

0 No Counter Available

572-1

LEVEL Tier 1

X

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
pts			Other-Counter	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
			none	YL-STM-EOL-ORX-ROG-HN

Designed by Freepik

Details:

1. Details: COUNTER SPELL

--

2. This Spell DOES:

--

3. This Spell does NOT:

--

4. Focus Item:

--

WHAT THIS DOES:

WHAT THIS DOES NOT DO:

Bonds and Connections

Counter:

NO COUNTER AVAILABLE

Creations:

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

# 0 Unable To Continue

624-1

LEVEL Tier 1

x

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
pts	0	0	Other-Counter	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
0	0	0	none	YL-STM-EOL-ORX-ROG-HN

**Details:**  
COUNTER SPELL

If the caster is not able to contine the spell ends.

- unconcious
- caster befuddled.
- etc...

**WHAT THIS DOES:**  
xx

**WHAT THIS DOES NOT DO:**  
xx

**Bonds and Connections**

**Counter:**  
NO COUNTER AVAILABLE

**Creations:**

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

**Focus Items and/or Kits:**  
xx

# 1 Wind Wall

LEVEL Tier 1

254-



Created by COPILOT

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

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

# 1 Rose Thorns

LEVEL Tier 1

328-



Created by COPILOT

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

**Details:**

- Each thorn becomes non-magical (mundane).

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

**Bonds and Connections**

- No Nae'Em connection.



**Counter:**

LVL: 1 Same Spell

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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

# 1 Small Domestic Pet Form

LEVEL Tier 1

827-



Created by COPILOT

X

COST	RANGE	ROLL OUT	<div>5RDS</div>	COLLECTION	OUTCOME
4 pts	Touch	5 Rounds		Shape Change	Mundane
STACK	AoE	DURATION	<div>Clock</div>	SAVE COL	CLASS GROUPS
1	Self	4 Hours		none	SYL

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.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

To be updated adsf asdfasdfasdfa sdf asd f asd fasd f asdfasd f asdf

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 Init	12



Focus Items and/or Kits:

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



# 1 Draw Up Ground Water

LEVEL Tier 1

246-



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.

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

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





**Focus Items and/or Kits:**

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

# 1 Forced Heal 1d6 HP (+more)

LEVEL Tier 1

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.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

# 1 Sylvan Forced Healing 1d6 HP

LEVEL Tier 1

Roll 1d6. Damage x1 then Heal x2



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.

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

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

**Bonds and Connections**

- No connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
12	Range X2	8
18	Range X4	10



**Focus Items and/or Kits:**

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



# 1 Invoke Pet




LEVEL Tier 1

877-



Created by COPILOT

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

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT motivate the pet to risk life or limb.
  - Does NOT have the ability to willingly move outside the of AoE.



## Bonds and Connections

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

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

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





## Focus Items and/or Kits:

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

# 1 Arcane Light with Class Hue

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

Creations:



Astral Candle Light Powder

- Creates Candle light (1 sq sphere).
- EOL-STM-SYL: 2 Sq Sphere.
- Need: Kitchen/Lab, , 4 Hrs.
- Astral Specks, Lye Soap, Standstone.
- Market: 9 Max, Buy:45 GP, Sell:12 GP.



Enhancements:

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





Focus Items and/or Kits:

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

## 2 Triggered Forced Healing

LEVEL Tier 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 themself.
  - Lastly, the caster applies twice the result as healing to themselves.
  - This spell may be used to place temporary magic on a high quality gem.
  - Once damage has been taken this spell enacts.

- WHAT THIS DOES:**
- Does stay in effect until duration is over or is used.

- WHAT THIS DOES NOT DO:**
- Does NOT allow the caster to choose not to use it.
  - Does NOT allow multiples of this spell to be used beyond the stacking limit.

### Bonds and Connections

- No Nae'Em connection.



### Counter:

LVL: 1 Same Spell

### Creations:



#### Triggered Forced Health Draught

- 2d6 rolled. Damage then 2x in Healing.
- SYL-STM-EOL: Heal +4 HP.
- Need: Kitchen/Lab, 20 SP, 4 Hrs.
- Bear Bones, Quick silver, Dried Thistle.
- Market: 9 Max, Buy:12 GP, Sell:8 GP.



### Enhancements:

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





### Focus Items and/or Kits:

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

## 2 Hail Attack

LEVEL Tier 1

No ToHIT. Damage: 3d4+ACU.

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.

- WHAT THIS DOES:**
- Does cause damage to creatures in the targeted square.
  - Does deliver the attack and damage from above the target.

- WHAT THIS DOES NOT DO:**
- Does NOT have any effect on creatures acclimated to cold weather/environments.
  - Does NOT cause any damage to flora due to frost/coldness.

### Bonds and Connections

- This has no personal connection.



### Counter:

LVL: 2 Same Spell

### Creations:

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

### Enhancements:

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



### Focus Items and/or Kits:

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



## 2 Plant Healthy Growth

LEVEL Tier 1

264-



Created by COPILOT

Promotes normal healthy growth.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Promotes normal healthy growth	1 Hour		Environ-Nature	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	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

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

**Bonds and Connections**

- No connection.

**Counter:**

No Counter Available.

**Creations:**



**Healthy Plant Growth Powder**

- 2 weeks of growth in 2 hours.
- SYL: 4 weeks of growth in 2 hours.
- Need: Campfire, 24 SP, 4 Hrs.
  - Beetleroot, Ethereal Grass, Oak Ash, Rich Soil.
- Market: 9 Max, Buy:30 GP, Sell:10 GP.



**Enhancements:**

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



**Focus Items and/or Kits:**

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

## 2 Remove Plant Disease

LEVEL Tier 1

265-



Created by COPILOT

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.

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

**Bonds and Connections**

- No connection.

**Counter:**

No Counter Available.

**Creations:**



**Plant Disease Powder**

- AoE: 2x2, Magic Save:3 to remove.
- SYL: RM:2 to remove.
- Need: Campfire, 12 SP, 8 Hrs.
- Bittercress Leaf, Swamp Grass, Kale Leaf.
- Market: 9 Max, Buy:5 GP, Sell:3 GP.



**Enhancements:**

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



**Focus Items and/or Kits:**

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

## 2 Connect With A Hunter

LEVEL Tier 1

4 Days casting creates a permanent bond. Same Plane.

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



Created by COPILOT

**Details:**

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

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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



**Bonds and Connections**

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

**Counter:**

No Counter Available.

**Creations:**

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

Enhancements:		
LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8



**Focus Items and/or Kits:**

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

## 2 Ribbon Horse

LEVEL Tier 1

243-



Created by COPILOT

Self w/carried items.

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:



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



# 3 Wind Wall For Nae'Em Hunter

LEVEL Tier 1

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



Created by COPILOT

**Details:**

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

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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



**Bonds and Connections**

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



**Counter:**

LVL: 3 Same Spell

**Creations:**

- No creations. Usable only as the action.

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

**Focus Items and/or Kits:**

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

# 3 Assist Hunter's Lean-To

LEVEL Tier 1

266



Created by COPILOT

Lean-To first, then magic to make better.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	10 Minutes		Shelter-Rest-Protection	Mundane
STACK	AoE	DURATION		SAVE COL	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.

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

- WHAT THIS DOES NOT DO:**
- Does NOT create a Lean-To. Only improves on a current one.
  - Does NOT help a Hunter who is not bonded to the caster.



## Bonds and Connections

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

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

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



## Focus Items and/or Kits:

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

# 3 Breath Water



LEVEL Tier 1

967-



Designed by Copilot

Breath water but no talking.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	5 Minutes		Utility-	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
9	1 Creature	1 Day		none	SYL

- Details:**
- This spell can be counters by another casting of this spell.
  - Touch Range is required.

- WHAT THIS DOES:**
- Does allow the recipient to breath normally while under water.
  - Does end once the recipient breaths normal air again or the duration has expired,
    - Whichever comes first.
  - Does require the recipient to begin submersion within 5 rounds (30 sec) of casting.

- WHAT THIS DOES NOT DO:**
- Does NOT work on any creature that is forced to submit to the spell.
  - Does NOT protect the recipient from any sort of tainted water.
  - Does NOT allow verbal communication when breathing water.

## Bonds and Connections

- No Nae'Em connection.



### Counter:

LVL: 3 Same Spell

### Creations:



#### Water Breathing Leaf

- Consume to breath H2O. Duration: 2 Hrs.
- SYL: Duration: 8 Hours.
- Need: Campfire, 20 SP, 4 Hours.
- Seaweed, Honeysuckle, Sea water.
- Market: 9 Max, Buy:12 GP, Sell:6 GP.



## Enhancements:

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



### Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Duration is increased 3 fold. (X3)




# 4 Conjure Native Beetles

LEVEL Tier 1



Created by COPILOT

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.

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

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

## Bonds and Connections

- No Nae'Em connection.



### Counter:

LVL: 4 Same Spell

### Creations:



#### Beetleroot Granules

- 1 Bag of Beetleroot (10 pinches).
- SYL: 1 Bag of Beetleroot (15 pinches).
- Need: Campfire, , 4 Hrs.
  - Beetle shells, Coral Lime, Pine Wood.
- Market: 9 Max, Buy:3 GP, Sell:1 GP.



## Enhancements:

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



### Focus Items and/or Kits:

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



# 4 Predict Weather

LEVEL Tier 1



Created by COPILOT

Estimated likely/known changes coming within the week.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	1 Hour	Environ-Nature	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	Up to 5 Marks	1 Week	SKL 3	SYL



GM

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.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

Focus Items and/or Kits:

- Not required.

# 4 Improve Food

LEVEL Tier 1

Food becomes nutritional.

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



Created by COPILOT

**Details:**

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

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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

# 4 Increase Food

LEVEL Tier 1

305-



Created by COPILOT

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

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

# 4 Speak to Domesticated Animals

LEVEL Tier 1

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		SAVE COL	CLASS GROUPS
7	1 Animal	4 Hours		none	SYL



Created by COPILOT

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

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

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



## Bonds and Connections

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

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

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



## Focus Items and/or Kits:



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



# 4 Shadow of the Magi

LEVEL Tier 1

Darkness centered just above caster.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Utility-	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'.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

Creations:



Dust of Darkness

- Creates a dark shadow 1x1x1 sqs.
- SYL-STM-EOL: Shadow 2x2x2 Sqs.
- Need: Kitchen/Lab, 12 SP, 24 Hrs.
- Ginger Oil, Grave Dirt, Sand, Fine Grit.
- Market: 9 Max, Buy:20 GP, Sell:5 GP.



Enhancements:

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



Focus Items and/or Kits:

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

# 5 Entangle

LEVEL Tier 2

878-



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		SAVE COL	CLASS GROUPS
3	2x2 Squares	4 Hours		BRU 2 	SYL

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT have any visible clues that the Entangling spell has been cast.
    - Other than the original effect during casting.

**Bonds and Connections**

- No connection.



**Counter:**

LVL: 1 Same Spell

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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

# 5 Bring Out Rain Water

LEVEL Tier 2

253-



Created by COPILOT

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.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
12	Rollout Init	12



Focus Items and/or Kits:

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

# 5 Divining Water

LEVEL Tier 2

351-



Created by COPILOT

Save based on region/envIRON.

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

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT have any effect in arctic areas.
  - Does NOT reveal info about why it might not be potable.

**Bonds and Connections**

- No connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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



# 5 Seaweed Dolphin

LEVEL Tier 2

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

# 5 Detect Magic

LEVEL Tier 2

893-



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		SAVE COL	CLASS GROUPS
1	1-5 item	Instant		RM 2 	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.

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

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

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:



Scroll of Detect Magic

- Find Mundane, Magic, Epic, or God lvl. 1 item.
- EOL: 1-3 Items in same square.
- Need: Kitchen/Lab, 24 SP, 4 Hrs.
- Astrl specks, Etherl grass, Obsid shard, Trnch mold.
- Market: 9 Max, Buy:150 GP, Sell:30 GP.



## Enhancements:

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



## Focus Items and/or Kits:

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

# 6 Alter Self - Medium Sized Dog/Cat

LEVEL Tier 2

X

COST	RANGE	ROLL OUT	1 RDS	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)

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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





# 6 Animal Connection (Ae'Em)

LEVEL Tier 2

Willing animal & caster connect. Save required.

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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

Counter:

LVL: 5 No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

# 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



Created by COPILOT

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT automatically make an animal friendly to the caster.
  - Does NOT cause or Heal any damage if the RollOut is not completed.



## Bonds and Connections

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

## Counter:

No Counter Available.

## Creations:



### Animal Healing Nutrients

- Heals 2d6. Animals Only.
- SYL: Heal 2d6+4.
- Need: Campfire, 12 SP, 4 Hrs.
- Bear Blood, Beetleroot, Rice, Sea Water.
- Market: 9 Max, Buy:30 GP, Sell:10 GP.



## Enhancements:

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



## Focus Items and/or Kits:

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

# 6 Befriend An Animal

LEVEL Tier 2

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 2	SYL



Created by COPILOT

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

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

**WHAT THIS DOES NOT DO:**  
- Does NOT work with monsters or civilized creatures.  
- Does NOT affect animals currently enraged, frenzied, or conditioned to attack.  
- Does NOT affect non-woodland animals or non-domesticated animals.



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



**Counter:**  
LVL: 6 Same Spell



**Creations:**  
**Animal Nuggets**  
- Save vs SKL:3 to Calm Animal.  
- SYL: Save vs SKL:2 to Calm Animal.  
- Need: Campfire, 24 SP, 4 Hours.  
Ethereal Grass, Ginger Root, Honeysuckle.  
- Market: 9 Max, Buy:10 GP, Sell:2 GP.



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



**Focus Items and/or Kits:**  
- Will Allow the Caster a SKL:2 Save,  
- Affects enraged, frenzied, or very hurt animal.

# 6 Ribbon Bat

LEVEL Tier 2

592-



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.

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

- WHAT THIS DOES NOT DO:**
- Does work if the caster is not able to hear their own sounds reverberating.



**Bonds and Connections**

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

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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



# 6 Attach Wings To Animal

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.

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

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



## Bonds and Connections

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



## Counter:

LVL: 6 Same Spell

## Creations:

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

## Enhancements:

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



## Focus Items and/or Kits:

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

# 6 Dispel Magic

LEVEL Tier 2

962-



Created by COPILOT

Caster and GM both roll the Save.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	10 Minutes		Creation-Meta	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Item	Permanent		SKL 2 	SYL-STM

Details:

Comparison process:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

# 7 Grow A Plant Canopy

LEVEL Tier 2

379-



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		SAVE COL	CLASS GROUPS
3	3x3 Sq Area	12 Hours		none	SYL

**Details:**

- Creates a weather protective roof with plants.

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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

# 7 Create Permanent Nae'Em

LEVEL Tier 2



Created by COPILOT

Willing person & caster connect. Save required.

COST	RANGE	ROLL OUT		COLLECTION		OUTCOME
12 pts	1 Square	4 Days		Personal-Connections		Magical
STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
3	1 Recipient	Permanent		SKL	2	EOL-SYL-STM

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

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

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



**Bonds and Connections**

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

**Counter:**

No Counter Available.

**Creations:**

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

Enhancements:		
LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
18	Range X4	10



**Focus Items and/or Kits:**

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



7 Speak With A Wild Animal

LEVEL Tier 2

368-



Created by COPILOT

Conversations with 1 animal per Tier.

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 / Tier	1 Hour		SKL 2 	SYL

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

- WHAT THIS DOES:**
- Does allow the caster to speak with and understand a selected wild animal.
  - Does enable easier attempts when not in Battle
  - Does allow the caster to attempt to talk during a battle,
    - Such attempts require caster to pass the Save,
    - Battle will require the Save column to increase by if, the caster and/or animal is actively involved in the battle.

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



**Bonds and Connections**

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

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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

# 7 View An Animal (Ae'Em)

LEVEL Tier 2



Created by COPILOT

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

**Details:**

- Creates temporary Vae-Em bond with the animal.

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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



**Bonds and Connections**

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

**Counter:**

No Counter Available.

**Creations:**

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

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

**Focus Items and/or Kits:**

- Not required.

# 7 Vine Wolf

LEVEL Tier 2

593-



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.

- WHAT THIS DOES:**
- Does allow the caster to run at twice their normal speed.

- WHAT THIS DOES NOT DO:**
- Does NOT affect the speed of walking.
  - Does NOT affect any other mode of travel.



**Bonds and Connections**

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



**Counter:**

LVL: 7 Same Spell

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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

# 8 Hail Stones




LEVEL Tier 2

381-



Created by COPILOT

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		SAVE COL	CLASS GROUPS
1	2x2 Squares	Instant		RM 2 	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.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 8 Same Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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



# 8 Protect Nae'Em Hunter vs Missiles

LEVEL Tier 2

+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		SAVE COL	CLASS GROUPS
1	1 Target	8 Hours		none	SYL



Created by COPILOT

**Details:**

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

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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



**Bonds and Connections**

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

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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

# 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		SAVE COL	CLASS GROUPS
1	1 Sq Area	Permanent		SKL 2	SYL



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.

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

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



## Bonds and Connections

### Counter:

No Counter Available.

### Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6



## Focus Items and/or Kits:

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

# 8 Call Hunting Pack


LEVEL Tier 2

382-



Created by COPILOT

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

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

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



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

**Counter:**  
No Counter Available.

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

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



**Focus Items and/or Kits:**

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

# 8 Convoke Animal Mount

LEVEL Tier 2

387-



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		SAVE COL	CLASS GROUPS
1	1 Mount	1 Day		SKL 2 	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).

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

- WHAT THIS DOES NOT DO:**
- Does NOT provide a strong bond.
  - Does NOT create any extra means of communication.



## Bonds and Connections

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

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

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



## Focus Items and/or Kits:

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



# 9 Find Clues To True Name

LEVEL Tier 3

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		SAVE COL	CLASS GROUPS
99	1 Item	Permanent		RM 2	DOK-SYL-STM-EOL-ORX



Created by COPILOT

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT find the True Name itself, only the Clues.



**Bonds and Connections**

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

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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

# 9 Hide in a Plant

LEVEL Tier 3



Created by COPILOT

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

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

- WHAT THIS DOES:**
- Does allow the caster to become part of a plant that is 1 square high or more.
  - Does allow caster to feel temperature changes and pain.
  - Does require caster to be in the plant for a minimum of 1 hr
  - Does allow the caster to meld into the plant and
    - can hear and feel,
    - can take damage when inside.
  - Does allow the caster and others if permitted by the caster,
    - other Sylvan,
    - Hunters
  - Max of 4 persons per spell.

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



**Bonds and Connections**  
- This is a Tae'Em connection with a plant.



**Counter:**  
LVL: 9 Same Spell

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

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



**Focus Items and/or Kits:**

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

# 9 Search for Arcane Focus Item

LEVEL Tier 3

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



Created by COPILOT

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

- WHAT THIS DOES:**
- Does let the caster specify what type of Arcane Focus Item is searched for,
    - It can be an item for any class, but must be specified.
  - Does require the caster to be in a circle of protection (of any kind).
  - Does require caster to pass the Save.
  - Does allow the caster to designate how the signal is received (if Arcane Focus is found),
    - Vibration: Caster feels a vibration which grows as they near the item.
    - Audible: Caster hears a low siren which grows louder as they near the item.
    - Visual: Caster sees a glowing dot which grows brighter as they near the item.
  - Only the caster receives the vibration, audible, or visual response.

- WHAT THIS DOES NOT DO:**
- Does NOT allow use of this spell by any Dokour.



**Bonds and Connections**

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

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

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

**Focus Items and/or Kits:**

- Not required.

# 10 Tornado Wall

LEVEL Tier 3

386-



Created by COPILOT

Caster gains +4 to AC to all normal attacks.

COST	RANGE	ROLL OUT	COLLECTION		OUTCOME
12 pts	Self	2 Rounds	Battle-Defense		Magical
STACK	AoE	DURATION	SAVE	COL	CLASS GROUPS
1	3x3 Squares	10 Minutes	SKL	1	SYL



Details:

- Caster gains +4 to AC to all attacks.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 10 Same Spell

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.



# 11 Illusional Bear

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.

- WHAT THIS DOES:**
- Does allow caster to direct where the image is to go.

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

**Bonds and Connections**

- No connection.



**Counter:**

SAME SPELL WILL COUNTER.

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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

# 11 Control Wind Sphere

LEVEL Tier 3



Created by COPILOT

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

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

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

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

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

**Bonds and Connections**

- No Nae'Em connection.



**Counter:**

LVL: 11 Same Spell

**Creations:**

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

**Enhancements:**

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

**Focus Items and/or Kits:**

- Not required.

# 11 Connect To An Arcane Focus Item

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	CLASS GROUPS
1	1 Item	Permanent		RM 3	DOK-SYL-STM-EOL-ORX



Created by COPILOT

**Details:**

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

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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



**Bonds and Connections**

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



**Counter:**

Same Spell

**Creations:**

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

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



**Focus Items and/or Kits:**

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



# 12 Circle of Containment

LEVEL Tier 3



Created by COPILOT

Creatures from exiting its area. Must Save to Exit.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	10 Minutes		Battle-Prep	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.
- WHAT THIS DOES:**
- Does inhibit creatures from leaving the circle.
  - Does work if the caster is unconscious, dead, or out of range, etc.

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

**Bonds and Connections**

- No Nae'Em connection.



**Counter:**  
LVL: 12 Same Spell

**Creations:**

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

**Enhancements:**

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



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

12 Circle of Animal Protection

LEVEL Tier 3

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

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



Created by COPILOT

**Details:**

- This spell protects the area against aggressive animals.

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 12 Same Spell

Creations:

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

Enhancements:

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






Focus Items and/or Kits:

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

# 12 Class Power Attack

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		RM 3 	DOK-SYL-STM-EOL-ORX



Created by COPILOT

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

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

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

## Bonds and Connections

- No Nae'Em connection.



## Counter:

LVL: 12 Same Spell

## Creations:

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

## Enhancements:

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





## Focus Items and/or Kits:

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

12 Ranged Forced Healing 2d8+2 HP

LEVEL Tier 3

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.

WHAT THIS DOES:

- Does heal more than just civilized people.

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.



# 12 Personal Wings Of Flying

388-



Created by COPILOT

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

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

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

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

**Bonds and Connections**

- No connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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

# 13 Ice Spear




LEVEL Tier 4

401-



Created by COPILOT

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

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

**Details:**

- Caster uses magic to aim and launch the Spear.

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

- Does NOT have any effect if cast upon weapons.

**Bonds and Connections**

- No connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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

# 13 Illusional Condor

LEVEL Tier 4



Created by COPILOT

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

**Details:**

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

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

### Bonds and Connections

- No connection.



### Counter:

- SAME SPELL WILL COUNTER.

### Creations:

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

- No creations. Usable only as the action.

### Enhancements:

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



### Focus Items and/or Kits:

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



# 13 Illusional Dolphin

LEVEL Tier 4

591-



Created by COPILOT

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

**Details:**

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

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

### Bonds and Connections

- No connection.



### Counter:

SAME SPELL WILL COUNTER.

### Creations:

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

- No creations. Usable only as the action.

### Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura 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 Init	12
14	Duration X2	8
18	AoE = 2 Targets	10
18	Duration X4	10



### Focus Items and/or Kits:

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

# 13 Call Flock of Birds

LEVEL Tier 4



Created by COPILOT

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		SAVE COL	CLASS GROUPS
1	1 School	2 Hours		SKL 2	SYL

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.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

- This Is an Ae'Em connection with Animals.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

# 13 Call School of Fish

LEVEL Tier 4

395-



Created by COPILOT

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		SAVE COL	CLASS GROUPS
1	1 School	2 Hours		SKL 3 	SYL

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

- This Is an Am'Em connection with animals.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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



14 Alter Self - Porpoise

LEVEL Tier 4



Created by COPILOT

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Self	10 Minutes		Shape Change	Mundane
STACK	AoE	DURATION		SAVE COL	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.

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

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

Bonds and Connections

- No connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

# 14 Tree House

LEVEL Tier 4

400-



Created by COPILOT

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Pine Seeds of Tree House

- Tree house w/ ladder. Camo. Room for 4.
- SYL: Room for 6.
- Need: Campfire, 24 SP, 24 Hrs.
- Amaranth Root, Coal Lump, Pine Wood.
- Market: 9 Max, Buy:10 GP, Sell:1 GP.



Enhancements:

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



Focus Items and/or Kits:

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

14 Call Woodland Animal

LEVEL Tier 4

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



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

GM

Details:

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

WHAT THIS DOES:

- Does create a temporary bond with the creature.
- Does attempt to entice a single creature to come to the caster.
- Does encourage the approaching creature to become less cautious than normal.
- Does allow for rudimentary communication.

WHAT THIS DOES NOT DO:

- Does NOT provide a permanent bond.



Bonds and Connections

- This Is an Ae'Em connection with animals.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

# 15 Alter Self - Hawk

LEVEL Tier 4

560



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.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.






# 15 Alter Self - Wolf

LEVEL Tier 4



Image by www.freepik.com

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

- 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.

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

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

## Bonds and Connections

- No connection.



## Counter:

SAME SPELL WILL COUNTER.

## Creations:

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

## Enhancements:

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

## Focus Items and/or Kits:

- Not required.

# 16 Water Blast




LEVEL Tier 4

403-



Created by COPILOT

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

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

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT work effectively in extreme conditions.
  - Does NOT work outside of PMP.
  - Does NOT have the pressure to push objects.

**Bonds and Connections**

- No Nae'Em connection.



**Counter:**

LVL: 16 Same Spell

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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

16 Reveal True Name

631



LEVEL Tier 4

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		SAVE COL	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.

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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



**Bonds and Connections**  
- This is an Nae'Em connection with a person.

**Counter:**  
No Counter Available.

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

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



**Focus Items and/or Kits:**

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



17 Alter Self - Condor

558-



Created by COPILOT

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
99	Self	2 Hours		none	SYL

- 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.

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

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

Bonds and Connections

- No connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.



# 17 Control Water

LEVEL Tier 5

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

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.

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

- WHAT THIS DOES NOT DO:**
- Does NOT allow any attempts of control of weather.
  - Does NOT allow any attempts of control regarding water inside living creatures.

**Bonds and Connections**

- No connection.



**Counter:**

LVL: 17 Same Spell

**Creations:**

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

**Enhancements:**

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

**Focus Items and/or Kits:**

- Not required.

# 18 Alter Self - Bear

LEVEL Tier 5



Created by COPILOT

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

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

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

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

**Bonds and Connections**

- No connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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



18 Alter Self - Stingray

LEVEL Tier 5

559-



Created by COPILOT

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

Details:

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

WHAT THIS DOES:

- Does 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.

WHAT THIS DOES NOT DO:

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

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

- No creations. Usable only as the action.

**Enhancements:**

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

**Focus Items and/or Kits:**

- Not required.

# 19 Fort of Thorns

LEVEL Tier 5

405-



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	12 Squares	30 Minutes		Shelter-Rest-Protection	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	10x10 squares	12 Hours		none	SYL

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT inhibit or stop small creatures.
  - Does not inhibit or stop gaseous creatures.



## Bonds and Connections

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



## Counter:

LVL: 19 Same Spell

## Creations:

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

## Enhancements:

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



## Focus Items and/or Kits:

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

# 20 Nae'Em Natural Landmark

LEVEL Tier 5

406-



Created by COPILOT

Location becomes a destination for portals/scrys.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	4 Square	2 Hours		N Vae'Em-Venue Site	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Landmark	Permanent		none	SYL

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT require the caster to have personal knowledge of the target.



**Bonds and Connections**

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

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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