

2 Triggered Forced Healing

LEVEL

Tier 1

471-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Hour		Battle-Prep	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Caster	3 Days		none	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 themselves.
- Lastly, the caster applies twice the result as healing to themselves.
- This spell may be used to place temporary magic on a high quality gem.
- Once damage has been taken this spell enacts.

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.



Creations:

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

5

Entangle

LEVEL

Tier 2

878-1



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	1 Minute		Battle-Prep	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
3	2x2 Squares	4 Hours		BRU2 	SYL

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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

1



Tornado Wall


254-2


LEVEL

Tier 1

Pass the Save

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Battle-Defense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Square	4 Rounds		SKL	2





Created by COPILOT

Details:

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

This DOES...

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


This does NOT...

Does NOT function if the caster covers more than 1 Square.

Does NOT allow caster to move into (crowd) an occupied square.

Does NOT be combined with other spells which surround 1 Sq.

- For example: Heat Wave Wall.



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

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

3

Tornado Wall For Nae'Em Hunter

LEVEL



Tier 1

285-3



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 Sqs / Tier	Initiative		Battle-Defense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Recipient	4 Rounds		none	SYL

Details:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

- No creations. Usable only as the action.

Enhancements:

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

10 Wind Wall



LEVEL Tier 3

386-2



By GEB

X

COST	RANGE	ROLL OUT	2RDS	COLLECTION	OUTCOME
12 pts	Self	2 Rounds		Battle-Defense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Square	10 Minutes		SKL: 2 	SYL

Details:

- Caster gains +4 to AC to all attacks.

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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

12 Circle of Animal Protection

394-2

LEVEL Tier 3

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	2 Minutes		Battle-Defense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	2x2x2 Sq Sphere	1 Hour		SKL 2 	SYL



By GEB

Details:
- This spell protects the area against aggressive animals.

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

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



Focus Items and/or Kits:
- Use of a Focus Item will change the Save,
 - Save is made more difficult by one column



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.

Enhancements:

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

12 Circle of Containment

LEVEL Tier 3

454-1



Created by COPILOT

Creatures from exiting its area. Must Save to Exit.

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

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

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

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



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

- Bonds and Connections**
- No Nae'Em connection.



Counter: SAME SPELL WILL COUNTER.

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

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

1 Rose Thorns

328-1

LEVEL Tier 1

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

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



Created by COPILOT

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

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

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



Focus Items and/or Kits:
- Additional bonus of +6 ToHit,
- Total of +10 ToHIT.

Bonds and Connections
- No Nae'Em connection.



Counter:
SAME SPELL WILL COUNTER.

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

Enhancements:

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

2 Hail Attack

259-2

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION		OUTCOME
4 pts	8 Squares	Initiative		Battle-Offense		Magical
STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
1	1 Square	Instant		RM	2	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.

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- This has no personal connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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

4 Conjure Native Beetles

295-1





Created by COPILOT

LEVEL

Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 Squares	Initiative		Battle-Offense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
2	1 Mark	2 Rounds		SKL 2	SYL-ORX-STM-EOL-DOK

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:



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

8 Hail Stones

LEVEL

Tier 2

381-1



Created by BING AI

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	8 Squares	Initiative		Battle-Offense	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	2x2 Squares	Instant		RM2 	SYL

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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



12 Class Power Attack

675-1

LEVEL

Tier 3

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

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



Created by COPILOT

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

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

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



- Focus Items and/or Kits:**
- Focus ITEM with crystal is NOT passive.
 - Enemy to pass another RM:3 Save vs knocked back 1

- Bonds and Connections**
- No Nae'Em connection.



Counter: SAME SPELL WILL COUNTER.

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

Enhancements:

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

13 Ice Spear

LEVEL Tier 4

401-2



Created by COPILOT

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	10 Squares	Initiative		Battle-Offense	Magical
STACK	AoE	DURATION		SAVE AGL	CLASS GROUPS
1	1 Target	Instant		2	SYL

Details:

- Caster uses magic to aim and launch the Spear.

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:



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

16 Water Blast

403-2

LEVEL Tier 4

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	8 Squares	Initiative		Battle-Offense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Square	3 Rounds		AGL 2	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).

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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

11 Illusional Bear

390-2

LEVEL

Tier 3

False of a bear.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	16 Squares	1 Minute		Altered Reality	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Image	1 Hour		none	SYL



Details:


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

This DOES...

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

This does NOT...


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

 **Focus Items and/or Kits:**

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

Bonds and Connections

- No connection.

 **Counter:**

SAME SPELL WILL COUNTER.

Creations:

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

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

13 Illusional Condor

590-2

LEVEL Tier 4

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	8 Squares	1 Minute		Altered Reality	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Image	2 Hours		none	SYL



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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

13 Illusional Dolphin

591-2

LEVEL

Tier 4

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	8 Squares	1 Minute		Altered Reality	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Image	2 Hours		none	SYL



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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

1

Small Domestic Pet Form

827-2

LEVEL

Tier 1

COST

4 pts

RANGE

Touch

ROLL OUT

5 Rounds

COLLECTION

Shape Change

OUTCOME

Mundane

STACK

1

AoE

Self

DURATION

4 Hours

SAVE COL


none


CLASS GROUPS

SYL

5

RDS





Created by COPILOT


Details:
To be updated

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

All forms will look boringly normal.

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

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



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.

- Effect lasts up to 12 hours

Bonds and Connections
- No connection.

Counter:
No Counter Available.

Creations:

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

- No creations. Usable only as the Arcane connection.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Initiative	12

6 Alter Self - Medium Sized Dog/Cat

389-1



LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	1 Round		Shape Change	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	8 Hours		none	SYL

Details:

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

Output is mundane. (Domestic pet form is magical)

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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

14 Alter Self - Porpoise

LEVEL

Tier 4

561-2



Created by COPILOT

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Self	10 Minutes		Shape Change	Mundane
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	Self	3 Hours		none	SYL

Details:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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

15 Alter Self - Hawk

560-2

LEVEL Tier 4

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Self	10 Minutes		Shape Change	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	4 Hours		none	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.

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

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

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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

15 Alter Self - Wolf

402-2

LEVEL

Tier 4

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Self	20 Minutes		Shape Change	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	4 Hours		none	SYL



Image by www.freepik.com

Details:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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

17 Alter Self - Condor

558-2

LEVELTier 5

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Self	5 Minutes		Shape Change	Mundane
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	Self	2 Hours		none	SYL



Created by COPILOT

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

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

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

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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



18 Alter Self - Bear


404-2

LEVEL

Tier 5

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Self	5 Minutes		Shape Change	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	2 Hours		none	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.

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

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

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

18 Alter Self - Stingray

559-2

LEVELTier 5

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Self	5 Minutes		Shape Change	Mundane
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	Self	2 Hours		none	SYL



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.

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

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

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

2

Plant Healthy Growth

LEVEL

Tier 1

264-2



X

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

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

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

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



- Focus Items and/or Kits:**
- Focus wand with crystal is NOT passive.
 - Removes non-magical infestations within the AOE.

- Bonds and Connections**
- No connection.

Counter:

NO COUNTER AVAILABLE



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



Enhancements:

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



2 Remove Plant Disease


265-2


LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 Squares	10 Minutes		Environ-Nature	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
0	4x4 Squares	Permanent		SKL 2	SYL





Details:

- Caster is able to move about as they cast.

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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


Bonds and Connections

- No connection.

Counter:


NO COUNTER AVAILABLE

Creations:



Plant Disease Powder

- Save SKL:2 to remove plant disease.
- Bettercress Leaf, Swamp Grass, Kale Leaf.



Creation: 12 Spell pts, 8 Hrs, Stack:9.

- Requires campfire. BUY:5 GP. Dur:Perm.

Enhancements:

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

4 Predict Weather

LEVELTier 1

299-2



Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Hour		Environ-Nature	Mundane
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	Up to 5 Marks	1 Week		none	SYL

Details:

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

GM describes:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
12	Rollout Halved	6

6

Create Permanent Ae'Em

609-3

LEVEL

Tier 2

Willing animal & caster connect. Save required.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	4 Days		Environ-Nature	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
5	1 Recipient	Permanent		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.

This DOES...

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


This does NOT...

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



Focus Items and/or Kits:

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



Bonds and Connections

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

Counter:

LVL: 5 NO COUNTER IS AVAILABLE.

Creations:

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

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



11 Control Wind Sphere


392-2

LEVEL

Tier 3

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME	
12 pts	18 Squares	10 Minutes		Environ-Nature	Mundane	
STACK	AoE	DURATION		SAVE SKL	COL	CLASS GROUPS
1	5x20 Sq Area	12 Hours		SKL 3		SYL



Created by COPILOT

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

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

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

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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

17 Control Water

393-2




LEVEL


Tier 5

X

COST	RANGE	ROLL OUT	COLLECTION		OUTCOME
20 pts	Self	10 Minutes	Environ-Nature		Mundane

STACK	AoE	DURATION	SAVE	COL	CLASS GROUPS
1	4x4x4 Sqs	4 Hours	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.

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

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

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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

1 Draw Up Ground Water

LEVELTier 1

246-1



Created by COPILOT

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

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

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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

4

Improve Food

LEVEL

Tier 1

306-1



Created by COPILOT

Food becomes nutritional.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	1 Square	10 Minutes		Food-Water	Mundane
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	4 Meals	1 Hour		none	SYL-STM

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

4

Increase Food

LEVEL

Tier 1

305-2



X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	2 Squares	10 Minutes		Food-Water	Mundane
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
3	1-21 Meals	Permanent		none	SYL

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

5

Bring Out Rain Water

LEVEL

Tier 2

253-2



By: Typhoonflame

Desert & hot environments limit this spell.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Caster	1 Minute		Food-Water	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Square	Permanent		none	SYL

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
12	Rollout Initiative	12

5

Divining Water

LEVEL

Tier 2

351-2



Image by GEB

X

COST	RANGE	ROLL OUT	COLLECTION		OUTCOME
8 pts	1/4 Mark	30 Minutes	Food-Water		Mundane
STACK	AoE	DURATION	SAVE	COL	CLASS GROUPS
1	6-15 Sqs Deep	Permanent	SKL	4	SYL

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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

1

Forced Heal 1d6 HP (+more)

LEVEL

Tier 1

310-4

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

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



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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

1 Sylvan Forced Healing 1d6 HP

585-4

LEVEL

Tier 1

X



COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	Initiative		Health-Life-Death	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	Permanent		none	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).
- Process:
 - First roll the dice (1d6) and note the result,
 - next, apply the rolled result as DAMAGE,
 - Finally, apply TWICE the amount rolled result as healing to HP.

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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

6

Animal Healing

LEVEL

Tier 2



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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
-4 pts	4 Sqs	1 Minute		Health-Life-Death	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Animal	Permanent		none	SYL

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

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

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



- Focus Items and/or Kits:**
- Focus wand with crystal is NOT passive.
 - If used on a familiar the animal heals additional



- Bonds and Connections**
- This is an Ae'Emn is a connection to an animal.

Counter:

NO COUNTER AVAILABLE



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



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

12 Ranged Forced Healing 2d8+2 HP

LEVEL

Tier 3

397-4

Roll 2d8+2. Dmg x1 then Heal x2

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



Created by COPILOT

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

- This DOES...**
- Does heal more than just civilized people.

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

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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

3 Assist Hunter's Lean-To

LEVELTier 1

266-2



Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	10 Minutes		Shelter-Rest-Protection	Mundane
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	1 Lean-To	2 Hours		none	SYL

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

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

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



- Focus Items and/or Kits:**
- Focus wand with crystal is NOT passive.
 - Increases Lean-To's Saves by column for weather



- Bonds and Connections**
- This is a xxx'Em connection with

Counter:

No Counter Available.

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

Enhancements:

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

7

Grow A Plant Canopy

LEVEL

Tier 2

379-1



Created by BING AI

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	12 Squares	5 Minutes		Shelter-Rest-Protection	Mundane
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
3	3x3 Sq Area	12 Hours		none	SYL

Details:

- Creates a weather protective roof with plants.

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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

14 Tree House

400-2

LEVEL

Tier 4

Tree: 60 HP with ladder/stairs.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	8 Squares	30 Minutes		Shelter-Rest-Protection	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	4 Sq High Tree	12 Hours		none	SYL



By brgfx on Freepik

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

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

19

Circle of Thorns (3 sq x 3 sq)

405-2

LEVEL

Tier 5

XX

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	12 Squares	30 Minutes		Shelter-Rest-Protection	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	10x10 squares	12 Hours		SKL2	SYL



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

This DOES...
xxxx

This does NOT...
xxx



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



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



Counter:
SAME SPELL WILL COUNTER.

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Duration +50%	6
12	Rollout Halved	6
14	Duration X2	8
16	Rollout 1 Min	8
18	Duration X4	10

2

Connect With A Hunter

LEVEL

Tier 1

287-3



Created by COPILOT

4 Days casting creates a permanent bond. Same Plane.

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

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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



Bonds and Connections

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

Counter:

NO COUNTER IS AVAILABLE.

Creations:

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

Enhancements:

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

7 Create Permanent Nae'Em

309-1

LEVEL Tier 2

Willing person & caster connect. Save required.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	4 Days		Personal-Connections	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Recipient	Permanent		none	EOL-SYL-STM



Created by COPILOT

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

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

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



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



- Bonds and Connections**
- This is a Nae'Emn is a connection to a person.

Counter:

NO COUNTER AVAILABLE

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

Enhancements:		
LVL	ENHANCEMENTS	COST
12	Rollout Halved	6

9 Find Clues To True Name

LEVELTier 3

629-1



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
24 pts	4 Squares	2 Hours		Personal-Connections	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	1 Item	Permanent		RM2	DOK-SYL-STM-EOL-ORX

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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

11



Connect To An Arcane Focus Item


627-1

LEVEL


Tier 3

Creates connection between caster and a Arcane Focus Item.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
36 pts	Touch	3 Days		Personal-Connections	Magical
STACK	AoE	DURATION		SAVE	COL
99	1 Item	Permanent		RM	3



CLASS GROUPS
DOK-SYL-STM-EOL-ORX



Created by COPILOT

Details:


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

This DOES...

- Does require the item to be of the highest quality.
 - Minimum GP value of 10,000.
- Does work only if the caster is not currently connected to another Arcane Focus Item.
- Does create the casters connection to the item provided the Save is passed.


This does NOT...

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



Focus Items and/or Kits:

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



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

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

11 Disconnect An Arcane Focus Item

LEVEL

Tier 3

626-1



Created by COPILOT

Removes connection between all creatures and focus item.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
36 pts	Touch	20 Minutes		Personal-Connections	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	Current Item	Permanent		SKL2	DOK-SYL-STM-EOL-ORX

Details:

- Removes the connection between the casters current Arcane Focus item

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Not required.



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as the action.

Enhancements:

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

8

Protect Nae'Em Hunter vs Missiles

LEVEL

Tier 2

383-1



Created by COPILOT

+2 to AC vs Missiles and Thrown attacks.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	12 Squares	2 Minutes		N Nae'Em-People	Mundane
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	1 Target	8 Hours		none	SYL

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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



Bonds and Connections

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

Counter:

NO COUNTER IS AVAILABLE.

Creations:

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

Enhancements:

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

1 Invoke Pet

877-1

LEVEL Tier 1

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

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

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

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



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



- Bonds and Connections**
- This Is an Ae'Em connection with an animal.

Counter:

NO COUNTER IS AVAILABLE.

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

Enhancements:

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

4

Speak to Domesticated Animals

LEVEL

Tier 1

290-1



Created by COPILOT

Speak and understand domesticated animals, large and small.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	5 Minutes		N Ae'Em-Animal	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
7	1 Animal	4 Hours		none	SYL

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

6 Befriend An Animal

LEVELTier 2

281-1



Created by COPILOT

Connect with animals that aren't enraged or frenzied.

COST	RANGE	ROLL OUT	COLLECTION		OUTCOME
8 pts	10 Squares	1 Minute	N Ae'Em-Animal		Magical
STACK	AoE	DURATION	SAVE	COL	CLASS GROUPS
99	1 Animal	8 Hours	SKL	>05	SYL

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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



Bonds and Connections

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



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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

7

Speak With Wild Animals

LEVEL

Tier 2

368-3

X

COST	RANGE	ROLL OUT	COLLECTION		OUTCOME
8 pts	12 Squares	1 Minute	N Ae'Em-Animal		Magical
STACK	AoE	DURATION	SAVE	COL	CLASS GROUPS
2	1 Animal	1 Hour	SKL	2	SYL



Created by COPILOT

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

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

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



- Focus Items and/or Kits:**
- Focus wand with crystal is passive.
 - Doubles the stacking limit.



- Bonds and Connections**
- This is an Ae'Em connection with an animal.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

7 View An Animal (Ae'Em)

380-1

LEVEL

Tier 2

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	PMP	5 Minutes		N Ae'Em-Animal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Ae'Em, 1 sq above	1 Hour		none	SYL



Created by COPILOT

Details:

- Creates temporary Vae-Em bond with the animal.

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Not required.



Bonds and Connections

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

Counter:

NO COUNTER IS AVAILABLE.

Creations:

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

Enhancements:

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

8

Call A Kindred Spirit Animal

LEVEL

Tier 2

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	1 Square	7 Days		N Ae'Em-Animal	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	1 Sq Area	Permanent		SKL2	EOL



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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



Bonds and Connections

Counter:

NO COUNTER IS AVAILABLE.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6

8

Call Hunting Pack

LEVEL

Tier 2

382-3



Created by BING AI

Pack animals urged to respond. Casters call projected.

COST	RANGE	ROLL OUT	COLLECTION		OUTCOME
8 pts	Self	5 Minutes	N Ae'Em-Animal		Magical
STACK	AoE	DURATION	SAVE	COL	CLASS GROUPS
1	1/2 Mark / Tier	Instant	SKL	2	SYL

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

8

Convoke Animal Mount

LEVEL

Tier 2

387-1



Created by BING AI

Can choose from chart (no rolling)

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	2 Marks	1 Hour		N Ae'Em-Animal	Mundane
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	1 Mount	1 Day		SKL2 	SYL

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



13 Call Flock of Birds


589-3

LEVEL

Tier 4

CALLS a flock of birds within range.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	1 Mark	20 Minutes		N Ae'Em-Animal	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	1 School	2 Hours		SKL2	SYL





Created by COPILOT

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

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

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

- 
- Focus Items and/or Kits:**
- Allows the caster to add a sense of urgency,
 - raises the chance of interactions.

- 
- Bonds and Connections**
- This Is an Ae'Em connection with Animals.

Counter:

No Counter Available.

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

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

13



Call School of Fish


395-3


LEVEL

Tier 4

CALLS A SCHOOL OF FISH THAT IS WITHIN RANGE.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	1 Mark	20 Minutes		N Ae'Em-Animal	Mundane
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	1 School	2 Hours		SKL3	SYL







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.

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

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

- 
- Focus Items and/or Kits:**
- Allows the caster to add a sense of urgency,
 - this raises the chance of interactions.

- 
- Bonds and Connections**
- This Is an Am'Em connection with animals.

Counter:

No Counter Available.

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

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

14 Call Woodland Animal

LEVEL

Tier 4

377-3



Created by COPILOT

COST	RANGE	ROLL OUT	COLLECTION		OUTCOME
16 pts	Self	5 Minutes	N Ae'Em-Animal		Mundane
STACK	AoE	DURATION	SAVE	COL	CLASS GROUPS
3	1 Mark	4 Hours	SKL	2	SYL

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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



Bonds and Connections

- This Is an Ae'Em connection with animals.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

20 Nae'Em Natural Landmark

406-3

LEVEL Tier 5

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	PMP	2 Hours		N Vae'Em-Venue Site	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Landmark	Permanent		none	SYL



Created by COPILOT

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

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

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



- Focus Items and/or Kits:**
- Focus wand with crystal is NOT passive.
 - Set the location within 2 Squares of the landmark.



- Bonds and Connections**
- This is a Vae'Emn is a connection to Venue/Location.

Counter:

No Counter Available.

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

Enhancements:

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

2 Ribbon Horse

243-3

LEVEL

Tier 1

Self w/carried items.

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



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

5

Seaweed Dolphin

LEVEL

Tier 2

333-3



Created by COPILOT

Stats:

HP:2

AC:15/10

Move:12 Sqs swim

24 sqs race

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	3 Marks	10 Minutes		N Tae'Em-Thing	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Dolphin	2 Hours		none	SYL

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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



Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

6 Ribbon Bat

LEVELTier 2

592-3



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	10 Minutes		N Tae'Em-Thing	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	2 Hours		none	SYL

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

7

Vine Wolf

LEVEL

Tier 2

593-3



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	10 Minutes		N Tae'Em-Thing	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	2 Hours		none	SYL

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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



Bonds and Connections

- This Is an Tae'Em connection with a Thing.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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



3 Shadow of the Magi


911-1

LEVEL

Tier 1

Darkness centered just above caster.

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



Created by COPILOT

Details:


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

This DOES...

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

This does NOT...

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




Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

Dust of Darkness

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

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

5 Detect Magic

LEVELTier 2

893-1



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	2 Squares	5 Minutes		Find-Hide-Reveal	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	1 item	Instant		RM2 	STM-SYL-DOK

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:



Scroll of Detect Magic

- Reveals Mundane, Magic, Epic, or God Power.

Dur:Used.

- Astral Specks, Ethereal grass, Obsidian shard, Trench mold, Vellum.
- Needs: Lab, 24 Spell pts, 4 Hrs, Stack:9. BUY:150



Enhancements:

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

9



Hide in a Plant


384-2

LEVEL

Tier 3

X


COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	10 Minutes		Find-Hide-Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Plant	2 Hours		none	SYL



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


- This DOES...**
- Does allow the caster to become part of a plant that is 1 square high or more.
 - Does allow caster to feel temperature changes and pain.
 - Does require caster to be in the plant for a minimum of 1 hr

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



Focus Items and/or Kits:

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



Bonds and Connections

- This is a xxx'Em connection with



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

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

9

Search for Arcane Focus Item

LEVEL

Tier 3

267-1



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	1 Day		Find-Hide-Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Mark	4 Hours		SKL 2	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'.

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.

This does NOT...

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

Focus Items and/or Kits:

- Not required.



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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


Enhancements:

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



16 Reveal True Name


LEVELTier 4

631-1



This uses all the clues to find the True Name.

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



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as the action.

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

6



Attach Wings To Animal


340-1

LEVEL

Tier 2

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	30 Minutes		Travel-Mundane	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
7	1 Creature	12 Hours		none	SYL




Created by COPILOT

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


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

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



Focus Items and/or Kits:

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



Bonds and Connections

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



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

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



12 Personal Wings Of Flying


388-1

LEVEL

Tier 3

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	10 Minutes		Travel-Mundane	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
5	Self	4 Hours		none	SYL



Created by COPILOT

Details:


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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

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



1 Arcane Light with Class Hue


806-1

LEVEL

Tier 1

Default Light: Candle light

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



Created by COPILOT

Details:

- Light Chart:

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

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

This DOES...

- Does use 'Candle' light if cast without a focus item.

- Does allow the caster to create a light that will stay above them but in reach.

- Does allow the caster to keep the light active by lightly concentrating on the spell,

- Other spells actions that do not specifically state a need to concentrate may be used.

This does NOT...

- Does NOT stay fixed to a static spot,

- This spell does stay fixed in relation to the caster, right above them.



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.

- Light from Focus & moves to just above casters

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:



Astral Candle Light Powder

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

- Astral Specks, Lye Soap, Standstone.

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

- Requires Kitchen/Lab. BUY:45 GP.



Enhancements:

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