# 0.3 TIRO: Armor of Light

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

COST	RANGE	ROLL OUT
30% Max	Self	1 Minute
STACK	AoE	DURATION
99	Self	4 Hours



	COLLECTION	
	Battle-Prep	
١	SAVE COL	
,	none	

OUTCOME
Magical
CLASS GROUPS
TRO



#### Details:

- Bright Sparkly armor surrounds the Caster.

### WHAT THIS DOES:

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

### WHAT THIS DOES NOT DO:

- Does NOT provide enough consistent light to read by.

## **Bonds and Connections**

- No Nae'Em connection.



## Counter:

Same Spell

## **Creations:**

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

## **Enhancements:**

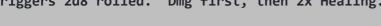
**ENHANCEMENTS** 0 No Enhancements

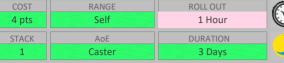
## Focus Items and/or Kits:

## Triggered Forced Healing

LEVEL

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







Battle		
SAVE	COL	
none		

OUTCOME
Mundane
CLASS GROUPS
ORX-SYL-STM-EOL



Created by COPILOT

#### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

- Does NOT allow the caster to choose not to use it.
- Does NOT allow multiples of this spell to be used beyond the stacking limit.

## **Bonds and Connections**

- No Nae'Em connection.



#### Counter:

Same Spell

#### **Creations:**



Triggered Forced Health Draught

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

### **Enhancements:**

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



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

COST

8 pts

STACK

## **Entangle** LEVEL

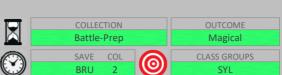
RANGE

Touch

AoE

2x2 Squares

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





Created by COPILOT

#### Details:

Caster must be conscious for the spell to contine,

ROLL OUT

1 Minute

DURATION

4 Hours

- if the caster is asleep or out cold the spell will end.

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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

## **Bonds and Connections**

- No connection.



## Counter:

Same Spell

#### **Creations:**

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

## **Enhancements:**

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
12	Rollout Init	12
14	Range At 3 Sqs	8



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

COST

12 pts

STACK

## 12 Circle of Containment

LEVEL Tier

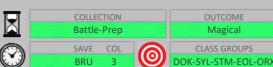
Creatures from exiting its area. Must Save to Exit.

ROLL OUT

10 Minutes

DURATION

4 Hours





Created by COPILOT

#### Details:

RANGE

Touch

AoE

3 Sq Rad Circle

- Creates a visible 3 Sq radius perimeter.
- Creatures attempting to exit the perimeter must roll a Save,
  - On a successful save, the creature may leave,
  - On a failed save, the creature remains contained.
- Suggested usage is prior to casting a summoning spell.

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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

## Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 12 Same Spell

## Creations:

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

## **Enhancements:**

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

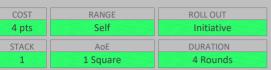


- Focus Item with crystal is NOT passive.
- Creature may only leave the circle with BRU:>95.

## 1 Wind Wall

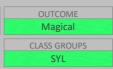
LEVEL Ties

Moves with caster. Not into occupied squares. AC+2.





COLLECTION	
Battle-Defense	
SAVE COL	
none	





Created by COPILOT

#### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

- 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.

## **Bonds and Connections**

- No Nae'Em connection.



#### Counter:

.VL: 1 Same Spell

#### **Creations:**

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

## **Enhancements:**

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



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

## Wind Wall For Nae'Em Hunter

LEVEL

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

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



COLLECTION	
Battle-Defense	
SAVE COL	
none	

OUTCOME	
Magical	
CLASS GROUPS	
SYL	



Created by COPILOT

#### Details:

1 Recipient

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

4 Rounds

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

- Does NOT function if the recipient covers more than 1 Square.Does NOT function if the recipient is not willing.
- Does NOT 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, ..



## **Bonds and Connections**

This is a Nae'Em connection with a person.



## Counter:

Same Spell

## **Creations:**

- No creations. Usable only as the action.

## **Enhancements:**

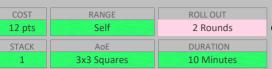
LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Range X2	8
14	Duration X2	8

- Focus staff with crystal is NOT passive.
- Rollout is Instant.

## 10 Tornado Wall

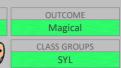
LEVEL T

Caster gains +4 to AC to all normal attacks.





COLLEG Battle-D			
SAVE SKL	COL 1	•	





Created by COPILOT

### Details:

- Caster gains +4 to AC to all attacks.

#### WHAT THIS DOES:

- Does create a wall of wind inhibiting damage from physical attacks.
- Does require a Save for ANY casting of spells through the Tornado Wall, (In or Out)
  - If the caster passes a SKL:2 Save.
  - The TOP/BOTTOM of the Tornado Wall does NOT have issues with casting through.
- Does move with the caster.
- Does protect against frontal Melee, Ranged, and Thrown attacks.
- Does have same effect vs flanking attacks.
- Does cause 1d4 Damage to any persons within the squares that are adjacent to the caster.

#### WHAT THIS DOES NOT DO:

- 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, Tornado Wall, ...

### **Bonds and Connections**

- No Nae'Em connection.



## Counter:

.VL: 10 Same Spell

## Creations:

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

### **Enhancements:**

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

## Focus Items and/or Kits:

COST

12 pts

STACK

## Circle of Animal Protection

ROLL OUT

2 Minutes DURATION

1 Hour

LEVEL

Going into or out of circle must pass the MGC Save.

COLLECTION	OUTCOME
Battle-Defense	Magical
SAVE COL	CLASS GROUPS



Created by COPILOT

#### Details:

RANGE

Touch

AoE 2x2x2 Sq Sphere

- This spell protects the area against aggressive animals.

### WHAT THIS DOES:

- Does apply to creatures categorized as 'Animals',
  - Require the passing the Save.

#### WHAT THIS DOES NOT DO:

- Does NOT have any effect on creatures of other categories.
  Does NOT inhibit any attacks that are propelled/thrown into the circle.
  Does NOT allow any part of the 'Animal' to pass over the perimeter, if the Save failed.

## **Bonds and Connections**

- No Nae'Em connection.



## Counter:

Same Spell

## **Creations:**

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

## **Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
18	Duration X4	10



- Focus wand with cyrstal is NOT passive.
- Use of a Focus Item will change the Save,
   Save is made more difficult by one column

## 0.2 TIRO: Fire Crack!

LEVEL

Tier 1

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

COST	RANGE	ROLL OUT	
20% Max	6 Squares	Initiative	١
STACK	AoE	DURATION	5
99	1 Target	Instant	Ş



COLLECTION			
Battle-Offense			
	SAVE	COL	
	RM	1	

OUTCOME	
Magical	
CLASS GROUPS	
TRO	



Created by COPILOT

#### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

- Does NOT do any damage if the ToHIT roll fails.

## **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

#### Creations

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

## **Enhancements:**

LVL ENHANCEMENTS COST
0 No Enhancements 0

## Focus Items and/or Kits:

COST

30% Max

STACK 99

# 0.4 TIRO: Quick Flash Fire

LEVEL

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

ROLL OUT

Initiative

DURATION

	COLLEC	CTION		OUTCOME
	Battle-Offense		Magical	
ms -	SAVE	COL		CLASS GROUPS
SMOM?	AGL	2	<b>W</b>	TRO



Created by COPILOT

### Details:

RANGE

12 Squares

AoE

1 Target

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

- Does NOT set anything aflame.

## **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

#### Creations

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

## **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

## Focus Items and/or Kits:

## 1 Rose Thorns

LEVEL Tier

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





Created by COPILOT

#### Details:

- Each thorn becomes non-magical (mundane).

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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

## **Bonds and Connections**

- No Nae'Em connection.



## Counter:

LVL: 1 Same Spell

#### **Creations:**

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

## **Enhancements:**

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



- Additional bonus of +6 ToHit,
- Total of +10 ToHIT.
- Focus wand with crystal is NOT passive.

## Hail Attack

LEVEL

No ToHIT. Damage: 3d4+ACU.

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



COLLEC	CTION		
Battle-C	Offense		
SAVE	COL		
RM	2	<b>W</b>	

OUTCOME Magical CLASS GROUPS SYL



Created by COPILOT

#### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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

## **Bonds and Connections**

- This has no personal connection.



## Counter:

Same Spell

## **Creations:**

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

## **Enhancements:**

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



- Increase damage by an additional 1d4,
- Total damage would be 3d4 + 1 + ACU. Focus wand with crystal is NOT passive.

295-1

## 4 Conjure Native Beetles

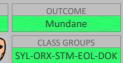
LEVEL Tier 1

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

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



COLLECTION			
Battle-Offense			
SAVE	COL		
SKL	2		





Created by COPILOT

#### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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

### **Bonds and Connections**

- No Nae'Em connection.



## Counter:

LVL: 4 Same Spell

#### **Creations:**



Beetleroot Granules

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

### **Enhancements:**

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

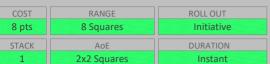
- Focus Item with crystal is NOT passive.
- Save +1 Column.



## 8 Hail Stones

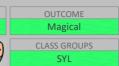
LEVEL Ties

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





COLLECTION				
Ва	ttle-C	Offense		
9	SAVE	COL		
	RM	2	(=)	





Created by COPILOT

#### Details:

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

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

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

## **Bonds and Connections**

- No Nae'Em connection.



## Counter:

LVL: 8 Same Spell

#### **Creations:**

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

### **Enhancements:**

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



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

COST

12 pts

STACK

99

## Class Power Attack

LEVEL

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

ROLL OUT

Initiative

DURATION

1 Round





Created by COPILOT

#### Details:

- Sylvan use Ice,

RANGE

8 Squares

AoE

1 Target

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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

### **Bonds and Connections**

- No Nae'Em connection.



## Counter:

Same Spell

#### **Creations:**

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

## **Enhancements:**

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



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

COST

16 pts

STACK

## 13 Ice Spear

RANGE

10 Squares

AoE

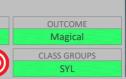
1 Target

LEVEL Tier

Lobbable and ToHIT +4. Damage: 3d8+ACU+4.



	COLLEC	CTION	
В	attle-C	ffense	
	SAVE	COL	
	AGL	2	(10)





Created by COPILOT

### Details:

- Caster uses magic to aim and launch the Spear.

ROLL OUT

Initiative

DURATION

Instant

### WHAT 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.

#### WHAT THIS DOES NOT DO:

- Does NOT have any effect if cast upon weapons.

## **Bonds and Connections**

- No connection.

Counter:

No Counter Available.

## **Creations:**

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

## **Enhancements:**

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



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

ME

OUPS

## 16 Water Blast

LEVEL .

Direct blast, no arc, no ToHIT. Damage: 5d8+ACU.

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



	COLLEC	CTION		OUTCO
В	attle-C	Offense		Munda
	SAVE	COL		CLASS GR
	AGL	2	<b>W</b>	SYL



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).

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

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

## **Bonds and Connections**

- No Nae'Em connection.



#### Counter:

VL: 16 Same Spell

#### **Creations:**

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

## **Enhancements:**

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



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

## TIRO: I Have Your Item!

## snatches item. Mgc armor: -1 Col.

COST 30% Max	RANGE 4 Sqs	ROLL OUT  Initiative
STACK	AoE 1 Item	DURATION 1 Round



COLLE	CTION	
Call-Su	mmon	
SAVE	COL	
RM	1	

OUTCOME	
Mundane	
CLASS GROUPS	
TRO	



Created by COPILOT

#### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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

## **Bonds and Connections**

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

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

## **Enhancements:**

ENHANCEMENTS 0 No Enhancements

## Focus Items and/or Kits:

# TIRO: Beauty Contestant:2nd Prize

Recipient becomes more attractive by their race's standards.

COST	RANGE	ROLL OUT
15% Max	Self 5 Minutes	
STACK	AoE	DURATION
99	Self	12 Hours



COLLECTION	
Altered Reality	
SAVE COL	
none	

OUTCOME
Magical
CLASS GROUPS
TRO



#### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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

## **Bonds and Connections**

- No Nae'Em connection.



#### Counter:

SAME SPELL WILL COUNTER.

## **Creations:**

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

## **Enhancements:**

**ENHANCEMENTS** 0 No Enhancements

## Focus Items and/or Kits:

# TIRO: Pie Fight!

## Blocks vision with Save.

COST 20% Max	RANGE 4 Squares	ROLL OUT Initiative
STACK 99	AoE  1 Target	DURATION 1 Round



COLLE	CTION
Altered	Reality
SAVE	COL
RM	1

OUTCOME Mundane	
CLASS GROUPS	
TRO	



#### Details:

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

#### WHAT THIS DOES:

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

## WHAT THIS DOES NOT DO:

- Does NOT have any other effect on the target outside of blocking vision.
  Does NOT deal any damage.

## **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

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

## **Enhancements:**

ENHANCEMENTS 0 No Enhancements

## Focus Items and/or Kits:

10% Max

STACK

## 0.3 TIRO: 2 Rope Image

LEVEL

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

ROLL OUT

1 Minute

DURATION

2 Hours

cuc	· Opc	11011	-	. opc.	

Altered Re	ality
SAVE C	OL
SKL	1

OUTCOME	
Magical	
CLASS GROUPS	
TRO	



Created by COPILOT

#### Details:

RANGE

1 Rope

AoE

1 Rope

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

#### WHAT THIS DOES:

- Does allow the Caster to roll a Save to merge the ropes into one.

#### WHAT THIS DOES NOT DO:

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

## **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

#### Creations

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

## **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

## Focus Items and/or Kits:

## Illusional Bear

LEVEL

## False of a bear.

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



COLLE	CTION	
Altered	Reality	
SAVE	COL	
none		

OUTCOME
Magical
CLASS GROUPS
SYL



### Details:

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

#### WHAT THIS DOES:

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

## WHAT THIS DOES NOT DO:

- 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.

## **Bonds and Connections**

- No connection.



## Counter:

SAME SPELL WILL COUNTER.

### **Creations:**

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

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



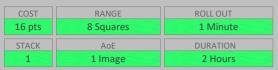
- Focus wand with crystal is NOT passive.
- Caster sets bear's general mood or tone for duration.

## 13 Illusional Condor

LEVEL Tier

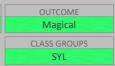
EVEL I







	COLLECTION
	Altered Reality
	SAVE COL
'	none





Created by COPILOT

#### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

- 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.

## **Bonds and Connections**

- No connection.



#### Counter:

SAME SPELL WILL COUNTER.

## **Creations:**

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

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

10

**Enhancements:** 

18 Range X4

- No creations. Usable only as the action.

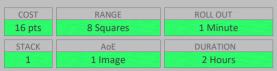
Focus Items and/or Kits:

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

# Illusional Dolphin

LEVEL







COLLECTION	
Altered Reality	
SAVE COL	
none	

OUTCOME	
Magical	
CLASS GROUPS	
SYL	



Created by COPILOT

#### Details:

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

#### WHAT THIS DOES:

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

## WHAT THIS DOES NOT DO:

- 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.

## **Bonds and Connections**

- No connection.



## Counter:

SAME SPELL WILL COUNTER.

## **Creations:**

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

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

18 Duration X4

10

- No creations. Usable only as the action.

Focus Items and/or Kits:

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

## Small Domestic Pet Form

ROLL OUT

5 Rounds DURATION

4 Hours

LEVEL

X

4 pts

STACK

5
RD

COLLECTION	
Shape Change	
SAVE COL	
none	

OUTCOME	
Mundane	
CLASS GROUPS	
SYL	



Created by COPILOT

#### Details:

To be updated

RANGE

Touch

AoE Self

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

All forms will look boringly normal.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

### **Bonds and Connections**

- No connection.

#### Counter:

No Counter Available.

## **Creations:**

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

## **Enhancements:**

**ENHANCEMENTS** 12 Rollout Init



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

# Alter Self - Medium Sized Dog/Cat

LEVEL

X

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



COLLECTION	
Shape Change	
SAVE COL	
none	

OUTCOME
Mundane
CLASS GROUPS
SYL



### Details:

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

Output is mundaine. (Domestic pet form is magical)

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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

### **Bonds and Connections**

- No connection.



#### Counter:

SAME SPELL WILL COUNTER.

#### **Creations:**

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

### **Enhancements:**

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



- Focus wand with crystal is NOT passive.
- Allows the caster to gain extra movment +6 Sqs,
  - Therefore, a normal movement of 12 would become

# Alter Self - Porpoise

LEVEL

X

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



OUTCOME	
Mundane	
CLASS GROUPS	
SYL	



Created by COPILOT

#### Details:

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

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

- 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.

## **Bonds and Connections**

- No connection.



#### Counter:

SAME SPELL WILL COUNTER.

## **Creations:**

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

### **Enhancements:**

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

## Focus Items and/or Kits:

# Alter Self - Hawk

LEVEL

X



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



	COLLECTION	
	Shape Change	
	SAVE COL	
1	none	

7	OUTCOME
ı	Mundane
	Widildane
	CLASS GROUPS
	SYL



### 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.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

- 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.

### **Bonds and Connections**

- No Nae'Em connection.



#### Counter:

SAME SPELL WILL COUNTER.

## **Creations:**

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

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

### Focus Items and/or Kits:

## Alter Self - Wolf

LEVEL

16 pts

STACK

X

	OUTCOME Mundane
Ē	CLASS GROUPS SYL



Image by www.freepik.com

#### Details:

RANGE

Self

AoE Self

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

ROLL OUT

20 Minutes DURATION

4 Hours

- 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.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

- 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.

## **Bonds and Connections**

- No connection.



#### Counter:

SAME SPELL WILL COUNTER.

## **Creations:**

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

### **Enhancements:**

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

## Focus Items and/or Kits:

## Alter Self - Condor

LEVEL

COST

20 pts

STACK 99

X



COLLEG	CTION	
Shape (	Change	
SAVE	COL	
none		

OUTCOME Mundane
CLASS GROUPS SYL



Created by COPILOT

#### Details:

RANGE

Self

AoE

Self

- Form of caster physically changes to a Condor.

ROLL OUT

5 Minutes

DURATION

2 Hours

- 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.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

- 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.

## **Bonds and Connections**

- No connection.



#### Counter:

SAME SPELL WILL COUNTER.

## **Creations:**

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

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

### Focus Items and/or Kits:

# Alter Self - Bear

LEVEL

X

COST	RANGE	ROLL OUT	
20 pts	Self	5 Minutes	
STACK	AoE	DURATION	6
1	Self	2 Hours	(



COLLECTION	
Shape Change	
SAVE COL	
none	

OUTCOME <b>Mundane</b>	
CLASS GROUPS	
SYL	



Created by COPILOT

#### 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.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

- 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.

### **Bonds and Connections**

- No connection.

Counter:

No Counter Available.

# **Creations:**

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

### **Enhancements:**

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



- Focus wand with crystal is NOT passive.
- Additional damage of 1d6, Total damage of 3d8 + 1d6 + 6

# Alter Self - Stingray

X

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



	COLLECTION			
	Shape Change			
	SAVE COL			
,	none			



Created by COPILOT

#### 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.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

- 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.

### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

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

#### Enhancements:

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

# Focus Items and/or Kits:

# 2 Plant Healthy Growth

LEVEL Tier

Promotes normal healthy growth.

AoE 4x4 Sqs

COST	RANGE	ROLL OUT
0031	. III III	NOLE GOT



COLLECTION	
Environ-Nature	
SAVE COL	
none	

OUTCOME	
Mundane	
CLASS GROUPS	
SYL	



#### Details:

- Natural plants will grow as if they were within the best of conditions.
- Caster is not able to move about while casting.

DURATION

Permanent

- Dried Infused Oak with the dried remains of Ivy Runners

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

- 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.

### **Bonds and Connections**

- No connection.

Counter:

NO COUNTER AVAILABLE

# Creations:



Healthy Plant Growth Powder

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

# **Enhancements:**

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



- Focus wand with crystal is NOT passive.
- Removes non-magical infestations within the AOE.
- Heals 1d4 of damage to Plant/Flora based creatures.

# Remove Plant Disease

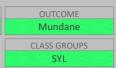
LEVEL

X

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



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





### Details:

- Caster is able to move about as they cast.

#### WHAT THIS DOES:

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

### WHAT THIS DOES NOT DO:

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

# **Bonds and Connections**

- No connection.

Counter:

NO COUNTER AVAILABLE

# **Creations:**



Plant Disease Powder

- Save SKL:2 to remove plant disease.

- Bettercress Leaf, Swamp Grass, Kale Leaf. Creation: 12 Spell pts, 8 Hrs, Stack:9. Requires campfire. BUY:5 GP. Dur:Perm.

#### Enhancements:

	comenes.		
LVL	ENHANCEMENTS	COST	
12	AoE X2	6	
14	Save -1 Col	8	
20	AOE X4	20	
	LVL 12 14	LVL ENHANCEMENTS  12 AoE X2  14 Save -1 Col  20 AOE X4	LVL         ENHANCEMENTS         COST           12         AoE X2         6           14         Save -1 Col         8

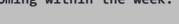


- Focus wand with crystal is NOT passive.
- Removes (including magical) diseases & infestations.

# 4 Predict Weather

LEVEL Tier

Estimated likely/known changes coming within the week.







Created by COPILOT

#### 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.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

- 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.

### Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

#### Creations

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

### **Enhancements:**

LVL ENHANCEMENTS COST
10 Rollout Halved 6

# Focus Items and/or Kits:

# 6 Animal Connection (Ae'Em)

LEVEL Tier

Willing animal & caster connect. Save required.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	2 Squares	4 Hours		Environ-Nature	Magical
STACK	AoE	DURATION	JAN	SAVE COL	CLASS GROUPS
5	1 Recipient	EOY	1	SKL 2	SYL



Created by COPILOT

#### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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

# -

# **Bonds and Connections**

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

#### Counter:

LVL: 5 NO COUNTER IS AVAILABLE

#### Creations

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

# **Enhancements:**

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Save -1 Col	8
18	Range X4	10



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

# Control Wind Sphere

Directions: N,NE,E,SE,S,SW,W, or NW. Speed: 1/4 to x2.





Created by COPILOT

0001	10/11402	NOLL OUT	
12 pts	18 Squares	10 Minutes	
STACK	AoE	DURATION	
1	5x20 Sq Area	12 Hours	



Environ-	Nature
SAVE	COL
SKL	3

COLLECTION

Mundane	
CLASS GROUPS	
SYL	

OUTCOME

#### 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.

#### WHAT 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)

#### WHAT THIS DOES NOT DO:

- 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)

### **Bonds and Connections**

- No Nae'Em connection.



#### Counter:

Same Spell

# **Creations:**

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

# **Enhancements:**

LVL	ENHANCEMENTS	COST
12	AoE X2	6
12	Range X2	8
14	Save -1 Col	8

# Focus Items and/or Kits:

COST

20 pts

STACK

# Control Water

RANGE

Self

AoE

4x4x4 Sqs

LEVEL

Directions: N,NE,E,SE,S,SW,W, or NW. Speed: 1/4 to x2.

ROLL OUT

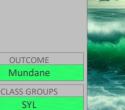
10 Minutes

DURATION

4 Hours



COLLE	CTION	
Environ-	-Nature	
SAVE	COL	
SKL	3	(=)



SYL



Created by COPILOT

#### Details:

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

#### WHAT 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.

# WHAT THIS DOES NOT DO:

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

# **Bonds and Connections**

- No connection.



#### Counter:

Same Spell

#### **Creations:**

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

# **Enhancements:**

LVL	ENHANCEMENTS	COST
12	AoE X2	6
14	Save -1 Col	8
18	Range X4	10

# Focus Items and/or Kits:

# 1 Draw Up Ground Water

LEVEL Tie

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

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



Food-Water				
	SAVE COL			
	none			

OUTCOME
Mundane

CLASS GROUPS
DOK-SYL-STM-EOL-ORX



Created by COPILOT

#### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

- Does NOT draw water through non-porous material (rock, metal, etc).
- Does NOT 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).

### **Bonds and Connections**

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

#### Creations

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

# **Enhancements:**

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



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

# 4 Improve Food

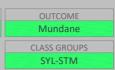
LEVEL Tier

# Food becomes nutritional.

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



	COLLECTION				
Food-Water					
	SAVE COL				
)	none				





Created by COPILOT

### Details:

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

#### WHAT THIS DOES:

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

# WHAT THIS DOES NOT DO:

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

# **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

# **Creations:**

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

# **Enhancements:**

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

# 0

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

# **Increase Food**

LEVEL

# All action is in a backpack: Food to be doubled and the resulting

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



	COLLECTION				
	Food-Water				
ĺ	SAVE COL				
	none				

OUTCOME <b>Mundane</b>	
CLASS GROUPS	
	SYL



#### Details:

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

#### WHAT 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.
- Does QUADRIPLE the amount of Cumber meals.

#### WHAT THIS DOES NOT DO:

- 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.

# **Bonds and Connections**

- No connection.

Counter:

No Counter Available.

#### **Creations:**

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

# **Enhancements:**

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



- Focus wand with crystal is NOT passive.
- cleans food of toxins, including alcohol,
  - no form of mind alterations remain.

# Bring Out Rain Water

LEVEL

Desert & hot environments limit this spell.

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



Food-Water		
SAVE	COL	
none		

	OUTCOME
Mundane	
CLASS GROUPS	
	SYL



Created by COPILOT

#### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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

# **Bonds and Connections**

- No connection.

Counter:

No Counter Available.

- No creations. Usable only as the action.

# **Enhancements:**

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
12	Rollout Init	12



- Focus wand with crystal is NOT passive.
- Adds pressure of up to 10 lbs (4 kg)
   Range becomes 2 Sqs, but water starts at caster.

# 5 Divining Water

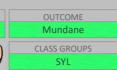
LEVEL Tier

# Save based on region/environ.

COST	DANICE	DOLL OUT
COST	RANGE	ROLL OUT
8 pts	1/4 Mark	30 Minutes
STACK	AoE	DURATION



COLLECTION Food-Water			
	SAVE SKL	COL	•





Created by COPILOT

#### Details:

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

#### WHAT 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.

# WHAT THIS DOES NOT DO:

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

# **Bonds and Connections**

- No connection.

Counter:

NO COUNTER AVAILABLE

#### Creations

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

### **Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
20	AOE X4	20



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

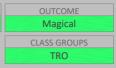
# TIRO: Healing Bolus

# 1d12 HP healing.

COST	RANGE	ROLL OUT
30% Max	1 Square	Initiative
STACK	AoE	DURATION
99	Recipient	Permanent



COLLECTION		
Health-Li	fe-Death	
SAVE	COL	
none		





Created by COPILOT

#### Details:

- A basic healing spell that heals 1d12.

#### WHAT THIS DOES:

- Does heal 1d12 painlessly.
- Does appear very bright.

### WHAT THIS DOES NOT DO:

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

# **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

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

# **Enhancements:**

**ENHANCEMENTS** 0 No Enhancements

# Focus Items and/or Kits:

# Forced Heal 1d6 HP (+more)

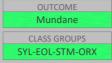
LEVEL

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

COST 4 pts	RANGE 1 Square	ROLL OUT Initiative
STACK 1	AoE 1 Target	DURATION Permanent



COLLECTION		
Health-Life-Death		
SAVE	COL	
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.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

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

### **Bonds and Connections**

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

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

# **Enhancements:**

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



- Focus Item with crystal is NOT passive.
- Reduces fragility Save by 1 coloumn. Check timing.May use this at daybreak for sickness/disease.

# Sylvan Forced Healing 1d6 HP

LEVEL

# Roll 1d6. Damage x1 then Heal x2

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



COLLEC	CTION
Health-Lif	e-Death
SAVE	COL
none	

Mundane  CLASS GROUPS	OUTCOME	
CLASS GROUPS	Mundane	
	CLASS GROUPS	
SYL	SYL	



Image by Freepik

#### Details:

- Draws energy from entire body to the wounded area(s).
- This causes pain and is then used to help the wounded area (healing).
- - 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.

#### WHAT 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).

#### WHAT THIS DOES NOT DO:

- 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.

### **Bonds and Connections**

- No connection.

Counter:

NO COUNTER AVAILABLE

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

# **Enhancements:**

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



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

# **Animal Healing**

LEVEL

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

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



COLLECTION		
Health-Li	fe-Death	
SAVE	COL	
none		

OUTCOME	
Mundane	
CLASS GROUPS	
SYL	



Created by COPILOT

### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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



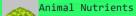
# **Bonds and Connections**

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

#### Counter:

NO COUNTER AVAILABLE

# **Creations:**



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

# Enhancements:

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



- Focus wand with crystal is NOT passive.
- If used on a familiar the animal heals additional +4
  - Total healing of 2d8 + 8

# 12 Ranged Forced Healng 2d8+2 HP

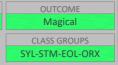
LEVEL Tier 3

Roll 2d8+2. Dmg x1 then Heal x2

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



	COLLEC	CTION	
H	Health-Lif	fe-Death	
	SAVE	COL	
	none		





Created by COPILOT

### Details:

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

#### WHAT THIS DOES:

- Does heal more than just civilized people.

#### WHAT THIS DOES NOT DO:

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

# **Bonds and Connections**

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

#### Creations

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

### **Enhancements:**

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

# Focus Items and/or Kits:

# TIRO: Garish Pup Tent

xThe Caster creates a colorful tent.

COST	RANGE	ROLL OUT
20% Max	8 Squares	1 Minute
STACK	AoE	DURATION
99	1x2 Squares	8 Hours



	COLLECTION
	Shelter-Rest-Protection
	SAVE COL
,	none

-		
	OUTCOME	
	Magical	
	CLASS GROUPS	
	TRO	



Created by COPILOT

### Details:

- The Caster creates a colorful tent.

### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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

# **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

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

# **Enhancements:**

**ENHANCEMENTS** 0 No Enhancements

# Focus Items and/or Kits:

# 3 Assist Hunter's Lean-To

LEVEL Tie

Lean-To first, then magic to make better.

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



	COLLECTION		
	Shelter-Rest-Protection		
	SAVE COL		
,	none		

	OUTCOME	
1	Mundane	
	CLASS GROUPS	
	SYL	



Created by COPILOT

#### Details:

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

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

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

# Bonds and Connections

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

#### Counter:

No Counter Available.

#### Creations

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

# **Enhancements:**

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



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

# 7 Grow A Plant Canopy

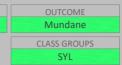
LEVEL Tier 2

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

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



COLLECTION			
	Shelter-Rest	t-Protec	tior
۱ [	SAVE	COL	
)	none		





Created by BING AI

### Details:

- Creates a weather protective roof with plants.

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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

# **Bonds and Connections**

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

#### Creations

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

# **Enhancements:**

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



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

# Tree House

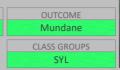
LEVEL

Tree: 60 HP with ladder/stairs.

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



COLLECTION			
Shelter-Rest-Protection			
SAVE	COL		
none			





Created by COPILOT

### Details:

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

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

- 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.

### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

# **Creations:**



Pine Seeds of Tree House

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

#### Enhancements:

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



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

# 19 Fort of Thorns

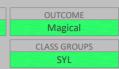
LEVEL Tier

# Walls 2 sq high x 1 deep. AC:8 HP:50.

COST 20 pts	RANGE 12 Squares	ROLL OUT 30 Minutes
STACK	AoE	DURATION
	40 40	40.11



COLLE	CTION	
Shelter-Rest	-Protectio	n
SAVE	COL	
none		





Created by COPILOT

#### Details:

(10 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.

#### WHAT THIS DOES:

- Does create a perimeter wall of thorns around the AoE,
  - The wall is 2 squares high, 1 square deep, and 12 squares long.
- Does require a heavy wooden door to be placed by the caster,
  - The door is 2 squares high and 1 square wide.
- Does have battle stats of AC:8 and HP:50 per square.
- Does cause damage to any creature attacking via melee,
  - 1d6 cutting damage from the thorns.
- Does take damage from fire,
  - Mundane fires cause 1d8 damage to the square on fire.
  - Magical fires cause damage as per the spell description.

#### WHAT THIS DOES NOT DO:

- Does NOT inhibit or stop small creatures.
- Does not inhibit or stop gaseous creatures.

# **Bonds and Connections**

- This is a Vae'Emn connection with a venue/Location.



#### Counter:

LVL: 19 Same Spell

# Creations:

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

### **Enhancements:**

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



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

# 0.4 TIRO: Aural Spark

EVEL Ti

random color of sparks for 1d20 minutes.

COST	RANGE	ROLL OUT
10% Max	10 Squares	Initiative
STACK	AoE	DURATION
99	2x2 Sqs	1d20 Minutes



COLLECTION	
Light-	
SAVE COL	
none	

- 1	
	OUTCOME
J	Magical
	CLASS GROUPS
	TRO



Created by COPILOT

#### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

- Does NOT set anything flammable aflame.
- Does NOT allow the caster to use it as a signal flare.

# **Bonds and Connections**

- No Nae'Em connection.

# Counter:

NO COUNTER AVAILABLE

#### Creations

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

# **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

# Focus Items and/or Kits:

# 0.2 TIRO: Amplify Own Speech

EVEL Tier

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

COST	RANGE	ROLL OUT
20% Max	Self	Initiative
STACK	AoE	DURATION
99	3x3x3 Sq	5 Minutes



COLLE	CTION	
Commur	nication-	
SAVE	COL	
none		

OUTCOME	
Magical	
CLASS GROUPS	
TRO	



Created by COPILOT

#### Details:

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

### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

- Does NOT affect anyone but the caster.

# **Bonds and Connections**

- No Nae'Em connection.



# Counter:

LVL: 2 Same Spell

# **Creations:**

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

# **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

# Focus Items and/or Kits:

# TIRO: Colored Signal Flare

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

COST	RANGE	ROLL OUT
15% Max	20 Squares	Initiative
STACK	AoE	DURATION
0	1 Flare	1 Minute



COLLE	CTION	
Commur	ication-	
SAVE	COL	
none		

OUTCOME
Magical
CLASS GROUPS
TRO



#### Details:

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

#### WHAT THIS DOES:

- Does light up the sky with a random color.
  - roll a d20:

is bright red,

5 - 10 is bright blue,

10 - 15 is bright yellow, 15 - 20 is bright green.

#### WHAT THIS DOES NOT DO:

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

# **Bonds and Connections**

- No Nae'Em connection.



#### Counter:

Same Spell

#### **Creations:**

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

# **Enhancements:**

**ENHANCEMENTS** 0 No Enhancements

# Focus Items and/or Kits:

25% Max

STACK

99

# 0.4 TIRO: Sloppy Spying

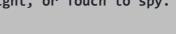
EVEL Ties

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

ROLL OUT

**Initiative**DURATION

5 Minutes



COLLE	CHON
Commu	nicati
SAVE	COL
none	

OUTCOME	
Magical	
CLASS GROUPS	
TRO	



Created by COPILOT

### Details:

RANGE

12 Squares

AoE

3x3x3 Sqs

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

#### WHAT THIS DOES:

- Does allow the Caster to see the location, but no sound is available.

#### WHAT THIS DOES NOT DO:

- Does NOT affect anyone except the caster.

# **Bonds and Connections**

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

Counter:

No Counter Available.

#### Creations

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

# **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

# Focus Items and/or Kits:

# 0.2 TIRO: Random Friendship

\_EVEL .

Potentially makes someone more tolerant of the caster.

TOOS	DANCE	DOLL OLIT
COST	RANGE	ROLL OUT
40% Max	10 Squares	Initiative
STACK	AoE	DURATION
99	1 Target	Special



COLLECTION		
Personal-Co	onnections	5
SAVE	COL	
SKL	3	
	Personal-Co	Personal-Connections  SAVE COL

	OUTCOME			
Mundane				
	CLASS GROUPS			
	TRO			



Created by COPILOT

#### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

- Does NOT force a binding friendship or change the view of the Target.
- Does NOT allow the Caster to force the Target to do anything.

# **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

#### Creations

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

# **Enhancements:**

LVL ENHANCEMENTS COST
0 No Enhancements 0

# Focus Items and/or Kits:

# Connect With A Hunter

LEVEL

4 Days casting creates a permanent bond. Same Plane.

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



#### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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

# **Bonds and Connections** This is a Nae'Em connection with a person (Hunter). Counter: NO COUNTER IS AVAILABLE.

r	n	۵	2	٠	i	^	n	c	٠

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

# **Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8



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

# Create Permanent Nae'Em

LEVEL

#### Save required. Willing person & caster connect.

COST 12 pts	RANGE 1 Square	ROLL OUT 4 Days
STACK	AoE	DURATION
3	1 Recipient	Permanent



COLLECTION	OUTCOME
Personal-Connections	Magical
SAVE COL	CLASS GROUPS
SKL 2	EOL-SYL-STM



Created by COPILOT

### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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

# **Bonds and Connections**

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

#### Counter:

NO COUNTER AVAILABLE

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

# **Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
18	Range X4	10



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

24 pts

STACK

99

# 9 Find Clues To True Name

LEVEL Tier:

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

ROLL OUT

2 Hours

DURATION

Permanent



DOK-SYL-STM-EOL-ORX



Created by COPILOT

### Details:

RANGE

4 Squares

AoE

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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



# **Bonds and Connections**

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

#### Counter:

NO COUNTER AVAILABLE

# **Creations:**

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

# **Enhancements:**

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



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

# 11 Connect To An Arcane Focus Item

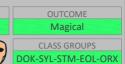
LEVEL Tier 3

Creates connection between caster and a Arcane Focus Item.

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



COLLEG	TION.	
COLLECTION  Personal-Connections		
reisonar-co	Jillecti	0113
SAVE	COL	
RM	3	(=)





Created by COPILOT

#### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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



# **Bonds and Connections**

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



# Counter:

SAME SPELL

#### **Creations:**

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

# **Enhancements:**

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



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

# 8 Protect Nae'Em Hunter vs Missiles

LEVEL Tier:

+2 to AC vs Missiles and Thrown attacks.

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



COLLECTION			
N Nae'Em-People			
	SAVE	COL	
	none		
	SAVE		

OUTCOME		
Mundane		
CLASS GROUPS		
SYL		



Created by COPILOT

#### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

- 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.

# Ż

# **Bonds and Connections**

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

#### Counter:

NO COUNTER IS AVAILABLE.

#### Creations

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

# **Enhancements:**

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



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

4 pts

STACK

1 Pet / Tier

# 1 Invoke Pet

RANGE

Self

AoE

2 Marks

LEVEL Tier

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

ROLL OUT

1 Hour

DURATION

1 Week / Tier





COLLL		
N Ae'Em	-Animal	
SAVE	COL	1
SKL	2	١

COLLECTION



OUTCOME	
Mundane	
CLASS GROUPS	
SYL	



Created by COPILOT

#### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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



# **Bonds and Connections**

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

#### Counter:

NO COUNTER IS AVAILABLE

# **Creations:**

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

### **Enhancements:**

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



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

4 pts

STACK

# 4 Speak to Domesticated Animals

ROLL OUT

5 Minutes

DURATION

4 Hours

LEVEL Tier:

Speak and understand domesticated animals, large and small.

	COLLECTION	OUTCOME
	N Ae'Em-Animal	Magical
	SAVE COL	CLASS GROUPS
II- W -11		



Created by COPILOT

#### Details:

RANGE

Touch

AoE

1 Animal

- 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.

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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

# -

# **Bonds and Connections**

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

#### Counter:

No Counter Available

#### Creations

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

# **Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
18	AoE = 2 Targets	10
18	Duration X4	10



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

# Befriend An Animal

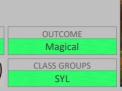
LEVEL

Connect with animals that aren't enraged or frenzied.

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



COLLEC N Ae'Em		I	
SAVE SKL	COL 2		





Created by COPILOT

#### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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



# **Bonds and Connections**

This Is an Ae'Em connection with an animal.



# Counter:

Same Spell





Animal Nuggets

- Col -1 to Calm Animal. Dur:2 Hrs.
- Ethereal field grass, Ginger root, Honeysuckle.
- 24 Spell pts, 4 Hours, for 1 nugget. Max 9 (Stack) Requires campfire. BUY:10 GP.

### **Enhancements:**

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



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

368-1

# Speak With A Wild Animal

LEVEL

Conversations with 1 animal per Tier.

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



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





#### 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.

#### WHAT 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 if, the caster and/or animal is actively involved in the battle.

#### WHAT THIS DOES NOT DO:

- 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.



# **Bonds and Connections**

This is an Ae'Em connection with an animal.

#### Counter:

No Counter Available

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

### **Enhancements:**

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



- Focus wand with crystal is passive.
- Rollout becomes Initiative

# 7 View An Animal (Ae'Em)

LEVEL Tie

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

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



	COLLECTION			
	N Ae'Em-Animal			
	SAVE COL			
1	none			

OUTCOME Magical
CLASS GROUPS SYL



Created by COPILOT

#### Details:

- Creates temporary Vae-Em bond with the animal.

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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

# Bonds and Connections

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

#### Counter:

NO COUNTER IS AVAILABLE.

#### Creations

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

# **Enhancements:**

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

# Focus Items and/or Kits:

STACK

# Call A Kindred Spirit Animal

LEVEL

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

7 Days

DURATION

Permanent

COST	RANGE	ROLL OUT	COLLECTION	OUTCO





Created by COPILOT

#### Details:

1 Square

AoE 1 Sq Area

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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

# **Bonds and Connections** Counter: NO COUNTER IS AVAILABLE - No creations. Usable only as a spell/skill.

# **Enhancements:**

**ENHANCEMENTS** 10 Rollout Halved



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

8 pts

STACK

# Call Hunting Pack

LEVEL

Pack animals urged to respond. Casters call projected.

			, J
COST	RANGE	ROLL OUT	COLLECTION

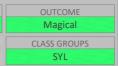
5 Minutes

DURATION

Instant



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





#### Details:

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

Self

AoE 1/2 Mark / Tier

- hyenas
- Lions

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

- 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.



# **Bonds and Connections**

Is an Ae'Em connection with an Animal.

#### Counter:

No Counter Available

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

# **Enhancements:**

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



- Wand with crysal is NOT passive.
- Allows the caster to add a sense of urgency,
   raises the chance of interactions.(use Save).

# Convoke Animal Mount

LEVEL

# Can choose from chart (no rolling)

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



COLLE	CTION	
N Ae'Em	-Anima	l
SAVE	COL	
SKL	2	( )



OUTCOME
Mundane
CLASS GROUPS
SYL



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).

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

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

# **Bonds and Connections**

This Is an Ae'Em connection with an animal.

#### Counter:

No Counter Available.

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

### **Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
14	Duration X2	8
18	AoE = 2 Targets	10



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

# Call Flock of Birds

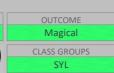
LEVEL

Calls a flock of birds within range.

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



COLLE	CTION	
N Ae'Em	-Animal	
SAVE	COL	
SKL	2	(F)





Created by COPILOT

#### Details:

1 School

- 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.

2 Hours

- Passing the Save draws a flock.
  - Save column can be reduced if the flock is close.
  - Preditory birds will raise the column.

#### WHAT 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)

#### WHAT THIS DOES NOT DO:

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

# **Bonds and Connections**

Is an Ae'Em connection with Animals.

#### Counter:

No Counter Available.

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

### **Enhancements:**

1371	ENHANCEMENTS	COST	
LVL	ENHANCEMENTS	COST	
10	Rollout Halved	6	
14	Duration X2	8	
16	Rollout 1 Min	8	



- Focus wand and crystal is NOT passive.
- Allows the caster to add a sense of urgency, raises the chance of interactions.

# 13 Call School of Fish

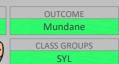
LEVEL Tier

Calls a school of fish that is within range.

COST 16 pts	RANGE  1 Mark	ROLL OUT 20 Minutes
STACK	AoE	DURATION
	4011	0.11



COLLEG	CTION	
N Ae'Em	-Anima	l .
SAVE	COL	
SKL	3	





Created by COPILOT

#### 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.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

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

# -

# **Bonds and Connections**

This Is an Am'Em connection with animals.

#### Counter:

No Counter Available.

#### Creations

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

# **Enhancements:**

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



- Focus wand with crystal is NOT passive.
- Allows the caster to add a sense of urgency,
  - this raises the chance of interactions.

# Call Woodland Animal

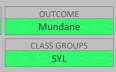
LEVEL

Call a Deer, Wolf, Fox, Cougar, or Hawk.

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



N Ae'Em-Animal			CTION
	N Ae'Em-Animal		
SAVE COL C		CM	COL
SKL 2		GIM	2





Created by COPILOT

#### Details:

- Attempts to draw a woodland creature to the caster.
- Caster rolls and passes a Save to ches to see if the animal is within range.
- 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 if obvious magic is cast or Fighting or indications of danger is in view.
- Use of fauna oriented spells is recommended (with Focus),
  - Animal Friendship.
  - Speak with Woodland Animals.
  - Animal Healing.

#### WHAT THIS DOES:

- Does create a 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 than normal.
- Does allow for rudimentary communication.

#### WHAT THIS DOES NOT DO:

- Does NOT provide a permanent bond.



# **Bonds and Connections**

This Is an Ae'Em connection with animals.

#### Counter:

No Counter Available.

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

### **Enhancements:**

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



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

# 20 Nae'Em Natural Landmark

LEVEL Tier

Location becomes a destinaction for portals/scrys.

COST	RANGE	ROLL OUT
20 pts	4 Square	2 Hours
STACK	AoE	DURATION
99	1 Landmark	Permanent



COLLECTION
N Vae'Em-Venue Site
SAVE COL
none

OUTCOME	
Magical	
CLASS GROUPS	
SYL	



Created by COPILOT

### Details:

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

#### WHAT THIS DOES:

- Does work with a clear description of the landmark.
- Does require a popular name of the site, if available.
  - The more people that use the popular name the better.
- Does require a safe spot to stand that is a minimum of 3x3 Sqs.

#### WHAT THIS DOES NOT DO:

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



# **Bonds and Connections**

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

#### Counter:

No Counter Available.

#### Creations

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

# **Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
18	Range X4	10



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

# 2 Ribbon Horse

LEVEL Tie

# Self w/carried items.

COST	RANGE	ROLL OUT
4 pts	1 Square	4 Minutes
STACK	AoE	DURATION
1 Per Tier	1 Ribbon Horse	8 Hours



COLLECTION			
N Tae'Em-Thing			
SAVE COL			
none			

OUTCOME Magical
CLASS GROUPS SYL



Created by COPILOT

### Details:

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

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

- 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.

### **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

#### Creations

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

# **Enhancements:**

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

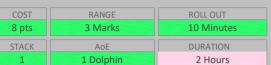


- Focus wand and crystal is NOT passive.
- The ribbon horse will now look like a real horse.
  - SNS: 2 save is needed to see past the illusion.

# 5 Seaweed Dolphin

LEVEL Tier 2

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





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

OUTCOME	
Magical	
CLASS GROUPS	
SYL	



Created by COPILOT

#### Details:

- Caster creates a Nae-Em with a Ribbon animal.
  - 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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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



# **Bonds and Connections**

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

#### Counter:

No Counter Available.

#### Creations

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

### **Enhancements:**

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



- Focus wands with crystals are NOT passive.
- Range extended to 6 Marks.

# 6 Ribbon Bat

LEVEL Tier

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

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



0011	Em-Thing	
SAVE	COL	
none		

OUTCOME Magical
CLASS GROUPS
SYL



Created by COPILOT

#### Details:

- Caster creates a Nae-Em with a Ribbon animal.
  - Bat HP:2 AC:18/12 Move:15 Sqs flight
  - Ribbons create a bat which act mostly like normal bats.
    - Ribbons bats are not as good as real bats.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

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



# **Bonds and Connections**

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

#### Counter:

No Counter Available.

# **Creations:**

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

# **Enhancements:**

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



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

# Vine Wolf

LEVEL

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

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



COLLECTION
N Tae'Em-Thing
SAVE COL
none

OUTCOME Magical
CLASS GROUPS SYL



Created by COPILOT

#### Details:

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

#### WHAT THIS DOES:

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

# WHAT THIS DOES NOT DO:

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

# **Bonds and Connections**

This Is an Tae'Em connection with a Thing.



# Counter:

Same Spell

# **Creations:**

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

# **Enhancements:**

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



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

# TIRO: Tracking

# Find and follow a trail while leaving an obvious trail.

COST	RANGE	ROLL OUT
30% Max	Self	Initiative
STACK	AoE	DURATION
99	1 Trail	1 Hour



Track	011011	
SAVE	COL	
none		

OUTCOME
Magical
CLASS GROUPS
TRO



Created by COPILOT

### Details:

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

#### WHAT THIS DOES:

- Does find a given path,
- Does require a Save,
  - Pass = path found if it is within area. Signposts planted,
    - The skill will leave a massive and obvious trail of its own on top of the path found.

  - Fail = path not found and a signpost planted in one spot,It is considered a Fail when the Save was passed but the path is not in the area.

#### WHAT THIS DOES NOT DO:

- Does NOT obscure the original path with its own obvious trail.
  - only the part within the AOE and Duration.

### **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

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

### **Enhancements:**

**ENHANCEMENTS** 0 No Enhancements

# Focus Items and/or Kits:

COST

8 pts

STACK

# Detect Magic

RANGE

2 Squares

AoE

LEVEL

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

ROLL OUT

5 Minutes

DURATION

Instant



Magical



Created by COPILOT

#### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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

### **Bonds and Connections**

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

# **Creations:**

Scroll of Detect Magic

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

	o 💆
P	/_

# Focus Items and/or Kits:

**ENHANCEMENTS** 

**Enhancements:** 

12 Range X2

18 Range X4

Range +50%

LVL

9

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

COST

6

8



# 9 Hide in a Plant

LEVEL Tier

# Can hear/feel. Can NOT see/speak/cast. AC=8. HP=Caster

 COST
 RANGE
 ROLL OUT

 12 pts
 Touch
 10 Minutes

 STACK
 AoE
 DURATION

 1
 1 Plant
 2 Hours



	COLLECTION		
	Find-Hide	e-Reveal	
<b>\</b>	SAVE	COL	
"	none		

	OUTCOME	
Magical		
	CLASS GROUPS	
	SYL	



Created by COPILOT

#### 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.
- If plant is brought to 0 HP then all people inside spill out.

#### WHAT 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
- Does allow the caster to meld into the plant and
  - can hear and feel,
  - can take damage when inside.
- Does allow the caster and others if permitted by the caster,
  - other Sylvan,
  - Hunters
  - Max of 4 persons per spell.

#### WHAT THIS DOES NOT DO:

- Does NOT give the caster the ability to smell, see, speak or cast from inside.
- Does NOT allow the caster to perform any actions which require movement.
- Does NOT work on plant creatures.

# 16

### **Bonds and Connections**

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



### Counter:

LVL: 9 Same Spell

#### **Creations:**

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

### **Enhancements:**

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



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

# Search for Arcane Focus Item

LEVEL

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

COST	RANGE Self	ROLL OUT	
12 pts STACK	AoE	1 Day	
1	1 Mark	4 Hours	<b>W</b>



COLLEC	CTION	
Find-Hide	e-Revea	d .
SAVE SKL	COL 2	



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



#### Details:

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

#### WHAT THIS DOES:

- Does let the caster specify what type of Arcane Focus Item is searched for,
  - It can be an item for any class, but must be specified.
- Does require the caster to be in a circle of protection (of any kind).
- Does require caster to pass the Save.
- Does allow the caster to designate how the signal is received (if Arcane Focus is found),
   Vibration: Caster feels a vibration which grows as they near the item.

  - Audible: Caster hears a low siren which grows louder as they near the item.
  - Visual: Caster sees a glowing dot which grows brighter as they near the item.
- Only the caster receives the vibration, audible, or visual response.

# WHAT THIS DOES NOT DO:

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



# **Bonds and Connections**

This is a Tae'Emn connection to a thing.

#### Counter:

No Counter Available.

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

# **Enhancements:**

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

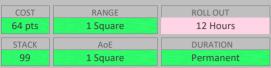
# Focus Items and/or Kits:

# 16 Reveal True Name

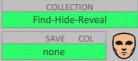
LEVEL

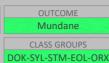
Tier 4

This uses all the clues to find the True Name.











Created by COPILOT

### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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



# **Bonds and Connections**

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

#### Counter:

NO COUNTER AVAILABLE

# Creations:

- No creations. Usable only as the action.

# **Enhancements:**

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



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

COST

20% Max

STACK

99

# TIRO: Quick Jump

LEVEL

1d6 squares in direction indicated. Distance rolled.

ROLL OUT

Initiative

DURATION

Instant





COLLECTION	OUTCOME
Travel-Planes	Magical
SAVE COL	CLASS GROUPS
none	TRO



Created by COPILOT

### Details:

RANGE

1d6 Squares

AoE

Self

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

- Does NOT allow the Caster to teleport.
- Does NOT allow the Caster to cast it on anyone but themselves.

# **Bonds and Connections**

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

# **Creations:**

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

# **Enhancements:**

**ENHANCEMENTS** 0 No Enhancements

# Focus Items and/or Kits:

COST

40% Max

STACK

99

# 0.3 TIRO: Quick Push!

EVEL

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

ROLL OUT

Initiative DURATION

Instant

	COLLECTION	OUTCOME
参	Travel-Planes	Magical
ms	SAVE COL	CLASS GROUPS
SMOM?	BRU 2	TRO



Created by COPILOT

#### Details:

RANGE

4 Squares

AoE

1 Recipient

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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

# **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations

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

# **Enhancements:**

LVL ENHANCEMENTS COST

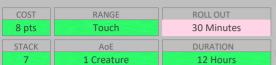
0 No Enhancements 0

# Focus Items and/or Kits:

# Attach Wings To Animal

LEVEL

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





Travel-M	lundane	
SAVE	COL	
none		

OUTCOME <b>Mundane</b>	
CLASS GROUPS	
SYL	



### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

- 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.



# **Bonds and Connections**

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



# Counter:

Same Spell

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

### **Enhancements:**

LVL	ENHANCEMENTS	COST	
9	Duration +50%	6	
14	Duration X2	8	
14	Range At 3 Sqs	8	



- Focus wand with crystal is NOT passive.
- Allows speed of 1 mark per 1/2 day (6 Hrs) or 2 marks per day (12 hrs) with max of 2 per day.

# Personal Wings Of Flying

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

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



	COLLECTION	
	Travel-Mundane	
	SAVE COL	
,	none	

OUTCOME <b>Mundane</b>	
CLASS GROUPS SYL	



#### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

- 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.

# **Bonds and Connections**

- No connection.

Counter:

NO COUNTER AVAILABLE

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

### **Enhancements:**

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



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

# 0.4 TIRO: Tasty Cumber Meals

EVEL

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

COST	RANGE	ROLL OUT	
25% Max	Touch	1 Minute	
STACK	AoE	DURATION	6
00	Manina	4.11	U



COLLEC	011011	
SAVE	COL	
none		

OUTCOME <b>Mundane</b>
CLASS GROUPS TRO



Created by COPILOT

#### Details:

- 1d12 of cumber meals appear at waist height in front of the Caster,
  - Caster is able to time the appearance and grab them.
  - if not anticipated, the meals will fall to the ground.
- If not eaten within 1 hour then the magically created food disappears.

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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

# **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

#### Creations

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

# **Enhancements:**

LVL ENHANCEMENTS COST
0 No Enhancements 0

# Focus Items and/or Kits:

# 1 Arcane Light with Class Hue

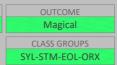
LEVEL Tie

# Default Light: Candle light

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



	COLLE	CTION	
	Uti	lity-	
	SAVE	COL	
4	none		
	Попс		





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

#### WHAT THIS DOES:

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

# WHAT THIS DOES NOT DO:

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

# **Bonds and Connections**

- No Nae'Em connection.



# Counter:

LVL: 1 Same Spell

# Creations:



Astral Candle Light Powder

- Creates Candle light (2 sq sphere). Dur:20 Mir
- Astral Specks, Lye Soap, Standstone.
- Creation: 12 Spell pts, 4 Hrs, Stack:9.
- Requires Kitchen/Lab. BUY:45 GP.

### **Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration - EOY	20



- Focus Item with crystal is NOT passive.
- Light from Focus & moves to just above casters head.
- Allows caster to choose brightness

# 4 Shadow of the Magi

LEVEL Tier

# Darkness centered just above caster.

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



COLLEG	CTION	
Utility-		
SAVE	COL	
none		

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



Created by COPILOT

#### Details:

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

#### WHAT THIS DOES:

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

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

# **Bonds and Connections**

- No Nae'Em connection.



# Counter:

LVL: 1 Same Spell

**Creations:** 



Dust of Darkness

- Creates a dark shadow 2x2x2 sqs. Dur:5 Min.
- Ginger Oil, Grave Dirt. Sand, Fine Grit.
- Creation: 12 Spell pts & 24 Hrs & Stack:9.
- Lab required. BUY:20 GP.

# **Enhancements:**

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



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

# 0.1 TIRO: Water From A Plant

LEVEL

EVEL Tier

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

COST	RANGE	ROLL OUT	4
)% Max	1 Square	Initiative	Ţ
STACK	AoE	DURATION	
3	1 Plant	10 Minutes	



	COLLEC	CTION	
Creation-Meta			
	SAVE	COL	
	none		

OUTCOME
Mundane
CLASS GROUPS
TRO



Created by CORLO

#### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

- Does NOT spout a lot of water.
- Does NOT have any affect against plant-like creatures.

# **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

#### Creations

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

# **Enhancements:**

LVL ENHANCEMENTS COST
0 No Enhancements 0

# Focus Items and/or Kits:

# Dispel Magic

LEVEL

# Caster and GM both roll the Save.

COST	RANGE	ROLL OUT
8 pts	Touch	10 Minutes
STACK	AoE	DURATION
99	1 Item	Permanent



		CTION	COLLEC	
		n-Meta	Creation	
(	·	COL	SAVE	
	<b>GM</b>	2	SKL	

OUTCOME Magical CLASS GROUPS SYL-STM



Created by COPILOT

#### Details:

# Comparison process:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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

### **Bonds and Connections**

- No Nae'Em connection.

Counter:

NO COUNTER IS AVAILABLE

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

### **Enhancements:**

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

# Focus Items and/or Kits: