	DURATION 4 Hours



	COLLECTION
7	Utility-
۱ [SAVE COL
"	none

OUTCOME
Magical
CLASS GROUPS
SYL-STM-EOL-ORX



Dotaile

- 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

- 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.

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

Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Light from Focus & moves to just above casters

Bonds and Connections

- No Nae'Em connection.

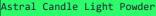


Counter:

SAME SPELL WILL COUNTER.



Creations:



- Creates Candle light (2 sq sphere).
- Astral Specks, Lye Soap, Standstone.
- Creation: 12 Spell pts, 4 Hrs, Stack:9.
- BUY:45 GP. Requires Kitchen/Lab.

LVL	ENHANCEMENTS	COST
8	Duration - Start Of Day	8
9	Duration +50%	6
12	Rollout Initiative	12
14	Duration X2	8
18	Duration - End Of Year	20
18	Duration X4	10
20	Rollout Instant	16