2   Triggered Forced Healing

LEVEL   Tier 1   471-1

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

Created by COPILOT

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

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 indefinitely.
- 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):

Creations:
Triggered Forced Healing Potion: Buy:12 GP.
- 2d6 rolled.   Damage then 2x in Healing.
- Bear Bones, Quicksilver, Dried Thistle.
- Requires campfire.   Creation SP:x3 Spell.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
10	COUNTER: Block Healing	Instant	SKL	13

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
12	Rollout Halved	6
18	Healing +4	10

5   Entangle

LEVEL   Tier 2   878-2

X

Created by COPILOT

COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Touch	2x2 Squares	4 Hours	1 Minute

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
3	Magical	Battle-Prep	SYL	BRU	2

Details:

Save to move out of 1 square. If to an open square then target is safe.
If to another entangled the target must Save again to move.

If caster is not conscious then spell ends.

This DOES...
xxx

This does NOT...
xxx

Focus Items and/or Kits:
 - Focus wand with crystal is NOT passive.
 - Sets Save column to 3.

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

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

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

8   Hunter's Boost

LEVEL   Tier 2   383-2

X

COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	12 Squares	1 Target	8 Hours	20 Minutes

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Battle-Prep	SYL	none

Created by COPILOT

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

This DOES...
   - Does give the hunter an additional 10 HP for the duration.
     - After the duration 10 HP is taken back.
   - Does give the hunter better ENDURE Saves by 1 column.

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.
   - After duration has passed and the 10 HP is removed…

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

Xxx'Em Spells (Bonds/Connections):
   - This Is an Nae'Em connection with a Hunter.
   - Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

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

1   Tornado Wall

LEVEL   Tier 1   254-2

Pass the Save

COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Self	1 Square	2 Rounds	Initiative

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Magical	Battle-Defense	SYL	SKL 2

Image by pch.vector on Freepik

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.

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

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

Enhancements:

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
10	COUNTER: Remove Magic D	Instant	SKL	12

3   Tornado Wall For Hunter

LEVEL   Tier 1   285-2

X

Image by pch.vector on Freepik

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Magical	Battle-Defense	SYL	none

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 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.

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

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

Enhancements:

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
10	COUNTER: Remove Magic D	Instant	SKL	12

-Sylvan

10   Wind Wall

LEVEL   Tier 3   386-2

X

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Magical	Battle-Defense	SYL	SKL: 2

By GEB

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.

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

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
10	COUNTER: Remove Magic D	Instant	SKL	12

Enhancements:

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

12   Circle of Animal Protection

LEVEL   Tier 3   394-2

X

By GEB

COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	Touch	2x2x2 Sq Sphere	1 Hour	2 Minutes

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
1	Magical	Battle-Defense	SYL	SKL	2

Details:
 - 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

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

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
11	COUNTER: Disrupt Perimeter	Initiative	SKL	12

Enhancements:

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

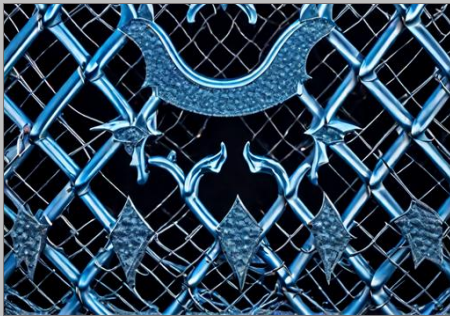LEVEL   Tier 3   454-1

Creatures from exiting its area. Must Save to Exit.

Created by COPILOT

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
99	Magical	Battle-Defense	DOK-SYL-STM-EOL-ORX	BRU	3

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.

This does NOT...
- Does NOT inhibit the Caster from leaving the circle.

Focus Items and/or Kits:
- Focus Item with crystal is NOT passive.
- Creature may only leave the circle with BRU:>95.

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

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
11	COUNTER: Disrupt Perimeter	Initiative	SKL	12

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

9   COUNTER: Remove Shelter

LEVEL   Tier 3   569-1

Ends Magical shelters.

COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	20 Squares	1 Spell	Instant	Instant

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
99	Magic->Mundane	Battle-Actions	DOK-SYL-STM-EOL-ORX	SKL	3

Created by COPILOT

Details:
- Forces another casters shelter spell to end their spell.
- May cancel a current effort of another casters shelter spell after casting but before creation.

This DOES...
- Does work on currently active magical shelter spells.
- Examples of Spells this will Counter:
  - TIRO Garish Pup Tent
  - STM Quarantine Isolation
  - STM Strumos Waystation
  - STM Astral Shed
  - SYL Tree House
- Does allow the original caster to recast without this affecting the recast.

This does NOT...
- Does NOT have any effect on caster's own spells,
  - Caster should use "Caster Ends Spell".
- Does NOT affect any mundane shelters, even if it

Focus Items and/or Kits:
- Not required.

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

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0

10   COUNTER: Block Healing

LEVEL   Tier 3   567-1

Save blocks a person using a healing spell.

COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	20 Squares	1 Spell	Instant	Instant

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
99	Magical	Battle-Actions	DOK-SYL-STM-EOL-ORX	SKL	3

GM

Created by COPILOT

Details:
- COUNTER SPELL
- Forces another casters spell to end.
- It MAY take effect before it takes effect.

This DOES...
- Does work on currently active spells.
- This Spell counters spells like:
    - ALL: Forced Healing.
    - STM: Basic Healing, Slow Healing, Triggered Healing, Common Healing, Extra Healing,
    - STM: Heal, Healing Bolt, Group Heal.
    - SYL: Aninmal Healing.
    - DOK: Healing Flames.
- Does allow the original caster to recast without this affecting the recast.

This does NOT...
- Does NOT have any effect on caster's own spells,
    - Caster should use "Caster Ends Spell".
- Does NOT affect automatic healing from :
    - regeneration.
    - Start of Day gain of health.

Focus Items and/or Kits:
- Not required.

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

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Endings:

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

10 COUNTER: Remove Magic Defense

LEVEL   Tier 3   571-1

Ends a currently active defensive spell.

COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	20 Squares	1 Spell	Instant	Instant

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Magical	Battle-Actions	DOK-SYL-STM-EOL-ORX	SKL 3

Details:
- COUNTER SPELL
- Forces another casters spell to end.
- It MAY take effect before it takes effect.

This DOES...
- Does work on currently active spells
- Does allow the original caster to recast without this affecting the recast.

This does NOT...
- Does NOT have any effect on caster's own spells,
  - Caster should use "Caster Ends Spell".

Focus Items and/or Kits:
- Not required.

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

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Endings:

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

Created by COPILOT

11   COUNTER: Disrupt Images

LEVEL   Tier 3   570-1

Can dispell unreal visages.

COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	20 Squares	1 Spell	Instant	Instant

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Magical	Battle-Actions	DOK-SYL-STM-EOL-ORX	SKL 2

GM

Created by COPILOT

Details:
   - COUNTER SPELL
   - Forces another casters spell to end.
   - It MAY take effect before the other casters spell takes place,
      - If another caster has started a spell this spell may interrupt it before it starts.

This DOES...
   - Does work on currently active magical illusions and visual spells.
   - Does allow the original caster to recast without this affecting the recast.

This does NOT...
   - Does NOT have any effect on caster's own spells,
      - Caster should use "Caster Ends Spell".
   - Does NOT affect anything that is physical.
   - Does NOT affect a Rogues disguising, since that is a mundane effort.

Focus Items and/or Kits:
   - Not required.

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

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Endings:

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

12   COUNTER: End Ongoing Damage

LEVEL   Tier 3   564-1

Counters ongoing damage that is damage over time.

COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	10 Squares	1 Spell	Instant	Instant

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
99	Magical	Battle-Actions	DOK-SYL-STM-EOL-ORX	SKL	4

Created by COPILOT

Details:
- COUNTER SPELL.
- Forces another casters spell to end.

This DOES...
- Does work on currently active spells.
- Does allow the original caster to recast without this affecting the recast.

This does NOT...
- Does NOT have any effect on caster's own spells,
  - Caster should use "Caster Ends Spell".
- Does NOT have any effect with ongoing damage from non-spells.

Focus Items and/or Kits:
- Not required.

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

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Endings:

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

1   Rose Thorns

LEVEL   Tier 1   328-2

X

From onlyfgx.com on Freepik

COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	6 Squares	1 Target	Instant	Initiative

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	Battle-Offense	SYL	none

Details:
  - Each thorn becomes non-magical (mundane).

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

This does NOT...
  - automatically hit.
  - 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):
  - This is a(n) *ae'Emn is a connection to xxxxxxxx.

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

Enhancements:

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

Endings:

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

2   Hail Attack

LEVEL   Tier 1   259-2

X

By GEB

COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	8 Squares	1 Square	Instant	Initiative

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
1	Magical	Battle-Offense	SYL	RM	2

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.

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

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

Endings:

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

Enhancements:

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

4   Conjure Native Beetles

LEVEL   Tier 1   295-1

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

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
2	Mundane	Battle-Offense	SYL-ORX-STM-EOL-DOK	SKL	2

Created by COPILOT

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

Creation of beetleroot:
   - 4 hrs & SKL:4 makes 1 vial (10 pinches) of cinderroot.
   - Beetle shells, Palm root, oil
   - Needs campfire.
   - Duration (Shelf life): EOY.

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.

Focus Items and/or Kits:
   - Damage by Insect Swarm is not rolled, set to 5 Dmg.
   - Focus Item with crystal is NOT passive.

Creations:
Beetleroot Granules (Bag).   BUY:3 GP.
   - 1 Bag of Beetleroot per 4 hrs.
   - Beetle shells, Coral Lime, Pine Wood.
   - Campfire.   Creation SP: x3 spell cost.

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

Enhancements:

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
12	COUNTER: End Ongoing Da	End Rd	SKL	12

8   Hail Stones

LEVEL   Tier 2   381-1

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

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Magical	Battle-Offense	SYL	RM 2

Created by BING AI

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,

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

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

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

-Sylvan

11   COUNTER: Disrupt Perimeter

LEVEL   Tier 3   566-1

Counter spell disrupts Magical perimeters.

COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	20 Squares	1 Spell	Instant	Initiative

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
99	Magical	Battle-Offense	DOK-SYL-STM-EOL-ORX	SKL	3

Created by COPILOT

Details:
COUNTER SPELL.
  - Forces another casters spell to end.
  - Work on currently active circles.

This DOES...
  - Does work on currently active spells

This does NOT...
  - Does NOT have any effect on caster's own spells,
    - Caster should use "Caster Ends Spell".

Focus Items and/or Kits:
  - Not required.

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

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Endings:

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

12 Class Power Attack

LEVEL   Tier 3   675-1

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

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
99	Magical	Battle-Offense	DOK-SYL-STM-EOL-ORX	RM	3

Created by COPILOT

Details:
- Sylvan use Ice,
- Dokour use Fire,
- 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 RM:3 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 Sq.

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

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

Endings:

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

Enhancements:

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

13   Ice Spear

LEVEL   Tier 4   401-2

X

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
1	Magical	Battle-Offense	SYL	AGL	2

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.

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

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

Endings:

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

Enhancements:

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

16   Water Blast

LEVEL   Tier 4   403-2

X

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
3	Mundane	Battle-Offense	SYL	AGL	2

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.

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

Xxx'Em Spells (Bonds/Connections):
  - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
12	Range X2	8
14	Stacking Limit +1	8
18	Range X4	10

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
12	COUNTER: End Ongoing Da	End Rd	SKL	12

6   Alter Self - Medium Sized Dog/Cat

LEVEL   Tier 2   389-2

X

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Illusion-Reality	SYL	none

Details:
   - Caster changes into a smaller than medium (man size) sized cat or dog.
     Which is larger than domestic pet form spell.

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.

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 casting from the Altered form of a cat or dog.

Focus Items and/or Kits:
   - Focus wand with crystal is NOT passive.
   - Allows the caster to gain extra movment +6 Sqs,

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

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

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

11 Illusional Bear

LEVEL   Tier 3   390-2

X

COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	16 Squares	1 Image	30 Minutes	1 Minute

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Magical	Illusion-Reality	SYL	none

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 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 bear's general mood or tone for duration.

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

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
11	COUNTER: Disrupt Images	Instant	SKL	12

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Aura Dims To Almost Unseen	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

13   Illusional Condor

LEVEL   Tier 4   590-2

X

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Magical	Illusion-Reality	SYL	none

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.

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

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Aura Dims To Almost Unseen	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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
11	COUNTER: Disrupt Images	Instant	SKL	12

-Sylvan

13   Illusional Dolphin

LEVEL   Tier 4   591-2

X

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Magical	Illusion-Reality	SYL	none

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.

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

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
11	COUNTER: Disrupt Images	Instant	SKL	12

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Aura Dims To Almost Unseen	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

14   Alter Self - Porpoise

LEVEL   Tier 4   561-2

X

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Illusion-Reality	SYL	none

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.

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

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

Enhancements:

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

15   Alter Self - Hawk

LEVEL   Tier 4   560-2

X

COST	RANGE	AoE	DURATION	ROLL OUT
16 pts	Self	Self	4 Hours	10 Minutes

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Illusion-Reality	SYL	none

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.

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

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
6	Aura Dims To Almost Unseen	4
12	Rollout Halved	6
14	Damage X2	12
14	Duration X2	8
18	Duration X4	10

15   Alter Self - Wolf

LEVEL   Tier 4   402-2

X

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Illusion-Reality	SYL	none

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.

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

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

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

-Sylvan

17   Alter Self - Condor

LEVEL   Tier 5   558-2

X

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	Illusion-Reality	SYL	none

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.

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

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

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

18   Alter Self - Bear

LEVEL   Tier 5   404-2

X

Image by www.freepik.com

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Illusion-Reality	SYL	none

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,

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

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%

Enhancements:

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

18   Alter Self - Stingray

LEVEL   Tier 5   559-2

X

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Illusion-Reality	SYL	none

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

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

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%

Enhancements:

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

19   Circle of Thorns (15 ft x 5 ft)

LEVEL   Tier 5   405-3

XX

COST	RANGE	AoE	DURATION	ROLL OUT
20 pts	12 Squares	10x10 squares	12 Hours	1 Hour

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
1	Magical	Illusion-Reality	SYL	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...
xxxx

This does NOT...
xxx

Focus Items and/or Kits:
 - Focus wand with crystal is NOT passive.
 - Adds a roof with a hole for camp smoke.

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

Xxx'Em Spells (Bonds/Connections):
 - This is a(n) *ae'Emn is a connection to xxxxxxxx.
 - Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

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
18	Duration X4	10

2   Plant Healthy Growth

LEVEL   Tier 1   264-2

X

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
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.

Creations:
Bag of Healthy Plant Growth Powder.   BUY:30 GP.
  - 4 weeks of growth in 2 hours.
  - Beetleroot, Ethereal Grass, Oak Ash, Rich Soil.
  - Campfire.   Creation SP: x3 spell cost.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

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.

Creations:
Remove Plant Disease Powder (Bag).   BUY:5 GP.
  - Save SKL:2 to remove plant disease after applying.
  - Bettercress Leaf, Swamp Grass, Kale Leaf, Vellum pcs.
  - Campfire.   Creation SP: x3 spell cost.

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
10	COUNTER: Block Healing	Instant	SKL	13

4   Predict Weather

LEVEL   Tier 1   299-2

X

COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Self	Up to 5 Marks	1 Week	1 Hour

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Environ-Nature	SYL	none

Details:
- 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.
- 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.

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

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
12	Rollout Halved	6

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0

7   Plant Canopy

LEVEL   Tier 2   379-2

X

Created by BING AI

COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	12 Squares			

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
3	Mundane	Environ-Nature	SYL	

Details:
   - Creates a weather protective roof with plants.

This DOES...
   - Does create a canopy roof to protect vs weather

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.

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

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
9	COUNTER: Remove Shelter	Initiative	SKL	12

Enhancements:

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
6	Aura Dims To Almost Unseen	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

11   Control Wind Sphere

LEVEL   Tier 3   392-2

X

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Environ-Nature	SYL	SKL 3

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.

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

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

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

17   Control Water

LEVEL   Tier 5   393-2

X

COST	RANGE	AoE	DURATION	ROLL OUT
20 pts	Self	4x4x4 Sqs	4 Hours	10 Minutes

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Environ-Nature	SYL	SKL 3

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.

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

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
6	Aura Dims To Almost Unseen	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

1   Draw Up Ground Water

LEVEL   Tier 1   246-1

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

Created by COPILOT

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	Food-Water	DOK-SYL-STM-EOL-ORX	none

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.

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

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
16	Rollout 1 Min	8

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

4 Improve Food

LEVEL   Tier 1   306-1

Food becomes nutritional.

COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	1 Square	4 Meals	1 Hour	10 Minutes

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	Food-Water	STM	none

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.

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

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	No Counter Available	none	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	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

4   Increase Food

LEVEL   Tier 1   305-2

X

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
3	Mundane	Food-Water	DOK	none

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,

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

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

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

5   Create Rain Water

LEVEL   Tier 2   253-2

Desert & hot environments may limit or inhibit this spell.

By: Typhoonflame

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	Food-Water	SYL	none

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)

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

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
12	Rollout Initiative	12

5 Divining Water

LEVEL   Tier 2   351-2

X

Image by GEB

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
1	Mundane	Food-Water	SYL	SKL	4

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.

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

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%

Enhancements:

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

1   Forced Heal 1d6 HP (+more)

LEVEL   Tier 1   310-1

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.

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

Xxx'Em Spells (Bonds/Connections):
- No connection.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%

Enhancements:

LVL	ENHANCEMENTS	COST
3	+2 To Healing Spell	2
4	Aura Notably Brightens	-2
5	+1d6 to Heal	4
6	Aura Dims To Almost Unseen	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

LEVEL   Tier 1   585-2

X

Image by Freepik

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	Health-Life-Death	SYL	none

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.

Creations:
- Wheat, Rice, and Dried Thistle.
- Create a bite sized naan bread.

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

Endings:

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Range +50%	6
9	Range Set at 1 Sq	6
12	Range X2	8
18	Range X4	10

6   Animal Healing

LEVEL   Tier 2   359-2

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

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	Health-Life-Death	SYL	none

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 +4

Xxx'Em Spells (Bonds/Connections):
- This is an Ae'Emn is a connection to an animal.
- Nae'Ems do NOT allow Counters.

Creations:
Animal Treats.   BUY:60 GP.
- Heals 2d8. Animals only.
- Bear Blood, Beetleroot, Rick, Sea Water.
- Campfire.   Creation SP: x3 spell cost.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Range +50%	6
12	Range X2	8
12	Rollout Initiative	12
18	Nae'Em Clues Removed	20

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	No Counter Available	none	none	0
6	Costume out of Class	none	none	4

12   Ranged Forced Healng 2d8+2 HP

LEVEL   Tier 3   397-1

Roll 2d8+2. Dmg x1 then Heal x2

Created by COPILOT

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Magical	Health-Life-Death	SYL-STM-EOL-ORX	none

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.

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

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

Enhancements:

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

Endings:

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

3   Assist Hunter's Lean-To

LEVEL   Tier 1   266-2

X

COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Touch	1 Lean-To	2 Hours	10 Minutes

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Shelter-Rest-Protection	SYL	none

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 the Lean-To's Saves by an additional

Xxx'Em Spells (Bonds/Connections):
- This is a(n) *ae'Emn is a connection to xxxxxxxx.
- Nae'Ems do NOT allow Counters.

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

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

14   Tree House

LEVEL   Tier 4   400-2

X

By brgfx on Freepik

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
3	Mundane	Shelter-Rest-Protection	SYL	SMS	2

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, elevators.

Xxx'Em Spells (Bonds/Connections):
- This is a(n) *ae'Emn is a connection to xxxxxxxx.

Creations:

Tree House Seeds.   BUY:10 GP.
- Grows into tree house w/ ladder. Camo. Room for 6.
- Amaranth Root, Coal Lump, Pine Wood.
- Campfire, Sylvan Focus.   Creation SP: x3 spell cost.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
9	COUNTER: Remove Shelter	Initiative	SKL	12

Enhancements:

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

-Sylvan

2   Hunter Nae'Em Connection

LEVEL   Tier 1   287-2

X

COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Touch	1 Recipient	Permanent	3 Days

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Magical	Personal-Connections	SYL	none

Details:
   - Creates a temporary Bond (Nae-Em) with a Hunter as a Nae'Em.
   - Hunter cannot have a current Bond for this spell to work.

This DOES...
   - Does lay the base for Nae-Em Assistance spells
   - Does connect with only one specified Hunter at a time

This does NOT...
   - Does NOT directly influence either the caster or the bonded

Focus Items and/or Kits:
   - Not required.

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

Xxx'Em Spells (Bonds/Connections):
   - This is a(n) *ae'Emn is a connection to xxxxxxxx.
   - Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
12	Rollout Halved	6
18	Nae'Em Clues Removed	20

-Sylvan

7   Create Permanent Nae'Em

LEVEL   Tier 2   309-3

A Willing person becomes connected to the caster.

COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Touch	1 Recipient	Permanent	3 Days

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
3	Magical	Nae'Em-People	EOL-SYL-STM	SKL 1

Created by COPILOT

Details:
 - This bonds a person to the caster with a Nae-Em.

This DOES...
 - Does allow the caster OR bonded to initiate an instant mental conversation.
   - This conversation is strictly 1 to 1.
 - Does allow either caster or recipient to end this spell and connection,
   - This can be done at any time and only takes a minute to do.
 - Does require a SKL:1 Save to be passed.

This does NOT...
 - Does NOT send any tactile, olfactory, or audible senses.
 - Does NOT send any mental images.
 - Does NOT allow casting through the bond.

Focus Items and/or Kits:
 - Focus ITEM with crystal is NOT passive.
 - Improves the Save by 1 column,

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

Xxx'Em Spells (Bonds/Connections):
 - This is a Nae'Emn is a connection to a person.
 - Nae'Ems do NOT allow Counters.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

-Sylvan

11 Connect To An Arcane Focus Item

LEVEL   Tier 3   627-3

Creates connection between caster and a Arcane Focus Item.

Created by COPILOT

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
99	Magical	Nae'Em-People	DOK-SYL-STM-EOL-ORX	RM	3

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 15,000.
   - 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).

Focus Items and/or Kits:
   - Focus ITEM with crystal is NOT passive.
   - Caster must not have a currrent Focus Item.

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

Xxx'Em Spells (Bonds/Connections):
   - This is an Tae'Em connection with a thing.
   - Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Range +50%	6
9	Range Set at 1 Sq	6
12	Range X2	8
18	Range X4	10

-Sylvan

11 Disconnect An Arcane Focus Item

LEVEL   Tier 3   626-3

Removes connection between all creatures and focus item.

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
99	Magical	Nae'Em-People	DOK-SYL-STM-EOL-ORX	SKL	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.

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

Xxx'Em Spells (Bonds/Connections):
   - This is an Tae'Em connection with a thing.
   - Nae'Ems do NOT allow Counters.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
18	Nae'Em Clues Removed	20

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

-Sylvan

12   Eavesdrop on Nae'Em Convo

LEVEL   Tier 3   630-1

Listen to a private convo. But give up the ability to see.

Created by COPILOT

COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	20 Sq Radius	1 Convo	5 Min/Tier	5 rounds

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
1	Magical	Nae'Em-People	DOK-SYL-STM-EOL-ORX	SKL	2

Details:
- Listen in on a private Nae'Em conversation.
- If the spell is successful it can also be used as a True Name clue.

This DOES...
- Does block vision of the caster while they listen to a Nae'Em conversation.
- Does require a Save,
  - Failing the Save ends the spell.
  - Passing the Save lets the caster listen while the people in the convo are unaware.
- Does block sight while the spell is active.

This does NOT...
- Does NOT interpret jargon, code, any kind of misused grammer, or bad pronounciation.
- Does NOT allow the caster to see while using this spell.

Focus Items and/or Kits:
- Not required.

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

Xxx'Em Spells (Bonds/Connections):
- This is a Nae'Emn is a connection to people.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	No Counter Available	none	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

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

16   Reveal True Name

LEVEL   Tier 4   631-3

This uses all the clues to find the True Name.

Hello my name is
True
Meerine

Created by COPILOT

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	Nae'Em-People	DOK-SYL-STM-EOL-ORX	none

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.

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

Xxx'Em Spells (Bonds/Connections):
- This is an Nae'Em connection with a person.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

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

20   Nae'Em Natural Landmark

LEVEL   Tier 5   406-2

X

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Magical	Vae'Em-Venue Site	SYL	none

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.

Xxx'Em Spells (Bonds/Connections):
 - This is a(n) *ae'Emn is a connection to xxxxxxxx.
 - Nae'Ems do NOT allow Counters.

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

Enhancements:

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

1   Invoke Personal Pet

LEVEL   Tier 1   877-1

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

COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Self	2 Marks	1 Week/Tier	30 Minutes

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

Created by BING AI

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.
-

Note: use of Focus Item and Enhancements can extend duration to 3 months.

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 set the pet selected to act/interact within the scope and nature of the creature.
- 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 the pet's battle stats to AC: 12/12, Attacks: 1x1, Init+6, ToHIT:-6, Dmg:1d3.
- Does set the pet's health to HP:6, Death @ -1 HP.

This does NOT...
- Does NOT motivate the pet to risk life or limb.
- Does NOT have the ability to move outside the of AoE.
- Does NOT normally allow the caster to see

Focus Items and/or Kits:
- Wand with crystal is NOT passive.
- Caster can see through pets eyes.

Creations:
- No creations. Usable only as the Arcane connection.

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	Caster Ends Skill	Initiative	none	0
0	No Counter Available	none	none	0

Enhancements:

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

4   Invoke Domestic Beasts Of Burden

LEVEL   Tier 1   294-1

Can call a domesticated horse/bovine/Dog/Llama/Porcine.

COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	20 Squares	1 Animal	Instant	20 Minutes

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

Create by BING AI

Details:
- If a specific animal is called it will do it's best, the SKL:3 Save must pass.
- When generic animals are called,
  - Caster must identify what group (Horse, Dog, Chicken, etc)
  - The Save must pass.
  - Multiple animals may sense the call,
    - Only one with the ability to comply will be called.

This DOES...
- Does attempt to call a Pet, Farm, or Herd animal that is within Range:
  - Horse
  - Oxen/Cow
  - Large Dog
  - Llama
  - Pig
- Does allow caster to call a specific animal.
- Does create a minor temporary bond with the animal.
- Does strongly influence the casters own pets (if they are the same physical description),
  - Note that afterwards any thinking bonded pet may or may not be happy with the caster.

This does NOT...
- Does NOT work on another casters pets.

Focus Items and/or Kits:
- Save Column reduced by one.
- Focus wand with crystal is Not passive.

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

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	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
12	Rollout Halved	6
18	AoE = 2 Targets	10
18	Nae'Em Clues Removed	20
18	Range X4	10

4   Speak to Domesticated Animals

LEVEL   Tier 1   290-1

Speak and understand domesticated animals, large and small.

Created by BING AI

COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Touch	1 Animal	4 Hours	5 Minutes

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
7	Magical	Ae'Em-Animal	SYL	none

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.

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.

Focus Items and/or Kits:
- The focus wand with crystal is passive.
- It allows the spell to be cast on a recipient,

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

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	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
18	AoE = 2 Targets	10
18	Duration X4	10
18	Nae'Em Clues Removed	20

6   Animal Friendship / Calming

LEVEL   Tier 2   281-1

Ae'Em connection to calm woodland and domestic animals.

Created by Bing AI

COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	10 Squares	1 Animal	8 Hours	1 Minute

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
99	Magical	Ae'Em-Animal	SYL	SKL	3

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 affect Familiars,
      - After the spell has ended, the Familiar would be aware of the spell,
      - The Familiar is likely to not trust the caster after that.
   - Does use rolls from the GM to gauge the situation/reactions,
      - Casters can influence the rolls would be use of an Arcane Focus Item.

This does NOT...
   - Does NOT affect any animals that are in a rage, frenzy, or very hurt.
   - Does NOT affect animals that have been conditioned to attack strangers.
   - 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.

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

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	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

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

-Sylvan

7   Speak With Wild Animals

LEVEL   Tier 2   368-1

X

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
2	Magical	Ae'Em-Animal	SYL	SKL	2

Created by BING AI

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.

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

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	Caster Ends Skill	Initiative	none	0
0	No Counter Available	none	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

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

8   Call Hunting Pack

LEVEL   Tier 2   382-1

Pack animals urged to respond. Casters call projected.

Created by BING AI

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Magical	Ae'Em-Animal	SYL	SKL 2

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).

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

Xxx'Em Spells (Bonds/Connections):
- This Is an Ae'Em connection with an Animal.
- Nae'Ems do NOT allow Counters.

Enhancements:

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	No Counter Available	none	none	0
0	Unable To Continue	Instant	none	0

8   Invoke Animal Mount

LEVEL   Tier 2   387-1

Can choose from chart (no rolling)

COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	2 Marks	1 Creature	12 Hours	1 Hour

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

Created by BING AI

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),
     - Animal Friendship.
     - Speak with Woodland Animals.
     - Animal Healing.

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.

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

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
0	Unable To Continue	Instant	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
9	Range +50%	6
12	Rollout Halved	6
14	Duration X2	8
18	AoE = 2 Targets	10
18	Nae'Em Clues Removed	20

-Sylvan

13   Call Flock of Birds

LEVEL   Tier 4   589-1

Calls a flock of birds within range.

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Magical	Ae'Em-Animal	SYL	SKL 2

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.

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

Xxx'Em Spells (Bonds/Connections):
  - This Is an Ae'Em connection with Animals.
  - Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

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

-Sylvan

13 Call School of Fish

LEVEL   Tier 4   395-1

Calls a school of fish that is within range.

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

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

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.

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

Xxx'Em Spells (Bonds/Connections):
  - This Is an Am'Em connection with animals.
  - Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

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

14 Call Woodland Animal

LEVEL   Tier 4   377-2

By Freepik - Flaticon and By GEB

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

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

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.

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

Xxx'Em Spells (Bonds/Connections):
- This Is an Ae'Em connection with animals.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	No Counter Available	none	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

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

2 Ribbon Horse

LEVEL   Tier 1   243-2

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	SAVE	COL
Tier	Magical	Tae'Em-Thing	SYL	SNS	2

Designed by freepik

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.

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

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
14	Duration X2	8
18	AoE = 2 Targets	10
20	Rollout Instant	16

5   Seaweed Dolphin

LEVEL   Tier 2   333-2

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

COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	3 Marks	1 Dolphin	2 Hours	10 Minutes

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Magical	Tae'Em-Thing	SYL	none

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.

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

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

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

-Sylvan

6   Ribbon Bat

LEVEL   Tier 2   592-1

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

Created by BING AI

COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Self	Self	2 Hours	10 Mintes

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Magical	Tae'Em-Thing	SYL	none

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.

Xxx'Em Spells (Bonds/Connections):
  - This is a Tae'Em connection with a thing.
  - Nae'Ems do NOT allow Counters.

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

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

7   Ribbon Wolf

LEVEL   Tier 2   593-1

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

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Magical	Tae'Em-Thing	SYL	none

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

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

Xxx'Em Spells (Bonds/Connections):
 - This Is an Tae'Em connection with a Thing.
 - Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

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

9   Search for Arcane Focus Item

LEVEL   Tier 3   267-2

X

Art by GEB

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Magical	Tae'Em-Thing	DOK-SYL-STM-EOL-ORX	SKL 2

Details:
   - This is a spell to find a Arcane Focus Item.

This DOES...
   - Does let the caster specify what type of Arcane Focus Item is searched for,
      - It can be an item for any class, but must be specified.
   - Does require the caster to be in a circle of protection (of any kind).
   - Does require caster to pass the Save.
   - Does allow the caster to designate how the signal is received (if Arcane Focus is found),
      - Default vibrate (tactile). Vibration grows as caster nears item.
         - or glow (visible). A glowing dot (to all) grows brighter as the caster nears the item.
         - or audible low siren (sound). The volume increases as the caster nears the item.

This does NOT...
   - Does NOT allow the caster to know who the sought-after Arcane Focus Item belongs to,
         if to anyone.
   - Does NOT continue if the circle of protection is crossed.

Focus Items and/or Kits:
   - In this special case, casters Focus Item MUST be used.

Xxx'Em Spells (Bonds/Connections):
   - This is a(n) *ae'Emn is a connection to xxxxxxxx.
   - Nae'Ems do NOT allow Counters.

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	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

5 Detect Magic

LEVEL   Tier 2   893-1

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

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
1	Magical	Find-Hide-Reveal	STM-SYL-DOK	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.

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

Creations:
  - No creations. Usable only as the Arcane skill.

Enhancements:

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%

-Sylvan

9   Hide in a Plant

LEVEL   Tier 3   384-2

X

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Magical	Find-Hide-Reveal	SYL	none

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 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

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

Xxx'Em Spells (Bonds/Connections):
   - No connection.
   - Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Aura Dims To Almost Unseen	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

10 Counter: Block Scrying

LEVEL   Tier 3   588-1

GM rolls Save.

COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	Touch	4 x 4 Squares	1 Hour	Initiative

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	na	Find-Hide-Reveal	DOK-SYL-STM-ORX	SKL 2

Created by COPILOT

Details:
- COUNTER SPELL
- Blocks active scrying on the caster.

This DOES...
- Does work on currently active spells
- Does require the caster to place the spell in a single location (Range: touch).

This does NOT...
- Does NOT have any effect on caster's own spells,
  - Caster should use "Caster Ends Spell".
- Does Not move with this caster.

Focus Items and/or Kits:
- Not required.

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

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	No Counter Available	none	none	0
0	Unable To Continue	Instant	none	0

-Sylvan

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6   Attach Wings To Animal

LEVEL   Tier 2   340-2

X

By brgfx and kjpargeter on Freepik

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
7	Mundane	Travel-Planes	SYL	none

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).

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:+8   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)

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

Xxx'Em Spells (Bonds/Connections):
- This is a(n) *ae'Emn is a connection to xxxxxxxx.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	No Counter Available	none	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Aura Dims To Almost Unseen	4
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

LEVEL   Tier 3   388-2

X

By brgfx on Freepik

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
5	Mundane	Travel-Planes	SYL	none

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 (1 mark/day).

This DOES...
   - Does allow ALL races to fly up to 100 Squares high (500 ft)

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 to a recipient.

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

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

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%

Enhancements:

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

1   Arcane Light

LEVEL   Tier 1   806-1

Default Light: Candle light

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

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
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.

Creations:
Astral Powder of Light.   BUY:45 GP.
 - Creates light (2 sq sphere) for 20 minutes.
 - Astral Spects, Lye Soap, Standstone, Charred Oak Roots
 - Kitchen/Lab.   Creation SP: x3 spell cost.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%

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

1   Small Domestic Pet Form

LEVEL   Tier 1   827-2

X

Designed by Freepik

COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Touch	Self	4 Hours	5 Rounds

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Utility-	SYL	none

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 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.

Creations:
   - No creations. Usable only as the Arcane connection.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Initiative	12

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

3   Shadow of the Magi

LEVEL   Tier 1   911-1

Darkness centered just above caster.

Created by COPILOT

COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Self	Varies	Conc +4	Initiative

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Magical	Utility-	DOK-SYL-STM-EOL-ORX	none

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.

Xxx'Em Spells (Bonds/Connections):

Creations:
Bag of Dust of Darkness.   BUY:20 GP.
 - Creates a dark shade for 20 minutes, 2x2x2 squares.
 - Ginger Oil, Grave Dirt. Sand, Fine Grit.
 - Kitchen/Lab.   Creation SP: x3 spell cost.

Endings:

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

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

8   Find Clues To True Name

LEVEL   Tier 2   629-1

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

COST	RANGE	AoE	DURATION	ROLL OUT
16 pts	4 Squares	1 Item	Permanent	2 Hours

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
99	Magical	Utility-	DOK-SYL-STM-EOL-ORX	RM	2

Created by COPILOT

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.

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

Xxx'Em Spells (Bonds/Connections):
- This is a Tae'Em connection with a thing.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
9	Range +50%	6
12	Range X2	8
12	Rollout Halved	6
18	Range X4	10