

2

Triggered Forced Healing

LEVELTier 1471-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Self	Caster	3 Days	1 Hour
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Battle-Prep	ORX-SYL-STM-EOL	none



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 1.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
10	COUNTER: Block Healing	Instant	SKL	13



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.



Enhancements:

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

1

Tornado Wall

LEVEL

Tier 1

254-2

Pass the Save



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Self	1 Square	4 Rounds	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Magical	Battle-Defense	SYL	SKL2



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.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
10	COUNTER: Remove Magic De	Instant	SKL	12

Creations:

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

1

Rose Thorns

LEVEL

Tier 1

328-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	10 Squares	1 Target	Instant	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	Battle-Offense	SYL	none



Created by COPILOT

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.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

Enhancements:

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

2

Hail Attack

LEVEL

Tier 1

259-2

X



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	8 Squares	1 Square	Instant	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Magical	Battle-Offense	SYL	RM2



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.

- Xxx'Em Spells (Bonds/Connections):**
- This has no personal connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

- Creations:**
- No creations. Usable only as the action.

Enhancements:

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

1

Small Domestic Pet Form

LEVEL

Tier 1

827-2

X



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Touch	Self	4 Hours	5 Rounds
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	Shape Change	SYL	none



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 asdf asdfasdfasdfa sdf asd f asd fasd f asdfasd f asdf



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

- No creations. Usable only as the Arcane connection.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Initiative	12

2

Plant Healthy Growth

LEVELTier 1264-2

X



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Self	4x4 Sqs	Permanent	1 Hour
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
0	Mundane	Environ-Nature	SYL	none

- 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.

- Xxx'Em Spells (Bonds/Connections):**
- No connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0



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

Enhancements:

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

2 Remove Plant Disease

LEVEL

Tier 1

265-2

X



COST	RANGE	AoE	DURATION	ROLL OUT	
4 pts	4 Squares	4x4 Squares	Permanent	10 Minutes	
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
0	Mundane	Environ-Nature	SYL	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 & infestations.

Xxx'Em Spells (Bonds/Connections):

- No connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
10	COUNTER: Block Healing	Instant	SKL	13



Creations:

- 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.

Enhancements:

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

1

Draw Up Ground Water

LEVELTier 1246-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Touch	2 Skins/Tier	Permanent	5 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Food-Water	DOK-SYL-STM-EOL-ORX	none



Created by COPILOT

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



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

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

1

Forced Heal 1d6 HP (+more)

LEVELTier 1310-4

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



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	1 Square	1 Target	Permanent	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Health-Life-Death	SYL-EOL-STM-ORX	none



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.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

Enhancements:

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

1

Sylvan Forced Healing 1d6 HP

LEVELTier 1585-4

X



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Touch	1 Creature	Permanent	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Health-Life-Death	SYL	none



Image by Freepik

- 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.

- Xxx'Em Spells (Bonds/Connections):**
- No connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
10	COUNTER: Block Healing	Instant	SKL	13

Creations:

Enhancements:

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

2

Connect With A Hunter

LEVEL

Tier 1

287-3

4 Days casting creates a permanent bond. Same Plane.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	PMP	1 Recipient	Permanent	2 Days
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
2	Magical	Personal-Connections	SYL	none



Created by COPILOT

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.



Xxx'Em Spells (Bonds/Connections):

- This is a Nae'Em connection with a person (Hunter).
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
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Creations:

Enhancements:

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

1 Invoke Pet

LEVEL

Tier 1

877-1

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



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COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Self	2 Marks	1 Week / Tier	1 Hour
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1 Pet / Tier	Mundane	N Ae'Em-Animal	SYL	SKL 2



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.



Xxx'Em Spells (Bonds/Connections):

- This Is an Ae'Em connection with an animal.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

Enhancements:

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

2

Ribbon Horse

LEVELTier 1243-3

Self w/carried items.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	1 Square	1 Creation	8 Hours	5 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
Tier	Magical	N Tae'Em-Thing	SYL	none



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.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

- No creations. Usable only as the action.

Enhancements:

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

1 Arcane Light

LEVELTier 1806-1

Default Light: Candle light



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Self	Varies	4 Hours	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Utility-	SYL-STM-EOL-ORX	none



Created by COPILOT

Details:

- Light Chart:

Description	Viewing	Seen
Coal	1 Sq	3 Sqs
Candle	2 Sqs	8 Sqs
Torch	6 Sqs	20 Sqs
Lantern	20 Sqs	60 Sqs
- Description is an example to indicate how bright the light is,

- Seen is the maximum distance an outside creature can be and still see the light

This DOES...

- Does set the chart number to 3 if an Arcane Focus is not utilizd.

- 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.

- Does allow the light spell 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 just above casters head.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
1	Tiro Mess To Block Skill	Instant	SKL:3	25%



Creations:

- Creates light (2 sq sphere). Dur:20 Min.

- Astral Specks, Lye Soap, Standstone.

- Creation: 12 Spell pts, 4 Hrs, Stack:9.

- Requires Kitchen/Lab. BUY:45 GP.



Enhancements:

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