



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)	SYL

Old AC is used

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

328-1



1

Rose Thorns

LEVELTier 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	SYL

none



By COPILOT

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 2d6 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.

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)

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
1	Self	8 Hours		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/possesions are kept but not retrievable in the altered form.
 - Only after returning back to the original caster form are items available.
 - Only after returning back to the original caster form FOCUS ITEMS are available.
- 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)

1

Basic Force Heal 1d4/Tier

LEVELTier 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 Sqs	8
18	Range X4	10

Focus Items and/or Kits:

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

1 Basic Forced Healing

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
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Creature	Permanent		None	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 Sq	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)

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		None	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 continously draw water from the same spot,
 - If cast in the same spot again this spell could fail.
 - Each repeat adds 10% to failure chance (1d100 roll).

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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.

1 Swamp Lights (Greenish)

LEVEL Tier 1

'Candle' light.

Candle= 1 sq

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



By COPILOT

Details:

GENERAL:

- When using a Focus Item (Sylvan Wand) the caster can choose the brightness level:

Description	Viewing	Seen
--> Candle	1 Sqs	8 Sqs (Default w/o Focus Item)

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.

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.



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)

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: 26/36

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



By Magickstudio-art

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=24/36, 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/possesions 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)

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.



By COPILOT

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Notes normal healthy growth	1 Hour	Natural Environment	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	4x4 Sqs /Tier	Permanent	None	SYL

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)

2 Remove Plant Disease

LEVEL Tier 1

Removes non-magic plant diseases and infestations with a Save.
Also can help plant creatures.



By COPILOT

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

Disease Gone

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)

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	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	30 Minutes		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
9	Recipient	Til Damage		None	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 Non-Magic Food

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
3	1-21 Meals	Permanent		None	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)

2 Post Yappy Camp Dog

LEVEL Tier 1

1 Dogs brought by the caster.
w/AC:13, HP:15, Attk:1, Dmg:1d4, Move=6.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	5 Minutes		Partner Cooperations	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	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 1 small sized dogs.
- Provides the Dog with the following stats:
AC:13, HP:15, Attk:x1x1, 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)

3

Wind Wall For Hunter

LEVEL



Tier 1

Creates wall of wind around the Hunter.

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



By COPILOT


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

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,
 - 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)

3 Conjure Native Beetles

LEVEL Tier 1

Skill Save: Pass= HP 25, Fail=HP 15. Attk:x1x1, ToHIT+4
AC:12, Dmg: 1d6. Cannot cross protection circles.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	10 Squares	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
2	1 Mark	1 Round		Skill 	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:x1x1, 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).

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

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:

- Not required.

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	AoE	DURATION	SAVE	CLASS GROUPS
99	3 Sq Dia Sphere	Conc +4 Rds	None	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.

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.



Enhancements:

LVL	ENHANCEMENTS	COST
16	AoE X2	16
20	Rollout Instant	16





Focus Items and/or Kits:

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

3 Direct Rodent

LEVEL Tier 1

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

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

3 Waterproof A LeanTo

LEVEL Tier 1

LeanTo is dryer, stronger, and set for +2 ppl.
Lean-To first, then magic to make it better.



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)

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	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	6 Minutes		Shape Change	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	4 Hours		None	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 unconcious.
 - 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)

4 Predict Weather

LEVEL Tier 1

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

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



GM

Weather Results



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 anomilies 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)

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)

4 Improve Food

LEVEL Tier 1

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



By COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	1 Square	10 Minutes		Food And Drink	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Up to 21 Meals	1 Hour		None	SYL-STM

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

Requires food to be put into sealed containers.
Max 150 meals within sealed containers.



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)

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	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Familiar	Permanent		Skill 	SYL

Nae'Em Kept



By COPILOT

Details:

GENERAL:

- The Familiar: A medium sized mundane/common looking cat will answer the call.
 - Only breeds not specifically know 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 beyoned 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.



By COPILOT

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

Can communicate

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)

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)

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	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	1 Day		None	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/possesions 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 unconcious.
- 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)

5 Draw Out Rain Water

LEVEL Tier 2

Create a cloud to rain water down. Must have containers.
Desert & hot environments limit this spell.



By COPILOT



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

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).

5

Summon Canine Familiar

LEVEL Tier 2

Timid common canine is bound to the caster.

HP=40, AC:15/15, Attk x1x1, Init+8, HIT+8, Dmg:1d6, Move=12

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	1/4 Mile	1 Day		Partner Cooperations	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Familiar	Permanent		SKL	SYL

Familiar Found



By COPILOT

Details:

GENERAL:

- The Familiar: Any medium sized mundane/common dog can answer the call.
 - Only breeds not specifically know 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 +8, ToHIT+8, Damage:1d6, Move=12
 - HP= 40, 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 beyoned 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.

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 asdfasdfasdfasdf (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 requires 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:



Scroll of Detect Magic



- 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.

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)

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		SKL	SYL



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.



By COPILOT

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

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)

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, 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 Create Animal Ae'Em


LEVEL

Tier 2



By COPILOT

Willing animal & caster connect. Save required.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	2 Squares	4 Hours		Nae'Ems	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	1 Recipient	EOY	1	Skill -20	SYL

Ae'Em Created

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)

6

Dispel Magic

LEVELTier 2

See the list of spells this affects in Full Descriptions

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

Varies

GM



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 Srying

-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.
Some situations may require SKL Save.

COST	RANGE	ROLL OUT	3 RDS	COLLECTION	OUTCOME
8 pts	8 Squares	3 Rounds		Battle Actions/Prep	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	2x4 Squares	10 Minutes		none	SYL



Created by COPILOT

Details:

- GENERAL:**
- Useful to help a party member out of an Impedence 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 Impedence 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)

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	1 Minute		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/possesions 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	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
9	Self	1 Day		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:

- 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 Corvus

LEVEL Tier 2

Single bird to observe for the caster.
HP=15, AC=22, Attk=x1, Init/ToHit=0, Dmg=1d6, Move=18/24

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	self	20 Minutes		Partner Cooperations	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	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, Move=18/24.
 - 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

LEVELTier 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'Ems	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
10	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

LEVELTier 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 caster 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.

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

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.



By COPILOT

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



1/2 Damage

Details:

GENERAL:

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

WHAT THIS SKILL DOES DO:

- Does 3d6 + ACU Bonus ice damage.
- Has a 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)

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

Aid Hunter vs Missiles

LEVEL

Tier 2

Hunter gains +2 to AC vs Missiles.

No effect vs other kinds of attack.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	12 Squares	2 Rounds	Partner Cooperations	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	1 Target	2 Hours	None	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.
- 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)

8 Call Wolverine Defender

LEVEL Tier 2

A small bear-like weasel to defends the caster.
HP:50 AC:18/15 Attk:x2x2 Init&ToHit+6 Dmg:1d8 Move:12

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Within 6 Squares	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)

9 Shape Of A Bear

LEVEL Tier 3

Sylvan morphs into a medium sized common brown bear.

HP=70, AC=25/20, Attksx2x3, Init/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/ToHit:+8, Dmg=1d8, 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/possesions 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 unconcious.
- 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)

9 Call Wolf Protector

LEVEL Tier 3

Brings a wolf to defend the caster. Move:15, HP:80
AC:19/18 Attk:x2x2 Init&ToHit+8 Dmg:1d10



By COPILOT

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

Details:

GENERAL:

- Stats:
 - Ken >0 HP:80 AC:19/18 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)

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



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

10 Control Wind Sphere

LEVEL Tier 3

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

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

10 Determine True Name

LEVEL Tier 3

Caster attempts to locate clues to find a True Name.

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

11 Sphere:Protection from Animals

LEVEL

Tier 3



By COPILOT

Animal must pass Unskilled Save to enter/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



GM

Can Move

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 vs Unskilled 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)

11 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	RANGE	ROLL OUT		COLLECTION	OUTCOME
2.4 pts	10 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	1 Round		none	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 for,
 - 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.

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/possesions 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 unconcious.
- 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)

11 Connect to Focus Item

LEVEL Tier 3

Creates connection between caster and a Arcane Focus Item.



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 Sq	6
12	Range X2	8



Focus Items and/or Kits:

- Not required.

12 Ice 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	RANGE	ROLL OUT		COLLECTION	OUTCOME
18 pts	10 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	1 Round		Skill	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



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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 Squares	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,

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)

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)

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	5 Minutes		Shape Change	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	4 Hours		None	SYL



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)



13 Circle of Containment

LEVEL Tier 4

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



By COPILOT

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



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.

14 Call An Attack Bear

LEVEL Tier 4

Calls a bear to be ready for a battle.

HP:200 AC:16 Attk:x2 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 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

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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	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	Permanent		None	ALL



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 postive 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.

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	8 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

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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.



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

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)

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



By COPILOT

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:18/24 (1/min).

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	self	8 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,
 - Other than that listed above.

Roll:8min, Dur:2hr, AC=12/9, Spellsx1x1,

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)

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-temporate 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)

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 Sqs.
- 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'Emn 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)