

SYL

254-1

1 Wind Wall

LEVEL

Tier 1

Gives +4 AC protection vs Thrown & Ranged.**Moves with caster. Not into occupied squares.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	Initiative	Battle Defense	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 creature (self)	4 Rounds	Resist (Skill/Non) Old AC is used	SYL GM



By COPILOT

Details:**GENERAL:**

- Caster gains +4 to AC vs Ranged and Thrown attacks.

WHAT THIS SKILL DOES DO:

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

WHAT THIS SKILL 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.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
16	AoE = 2 Targets	12

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL**1 Rose Thorns**

LEVEL

Tier 1

1 Target requires a ToHIT +4 and can be lobbed.**Delivers 2d6 Damage/Tier, Blunders=missed,**

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

**Details:****GENERAL:**

- Allows the caster to lob the attack in an arc to the target.

WHAT THIS SKILL DOES DO:

- Requires each spell instance to be directed to a single target,
 - Then requires a ToHIT with a bonus of +4.
- Delivers 1d6 thorns per Tier.
 - technically each HP of damage is a single thorn.
 - thus a roll of 5 damage would indicate 5 thorns hit and caused damage.

WHAT THIS SKILL DOES NOT DO:

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



By COPILOT

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

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 Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL

389-1

1 Shape Of A Dog

LEVEL

Tier 1

Physically changes to a dog, no spell casting. HP:20.

AC=20/18, Attkx2, Init & ToHit+8, Dmg=1d6, Move:18

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	2 Minutes	Shape Change	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS



None

SYL



By COPILOT

Details:**GENERAL:**

- About the new shape: Any medium sized mundane/common dog:
 - has heightened senses of hearing and smell. (Save Rolls +20)
 - has the HP max set to 20 regardless of characters standard max HP.
 - AC set to 20 (Regardless of normal AC)
 - Init and ToHIT is set to +8 regardless of previous bonuses
 - Number of attacks is set to 2 per round and Damage per attack is set to 1d6.
- Once back in normal form the total damage is equal to the percent of damage from the Shape,
 - If the Shape had 100 HP and 25pts of damage was done then 75% remain,
 - Therefore the caster reforming into themselves would be reduce in HP by 25% of their Max

WHAT THIS SKILL DOES DO:

- Maintains the ability to understand languages they have known previously.
 - However, the character is able to bark, growl, whine, but not talk,
 - Remember, a previous Nae'Em will still continue to work.
- Shows the altered self as a mundane (non-magical) creature,
 - All items/possessions are kept but not retrievable in the altered form.
 - Only after returning back to the original caster form are items available.
 - Only after returning back to the original caster form FOCUS ITEMS are available.
- Continues even if the caster is asleep or unconscious.
- Allows some spells cast prior to casting this spell to continue to be useable,
 - This includes any spells that do not physically alter the caster.
 - Spells that alter the new form, HP Max, types of attacks, or travel mode will not work.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have the ability to create a larger dog.
- Does NOT confer the ability to speak languages, only able to bark, growl, or whine.
- Does NOT give the caster any of the forms special abilities, attacks, or defenses.
- Does NOT give the clear ability to communicate with another dog,
 - However, rudimentary communication is possible.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL-VEN-ORX

310-1

1 Forced Heal 1d4 per Tier

LEVEL Tier 1

roll 1d4 per caster Tier.**Apply as force damage, then x2 as healing.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	1 Square	Initiative	Healing and Rest	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Target	Permanent	None	SYL-VEN-ORX



By COPILOT

Details:**GENERAL:**

- Caster is able to draw force energy from everywhere in the body,
 - then deliver it to the specific wound causing the pre-healing damage(x1).
- But the wound is healed at x2, after then damage has been done.

WHAT THIS SKILL DOES DO:

- Does follow a pattern of roll/calculate, damage, then heal:
 - First Roll 1d4 HP per Tier of the caster,
 - Then apply as force damage to the target, if the target is dead next step fails.
 - Lastly, apply the full healing times two (x2) to the target,
 - Net result is a healing (after the damage was delivered).

WHAT THIS SKILL DOES NOT DO:**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 Sas	8
18	Range X4	10

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL

585-1

1 Sylvan Forced Healing 1d6 HP

LEVEL

Tier 1

Roll 1d6. Damage x1 then Heal x2**May knock out / kill the recipient if HP is brought too low.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Touch	Initiative	Healing and Rest	Mundane
99	1 Creature	Permanent	SAVE	CLASS GROUPS SYL



By Magickstudio-art

Details:**GENERAL:**

- 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 SKILL DOES DO:

- Heals living creatures and plants.
- Has 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 0 HP they will be able to rise again.
- Has the possibility of killing a person if their points drop too low.
- This healing spell will automatically 'bind' the wound. (Stop bleeding).

WHAT THIS SKILL 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.

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 Sa	6
12	Range X2	8
18	Range X4	10

**Focus Items and/or Kits:**

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL-STM-VEN-ORX

246-1

1 Draw Up Ground Water

LEVEL

Tier 1

Capture wanter in containers. Area=1/4 mark. Repeats may fail.

Temp & Tropic= 2 skins/Tier. Arid & Arctic= 2 skins.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Touch	10 Minutes		Food And Drink Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	2 Skins/Tier	Permanent		SYL-STM-VEN-ORX



By COPILOT

Details:**GENERAL:**

- Extracted ground water sprays up and can be captured in suitable vessels.
- No extra rolls needed if there are receptacles available and used.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Draws on the available water/moisture in the area. (1/4 of a Mark),
- Brings up water as long as the area is not barren of moisture.
- Total amount of ground water in the same general area...
 - Temperate/Tropic Regions: 2 skins / Tier per spell (multiples: -1 skin per spell),
 - Arctic/Arid Regions: 2 skins per spell (multiples: -1 skins per spell),
 - Multiples: each repeated spell in same area reduces the effectiveness.
- Beneficial adjustments can be found in Enhancements and with a Focus item.

WHAT THIS SKILL DOES NOT DO:

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

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
16	Rollout 1 Min	8

**Focus Items and/or Kits:**

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

SYL

983-1

1 Swamp Lights (Greenish)

LEVEL

Tier 1

Default is 'Candle' light.

Focus Item make brighter.

Coal= 0 Sq,

Candle= 1 sq,

Torch=6 sqs.

COST 4 pts	RANGE Self	ROLL OUT Initiative		COLLECTION Light and Darkness	OUTCOME Magical
STACK 99	AoE Varies	DURATION 2 Hours		SAVE None	CLASS GROUPS SYL



By COPILOT

Details:**GENERAL:**

- When using a Focus Item (Sylvan Wand) the caster can choose the brightness level:
- Default brightness is 'Candle' light when cast without a focus item.

Description	Viewing	Seen
Coal	same Sq	3 Sqs
--> Candle	1 Sqs	8 Sqs (Default w/o Focus Item)
Torch	6 Sqs	20 Sqs

*Description is an example to indicate how bright the Light is.**Viewing is how far the user (caster) can read with this Light.**Seen is the max distance an outside creature can be seen.***WHAT THIS SKILL DOES DO: (major component in creating a candle)**

- This creates a light that will stay just above the caster's head.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- The light does NOT stay fixed to a static spot,
it stays fixed in relation to the caster.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Calming Green Candle',
 - More than just this skill is required to create this item.
 - While other classes may be able to use this,

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
14	Duration X2	8
18	Duration X4	10

Creations:**Calming Green Candle**

- Green hued candle, 3 Sqs Rad, Dur: 4 Hrs.
- SYL: Dur: 8 Hrs.
- Need: Campfire, 12 Sp Pts, 4 Hours.
- Bees Wax, Potash, Amaranth Root.
- Market: 9 Max, Buy:30 SP, Sell:8 SP.

**Focus Items and/or Kits:**

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)



SYL

591-1

1 Call & Direct Small Assistants

LEVEL

Tier 1

Direct group of natural critters via a weak Nae'Em.**3d4 critters for minor tasks. 20 lbs Max.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
1 pt	Self	4 Minutes		Partner Cooperations	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
7	10 Square Radius	8 Hours		None	SYL



By COPILOT

Details:**GENERAL:**

- Beneficial adjustments can be found in Enhancements
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration,
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Allows 3 to 12 (3d4) creatures will come forth and stay near the caster.
- They will stay within the AoE (centered on the caster).
- They will attempt to aid the caster in any minor way possible.
- As a group they can lift, push, pull, move a maximum of 20 lbs.
- Requires the caster to instruct creatures through an built-in, but weak Nae'Em.
- Requires all the assistants to act/react as a single group,
 - The group cannot be set up to do 2 separate and divergent tasks.

WHAT THIS SKILL DOES NOT DO:

- Does NOT continue if the called creatures are mistreated.
- Does NOT allow the creatures to continue if they are endangered/attacked.

**Bonds and Connections**

- This Is an Fae'Em connection with fauna.

**Counter:**

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
10	Rollout Halved	6

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL

592-1

2 Shape Of A Deer

LEVEL Tier 1

Shifts into a medium sized mundane deer (Buck or Doe).**HP=30, AC=26/18, Attk:x1, Init+12, Dmg=1d6, Move: 18/22**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	10 Minutes		Shape Change Mundane
STACK	AoE	DURATION		SAVE None CLASS GROUPS SYL

**Details:****GENERAL:**

- About the new shape: Any medium size mundane/common Deer (Buck or Doe).
- has heightened senses of hearing and smell. (+20 on related Saves),
- Stats: HP=30, AC=26/18, Attk:x1, Init+12, ToHIT:+0, Dmg=1d6, Move: 18 or burst of 22.
- If the changed form takes more than 30 damage the character then reverts to normal form.
- Once back in normal form the total damage is equal to the percent of damage from the Shape,
 - If the Shape had 100 HP and 25pts of damage was done then 75% remain,
 - Therefore the caster reforming into themselves would be reduce in HP by 25% of their Max

WHAT THIS SKILL DOES DO:

- Maintains the ability to understand languages they have known previously.
 - But the character is only able to snort, grunt, or wheeze, not talk.
- Shows the altered self as a mundane (non-magical) creature,
 - All items/possessions are kept but not retrievable in the altered form.
 - Only after returning back to the original caster form are items available.
- Continues even if the caster is asleep or unconscious.
- Allows some spells cast prior to casting this spell to continue to be useable,
 - This includes any spells that do not physically alter the caster.
 - Spells that alter the new form, HP Max, types of attacks, or travel mode will not work.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT give the caster any of the forms special abilities, attacks, or defenses.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

Dispel Magic.

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 Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL

264-1

2 Plant Growth

LEVEL Tier 1

Growth will begin as if the conditions optimum.**Growth of 4 weeks in 1 hour. Magic plants not affected.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Notes normal healthy gro	1 Hour		Natural Environment
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	4x4 Sq's	Permanent		None



By COPILOT

Details:**GENERAL:**

- Natural plants will grow as if they were within the best of conditions.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Allows new growth to progress as if it were in the best conditions.
- Does plants grow within 1 hour as if 4 weeks had passed.
 - Allows healthy plants to grow from/past unhealthy parts.
 - Does negates effects from detrimental weather conditions.
- Allows for multiple castings in a row,
 - Any subsequent casts within AoE will not work.

WHAT THIS SKILL DOES NOT DO:

- Continued casting over a single AoE does not have any extra effect.
- Does NOT removes or inhibit infestations.
 - Does NOT heal magically Diseased/Sickened plants.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for a 'Bag of Plant Growth Soil',

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:**Plant Growth Soil**

- 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
16	AoE X2	16
20	AOE X4	20

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL

265-1

2 Remove Plant Disease

LEVEL

Tier 1

Removes non-magic plant diseases and infestations with a Save.

Also can help plant creatures.

COST 4 pts	RANGE 4 Squares	ROLL OUT 10 Minutes		COLLECTION Natural Environment	OUTCOME Mundane
STACK 0	AoE 4x4 Squares	DURATION Permanent		SAVE Skill	CLASS GROUPS SYL Disease Gone



By COPILOT

Details:**GENERAL:**

- Caster is able to move about as they cast.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Removes plant non-magic diseases and infestations.
- Affects monsters that are plants.
- Requires a passing Save.

WHAT THIS SKILL DOES NOT DO:

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

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for a 'Bag Plant Disease Powder',

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
14	Save Roll +20	8
16	AoE X2	16
20	AOE X4	20

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

ORX-SYL-STM-EOL

471-1

2 Triggered Forced Healing 2d8

LEVEL

Tier 1

This is a delayed forced healing, triggered by taking damage,
Dmg triggers 2d8 rolled. Dmg first, then 2x Healing.

COST 8 pts	RANGE Touch	ROLL OUT 30 Minutes		COLLECTION Healing and Rest	OUTCOME Mundane
STACK 9	AoE Recipient	DURATION Damage Taken		SAVE None	CLASS GROUPS ORX-SYL-STM-EOL



By COPILOT

Details:**GENERAL:**

- This is a delayed forced healing, triggered by taking damage,
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- After damage has been taken,
 - Recipient rolls a 2d8 and notes the result.
 - Next, the recipient applies the results as damage to themselves,
 - Lastly, the recipient applies twice the result as healing to themselves,
 - The effect is the character taking damage then being healed up more than the damage.
- This spell can be cast multiple times,
 - Up to the stacking limit, (May be cast multiple times on multiple creatures).
- Only 1 of this spell can remain on any single creature,
 - No creature can have more than one, even if done by multiple casters.
- beneficial adjustments can be found in Enhancements.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the recipient to choose not to use it,
 - Once the spell is cast (or Draught used) the next damage triggers the healing.
- Does NOT allow multiples of this spell to be used on a single creature, 1 per creature.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for a 'Triggered Force Health Draught',

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

Triggered Forced Health Draught

- Roll 1d8. x1 Damage then 2x Healing.
- SYL & STM: Heal +4 HP.
- Need: Kitchen/Lab, 20 Sp Pts, 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
14	Range At 3 Sqs	8

Focus Items and/or Kits:

- Not required.

SYL

305-1

2 Increase Food (x2)

LEVEL

Tier 1

All within backpack: Food x2 and the resulting food.

Only mundane doubled. (not this food)

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	2 Squares	10 Minutes	Food And Drink	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS



None

Mundane

SYL



By COPILOT

Details:**GENERAL:**

- Create's food based on what is in the casters pack.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Creates exact duplicates of the food caster currently has with in their pack.
 - Doubles the amount of mundane food,
 - QUADRIPLES the amount of Cumber meals.
- Requires the duplicated food remain within 2 Squares of the caster until eaten.
- Alters the original food to be magical,
 - note the newly created food is also magical.

WHAT THIS SKILL 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.
- Reduces level of ALL enhancements (in half)

SYL

382-1

2 Call & Post Yappy Camp Dog

LEVEL

Tier 1

1d2+1 Dogs brought by the caster. Move = 6.

w/AC:13, HP:15, Attk:1, Init&ToHIT:+0, Dmg:1d4.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	5 Minutes	Partner Cooperations	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	5 squares Radius	8 Hours	None	SYL



By Magickstudio-art

Details:**GENERAL:**

- Dogs will stay within the AOE.
- These dogs will not engage unless they are not able to stay out of the fight.
- However, they also will not stop barking at intruders unless ordered down by the caster.
- Basic task for these dogs is to be yappy dog that alert the group about incoming danger.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Brings to the caster 1d2+1 small sized dogs.
- Provides the Dogs with the following stats:
AC:13, HP:15, Attk:x1x1, Init:+0, ToHIT:+0, Dmg:1d4, Move: 6
- Allows for the dogs to be able to hear and see what is beyond the camp.
 - But the dogs will not engage anything outside of the camp ever.
 - The dogs will only attack if they are being attacked physically.
 - The dogs usually alert the party then hide and continue barking.

WHAT THIS SKILL DOES NOT DO:

- Does not continue if the called creatures are mistreated.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

Dispel Magic.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Damage X2	12
16	AoE X2	16

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

2 Connect With A Hunter (Nae'Em)

LEVEL Tier 1

Permanent bond with a Hunter. 2 days casting to create.

Reconnection Rollout 1/2. Both must be on same Plane.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	1 Square	2 Days		Nae'Em
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Recipient	Permanent		SYL



By COPILOT

Details:**GENERAL:**

- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Creates a Permanent mental bond that allows either party to initiate and/or accept.
- Limited: Both people must be on the same plane for this to work.
- When resetting a disconnected Nae'Em the Rollout is reduced in half,
 - With this spell reconnected the Rollout can become 1 Day.

WHAT THIS SKILL 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.

**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.
- 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.
- Reduces level of ALL enhancements (in half)

SYL

285-1

3 Wind Wall For Nae'Em Hunter

LEVEL

Tier 1

Creates wall of wind around the Hunter.

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	CLASS GROUPS
1	1 Recipient	4 Rounds	None		SYL



By COPILOT

Details:**GENERAL:**

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

WHAT THIS SKILL DOES DO:

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

WHAT THIS SKILL 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.

**Bonds and Connections**

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

**Counter:**

LVL: 1 Same Skill.

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 Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL-ORX-STM-EOL

295-1

3 Conjure Native Beetles

LEVEL Tier 1

Skill Save: Pass= HP 25, Fail=HP 15. Attk:sx1x1, ToHIT+4**AC:12, Dmg: 1d6. Cannot cross protection circles.**

COST 4 pts	RANGE 4 Squares	ROLL OUT Initiative		COLLECTION Battle Offense	OUTCOME Mundane
STACK 2	AoE 1 Mark	DURATION 1 Round	 RDS	SAVE Skill	CLASS GROUPS SYL-ORX-STM-EOL

HP=25



By COPILOT

Details:**GENERAL:**

- Insect Swarm has the following stats:
 - Battle Stats: HP:15, AC:12, ToHIT+4, Attacks:sx1x1, Dmg: 1d6,
 - Passing the Skill Save increases the swarms HP from 15 to 25.
- 'Circles of Containment' will hold the insects in or out without the need for a Save.

WHAT THIS SKILL DOES DO:

- Conjures insects native to the area, should there be any available,
 - brings an insect swarm to attack nearest creature,
 - within the AoE at the casted range.
- Attacks as a separate activity beyond the caster's attacks,
 - Only a single target.
 - Will attack the nearest living target, even if the target is friendly to the caster.

WHAT THIS SKILL DOES NOT DO:

- Does NOT function if there are no insects in the local area,
 - possibly due to the environment.
- Does NOT conjure non-natural or non-native insects.
- Does NOT attack more than 1 Target.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements to create a 'Bag of Beetleroot',
 - While other caster may be able to cast this spell, Sylvan had originally created the spell.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: No Counter Available.

Creations:**Beetleroot Granules**

- 1 Bag of Beetleroot (10 pinches).
- SYL: 1 Bag of Beetleroot (15 pinches).
- Need: Campfire, Cost 12 pts, 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.
- Make the Save Roll easier to pass (+20).



SYL

993-1

3 Shape Of A Plant

LEVEL

Tier 1

Plant form: 1x1 or 1x2. Verticle or Horizontal.**Can hear/feel. Can NOT see/speak/cast. AC=8. HP=Caster**

COST 4 pts	RANGE Self	ROLL OUT 1 Minute		COLLECTION Shape Change	OUTCOME Magical
STACK 1	AoE 1x2 Squares	DURATION 4 Hrs (Min 1 Hr)		SAVE None	CLASS GROUPS SYL



By Magickstudio-art

Details:**GENERAL:**

- Any damage done to the plant continues when the caster exits the plant.
- Stats:
 - The plant's AC is 8,
 - Movement of the plant is 0, naturally,
 - The plants HP is same as caster.
- If plant/caster is brought to 0 HP or less the spell ends.
 - Caster regains their normal form,
 - Based on the HP the caster may be unconscious, bleeding, or dead.

WHAT THIS SKILL DOES DO:

- Does allow the caster to become a plant,
 - Minimum size of the plant is 1x1 square,
 - Maximum size of the plant is 1x2 squares, either upright or lengthwise.
- Does allow caster to feel temperature changes and pain,
 - When damage is done the plant will show leaking of fluids/sap, not blood.
- Does require caster to be in the plant for a minimum of 1 hr.
- Does allow the caster to,
 - can hear and feel,
 - can take damage when inside.

WHAT THIS SKILL 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.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

Dispel Magic.

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:

- Not required.

SYL

1010-1

3 Water to Steam (Reversible)

LEVEL

Tier 1

Sylvan Magic to change Water into Steam. Or Steam into Water.**Resulting steam MAY cause 2 HP damage per caster Tier.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	2 SqS per Tier	Initiative		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
	1 Sq cube per Tier	Permanent		None	SYL



By COPILOT

Details:**GENERAL:**

- This spell can be used by either method,
- Changing water into steam,
- Changing steam into water

WHAT THIS SKILL DOES DO:

- Converts the water/steam at the rate of 1 cubic square per caster Tier.
- Creates steam that will cause 2 HP damage per caster Tier.
- Draws in steam from the AOE into a single 1 square,
 - If a container is placed to cover an entire 1x1 square area.

WHAT THIS SKILL DOES NOT DO:

- This does NOT affect water that is within a body or a solid object,
- Thus cannot be used to kill via dehydration.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
20	Rollout Instant	16

Creations:

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

Focus Items and/or Kits:

- Not required.

SYL-STM-VEN

911-1

3 Shadow of the Magi

LEVEL Tier 1

Darkness centered just above caster.**Duration of concentration + 4 rounds.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Light and Darkness	Magical
STACK 99	AoE 3 Sq Dia Sphere	DURATION Conc +4 Rds		SAVE None	CLASS GROUPS SYL-STM-VEN



By COPILOT

Details:**GENERAL:**

- Does allow the caster to create darkness that will stay centered above them.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration,
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Creates an area of darkness that centers on the caster,
 - specifically located just above the casters head.
- Allows darkness to continue for up to 4 rds after the concentration has stopped.
- Beneficial adjustments can be found in Enhancements and with a Focus item.

WHAT THIS SKILL 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.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for 'Dust Of Darkness',

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
16	AoE X2	16
20	Rollout Instant	16

Creations:**Dust of Darkness**

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

**Focus Items and/or Kits:**

- Focus Item with crystal is NOT passive.
- Duration becomes 10 rounds w/o concentration.

SYL

266-1

3 Assist Hunter's LeanTo

LEVEL

Tier 1

Improves a currently constructed Lean-To.

Lean-To first, then magic to make better.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Touch	10 Minutes	Partner Cooperations	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS

1	1 Lean-To	2 Hours	None	SYL
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By COPILOT

Details:**GENERAL:**

- Improves a currently constructed Lean-To.
- The Hunter must previously be bonded by a Nae'Em to the caster.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Makes the Lean-To water tight, even the floor of it.
- Continues seamlessly as long as it is cast within 5-10 minutes of spell ending.

WHAT THIS SKILL DOES NOT DO:

- Does NOT create a Lean-To. Only improves on a current one.

**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.
- Reduces level of ALL enhancements (in half)

SYL

387-1

3 Call & Direct Rodent

LEVEL Tier 1

A small, often un-noticed, rodent appears.**HP=6, AC=19, Attk=x1, Init/ToHit=0, Dmg=1d4.**

COST 4 pts	RANGE Self	ROLL OUT 1 Minute		COLLECTION Partner Cooperations	OUTCOME Mundane
STACK 5	AoE 20 Squares	DURATION 30 Min + Ken		SAVE None	CLASS GROUPS SYL



By COPILOT

Details:**GENERAL:**

- A rodent (appropriate to the environment) appears.
- Rodent will stay within the AoE and follow directions.
- Great little spy that most often goes unnoticed.
- Stats: HP=6, AC=19, Attk=x1, Init/ToHit=0, Dmg=1d4.
- This rodent is still vulnerable to natural predators.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Does allow a single rodent to move about within the AoE and
 - listen or watch then report back to the caster.
 - The AoE moves with the caster as the caster moves.
- Does require the caster to instruct the creatures through an automatic weak Nae'Em.

WHAT THIS SKILL DOES NOT DO:

- Does not continue if the called creatures are mistreated.

**Bonds and Connections**

- This Is an Fae'Em connection with fauna.

**Counter:**

Dispel Magic.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL

391-1

4 Shape of A Familiar

LEVEL

Tier 1

Takes a form similar of a current Familiar.

Casters HP. Familiars Attk, Init, ToHIT, Dmg, and movement.

COST 8 pts	RANGE Self	ROLL OUT 6 Minutes		COLLECTION Shape Change	OUTCOME Magical
STACK 1	AoE Self	DURATION 4 Hours		SAVE None	CLASS GROUPS SYL



By COPILOT

Details:**GENERAL:**

- Continues the normal Nae'Ems the caster may have. With Familiars and others.
- When caster is in this form they allow the Ranges for Familiars to double.
 - Feline Familiars then have 1 Mile range,
 - Canine Familiars then have 1/2 Mile range,
 - Equine Familiars then have 4 Marks range.
 - Has the 'Output' of magical, just like an actual Familiar.

WHAT THIS SKILL DOES DO:

- Does allow a Save rolled to avoid attention if Enhancement of Subtle Casting is done,
 - Better the Save if combined with Enhancement of Rollout Init. Use Save Roll +20.
- Does have limitations/benefits of taking the form,
 - Has the 'Output' of magical, just like an actual Familiar.
 - All items/possessions are kept but not retrievable in the altered form.
 - Only after returning back to the original caster form are items available.
 - Only after returning back to the original caster form FOCUS ITEMS are available.
- Does continue even if the caster is asleep or unconscious.
- Does allow some spells cast prior to casting this spell to continue to be useable,
 - This includes any spells that do not physically alter the caster.
 - Spells that alter the new form, HP Max, types of attacks, or travel mode will not work.
- Caster gains 1/2 the distance using the animals sight/hearing.

WHAT THIS SKILL DOES NOT DO:

- Does NOT look exactly like the Familiar the caster is emulating.
- Does NOT confer the ability to speak languages, only able to make the sounds of the animal.
- Does NOT allow the caster to cast spells.

Bonds and Connections

- No Nae'Em connection beyond normal.

**Counter:**

Dispel Magic.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
12	Rollout Init	12
14	Duration X2	8

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL

299-1

4 Predict Weather

LEVEL

Tier 1

Gives best estimation current environment.**Estimated likely/known changes coming within the week.**

COST 4 pts	RANGE Self	ROLL OUT 1 Hour		COLLECTION Natural Environment	OUTCOME Mundane
STACK 1	AoE Up to 5 Marks	DURATION 1 Week		SAVE Skill	GM Weather Results CLASS GROUPS SYL



By COPILOT

Details:**GENERAL:**

- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration,
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.
- NOTE: GM rolls Skill Save for caster. 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 anomalies based on current and surrounding regions.

WHAT THIS SKILL DOES DO:

- 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 SKILL 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.

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:**

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL

1011-1

4 Water to Ice (Reversible)

LEVEL

Tier 1

Almost instantly change Water to Ice, or vice sa versa.**Resulting steam MAY cause 2 HP damage per caster Tier.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	2 Sqs per Tier	Initiative	Natural Environment	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Sq cube per Tier	Permanent	None	SYL



Created by Gemini

Details:**GENERAL:**

- This spell can be used by either method,
- Changing water into ice,
- Changing ice into water

WHAT THIS SKILL DOES DO:

- This spell does convert the water/ice at the rate of 1 cubic square per caster Tier.
- This spell can create ice that will cause 2 HP damage per caster Tier.
- This spell is able to draw in ice from the AOE into a single 1 square,
 - If a container is placed to cover an entire 1x1 square area.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- This does NOT affect water that is within a body or within a solid object.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

Dispel Magic.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
20	Rollout Instant	16

**Focus Items and/or Kits:**

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL-STM

306-1

4 Improve Food

LEVEL

Tier 1

Improve Quality/Taste of non-cumber food.**Works on all non-poisoned / non-spoiled food.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	1 Square	10 Minutes		Food And Drink Mundane
STACK	AoE	DURATION		SAVE None

STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	4 Meals	1 Hour		SYL-STM



By COPILOT

Details:**GENERAL:**

- The caster improves the taste and/or quality of one food item/dish.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Does improve the taste and/or quality of food.
- Does work on all non-poisoned / non-spoiled food.
- Beneficial adjustments can be found in Enhancements and with a Focus item.

WHAT THIS SKILL 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:**

Dispel Magic.

Creations:

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

Enhancements:

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

**Focus Items and/or Kits:**

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

SYL

475-1

4 Permanently Preserve Food

LEVEL

Tier 1

Each normal container within the AoE is sealed.

Max 150 meals within sealed containers.

COST	RANGE	ROLL OUT
12 pts	4 Squares	2 Hours
STACK	AoE	DURATION
99	1 Square Cube	Permanent

COLLECTION	OUTCOME
Food And Drink	Mundane
SAVE	CLASS GROUPS
None	SYL



By COPILOT

Details:**GENERAL:**

- Quantity is measured in meals.

WHAT THIS SKILL DOES DO:

- Preserves up to 150 meals.
- Requires all meals to be sealed into containers and within 1 square cube (AoE).

WHAT THIS SKILL DOES NOT DO:

- Does NOT work on any magical food or drink.
- Does NOT work on any magical containers.

Bonds and Connections**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
16	AoE X2	16

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL

284-1

4

Summon Feline Familiar

LEVEL

Tier 1

Medium sized mundane/common looking cat.

HP=30, AC:15/15, Attk x1x1, Init+6, HIT+6, Dmg:1d6, Move=15

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	1/2 Mile	2 Days		Partner Cooperations
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	Familiar	Permanent		Nae'Em Kept



By COPILOT

Details:**GENERAL:**

- The Familiar: A medium sized mundane/common looking cat will answer the call.
- Only breeds not specifically known for aggression can be summoned.
- has heightened senses of hearing and smell. (+10 on related Saves)
- If the Familiar dies the casters Max SP is immediately halved for 1 week & -2 Ken.
- Battle effects:
 - AC:15/15, Attacks 1x1, Initiative +6, ToHIT+6, Damage:1d6, Move=15
 - HP= 30, SP= 0. @Death for HP is -30 (to emulate 9 lives)

WHAT THIS SKILL DOES DO:

- Allows any kind of domestic cat that is not known for aggression.
 - Any aggressive tendencies that might come out otherwise will not happen.
- Allows the cat to have an awareness higher than a normal cat,
 - After one day the Familiar is able to fully communicate via the Nae'Em in common.
 - But the cat will still have the normal cat level of self interest.
 - The cat is partially nocturnal, thus can be awake at night.
- Allows resistance to Nae'Em breaking magic with a Save Roll adjustment of +20.
- Allows the AoE to move with the caster as the caster moves.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the casters movement speed, stats, spells or attacks to be used by the animal.
- Does NOT work on any creature that is forced to submit to the spell.
- Does NOT give the Familiar the ability to verbally communicate.
 - Does NOT confer the ability to communication beyond the Nae'Em.

**Bonds and Connections**

- Fae'Em connection with the Familiar.

**Counter:**

- Dispel Magic.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Increase Aura	-2
10	Rollout Halved	6

**Focus Items and/or Kits:**

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

4 Speak With Animals

LEVEL

Tier 1

Domesticated = No Save. Non-Domesticated = Skill Save.**Speak and understand domesticated animals, large and small.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Touch	5 Minutes	Nae'Ems	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS

1	1 Animal	4 Hours	Skill	SYL
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Can communicate



By COPILOT

Details:**GENERAL:**

- Caster is able to talk a domesticated animal with no Save,
 - Must roll a Skill Save to communicate with a wild animal.
- The animal can only relate as their limited views allow.
- The animal will respond/remember based on their nature.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration,
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Does create a temporary Ae'Em bond. (Nae'Em with an Animal).
- 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 SKILL DOES NOT DO:

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

**Bonds and Connections**

- This Is an Fae'Em connection with fauna.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

**Focus Items and/or Kits:**

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL

878-1

5 Entangle

LEVEL

Tier 2

Vines blend & wait for their victim.**Anyone within the AoE must Save to move a square until out.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	2 Squares	1 Minute	Battle Actions/Prep	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	2x2 Squares	4 Hours	Brute	SYL

Exited



By COPILOT

Details:**GENERAL:**

- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires the caster to indicate exactly where the AoE is.
- Requires any creatures within an active AoE to Save to move 1 square.
- Has an effect that blends with a natural environment,
 - IF there are roots or vines in the area,
 - if not, the grappling effect is done by brown ethereal ribbons.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any visible clues that the Entangling spell has been cast.

Bonds and Connections

- No connection.

**Counter:**

LVL: 1

Un-Entangle Spell

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Init	12
16	AoE X2	16
18	Range X4	10

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL

967-1

5 Shape Of A Dolphin

LEVEL

Tier 2

Caster becomes a medium sized mundane dolphin**HP=40, AC=25/22, Attkx1, Init+0, ToHit+10, Dmg=2d6, Move:15**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Self	1 Minute		Shape Change
STACK	AoE	DURATION		Magical
9	Self	1 Day		SYL



By COPILOT

Details:**GENERAL:**

- About the new shape: Any medium size mundane/common Dolphin.
- Movement of 15 swim, or one per 10 minute burst at 18.
- has heightened senses of hearing and smell. (+20 on related Saves),
- Stats: HP=40, AC=25/22, Attk:x1, Init+0, ToHIT:+10, Dmg=2d6, Move: 15 or burst of 18.
- If the changed form takes more than 40 damage the character then reverts to normal form.

- Once back in normal form the total damage is equal to the percent of damage from the Shape,
 - If the Shape had 100 HP and 25pts of damage was done then 75% remain,
 - Therefore the caster reforming into themselves would be reduce in HP by 25% of their Max

WHAT THIS SKILL DOES DO:

- Does maintain the ability to understand languages they have known previously.
 - But the character is only able to whistle and click, not talk.

- Does show the altered self as a mundane (non-magical) creature,
 - All items/possessions are kept but not retrievable in the altered form.
 - Only after returning back to the original caster form are items available.

- Does continue even if the caster is asleep or unconscious.

- Does allow some spells cast prior to casting this spell to continue to be useable,
 - This includes any spells that do not physically alter the caster.
 - Spells that alter the new form, HP Max, types of attacks, or travel mode will not work.

- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT protect the recipient from any sort of tainted water.
- Does NOT give the caster any of the forms special abilities, attacks, or defenses.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1

Same Skill.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Rollout Init	12
18	Duration X4	10

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL

253-1

5 Draw Out Rain Water

LEVEL

Tier 2

Create a cloud to rain water down.**Desert & hot environments limit this spell.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Caster	1 Minute	Food And Drink	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Square	Permanent	None	SYL



By COPILOT

Details:**GENERAL:**

- Creates 1 cubic square of pure, drinkable water.
- Water pours from a magically created cloud and can be directed by the caster.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

GENERAL:

- 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 SKILL DOES NOT DO:**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
16	AoE X2	16

**Focus Items and/or Kits:**

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half).

SYL

333-1

5 Summon Canine Familiar

LEVEL

Tier 2

Timid common canine is bound to the caster.**HP=40, AC:15/15, Attk x1x1, Init+4, HIT+8, Dmg:1d6, Move=12**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	1/4 Mile	1 Day		Partner Cooperations
STACK	AoE	DURATION	SAVE	Magical
1	Familiar	Permanent		Resist (Skill/Non)



By COPILOT

Details:**GENERAL:**

- The Familiar: Any medium sized mundane/common dog can answer the call.
- Only breeds not specifically known for aggression can be summoned.
- has heightened senses of smell. (+20 on related Saves)
- If the Familiar dies the casters Max SP is immediately halved for 1 week & -2 Ken.
- Battle effects:
 - AC:15/15, Attacks x1x1, Initiative +4, ToHIT+8, Damage:1d6, Move=12
 - HP= 30, SP= 0. @Death for HP is -15

WHAT THIS SKILL DOES DO:

- Does allow any kind of domestic dog that is not known for aggression.
 - Any aggressive tendencies that might come out otherwise will not happen.
- Does allow the familiar to have an awareness higher than a normal animal of that kind,
 - But the familiar will still have the normal level of self interest for that animal.
 - After one day the Familiar is able to fully communicate via the Nae'Em in common.
- Does allow resistance to Nae'Em breaking magic Save roll +40 due to the canine loyalty,
 - If Class Item was used in casting then there is no save needed. Pass is automatic.
- Does allow the AoE to move with the caster as the caster moves.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the casters movement speed, stats, spells or attacks to be used by the animal.
- Does NOT work on any creature that is forced to submit to the spell.
- Does NOT give the Familiar the ability to verbally communicate.
 - Does NOT confer the ability to communication beyond the Nae'Em.

**Bonds and Connections**

- Fae'Em connection with the Familiar.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Increase Aura	-2
9	Alter Hair/Whiskers/Fur/Scales	6
10	Rollout Halved	6

**Focus Items and/or Kits:**

- Focus wand with crystal is NOT passive.
- Best Save to Resist Nae'Em breaking magic.
 - Canine Familiar's loyalty allows immunity.

STM-SYL-DOK

893-1

5 Detect Magic

LEVEL

Tier 2

Item glows if magical. Brightness depends on power of magic.**Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	2 Squares	5 Minutes	Find or Reveal	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS

1	1-5 item	Instant	Skill	STM-SYL-DOK
			Sight	



By COPILOT

Details:**GENERAL:**

- NOTE: This spell is available to Strumos, Sylvan, Venerator, and Dokour.
- Situations may alter the asdfasdfasdfs (if cast in darkness then column+2).
 - If Range enhancements are used the caster can cast this from outside the blinding distance.
- Requires the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- This will not inform the caster regarding the type of magic or it's effects.
- Causes magic items to glow with a visible white light,
- Possible Reactions/effects for the caster:
 - No Magic: No light means no magic found in/on item,
 - Minor Magic: Dim light (candle) shines if it has lower powered effects,
 - Major Magic: Bright light that dazes a character for 1 round if Save failed,
 - Diety Magic: Blazing light that will blind a char for 4 hrs if Save failed.
- IF the item is Major or Diety level, it will require a Save of all within 20 squares,
 - failed Saves will blind creatures for 2d4 rounds.

WHAT THIS SKILL DOES NOT DO:

- Does NOT cause permanent blindness.
- Does NOT give any more information, only indicates if there is magic or not.
- Does NOT interact with the magics in items,
- Does NOT affect cursed items in any way (Does NOT show as magic if the item is cursed)

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Scroll Of Detect Magic',

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- Find Mundane, Magic, Epic, or God lvl. 1 item.
- STM-SYL-DOK: 1-3 Items in same square.
- Need: Kitchen/Lab, Cost 24 pts, 4 Hrs.
- AstrlSpecks, EtherlGrass, Obsid shard, TrnchMold
- 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 roll +20.

SYL

351-1

5 Divining Water

LEVEL

Tier 2

Age old method to find where to dig a well. Save Roll. . .

Artic/Tropic: +20, Temperate: +0, Arid/Desert: -40.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1/4 Mark	30 Minutes		Find or Reveal	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	15 Sqs Deep	Permanent		Skill	SYL Found water



By COPILOT

Details:**GENERAL:**

- Finds water deep below caster.
- Devining Rods are an age old method to find where to dig a well.
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Adjustments for the Save Roll,
 - Wet/Tropic/Artic region Save: Skill Roll +20,
 - Temperate region Save: Skill Roll +0.
 - Desert/Arid region Save: Skill Roll -40.
- Does indicate
 - If the water is potable or not.
 - How deep. From 6 Squares to 15 Sqs deep. (Not able to find if over 15 sqs deep)
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT find water if it is over 15 squares deep.

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.
- Reduces level of ALL enhancements (in half)

SYL

359-1

6 Animal Healing

LEVEL

Tier 2

A temporary minor bond is created during this spell.**Heal 2d8+4 to domestic/wild woodland animals.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
6 pts	4 Sqs	1 Minute	Natural Environment	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS

99	1 Animal	Permanent	None	SYL
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By COPILOT

Details:**GENERAL:**

- Heal 2d8+4 to domestic or wild woodland animals.
- A minor bond is created and the caster attempts to use this temporary bond.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Does work well with the Animal Friendship spell.
 - Does make the animal friendlier,
 - It does not mean the animal is a friend, only friendlier.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT cause or Heal any damage if the RollOut is not completed.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for a 'Animal Healing Nutrients',

**Bonds and Connections**

- This Is an Fae'Em connection with fauna.

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.
- Reduces level of ALL enhancements (in half)

SYL

379-1

6 Grow A Plant Canopy

LEVEL

Tier 2

Very useful for/with rain and needed shade.**Plant Canopy covers 1 to 4 people. Save vs High winds.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	12 Squares	5 Minutes	Natural Environment	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	3x3 Sq Area	12 Hours	None	SYL



By COPILOT

Details:**GENERAL:**

- Does create a canopy roof to protect vs weather,
- Very useful for/with rain and needed shade.

WHAT THIS SKILL DOES DO:

- 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 SKILL DOES NOT DO:**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.
- Reduces level of ALL enhancements (in half)

SYL

243-1

6 Summon Equine Familiar

LEVEL

Tier 2

Riding horse Nae'Em bonds to the caster.**HP=80, AC:15/15, Attk x1x1, Init+0, HIT+0, Dmg:1d4, Move=24.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
20 pts	2 Marks	1d4 Days	 Partner Cooperations	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	Familiar	Permanent	 Skill	SYL Nae'Em Kept



By COPILOT

Details:**GENERAL:**

- The Familiar: Any common light riding horse can answer the call.
- Only breeds not specifically known for aggression can be summoned.
- If the Familiar dies the casters Max SP is immediately halved for 1 Day.
- Battle effects:
 - AC:15/15, Attacks x1x1, Initiative +0, ToHIT+0, Damage:1d4
 - HP= 80, SP= 0. @Death for HP is -15, Move of 18 with burst of 30.

WHAT THIS SKILL DOES DO:

- Allows any kind of light riding horse that is not known for aggression.
 - Any aggressive tendencies that might come out otherwise will not happen.
- Allows the familiar to have an awareness higher than a normal animal of that kind,
 - But the familiar will still have the normal level of self interest for that animal.
 - After one day the Familiar is able to fully communicate via the Nae'Em in common.
- Allows resistance to Nae'Em breaking magic with a Save Roll adjustment of +20.
- Allows riders (with gear):
 - 1 Minotaur size, or 2 Human/Elves/Presma/Vocqua, or 3 Halflings/Sprites.
- Allows the AoE to move with the caster as the caster moves.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the casters movement speed, stats, spells or attacks to be used by the animal.
- Does NOT work on any creature that is forced to submit to the spell.
- Does NOT give the Familiar the ability to verbally communicate.
 - Does NOT confer the ability to communication beyond the Nae'Em.

**Bonds and Connections**

- Fae'Em connection with the Familiar.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Increase Aura	-2
9	Alter Hair/Whiskers/Fur/Scales	6
10	Rollout Halved	6

**Focus Items and/or Kits:**

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

6 Animal Connection (Ae'Em)

LEVEL

Tier 2

Willing animal & caster connect. Save required.

COST 12 pts	RANGE 2 Squares	ROLL OUT 4 Hours		COLLECTION Nae'Ems	OUTCOME Magical
STACK 5	AoE 1 Recipient	DURATION EOY		SAVE Skill -20	CLASS GROUPS SYL Ae'Em Created



By COPILOT

Details:**GENERAL:**

- 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.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.
- When resetting a disconnected Nae'Em the Rollout is reduced in half,
 - With this spell the Rollout can become 2 hours.

WHAT THIS SKILL DOES DO:

- 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.
- Does allow a quicker reconnection if this Nae'Em is broken,
 - If broken the Rollout is reduced by half (2 Hours),
 - If broken the Save is reduced by one column (COL -1).

WHAT THIS SKILL 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.

**Bonds and Connections**

- This Is an Fae'Em connection with fauna.

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	Save Roll +20	8

**Focus Items and/or Kits:**

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL-STM

962-1

6 Dispel Magic (Strsyl)

LEVEL

Tier 2

See the list of spells this affects in Full Descriptions

COST 8 pts	RANGE Touch	ROLL OUT 2 Minutes		COLLECTION Find or Reveal	OUTCOME Magical
STACK 99	AoE 1 Target	DURATION Permanent		SAVE Skill	GM SYL-STM Varies



By COPILOT

Details:**Alpha sorted list of spells that are ended by Dispel Magic:**

as of 8/29/2025

- Animate Cats Eye Marble
- Astral Plane Projection
- Call & Direct Rodent
- Call & Direct Small Assistants
- Call & Post Yappy Camp Dog
- Camp Shock Perimeter
- Capture/Release Light (Violet)
- Cause Illness
- Charged Fencing, Two Sides
- Circle of Protection vs Undead
- Create A Magical Glow
- Dimension Personal Hideaway
- Feather Bed
- Fire Starter
- Heat Wave Wall
- Hot Conversations
- Hot Rocks
- Imbue Ionic Marker (Tae'Em)
- Improve Food
- Improve Resist & Skill Saves
- Increase Fighter Movement
- Invoke Temporary Dimension Imp
- Langstrom Cloak Pockets
- Langstrom Rupture
- Light of Orix (Violet)
- Light of Strumos Yellow
- Light To Calm The Dead
- Orix False Glow
- Phage Mist
- Profiled In Fire
- Project Astral Image Within PMP
- Red Light of Dokour
- Ribbon Goblin Lookout
- Send Item to A Nae'Em Location
- Shadow Cover (AC +1)
- Shadow of the Magi
- Shape Of A Deer
- Shape Of A Dog
- Shape of A Familiar
- Shape Of A Plant
- Sky Scrying
- Sleep: Light Nap
- Strumos Run
- Summon Feline Familiar
- Swamp Lights (Greenish)
- The Darkness
- Typhlotic Sparky
- Vae'Em Portal (Astral Style)
- Veil of Shadows
- View Dimension
- View Imp Spy
- Visible Sign Posts
- Water to Ice (Reversible)
- Water to Steam (Reversible)
- Weapon Speed Charm
- Wind Wall

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 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 UnEntangle

LEVEL

Tier 2

Clears AOE of bramble.

COST 8 pts	RANGE 2 Squares	ROLL OUT 3 Rounds	3 RDS	COLLECTION Battle Actions/Prep	OUTCOME Magical
STACK 3	AoE 2x2 Squares	DURATION 4 Hours		SAVE none	CLASS GROUPS SYL



Created by COPILOT

Details:**GENERAL:**

- Useful to help a party member out of an Impediment trap or the Sylvan 'Entangle' spell,
- Since this counters the 'Entangle' spell there is no counter spell to this.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires the caster to indicate exactly where the AoE is.
- Easily clears away natural materials,
 - roots, vines, branches, or bramble.
- Is most often able to clear the area of non-plant (moveable) materials,
 - Materials that are often used with Impediment Traps.
- In some cases the GM may require a Skill Save for hard to clear areas.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect if the area is bare with no roots/vines/branches in the way.

Bonds and Connections

- No connection.

Counter:

LVL: 1 No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Init	12
14	Duration X2	8
16	AoE X2	16

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL

402-1

7 Shape Of A Wolf

LEVEL

Tier 2

Shifts into a medium sized wolf.**HP=50, AC=22/20, Attkx2, Init & ToHit+8, Dmg=2d6, Move:15/18**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Self	10 Minutes		Shape Change Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	Self	4 Hours		None SYL



By Magickstudio-art

Details:**GENERAL:**

- About the new shape: Any medium size mundane/common wolf.
- has heightened senses of hearing and smell. (+30 on related Saves),
- Stats: HP=50, AC=22/20, Attk:x2, Init+8, ToHIT:+8, Dmg=2d6, Move: 18 or burst of 18.
- If the changed form takes more than 50 damage the character then reverts to normal form.
- Once back in normal form the total damage is equal to the percent of damage from the Shape,
- If the Shape had 100 HP and 25pts of damage was done then 75% remain,
- Therefore the caster reforming into themselves would be reduce in HP by 25% of their Max

WHAT THIS SKILL DOES DO:

- Maintains the ability to understand languages they have known previously.
 - But the character is only able to bark, growl, whine, and howl, not talk.
- Shows the altered self as a mundane (non-magical) creature,
 - All items/possessions are kept but not retrievable in the altered form.
 - Only after returning back to the original caster form are items available.
- Continues even if the caster is asleep or unconscious.
- Allows some spells cast prior to casting this spell to continue to be useable,
 - This includes any spells that do not physically alter the caster.
 - Spells that alter the new form, HP Max, types of attacks, or travel mode will not work.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT give the caster any of the forms special abilities, attacks, or defenses.
- Only rudimentary communication is possible with barks, growls, whines, and howls,

Bonds and Connections

- No connection.

**Counter:**

LVL: 1

Same Skill.

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Rollout Init	12
18	Duration X4	10

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL

992-1

7 Water Breathing

LEVEL

Tier 2

Can breath fresh/sea water and talk.**Does not protect against polluted water.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Self	1 Minute		Natural Environment
STACK	AoE	DURATION	SAVE	CLASS GROUPS
9	Self	1 Day		None



By COPILOT

Details:**GENERAL:**

- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Allows the caster to breath under water,
 - The water must be clean water, but can be fresh or salt-water.
 - However, the caster is no longer able to breath out of the water.
- Allows the caster to be able to talk when underwater.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any protective nature regarding polluted water.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for a 'Water Breathing Leaf',

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

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
6	AOE: Self +1	6
12	Rollout Init	12
20	Rollout Instant	16

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

7 Call & Direct Corvus

LEVEL Tier 2

Single bird to observe for the caster.**HP=15, AC=22, Attk=x1, Init/ToHit=0, Dmg=1d6.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	self	20 Minutes	Partner Cooperations	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	1 Mark	2 Hours	None	SYL



By COPILOT

Details:**GENERAL:**

- A common black bird appears (casters choice of raven, crow, or corvus)
- This black bird can mingle with any flock of other birds in the area.
 - With the Class Focus Item there is 50% chance 1d10 like birds will gather around it.
 - For any like birds to gather the caster must actively enact it.
- Stats:
 - HP=15, AC=22, Attk=x1, Init/ToHit=0, Dmg=1d6.
- This bird is still vulnerable to natural predators.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration,
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Does allow a single bird to move about within the AoE and
 - listen or watch then report back to the caster.
 - The AoE moves with the caster as the caster moves.
- Does require the caster to instruct the creatures through a Nae'Em.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does not continue if the called creatures are mistreated.

**Bonds and Connections**

- This Is an Fae'Em connection with fauna.

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 Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

EOL-SYL-STM

309-1

7 Create Permanent Nae'Em

LEVEL

Tier 2

Can mentally talk with a bonded person when on same plane.

Resetting: 1 hr @ location or 2 days not @ location.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	1 Square	4 Days	Nae'Em	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	1 Recipient	Permanent	None	EOL-SYL-STM



By COPILOT

Details:**GENERAL:**

- This bonds a person to the caster and allows mental communication (on the same plane).
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Creates a Permanent mental bond and allows either party to initiate and accept.
- Resetting a broken Nae'Em connection,
 - Can be re-established with 1 hour rollout when next to the Nae'Em,
or
 - Can be re-established with a 2 day rollout while not near the Nae'Em.

WHAT THIS SKILL 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 disconnected) by Arcane (Ancient Magic).
- Does NOT connect with any creature that is magical (Dieties and such).

**Bonds and Connections**

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

Counter:

LVL: 1 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.
- Resetting connection reduced in 1/2.

SYL-STM-VEN

897-1

7 Portal To Nae'Em

LEVEL Tier 2

Caster or Nae'Em must be first to pass through.**Can't be created unless Nae'Em agrees to the portal.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	PMP	4 Minutes	Nae'Ems	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	Self+1	5 Minutes	None	SYL-STM-VEN



Created by COPILOT

Details:**GENERAL:**

- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires the caster to have an active Nae'Em connection while casting the portal.
- The caster and one other person can pass through,
Or
The Nae'Em and one other person can pass through,
 - First to pass through must be either the Nae'Em or the caster.
- After the caster or Nae'Em one more may follow.

WHAT THIS SKILL DOES NOT DO:

- Does NOT work if the Nae'Em is not able to respond.
- Does NOT work if the Nae'Em does not agree.

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 +2	12

Focus Items and/or Kits:

- No effect.

SYL

380-1

7 View An Animal (Ae'Em)

LEVEL

Tier 2

Top down view from about 1 square above the animal.**Allows only 1 word basic communication.**

COST 8 pts	RANGE PMP	ROLL OUT 5 Minutes		COLLECTION Nae'Ems	OUTCOME Magical
STACK 1	AoE 1 Ae'Em, 1 sq above	DURATION 1 Hour		SAVE None	CLASS GROUPS SYL



By COPILOT

Details:**GENERAL:**

- Creates temporary Vae-Em bond with the animal.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Gives the animal an awareness the caster is watching,
 - Can communicate via 1 word statements.
- Allows simultaneous use of bonding spells which communicate with the animal.
- Gives a top down from 1 square above the animal.
- Moves with the animal for the duration of the spell,
 - If the animal is in a non scryable area then this spell fails.

WHAT THIS SKILL DOES NOT DO:

- Does NOT create a immediate full trust with the animal.

**Bonds and Connections**

- This Is an Fae'Em connection with fauna.

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.

SYL

381-1

8 Hail Stones Attack

LEVEL

Tier 2

A white cloud rises over the area, and throws down hail.

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	12 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE Resist (Skill/Non)	CLASS GROUPS
1	2x2 Squares	Permanent			SYL
				1/2 Damage	



By COPILOT

Details:**GENERAL:**

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

WHAT THIS SKILL DOES DO:

- Does 3d6 + ACU Bonus ice damage.
- Has an increase effect against heat based targets,
 - additional +4 damage to heat based creatures.
- Delivers no more or less damage vs non-heat based creatures that are heated or on fire.
- Delivers the attack and damage from above the target.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect on creatures acclimated to cold weather/environments.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL

384-1

8 Shape Of A Tree

LEVEL Tier 2

Caster can allow others to hide with them. (1 per Tier)

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

COST 8 pts	RANGE Touch	ROLL OUT 10 Minutes		COLLECTION Shape Change	OUTCOME Magical
STACK 1	AoE 1 tree	DURATION 4 Hrs		SAVE None	CLASS GROUPS SYL



By COPILOT

Details:**GENERAL:**

- Caster creates a Nae'Em as they blend with a tree.
- Plants AC is 8 and HP is same as caster.
 - If the tree is brought to 0 HP then the caster spills out and is unconscious.
- When using this same spell to counter an instance of this spell:
 - That caster must target this specific tree.

WHAT THIS SKILL DOES DO:

- Allows the caster to become part of a tree that is 1 square high or more,
 - Caster may include others, 1 per Tier.
- When in the tree,
 - The caster feels temperature changes and pain,
 - Can see, hear and feel when inside,
 - Any damage done in that form continues when the caster exits the tree.
 - Allows the caster to end the spell and emerge within 1 round,
 - This takes the rest of the current round, but does not inhibit the next round.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT give the caster the ability to smell, speak or cast from inside.
 - The caster is not able to move any part of the tree (as if by muscular effort).
- Does NOT allow the caster to perform any actions which requires movement.

**Bonds and Connections**

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

**Counter:**

LVL: 1 Same Skill.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
20	Rollout Instant	16

**Focus Items and/or Kits:**

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

8 Call & Set Wolverine Defender

LEVEL Tier 2

A small bear-like weasel to defends the caster.

Defend, HP:50, AC:16/12, Attk:x2x2, Init&ToHit+6, Dmg:1d8+Ken

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Self	1 Minute	Partner Cooperations	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	1 Wolverine	2 Hours	None	SYL



By COPILOT

Details:**GENERAL:**

- Contrary to stories usually wolverines will not attack a larger predator, like a wolf or a bear.
- Stats:
Defend Only: HP:50, AC:16/12, Attk:x2x2, Init&ToHit+6, Dmg:1d8, Move:12
- The caster is able to stop the protectors from attacking via the Nae'Em.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration,
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Does allow the caster to direct which direction/facing the wolverine will defend.
 - Wolverine will only attack if they or the caster is physically attacked.
 - Wolverine will not leave the casters side to start/continue attacks.
- Does require the caster to instruct the creatures through a Nae'Em.
- Does allow the AoE to move with the caster as the caster moves.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the called wolverine to mix with other wolverines,
 - except with other wolverines the caster has called.
- Does not continue if the called creatures are mistreated.

**Bonds and Connections**

- This Is an Fae'Em connection with fauna.

Counter:

LVL: 1 No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
12	Rollout Init	12

**Focus Items and/or Kits:**

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL

383-1

8 Protect Hunter vs Missiles

LEVEL Tier 2

Hunter gains +2 to AC vs Missiles and Thrown attacks.

No effect vs other kinds of attack.

COST 8 pts	RANGE 12 Squares	ROLL OUT 2 Rounds		COLLECTION Partner Cooperations	OUTCOME Mundane
STACK 1	AoE 1 Target	DURATION 2 Hours		SAVE None	CLASS GROUPS SYL



By COPILOT

Details:**GENERAL:**

- The recipient Hunter must be in range..

WHAT THIS SKILL DOES DO:

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

WHAT THIS SKILL DOES NOT DO:

- Does NOT work on any form of dead, undead, living dead.

**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.
- Reduces level of ALL enhancements (in half)

SYL

404-1

9 Shape Of A Bear

LEVEL Tier 3

Sylvan morphs into a medium sized common brown bear.**HP=70, AC=25/20, Attksx2x3, Init+4 ToHit+8, Dmg=2d8, Move:15**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Self	5 Minutes	Shape Change	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	Self	2 Hours	None	SYL



By COPILOT

Details:**GENERAL:**

- About the new shape: Any medium size mundane/common bear.
- has heightened senses of hearing and smell. (+10 on related Saves),
- Stats: HP=70, AC=25/20, Attk:x2x3, Init+4, ToHIT:+8, Dmg=2d8, Move: 15 or burst of 20.
- If the changed form takes more than 70 damage the character then reverts to normal form.

- Once back in normal form the total damage is equal to the percent of damage from the Shape,
- If the Shape had 100 HP and 25pts of damage was done then 75% remain,
- Therefore the caster reforming into themselves would be reduce in HP by 25% of their Max.

WHAT THIS SKILL DOES DO:

- Maintains the ability to understand languages they have known previously.
 - But the character is able to roar, growl, and whine, just not talk.

- Shows the altered self as a mundane (non-magical) creature,
 - All items/possessions are kept but not retrievable in the altered form.
 - Only after returning back to the original caster form are items available.

- Continues even if the caster is asleep or unconscious.

- Allows some spells cast prior to casting this spell to continue to be useable,
 - This includes any spells that do not physically alter the caster.
 - Spells that alter the new form, HP Max, types of attacks, or travel mode will not work.

- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT give the caster any of the forms special abilities, attacks, or defenses.

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Increase Aura	-2
9	Duration +50%	6
10	Rollout Halved	6

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL

390-1

9 Call & Set Wolf Protector

LEVEL

Tier 3

Brings a wolf to defend the caster. Move:15, HP:80

AC:18/18 Attk:x2x2 Init&ToHit+8 Dmg:1d10

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	16 Squares	1 Minute	Partner Cooperations	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	1 Image	2 Hours	None	SYL



By COPILOT

Details:**GENERAL:**

- Stats:
 - Ken >0 HP:80 AC:18/18 Attk:x2x2 Init&ToHit+8 Dmg:1d10 Move:15.
- The caster is able to stop the protectors from attacking via the Nae'Em.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration,
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Does allow the caster to direct which direction/facing the wolf will defend.
 - Wolf will only attack if they or the caster is physically attacked.
 - Wolf will not leave the casters side to start/continue attacks.
- Does require the caster to instruct the creatures through a Nae'Em.
- Does allow the AoE to move with the caster as the caster moves.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the called wolf to mix with other wolves,
 - except with other wolves the caster has called.

**Bonds and Connections**

- This Is an Fae'Em connection with fauna.

Counter:

LVL: 1 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 Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL**10 Tornado Wall**

LEVEL

Tier 3

Adjacent squares to the casters take 1d4 damage each round.**Caster gains +4 to AC to ALL normal attacks.**

COST	RANGE	ROLL OUT	2 Rds	COLLECTION	OUTCOME
12 pts	Self	2 Rounds		Battle Defense	Magical
STACK	AoE	DURATION	Hourglass	SAVE	CLASS GROUPS
1	3x3 Squares	10 Minutes		Resist (Skill/Non)	SYL

386-1



By COPILOT

Details:**GENERAL:**

- Caster gains +4 to AC to all attacks.
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- This spell can be countered with 'Control Wind Sphere',
 - which will end both spells.

WHAT THIS SKILL DOES DO:

- Creates a wall of wind inhibiting damage from physical attacks.
- Moves with the caster.
- Protects against (front and back AC) Melee, Ranged, Thrown, and Spell attacks,
 - Only affects spells that require a ToHIT.
- Causes 1d4 Damage to any persons within the squares that are adjacent to the caster.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL 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.
- Can NOT be combined with other spells which surround the 1 square the caster is in.
 - For example: Heat Wave Wall, Tornado Wall.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Control Wind Sphere

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:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL

392-1

10 Control Wind Sphere

LEVEL

Tier 3

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

COST 12 pts	RANGE 18 Squares	ROLL OUT 10 Minutes	COLLECTION Natural Environment	OUTCOME Mundane
STACK 1	AoE 5x20 Sq Area	DURATION 12 Hours	SAVE Skill	CLASS GROUPS SYL

Disperse Spells



By COPILOT

Details:**GENERAL:**

- 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 Skill Save to get the effort to work.
- Headwinds (opposing) may cause this spell to have less effectiveness.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Influences the direction and speed of the sphere the caster controls.
- Allows attempted direction changes by compass directions (N,NE,E,SE,S,SW,W,NW)
- Allows attempted speed changes from quarter speed to double speed,
 - This is compared to the speed of the currents outside the sphere.
- Creates enough air movement to clear most cloud spells and disperse them.
- Creates enough air movement to blow out unprotected lights (flames),
 - Will blow out small un-protected flame/light sources (uncovered flames, torches, etc)
 - Will NOT blow out protected flame/light sources (covered flames, lanterns, etc)
- Beneficial adjustments can be found in

WHAT THIS SKILL 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.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Same Skill.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Save Roll +20	8
16	AoE X2	16

Focus Items and/or Kits:

- Not required.

DOK-SYL-STM-VEN

629-1

10 Determine True Name

LEVEL Tier 3

Caster attempts to locate clues to find a True Name.

COST 24 pts	RANGE 4 Squares	ROLL OUT 2 Hours		COLLECTION Find or Reveal	OUTCOME Magical
STACK 99	AoE 1 Item	DURATION Permanent		SAVE Unskilled	CLASS GROUPS DOK-SYL-STM-VEN

success



By COPILOT

Details:**GENERAL:**

- Use of this spell will reveal clues about a True Name.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Clues can be found from:
 - Current Nae'Ems (-5 pts each) These are 1 use.
 - Mementos, such as an item's makers mark (-2 pts each)
 - Current Focus Item (-20 pts)
 - Past True Names (-10 pts each) These are 1 use
- Gather all the clues together and subtract from 100 (Minimum of 30),
 - If the caster does NOT roll over the total then Current Nae'Ems and Past True Names are lost.
 - Lost clues can only be found again by going to the source and rolling a Skill Save.
- If the caster has rolled over the total (using a 1d100) then the True Name is revealed,
 - **NOTE:** The True Name owner will immediately know what has happened, but not where or who,
 - When the True Name is revealed.
 - Using true names all magic cast on to the person has it's effect doubled.
 - *Example: 23 HP damage becomes 46 Damage, AC reduction of 2 becomes 4, . . .*
- The age of clues may lower the point values.
- Beneficial adjustments can be found in Enhancements and with a Focus item.

WHAT THIS SKILL 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:

LVL: 1 No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
14	Save Roll +20	8
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.

SYL

394-1

11 Protection vs Animals

LEVEL

Tier 3

The animal must pass the Save to enter or exit the sphere,

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	Initiative		Battle Actions/Prep	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	3x3x3 Sq Sphere	1 Hour		BRU	SYL

Can Move

GM



By COPILOT

Details:**GENERAL:**

- This spell protects the area against aggressive animals,
- In the game 'Animals' are uncivilized creatures found in real life.

WHAT THIS SKILL DOES DO:

- Applies to creatures categorized as 'Animals',
- The Target must pass the Save to enter or exit the sphere,
 - Failing the Save does NOT damage the target, but does stop the target.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1

Same Skill.

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 crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

DOK-STM-SYL-VEN

1030-1

11 Class Power Attack Duel

LEVEL Tier 3

ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK.**INTERRUPT: SYL-Ice, STM-Elect, VEN-Force, DOK-Fire**

COST 2.4 pts	RANGE 10 Squares	ROLL OUT Initiative		COLLECTION Battle Offense	OUTCOME Magical
STACK 99	AoE 1 Target	DURATION 1 Round		SAVE Skill	 CLASS GROUPS DOK-STM-SYL-VEN

By COPILOT

Details:**GENERAL:**

- INTERRUPTION (Rollout is Instant) ----- ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK -----
- This skill pauses all action when enacted before any opposing effect can be done.
- Such action might be damage taken or an attack made.
- Duel to be called AFTER this 'Class Power Attack' is mentioned & BEFORE damage is rolled.
- The GM may have to make a call if the Class Power Attack proceeds too quickly.
- Each time a Duel is started it is

WHAT THIS SKILL DOES DO:

- Duel to be called AFTER this 'Class Power Attack' is mentioned & BEFORE damage is rolled.
- The GM may have to make a call if the Class Power Attack proceeds too quickly.
- User of this spell forces a duel of a Class Power Attack spell between self and an opposing caster who is using a 'Class Power Attack' spell.
- This "Duel" is about two powerful damage spells trying to overwhelm each other.
- Round by round the following is done:
 - Each caster must pay the SP to continue.
 - Forcing a duel will happen for at least 1 round.
 - Each spell will have the damage rolled and...
 - The caster who would deliver the most damage wins.
 - The loser delivers 0 damage,
 - The winner delivers ONLY the amount of damage that is above the losers damage rolls.
- Ending the duel within the round,
 - Option 1 one person stops and takes the full damage.
 - Option 3 both decide to stop (and honors the agreement, otherwise its option 1)

WHAT THIS SKILL DOES NOT DO:**Bonds and Connections**

- No Nae'Em connection.

Counter:

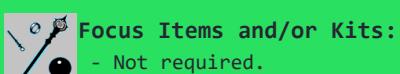
No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

**Focus Items and/or Kits:**

- Not required.

SYL**11 Shape Of A Hawk**

LEVEL Tier 3

Shifts into a medium sized mundane Hawk.**HP=25, AC=32/27, Attk:x1, Init & ToHIT +0, Dmg=1d8, Fly=20**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Self	4 Minutes	Shape Change	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	Self	4 Hours	None	SYL



By COPILOT

Details:**GENERAL:**

- About the new shape: Any medium size mundane/common Hawk.
- has heightened senses of sight. (+30 on related Saves),
- Stats: HP=25, AC=32/27, Attk:x1, Init+0, ToHIT:+0, Dmg=1d8, Fly: 120 or burst of 32.
- If the changed form takes more than 25 damage the character then reverts to normal form.

- Once back in normal form the total damage is equal to the percent of damage from the Shape,
- If the Shape had 100 HP and 25pts of damage was done then 75% remain,
- Therefore the caster reforming into themselves would be reduce in HP by 25% of their Max

WHAT THIS SKILL DOES DO:

- Maintains the ability to understand languages they have known previously.
 - But the character is only able to snort, grunt, or wheeze, not talk.

- Shows the altered self as a mundane (non-magical) creature,
 - All items/possessions are kept but not retrievable in the altered form.
 - Only after returning back to the original caster form are items available.

- Continues even if the caster is asleep or unconscious.

- Allows some spells cast prior to casting this spell to continue to be useable,
 - This includes any spells that do not physically alter the caster.
 - Spells that alter the new form, HP Max, types of attacks, or travel mode will not work.

- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT give the caster any of the forms special abilities, attacks, or defenses.

Bonds and Connections

- No connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as the action.

Enhancements:

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

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

DOK-SYL-STM-VEN

627-1

11 Connect To An Arcane Focus Item

LEVEL Tier 3

Creates connection between caster and a Arcane Focus Item.

COST 36 pts	RANGE Touch	ROLL OUT 4 Days		COLLECTION Nae'Ems	OUTCOME Magical
STACK 1	AoE 1 Item	DURATION Permanent		SAVE Resist (Skill/Non) Connected	CLASS GROUPS DOK-SYL-STM-VEN



By COPILOT

Details:**GENERAL:**

- Creates a connection between the caster and the Arcane Focus Item.
- When resetting a disconnected Nae'Em the Rollout is reduced in half,
 - With this spell the Rollout can become 2 days.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires the item to be of the highest quality.
 - Minimum GP value of 10,000.
- Creates the casters connection to the item provided.
- Beneficial adjustments can be found in Enhancements.

WHAT THIS SKILL DOES NOT DO:**Bonds and Connections**

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

Counter:

LVL: 1 No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sa	6
12	Range X2	8

Focus Items and/or Kits:

- Not required.

SYL

675-1

12 Ice Class Power Attack

LEVEL Tier 3

Direct Dmg 5d10+ACU. **Dmg+ by Enhancement & Focus Staff.****No Lobbing.** **Skill Save for 1/2 Dmg.** **Duel may happen.**

COST 12 pts	RANGE 10 Squares	ROLL OUT Initiative		COLLECTION Battle Offense	OUTCOME Magical
STACK 99	AoE 1 Target	DURATION 1 Round		SAVE Skill	 CLASS GROUPS SYL 1/2 Damage



Created by Gemini

Details:**GENERAL:**

- All Class Power attacks have the possibility of being drawn into a Duel.
- Another caster using the same power (Ice) may use the spell 'Class Power Attack Duel',
- This Duel must be called out AFTER this 'Ice Class Power Attack' is mentioned,
and BEFORE the damage is rolled.
- The GM may have to make a call if the Class Power Attack proceeds too quickly.

WHAT THIS SKILL DOES DO:

- This spell targets the enemy without a ToHit rolled.
- This is a direct stream of Ice,
 - must have a direct and uninterrupted path to the target,
 - cannot be lobbed,
 - The target is allowed to attempt a Save for 1/2 damage,
- Delivers 5d10 + ACU points of damage without a required ToHit.
- Added functionality can be found,
 - Enhancements may help with Damage, Range, and Save roll,
 - A Focus Staff may help with Damage.
- This has a counter spell which may force this caster into a magical duel.

WHAT THIS SKILL DOES NOT DO:

- Does NOT apply any mundane damage,
- Class Power Attacks do not cause incidental damage to non-target items/areas.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1

Class Power Attack Duel Spell

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
14	Save Roll -20	8

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half).

SYL-STM-EOL-ORX

397-1

12 Ranged Forced Healing 2d8+2 HP

LEVEL

Tier 3

Energy from throughout the body is force to an injury.**Roll 2d8+2. Dmg x1. Then Heal x2.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	15 or 22 sqs	Initiative	Healing and Rest	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	Permanent	None	SYL-STM-EOL-ORX



Created by Gemini

Details:**GENERAL:**

- Cast from a distance away to shock (w/ damage) then heal.

WHAT THIS SKILL DOES DO:

- Does heal any living creatures.
- 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.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring,
 - If the caster has a Focus Ring,
 - Recipients that have a Nae'Em connection with the caster gain +1/Tier.

WHAT THIS SKILL DOES NOT DO:

- Does NOT heal undead, living dead, or the dead.

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:

-  - Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL

400-1

12 Tree House

LEVEL Tier 3

Requires a tree (not a sapling), to start the spell. 60 HP.

When closed blocks most sounds & light. Houses 10 people.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	8 Squares	30 Minutes	Fences and Shelters	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	4 Sq High Tree	12 Hours	None	SYL



By COPILOT

Details:**GENERAL:**

- Room for 10 to sleep with sitting chairs and chests.
- The shelter has 60 HP.

WHAT THIS SKILL DOES DO:

- Requires a tree (not a sapling),
 - The tree must be able to support the caster and their belongings,
 - More space/area is magically created.
- Creates a visible tree house with a retractable ladder.
- Muffles most sounds and lights within the closed house.
 - Those inside may be loud enough for the GM to roll a noise check..
- Continues to end of duration even if the caster is outcold, asleep, etc.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT mute 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.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for a 'Pine Seeds of Tree House',

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.
- Reduces level of ALL enhancements (in half)



SYL**13 Shape Of A Satyr**

LEVEL

Tier 4

Morphs into Satyr (Half man, Half Goat)**Able to speak & cast. Move@ 150% sqs (1 hr / day). HP+10.**

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

388-1



By flatia.org

Details:**GENERAL:**

- Does temporarily add 10 HP to the casters max HP while in the altered form.
 - Full amount of damage taken is applied to the caster when they leave the altered form.
- Once back in normal form the total damage is equal to the percent of damage from the Shape,
 - If the Shape had 100 HP and 25pts of damage was done then 75% remain,
 - Therefore the caster reforming into themselves would be reduce in HP by 25% of their Max
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done

WHAT THIS SKILL DOES DO:

- Does physically change the caster into a Satyr.
- Does allow the character to keep their intellect and personality intact.
- Does allow the character to use skills and speak in this form.
- Does add 50% to casters short distance movements measured in squares, like battle.
 - This can only be done for 1 hour per day.
 - This does not apply to long distance moves measured in marks.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow damage taken in the altered form to be forgiven/less when reverting.
 - It is possible for the caster to revert back and fall unconscious/dead.
- Does NOT add 50% movement to long distances,
 - traveling over 1 hour at the increased pace is not allowed.
- Does NOT give the caster any of the forms special abilities, attacks, or defenses,

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
12	Rollout Init	12

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

DOK-SYL-STM-VEN

454-1

13 Circle of Containment

LEVEL Tier 4

Inhibits creatures from leaving the circle, not the caster.**Those that are inside must Save to exit.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	Touch	10 Minutes		Fences and Shelters
STACK	AoE	DURATION		Magical
99	3 Sq Rad Circle	4 Hours	Brute	CLASS GROUPS

Exit Circle



By COPILOT

Details:**GENERAL:**

- Initially creates a visible 3 Sq radius perimeter,
 - After Rollout the perimeter is no longer visible.
- Suggested usage is prior to casting a summoning spell.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Inhibits creatures from leaving the circle, except for the caster
 - 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.
- Continues working (after the rollout),
 - even if the caster is unconscious, dead, or out of range, etc.
- Beneficial adjustments can be found in Enhancements and with a Focus item.

WHAT THIS SKILL DOES NOT DO:

- Does NOT inhibit the Caster from leaving the circle.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Same Skill.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
16	AoE X2	16

**Focus Items and/or Kits:**

- Focus Item with crystal is NOT passive.
- Makes The BRU Save more difficult. Save Roll -20.

SYL

590-1

14 Call & Direct An Attack Bear

LEVEL Tier 4

Calls a bear to be ready for a battle.**HP:200 AC:16 Attk:x2 Init&ToHit+12 Dmg:2d10 Move:15**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	Self	1 Minute	Battle Actions/Prep	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
2	15 Squares	2 Hours	None	SYL



By Perchance.org

Details:**GENERAL:**

- Stats: HP:200 AC:16 Attk:x2 Init&ToHit+12 Dmg:2d10 Move:15
- The caster is able to stop the bear from attacking via the Nae'Em.

WHAT THIS SKILL DOES DO:

- Allows the caster to direct which target the bear will attack within AoE,
 - Caster may choose to direct the bear to NOT attack anything if so desired.
- Requires the caster to fully concentrate on directing the bear when it is attacking.
- Requires the caster to instruct the creatures through an Nae'Em.
- Allows the AoE to move with the caster as the caster moves.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the called bear to mix with other bears,
 - except with other bears the caster has called.

**Bonds and Connections**

- This Is an Fae'Em connection with fauna.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
12	Rollout Init	12
14	Duration X2	8

**Focus Items and/or Kits:**

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

ALL

991-1

14 Bestow House Authority

LEVEL

Tier 4

Keep your House Organized. Can tell if a follower is true.

Creates A House for the character.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
48 pts	1 Recipient	1 Week		Nae'Ems
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	Permanent		None



By Perchance.org

Details:

GENERAL:

- Focus item makes the 'sensing' passive.
Otherwise character must actively work to 'sense' anothers level of alliegence.
Only the caster using the "House Authority" can cause another to be a non-owner authority.
- Does require the person to maintain concentration,
 - i.e. the person must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- There is only 1 Owner of a House, but there can be any number of Authorities of a House.
Each require this skill/spell to be exercised first.
- The owner/authority of a House may belong to other Houses.
Owners may disallow any other members within the house.
Authorities may only disallow other members that are NOT owners and NOT authorities.
- Players establishing a House:
 - Allow the owner and authorities of the house to know the approximate loyalty of a person.
 - Allow the person to be recognized for higher loyalty without revealing specifics.

WHAT THIS SKILL DOES NOT DO:

- Does NOT reveal any specifics regarding loyalty other than the reputation number,
 - the range of -1 to -9 is a negative reputation indicating the person is NOT loyal.
 - the range of 1 to 9 is a positive reputation indicating the person is loyal.



Bonds and Connections

- A subtle Nae'Em connection w/o communication.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not of any benefit during creation of the House.
- Focus items aid during any 'sensing' of alliegence.

SYL

561-1

15 Shape Of A Centaur

LEVEL

Tier 4

Shifts into existing half horse, half man**Able to speak & cast.****Move@ 150% Marks.****HP+20.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	Self	10 Minutes	Shape Change	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	Self	6 Hours	None	SYL



By Vainglorious Team

Details:**GENERAL:**

- Does temporarily add 20 HP to the casters max HP while in the altered form.
 - Full amount of damage taken is applied to the caster when they leave the altered form.
- Once back in normal form the total damage is equal to the percent of damage from the Shape,
 - If the Shape had 100 HP and 25pts of damage was done then 75% remain,
 - Therefore the caster reforming into themselves would be reduce in HP by 25% of their Max
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done

WHAT THIS SKILL DOES DO:

- Physically changes the caster into a Centaur.
- Allows the character to keep their intellect and personality intact.
 - Does allow the character to use skills and speak in this form.
- Adds 50% to casters daily long distance movements measured in marks.
 - This does not apply to shorter movement such as battle.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow damage taken in the altered form to be forgiven/less when reverting.
 - It is possible for the caster to revert back and fall unconscious/dead.
- Does NOT add 50% movement to short distances that are not measured in Marks, such as battle.
- Does NOT give the caster any of the forms special abilities, attacks, or defenses,

Bonds and Connections

- No connection.

Counter:

LVL: 1 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 Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL

393-1

15 Control Water Currents

LEVEL

Tier 4

manage the general direction and speed of water

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

COST 16 pts	RANGE Self	ROLL OUT 10 Minutes		COLLECTION Natural Environment	OUTCOME Mundane
STACK 1	AoE 4x4x4 Sq's	DURATION 4 Hours		SAVE Skill	CLASS GROUPS SYL



By COPILOT

Details:**GENERAL:**

- 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 Skill Save to get the effort to work.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done

WHAT THIS SKILL DOES DO:

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

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow any attempts of control of weather.

Bonds and Connections

- No connection.

**Counter:**

LVL: 1 Same Skill.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save Roll +20	8
16	AoE X2	16
18	Range X4	10

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL

827-1

16 Shape Of A Mer Person

LEVEL Tier 4

Morphs into a mer-creature. Gender as caster chooses.**Able to speak & cast. Swim & breath water. HP+20.**

COST 16 pts	RANGE Touch	ROLL OUT 20 Minutes		COLLECTION Shape Change	OUTCOME Mundane
STACK 1	AoE Self	DURATION 8 Hours		SAVE None	CLASS GROUPS SYL

**Details:****GENERAL:**

- Does temporarily add 20 HP to the casters max HP while in the altered form.
 - Full amount of damage taken is applied to the caster when they leave the altered form.
- Once back in normal form the total damage is equal to the percent of damage from the Shape,
 - If the Shape had 100 HP and 25pts of damage was done then 75% remain,
 - Therefore the caster reforming into themselves would be reduce in HP by 25% of their Max
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done

WHAT THIS SKILL DOES DO:

- Does physically change the caster into a Mer-person.
- Does allow the character to keep their intellect and personality intact.
 - Does allow the character to use skills and speak in this form.
- Does allow the character to swim and breath water.
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow damage taken in the altered form to be forgiven/less when reverting.
 - It is possible for the caster to revert back and fall unconscious/dead.
- Does NOT give the caster any of the forms special abilities, attacks, or defenses,

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as the Arcane connection.

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.
- Reduces level of ALL enhancements (in half)

18 Shape Of A Harpy

LEVEL Tier 5

Changes into a Harpy. (Haggerd vulture-like bird / person)**+30 HP. Can speak, & cast. Can fly & dive (1/min).**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
20 pts	self	20 Minutes		Shape Change Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	self	2 Hours		None SYL



By Magickstudio-art

Details:**GENERAL:**

- Does temporarily add 30 HP to the casters max HP while in the altered form.
 - Full amount of damage taken is applied to the caster when they leave the altered form.
- Once back in normal form the total damage is equal to the percent of damage from the Shape,
 - If the Shape had 100 HP and 25pts of damage was done then 75% remain,
 - Therefore the caster reforming into themselves would be reduce in HP by 25% of their Max
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Does physically change the caster into an ugly creature that is a mixed Vulture/Person.
- Does allow the character to keep their intellect and personality intact.
- Does allow the character to use skills and speak in this form, however. . .
 - The characters voice will always have a screech to it, unless
 - The character that uses a focus item may choose to sing without screeching.
- Does allow the Harpy to do a specail attacks if/when casting 1 or no spells in the round:
 - Flying: 1 attack per round. Use the "Fist" attack when doing so.
 - Diving: 1 attack per 3 rounds. Init, ToHIT, & Damage +6.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow damage taken in the altered form to be forgiven/less when reverting.
 - It is possible for the caster to revert back and fall unconscious/dead.
- Does NOT give the caster any of the forms special abilities, attacks, or defenses,

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	Range X2	8
14	Duration X2	8
18	Range X4	10

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

SYL

405-1

19 Fort of Thorns

LEVEL

Tier 5

Temporary protected encampment.

Walls 2 sq high x 1 deep. No roof. AC:8 HP:50/sq.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
20 pts	12 Squares	30 Minutes	Fences and Shelters	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	10x10 squares	12 Hours	None	SYL



By COPILOT

Details:**GENERAL:**

- Even workable in non-temporal environments.
- Status:
 - Battle stats of AC:8 and HP:50 per square.
 - Mundane fires cause 1d4 damage to the square on fire.
 - Magical fires cause damage as per the spell description.
 - 4 External thorn walls arranged in rough square (Each: 6L x2H x1D)
 - 1 Internal room of 4x4 squares,
 - The door is 2 squares high and 1 square wide (Placed by caster),
 - Roof and chimney optional.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Creates a rectangular perimeter wall of thorns around the AoE,
 - The walls are 2 squares high by 1 square deep, and 6 squares long each,
 - Internal area of 4 x 4 squares without a roof.
 - Includes a heavy wooden door to be placed by the caster.
- Causes damage to any creature attacking via melee,
 - 1d6 cutting damage from the thorns.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:**Bonds and Connections**

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

**Counter:**

LVL: 1 Same Skill.

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.
- Reduces level of ALL enhancements (in half)

SYL

406-1

20 Vae'Em Natural Landmark

LEVEL Tier 5

Designate a Vae'Em to portal back to.**Location becomes a destination for portals/scrys.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	PMP	4 Hours		Nae'Ems	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	3x3 Squares	Permanent		None	SYL



By COPILOT

Details:**GENERAL:**

- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Creating a Vae'Em (Venue/Location Nae'Em):
 - There is no Save required.
- When reconnecting to a disrupted Vae'Em,
 - The Save needed requires a Save Roll with an adjustment from -80 to -40,
 - The Save Roll adjustment is easier if,
 - it's been used by the caster recently,
 - it's rarely visited,
 - the player/character can give details about the location.
- Vae'Em must have a safe spot to stand that is a minimum of 3x3 Sq.s.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT work with any site that has been disturbed,
 - Construction,

**Bonds and Connections**

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

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
10	Rollout Halved	6
16	AoE X2	16

**Focus Items and/or Kits:**

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)