

# 1 Wind Wall



LEVEL Tier 1

254



Created by COPILOT

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

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

**Details:**

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

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

## Bonds and Connections

- No Nae'Em connection.



## Counter:

LVL: 1 Same Spell

## Creations:

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

## Enhancements:

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





## Focus Items and/or Kits:

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

# 1 Rose Thorns

LEVEL Tier 1

ToHIT+4, 2d6 Dmg/Tier, Blunders=missed, 1 Target only.

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



Created by COPILOT

**Details:**

- Each thorn becomes non-magical (mundane).

**WHAT THIS DOES:**

- Does Require the caster to roll a single ToHit to be used for all thorns of this instance.
- Each spell instance creates 1d6 thorns per Tier.
- Each spell instance must be entirely directed to a single target.
- Each thorn does 1 HP damage.
- Does allow the caster to lobbed the attack in an arc to the target.

**WHAT THIS DOES NOT DO:**

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

## Bonds and Connections

- No Nae'Em connection.



## Counter:

LVL: 1 Same Spell

## Creations:

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

## Enhancements:

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



## Focus Items and/or Kits:

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



1


Call & Direct Small Assistants

LEVEL

Tier 1

3d4 critters for minor tasks. Animal Ken >0

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
1 pt	Self	30 Rds + Rep		Animal Ken	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
7	10 Square Radius	8 Hours		none	SYL



Created by COPILOT

- Details:**
- Effect of Reputation on Rollout time:
    - Reputation scales range from -9 to 9.
    - requires a Animal Ken Reputation over 0 to cast.
    - for each point above the minimum (Zero) the caster can reduce the rollout by 3 min.
    - Minimum Rollout of 1 Minute.
    - Reputation drops by 1 if a called animal dies (instead of ending spell in time).
  - NOTE: Full day of assistants would cost 15 SP. (full 24 hours uninterrupted)
    - Cast this spell with the following Enhancements:
      - Enhancement: Duration + 50% Additional cost of: 6
      - Enhancement: Duration X2 Additional cost of: 8
    - OR JUST CAST THIS 3 TIMES DURING THE DAY.

- WHAT THIS DOES:**
- Does require the caster to have an Animal Ken Reputation above 0.
    - The AoE moves with the caster as the caster moves.
  - Does allow 3 to 12 (3d4) creatures will come forth and stay near the caster.
    - They will stay within the AoE (centered on the caster).
    - They will attempt to aid the caster in any minor way possible.
    - As a group they can lift, push, pull, move a maximum of 20 lbs.
  - Does require the caster to instruct the creatures through an automatic weak Nae'Em.
  - Does require all the assistants to act/react as a single group,
    - The group cannot be set up to do 2 separate and divergent tasks.

- WHAT THIS DOES NOT DO:**
- Does not continue if the called creatures are mistreated.
    - It is possible they will leave if the casters Animal Ken decreases during the duration.
  - Does NOT allow the creatures to continue if the called creatures are endangered/attacked.
  - Does NOT allow the spell to continue if the Ken becomes >0 during the duration.



**Bonds and Connections**

- This Is an Ae'Em connection with small creatures.

**Counter:**

LVL: 1      No counter is available

**Creations:**

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

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

**Focus Items and/or Kits:**

- Not required.



# 1 Shape Of A Dog

LEVEL Tier 1

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 COL	CLASS GROUPS
1	Self	8 Hours		none	SYL



Created by COPILOT

Details:

- About the new shape: Any medium sized mundane/common dog:
  - has heightened senses of hearing and smell. (+20 on related Saves)
  - 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.
- If the changed form takes more than 20 damage the character then reverts to normal form.
- Once back in normal form the total damage is applied to the characters max HP.
- Any damage taken before changing to this shape is carried into the shape as well.

WHAT THIS DOES:

- Does maintain the ability to understand languages they have known previously.
  - the character is able to bark, growl, whine, but not talk.
- Does show the altered self as a mundane (non-magical) creature,
  - All items/possessions are kept but not retrievable in the altered form.
  - Only after returning back to the original caster form are items available.
  - 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.

WHAT THIS DOES NOT DO:

- Does NOT have the ability to create a larger dog.
- Does NOT work on any creature that is forced to submit to the spell.
- 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 easily communicate with another dog,
  - However, rudimentary communication is possible.
- Does NOT allow the caster to cast spells.
- Does NOT allow use of tools, weapons, or a Focus Item while in the altered form.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same spell/skill

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.
- Allows the caster to gain extra movment +6 Sqs,
  - A normal movement of 12 would become 18.

# 1 Forced Heal 1d6 HP (+more)

LEVEL Tier 1

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

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

# 1 Sylvan Forced Healing 1d6 HP

LEVEL Tier 1

Roll 1d6. Damage x1 then Heal x2


COST	RANGE	ROLL OUT	 	COLLECTION	OUTCOME
4 pts	Touch	Initiative		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	Permanent		none	SYL



Image by Freepik

- Details:**
- Draws energy from entire body to the wounded area(s).
  - This causes pain and is then used to help the wounded area (healing).
  - Process:
    - First roll the dice (1d6) and note the result,
    - next, apply the rolled result as DAMAGE,
    - Finally, apply TWICE the amount rolled result as healing to HP.

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

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

**Bonds and Connections**

- No connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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



# 1 Draw Up Ground Water

LEVEL Tier 1

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

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



Created by COPILOT

**Details:**

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

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

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





**Focus Items and/or Kits:**

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

# 1 Light of Sylvan (Greenish)

LEVEL Tier 1

Default Light: Candle light

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



Created by COPILOT

Details:

- Light Chart:

Description	Viewing	Seen
Coal	1 Sq	3 Sqs
Candle	2 Sqs	8 Sqs
Torch	6 Sqs	20 Sqs
Lantern	20 Sqs	60 Sqs
- Description is an example to indicate how bright the light is,
- Seen is the maximum distance an outside creature can be and still see the light

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

Creations:



- Creates Candle light (1 sq sphere). - EOL-STM-SYL: 2 Sq Sphere. - Need: Kitchen/Lab, , 4 Hrs. Astral



Specks, Lye Soap, Standstone. - Market: 9 Max, Buy:45 GP, Sell:12 GP.

Enhancements:

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



Focus Items and/or Kits:

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



## 2 Call & Post Yappy Camp Dog

LEVEL Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	5 Minutes		Animal Ken	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	Ken + 5 (Radius)	8 Hours		none	SYL



Created by COPILOT

**Details:**

- Dogs will stay within the smaller area of either the camp or 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.
- Caster must maintain an Animal Ken Reputation of 1 or higher to cast.
  - The AoE is based on casters Animal Ken Reputation.
  - Use the reputation number to indicate the number of squares (radius).
  - The casters Ken by 1 if a called animal dies (instead of ending the spell in time).

**WHAT THIS DOES:**

- Does bring to the caster 1d4+1 small sized dogs.
  - The AoE moves with the caster as the caster moves.
- Does provide the Dogs with the following stats:  
AC:13, HP:15, Attk:x1x1, Init:+0, ToHIT:+0, Dmg:1d4.
- Does allow 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.
- Does require the caster to stay within the camp with the dogs.
  - However, if a class focus (wand) is actively used the dogs can be commanded to stay at camp, while the caster leaves the camp.

**WHAT THIS DOES NOT DO:**

- Does not continue if the called creatures are mistreated.
  - It is possible they will leave if the casters Animal Ken decreases during the duration.
- Does NOT allow the creatures to continue if the called creatures are endangered/attacked.
- Does NOT allow the spell to continue if the Ken becomes >0 during the duration.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No counter is available

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	AoE X2	6
16	Rollout 1 Min	8



**Focus Items and/or Kits:**

- Wand with crysal is NOT passive.
- Dogs will stay at camp w/o the caster.

## 2 Shape Of A Deer

LEVEL Tier 1

HP=20, AC=26/18, Attk:x1, Init+12, Dmg=1d6, Move: 18/22

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	10 Minutes		Shape Change	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	2 Hours		none	SYL



By Magickstudio-art

### Details:

- About the new shape: Any medium size mundane/common Deer (Buck or Doe).
  - Movement of 18 run, or one per minute burst at 22.
  - has heightened senses of hearing and smell. (+20 on related Saves),
  - has the HP max set to 30 regardless of characters standard max HP.
  - AC set to 26/18 (Regardless of normal AC)
  - Init is set to +12 and the ToHIT is set to +0 regardless of previous bonuses
  - Number of attacks is set to 1 per round and Damage per attack is set to 1d6.
- 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 applied to the characters max HP.
- Any damage taken before changing to this shape is carried into the shape as well.

### WHAT THIS DOES:

- Does maintain the ability to understand languages they have known previously.
  - the character is able to snort, grunt, or wheeze, but not talk.
- Does show the altered self as a mundane (non-magical) creature,
  - All items/possessions are kept but not retrievable in the altered form.
  - Only after returning back to the original caster form are items available.
  - 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.

### WHAT THIS DOES NOT DO:

- Does NOT work on any creature that is forced to submit to the spell.
- Does NOT have the ability to create a larger deer.
- Does NOT confer the ability to speak languages, only able to snort, grunt, or wheeze.
- Does NOT give the caster any of the forms special abilities, attacks, or defenses.
- Does NOT give the clear ability to easily communicate with another deer,
  - However, rudimentary communication is possible.
- Does NOT allow use of tools, weapons, or a Focus Item while in the altered form.
- Does NOT allow the caster to cast spells.

### Bonds and Connections

- No Nae'Em connection.



### Counter:

Same spell/skill

### 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:

- The focus wand and crystal is NOT passive.
- In Deer form, can move silently at rate of 12.

## 2 Plant Growth

LEVEL Tier 1

264-



Created by COPILOT

Promotes normal healthy growth.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Promotes normal healthy growth	1 Hour		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	4x4 Sqs	Permanent		none	SYL

**Details:**

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

**WHAT THIS DOES:**

- Does allow new growth to progress as if it were in the best conditions.
- Does plants grow within 1 hour as if 4 weeks had passed.
- Does allow healthy plants to grow from/past unhealthy parts.

**WHAT THIS DOES NOT DO:**

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

**Bonds and Connections**

- No connection.

**Counter:**

No Counter Available.

**Creations:**



**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
12	AoE X2	6
20	AOE X4	20



**Focus Items and/or Kits:**

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



## 2 Remove Plant Disease

LEVEL Tier 1

265-



Created by COPILOT

X

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

**Details:**

- Caster is able to move about as they cast.

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

**Bonds and Connections**

- No connection.

**Counter:**

No Counter Available.

**Creations:**



Plant Disease Powder



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

**Enhancements:**

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



**Focus Items and/or Kits:**

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

## 2 Triggered Forced Healing 2d8

LEVEL Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
6 pts	Self	1 Hour		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Recipient	3 Days		none	ORX-SYL-STM-EOL



Created by COPILOT

**Details:**

- This is a delayed forced healing, triggered by taking damage.
- After damage has been taken,
  - Recipient rolls a 2d6 and notes the result.
  - Next, the recipient applies the results as damage to themself.
  - Lastly, the recipient applies twice the result as healing to themselves.

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

**Bonds and Connections**

- No Nae'Em connection.



**Counter:**

LVL: 1 Rollout Interruption

**Creations:**



Triggered Forced Health Draught

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



**Enhancements:**

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



**Focus Items and/or Kits:**

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

## 2 Connect With A Hunter

LEVEL Tier 1

4 Days casting creates a permanent bond. Same Plane.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	1 Square	2 Days		Nae'Em's	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
2	1 Recipient	Permanent		none	SYL



Created by COPILOT

**Details:**

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

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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



### Bonds and Connections

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

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8



### Focus Items and/or Kits:



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



# 3 Wind Wall For Nae'Em Hunter

LEVEL Tier 1

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

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



Created by COPILOT

**Details:**

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

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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



## Bonds and Connections

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



## Counter:

LVL: 1 Same Spell

## Creations:

- No creations. Usable only as the action.

## Enhancements:

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

## Focus Items and/or Kits:

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




# 3 Conjure Native Beetles

LEVEL Tier 1

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



Created by COPILOT

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

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT function if there are no insects within the AoE.
  - Does NOT conjure non-natural or non-native insects.
  - Does NOT attack more than 1 Target.

**Bonds and Connections**

- No Nae'Em connection.



**Counter:**

LVL: 1 Same Spell

**Creations:**



**Beetleroot Granules**

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



**Enhancements:**

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





**Focus Items and/or Kits:**

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

# 3 Call & Direct Rodent

LEVEL Tier 1

Animal Ken >0. HP=6, AC=19, Attk=x1, Init/ToHit=0, Dmg=1d4.

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



Created by COPILOT

Details:

- 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:  
Animal Ken >0. HP=6, AC=19, Attk=x1, Init/ToHit=0, Dmg=1d4.
- This rodent is still vulnerable to natural predators.

WHAT THIS DOES:

- Does require the caster to have an Animal Ken Reputation above 0.
  - The duration is 30 minutes plus 1 minute per point of Reputation.
  - The casters Ken by 1 if a called animal dies (instead of ending the spell in time).
- 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 DOES NOT DO:

- Does not continue if the called creatures are mistreated.
- Does NOT allow the spell to continue if the Ken becomes >0 during the duration.



Bonds and Connections

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

Counter:

No counter is available

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- AoE reset to 40 Sqs (200 ft)



# 3 Shape Of A Plant

LEVEL Tier 1



Created by COPILOT

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

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

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

**Bonds and Connections**

- No Nae'Em connection.



**Counter:**

Same Spell

**Creations:**

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

**Enhancements:**

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

**Focus Items and/or Kits:**

- Not required.

# 3 Increase Food

LEVEL Tier 1

305-



Created by COPILOT

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

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

## Details:

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

## WHAT THIS DOES:

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

## WHAT THIS DOES NOT DO:

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

## Bonds and Connections

- No connection.

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

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



## Focus Items and/or Kits:

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

# 3 Assist Hunter's Lean-To

LEVEL Tier 1

266-



Created by COPILOT

Lean-To first, then magic to make better.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	10 Minutes		Fences and Shelters	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Lean-To	2 Hours		none	SYL

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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



# 4 Summon Feline Familiar

LEVEL Tier 1

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		Animal Ken	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Familiar	Permanent		RM 2	SYL



Created by COPILOT

- Details:**
- The first time this spell is cast a Feline Familiar Reputation is started at 5. (-9 to 9)
  - Caster must maintain an Animal Ken Reputation of 1 or higher to keep familiars around.
  - 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.
    - If the familiar dies the caster usually has a drop of 2 Ken points.
  - 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 DOES:**
- Does allow any kind of domestic cat that is not known for aggression.
    - Any aggressive tendencies that might come out otherwise will not happen.
  - Does allow 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.
  - Does allow resistance to Nae'Em breaking magic @ RM:2
    - If Class Item was used in casting then a Save (RM:1) can be attempted.
  - Does allow the AoE to move with the caster as the caster moves.

- WHAT THIS 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.
  - Does NOT give the caster the ability to personally use the senses of the familiar.



## Bonds and Connections

- Ae'Em connection with the Familiar.

## Counter:

No counter is available

## Creations:

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

## Enhancements:

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



## Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Better Save to Resist Nae'Em breaking magic.

# 4 Shape of A Familiar

LEVEL Tier 1



Created with COPILOT

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 COL	CLASS GROUPS
1	Self	4 Hours		None	SYL

- Details:**
- 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 DOES:**
- Does allow rolled to avoid attention if Enhancement of Subtle Casting is done with SNS:2.
    - Better Save if combined with Enhancement of Rollout Init. Use SNS:1.
  - 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.

- WHAT THIS 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.
  - Does NOT allow use of tools, weapons, or a Focus Item while in the altered form.

**Bonds and Connections**

- No Nae'Em connection beyond normal.

**Counter:**

No counter is available

**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.
- Duration is doubled to 8 hours.





# 4 Predict Weather

LEVEL Tier 1

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 COL	CLASS GROUPS
1	Up to 5 Marks	1 Week		SKL 3	SYL

GM



Created by COPILOT

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

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

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

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

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

**Focus Items and/or Kits:**

- Not required.

# 4 Improve Food

LEVEL Tier 1

Food becomes nutritional.

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



Created by COPILOT

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

- WHAT THIS DOES:**
- Does improve the taste and/or quality of food.
  - Does work on all non-poisoned / non-spoiled food.

- WHAT THIS DOES NOT DO:**
- Does NOT let the caster conjure food or prepare it.
  - Does NOT change the nature of poison or spoiled food.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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

# 4 Permanently Preserve Food

LEVEL Tier 1

475-



Created by COPILOT

Max 150 meals within sealed containers.

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

COLLECTION	
Food And Drink	
SAVE	COL
none	

OUTCOME
Mundane
CLASS GROUPS
SYL

Details:

- Quantity is measured in meals.

WHAT THIS DOES:

- Does preserve up to 150 meals.
- Does require all meals to be sealed into containers and within 1 square cube (AOE).

WHAT THIS 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:

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	AoE X2	6
12	Range X2	8



Focus Items and/or Kits:



# 4 Shadow of the Magi

LEVEL Tier 1

Darkness centered just above caster.

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



Created by COPILOT

**Details:**

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

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

## Bonds and Connections

- No Nae'Em connection.



### Counter:

LVL: 1 Dispel Magic Spell

### Creations:



#### Dust of Darkness

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



## Enhancements:

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



### Focus Items and/or Kits:

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

# 4 Speak With Animals

LEVEL Tier 1

Speak and understand domesticated animals, large and small.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	5 Minutes		Nae'Ems	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
7	1 Animal	4 Hours		none	SYL



Created by COPILOT

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

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

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



## Bonds and Connections

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

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

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



## Focus Items and/or Kits:

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

# 5 Entangle

LEVEL Tier 2

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

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



Created by COPILOT

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

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

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

**Bonds and Connections**

- No connection.



**Counter:**

LVL: 1 Same Spell

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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



# 5 Summon Canine Familiar

LEVEL Tier 2

HP=40, AC:15/15, Attk x1x1, Init+4, HIT+8, Dmg:1d6, Move=12

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	1/4 Mile	1 Day		Animal Ken	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Familiar	Permanent		RM 1 	SYL



Created by COPILOT

- Details:**
- The first time this spell is cast a Canine Familiar Reputation is started at 5. (-9 to 9)
  - Caster must maintain an Animal Ken Reputation of 1 or higher to keep familiars around.
  - 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.
    - If the familiar dies the caster usually has a drop of 0 Ken points. (zero)
  - Battle effects:
    - AC:15/15, Attacks x1x1, Initiative +4, ToHIT+8, Damage:1d6, Move=12
    - HP= 30, SP= 0. @Death for HP is -15

- WHAT THIS DOES:**
- 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 @ RM:0 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 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.
  - Does NOT give the caster the ability to personally use the senses of the familiar.



## Bonds and Connections

- Ae'Em connection with the Familiar.

## Counter:

No counter is available

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-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 Shape Of A Dolphin

LEVEL Tier 2

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 COL	CLASS GROUPS
9	Self	1 Day		none	SYL



Designed by Copilot

- Details:**
- 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),
    - has the HP max set to 40 regardless of characters standard max HP.
    - AC set to 25/22 (Regardless of normal AC)
    - Init is set to +0 and the ToHIT is set to +10 regardless of previous bonuses
    - Number of attacks is set to 1 per round and Damage per attack is set to 2d6.
  - 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 applied to the characters max HP.
  - Any damage taken before changing to this shape is carried into the shape as well.

- WHAT THIS DOES:**
- Does maintain the ability to understand languages they have known previously.
    - the character is able to whistle and click, but not talk.
  - Does show the altered self as a mundane (non-magical) creature,
    - All items/possessions are kept but not retrievable in the altered form.
    - Only after returning back to the original caster form are items available.
    - 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.

- WHAT THIS DOES NOT DO:**
- Does NOT work on any creature that is forced to submit to the spell.
  - Does NOT protect the recipient from any sort of tainted water.
  - Does NOT have the ability to create a larger dolphin.
  - Does NOT confer the ability to speak languages, only able to whistle or click.
  - Does NOT give the caster any of the forms special abilities, attacks, or defenses.
  - Does NOT give the clear ability to easily communicate with another dolphin,
    - However, rudimentary communication is possible.
  - Does NOT allow use of tools, weapons, or a Focus Item while in the altered form.
  - Does NOT allow the caster to cast spells.

**Bonds and Connections**

- No Nae'Em connection.



**Counter:**

LVL: 1 Same spell/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.
- Extra damage of 1d6 results in 3d6 to be rolled.

# 5 Draw Out Rain Water

LEVEL Tier 2

Desert & hot environments limit this spell.

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
12	Rollout Init	12



Focus Items and/or Kits:

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



# 5 Detect Magic

LEVEL Tier 2

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 COL	CLASS GROUPS
1	1-5 item	Instant		RM 2	STM-SYL-DOK



Created by COPILOT

## Details:

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

## WHAT THIS DOES:

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

## WHAT THIS DOES NOT DO:

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

## Bonds and Connections

- No Nae'Em connection.



## Counter:

LVL: 1 Rollout Interruption

## Creations:



Scroll of Detect Magic



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

## Enhancements:

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



## Focus Items and/or Kits:

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



# 5 Divining Water

LEVEL Tier 2

Save based on region/environ.

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



Created by COPILOT

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

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

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

**Bonds and Connections**

- No connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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

# 6 Summon Equine Familiar

LEVEL Tier 2

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		Animal Ken	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Familiar	Permanent		RM 2 	SYL



Created by COPILOT

## Details:

- The first time this spell is cast a Canine Familiar Reputation is started at 5. (-9 to 9)
- Caster must maintain an Animal Ken Reputation of 1 or higher to keep familiars around.
- The Familiar: Any common light riding horse can answer the call.
  - Only breeds not specifically know for aggression can be summoned.
  - If the Familiar dies the casters Max SP is immediately halved for 1 Day.
  - If the familiar dies the caster usually has a drop of 1 Ken points.
- Battle effects:
  - AC:15/15, Attacks x1x1, Initiative +0, ToHIT+0, Damage:1d4
  - HP= 80, SP= 0. @Death for HP is -15
  - Movement: normal is 18, Burst speed (1 per 4 hours) is 30

## WHAT THIS DOES:

- Does allow any kind of light riding horse 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 @ RM:2,
  - If Class Item was used in casting then a Save (RM:1) can be attempted.
- Does allow riders (with gear):
  - 1 Minotaur size, or 2 Human/Elves/Presma/Vocqua, or 3 Halflings/Sprites.
- Does allow the AoE to move with the caster as the caster moves.

## WHAT THIS 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.
- Does NOT give the caster the ability to personally use the senses of the familiar.



## Bonds and Connections

- Ae'Em connection with the Familiar.

## Counter:

No counter is available

## Creations:

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

## Enhancements:

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



## Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Better Save to Resist Nae'Em breaking magic.

# 6 Animal Healing

LEVEL Tier 2

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 COL	CLASS GROUPS
99	1 Animal	Permanent		none	SYL



Created by COPILOT

Details:

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

WHAT THIS DOES:

- Does work well with the Animal Friendship spell.
- Does require a full minute to cast.
- Does make the animal friendlier,
  - It does not mean the animal is a firend, **only friendlier**

Make a 'Repair Reputation spell that cost -8 pts (regens 8 SP) that also adds 1 to Ken.  
This reputation spell (and it's regen effect) can only be done 1 time a week.

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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

Counter:

No Counter Available.

Creations:



Animal Healing Nutrients

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



Enhancements:

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



Focus Items and/or Kits:

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

# 6 Grow A Plant Canopy

LEVEL Tier 2

379-



Created by BING AI

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

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

**Details:**

- Creates a weather protective roof with plants.

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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



# 6 Animal Connection (Ae'Em)

LEVEL Tier 2

Willing animal & caster connect. Save required.

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



Created by COPILOT

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

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

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



## Bonds and Connections

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

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

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



## Focus Items and/or Kits:

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

# 6 Dispel Magic Spell

LEVEL Tier 2



Created by COPILOT

List of spells that can be affected are in the Full Description list.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	6 Minutes		Find or Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Item	Permanent		SKL 2 	SYL-STM

Details:

Spells that are countered by Dispel Magic Spell:

- 1 -Camp Perimeter Shock

3 -Summon Astral Beast of Burden

3 -Gathering The Darkness

3 -Protect Fighter vs Ranged/Thrown

4 -Shadow Dome

4 -Shadow of the Magi

6 -Cleansing Fire

7 -Strumos Waystation

8 -Scry on Imp Spy
- 8 -Dimension Personal Hideaway

8 -Circle of Protection vs Undead

9 -Search for Focus Item

9 -Dimensional Containment

10-Charged Fencing - Two Sides

10-Project Astral Image Within PMP

12-Circle of Expulsion of Ethereal Crtrs.

22-Living Statue

WHAT THIS DOES:

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

Comparison process:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Rollout Interruption

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 Call & Direct Corvus

LEVEL Tier 2

Animal Ken >0. HP=15, AC=22, Attk=x1, Init/ToHit=0, Dmg=1d6.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	self	20 Minutes		Animal Ken	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Mark + Rep	2 Hours		none	SYL



Created by COPILOT

- Details:**
- 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:
    - Animal Ken >0. HP=15, AC=22, Attk=x1, Init/ToHit=0, Dmg=1d6.
  - This bird is still vulnerable to natural predators.

- WHAT THIS DOES:**
- Does require the caster to have an Animal Ken Reputation above -1.
    - AoE is 1 Mark plus an additional Mark per point of Reputation.
    - The casters Ken by 1 if a called animal dies (instead of ending the spell in time).
  - 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 an automatic weak Nae'Em.

- WHAT THIS DOES NOT DO:**
- Does not continue if the called creatures are mistreated.
  - Does NOT allow the spell to continue if the Ken becomes >0 during the duration.



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

**Counter:**  
No counter is 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 and crystal is NOT passive.
- The called bird has a 50% chance of having up to 1d10 like birds gather around them.



# 7 Shape Of A Wolf

LEVEL Tier 2

HP=50, AC=22/20, Attkx2, Init & ToHit+8, Dmg=2d6, Move:15/18

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



Image by www.freepik.com

### Details:

- About the new shape: Any medium size mundane/common wolf.
  - Movement of 15, or one per minute burst at 18.
  - has heightened senses of hearing and smell. (+30 on related Saves),
  - has the HP max set to 50 regardless of characters standard max HP.
  - AC set to 22/20 (Regardless of normal AC)
  - Init is set to +8 and the 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 2d6.
- 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 applied to the characters max HP.
- Any damage taken before changing to this shape is carried into the shape as well.

### WHAT THIS DOES:

- Does maintain the ability to understand languages they have known previously.
  - the character is able to bark, growl, whine, and howl, but not talk.
- Does show the altered self as a mundane (non-magical) creature,
  - All items/possessions are kept but not retrievable in the altered form.
  - Only after returning back to the original caster form are items available.
  - 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.

### WHAT THIS DOES NOT DO:

- Does NOT work on any creature that is forced to submit to the spell.
- Does NOT have the ability to create a larger wolf.
- Does NOT confer the ability to speak languages, only able to bark, growl, whine, and howl.
- Does NOT give the caster any of the forms special abilities, attacks, or defenses.
- Does NOT give the clear ability to easily communicate with another wolf,
  - However, rudimentary communication is possible.
- Does NOT allow use of tools, weapons, or a Focus Item while in the altered form.
- Does NOT allow the caster to cast spells.

### Bonds and Connections

- No connection.



### Counter:

LVL: 1 Same spell/skill

### Creations:

- No creations. Usable only as a spell/skill.
- 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.
- Extra damage of 1d6 results in 3d6 to be rolled.



# 7 Create Permanent Nae'Em

LEVEL Tier 2

Willing person & caster connect. Save required.

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



Created by COPILOT

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

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

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



## Bonds and Connections

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



## Counter:

LVL: 1 Rollout Interruption

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
18	Range X4	10



## Focus Items and/or Kits:

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

# 7 View An Animal (Ae'Em)

LEVEL Tier 2



Created by COPILOT

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

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

- Details:**
- Creates temporary Vae-Em bond with the animal.

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

- WHAT THIS DOES NOT DO:**
- Does NOT create a immediate full trust with the animal.
  - Does NOT function if the animal is in a non scryable area.



**Bonds and Connections**

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

**Counter:**

No Counter Available.

**Creations:**

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

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



**Focus Items and/or Kits:**

- Not required.

# 7 Create Water Breathing Leaf

LEVEL Tier 2

Breath water but no talking.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	1 Minute		Creations	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
9	Self	1 Day		none	SYL



Designed by Copilot

## Details:

xx

## WHAT THIS DOES:

xx

## WHAT THIS DOES NOT DO:

xx

## Bonds and Connections

- No Nae'Em connection.



## Counter:

NO COUNTER IS AVAILABLE

## Creations:

- 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
-----	--------------	------




## Focus Items and/or Kits:

- Not required.

# 8 Hail Stones Attack

LEVEL Tier 2

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	12 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	2x2 Squares	Instant		RM 2 	SYL



Created by COPILOT

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

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

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

**Bonds and Connections**

- No Nae'Em connection.



**Counter:**

LVL: 1 Same Spell

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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



# 8 Call & Set Wolverine Defender

LEVEL Tier 2

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	1 Minute		Animal Ken	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Wolverine	2 Hours		none	SYL



Created by COPILOT

- Details:**
- 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+Ken, Move:12
  - The caster is able to stop the protectors from attacking via the Nae'Em.

- WHAT THIS DOES:**
- Does require the caster to have an Animal Ken Reputation greater than 0 to cast this.
    - Damage done by the wolverine is 1d8 plus the casters Ken.
    - The casters Ken by 1 if a called animal dies (instead of ending the spell in time).
  - 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 an automatic weak Nae'Em.
  - Does allow the AoE to move with the caster as the caster moves.

- WHAT THIS 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.
  - Does NOT allow the spell to continue if the Ken becomes >0 during the duration.



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



**Counter:**  
LVL: 1 No counter is 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.  
- Adds another Defender wolverine.

# 8 Portal To Nae'Em

897-2

LEVEL Tier 2

portal can't be opened/created unless Nae'Em agrees to the portal.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	30 Minutes		Nae'Ems	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	PMP	5 Minutes		None	DOK-SYL-STM-EOL-ORX

Designed by freepik

- Details:**
- First to pass through must be either the Nae'Em or the caster.
  - Either the caster and one other person can pass through,  
Or
  - Nae'Em and one other person can pass through.

- WHAT THIS DOES:**
- Does allow either the casters or the casters' Nae'Em to pass through.
  - Does allow one more person to follow the leader through.

- WHAT THIS DOES NOT DO:**
- Does NOT allow more than 2 persons to travel through,
    - any attempts to do such will simply fail.

## Bonds and Connections

**Counter:**  
No Counter Available.

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

## Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

**Focus Items and/or Kits:**  
-- No effect.

# 8 Protect Nae'Em Hunter vs Missiles

LEVEL Tier 2

+2 to AC vs Missiles and Thrown attacks.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	12 Squares	2 Minutes	Nae'Ems	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	1 Target	8 Hours	none	SYL



Created by COPILOT

**Details:**

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

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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



**Bonds and Connections**

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

**Counter:**

No Counter Available.

**Creations:**

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

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



**Focus Items and/or Kits:**

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

# 9 Hide In A Tree

LEVEL Tier 3



Created by COPILOT

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

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

- Details:**
- Caster creates a Nae'Em and blends into a tree.
  - Any damage done in that form continues when the caster exits the tree.
  - Plants AC is 8 and HP is same as caster.
  - If the tree is brought to 0 HP then all people inside spill out and caster is unconscious.
  - When using this same spell to counter an instance of this spell:
    - That caster must specifically target the tree.

- WHAT THIS DOES:**
- Does allow the caster to become part of a tree that is 1 square high or more.
  - Does allow caster to feel temperature changes and pain.
  - Does allow the caster to meld into the tree,
    - can see, hear, feel, and take damage when inside.
  - Does allow the caster to see IF the Class focus is actively used,
    - The vision is the casters normal vision and directed from the entry point outward.
  - Does allow the caster to end the spell and emerge within 1 round,
    - This takes the entire round, but does not inhibit the next round.

- WHAT THIS DOES NOT DO:**
- Does NOT allow the caster to bring just any people inside,
    - those entering must not have an Animal Ken reputation of -3 or less.
  - 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 require movement.
  - Does NOT work on tree creatures.



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



**Counter:**  
LVL: 1 Same Spell

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

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



**Focus Items and/or Kits:**

- Focus wand with crystal is NOT passive.
- Caster is able to see despite the plants limitations.
  - Sight is only in the direction of entry.



# 9 Shape Of A Bear

LEVEL Tier 3



Created by COPILOT

HP=70, AC=25/20, Attksx2x3, Init+4 ToHit+8, Dmg=2d8, Move:15

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

- Details:**
- About the new shape: Any medium size mundane/common bear.
    - Movement of 15.
    - has heightened senses of hearing and smell. (+10 on related Saves),
    - has the HP max set to 70 regardless of characters standard max HP.
    - AC set to 25/20 (Regardless of normal AC)
    - Init is set to +4 and the ToHIT is set to +8 regardless of previous bonuses
    - Number of attacks is set to x2x3 and Damage per attack is set to 2d8.
  - 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 applied to the characters max HP.
  - Any damage taken before changing to this shape is carried into the shape as well.

- WHAT THIS DOES:**
- Does maintain the ability to understand languages they have known previously.
    - the character is able to roar, growl, and whine, but not talk.
  - Does show the altered self as a mundane (non-magical) creature,
    - All items/possessions are kept but not retrievable in the altered form.
    - Only after returning back to the original caster form are items available.
    - 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.

- WHAT THIS DOES NOT DO:**
- Does NOT work on any creature that is forced to submit to the spell.
  - Does NOT have the ability to create a larger bear.
  - Does NOT confer the ability to speak languages, only able to roar, growl, and whine.
  - Does NOT give the caster any of the forms special abilities, attacks, or defenses.
  - Does NOT give the clear ability to easily communicate with another wolf,
    - However, rudimentary communication is possible.
  - Does NOT allow use of tools, weapons, or a Focus Item while in the altered form.
  - Does NOT allow the caster to cast spells.

**Bonds and Connections**

- No connection.

**Counter:**

No counter is available

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

- Focus Wand with crystal is NOT passive.
- Extra damage roll if first 2 attks hit.
  - +1d8 Dmg

# 9 Search for Focus Item

LEVEL Tier 3

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	1 Day		Find or Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Mark	4 Hours		SKL 2	SYL-STM-EOL-ORX-DOK



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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



Counter:

LVL: 1 Dispel Magic Spell

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

# 10 Tornado Wall


LEVEL Tier 3

386-



Created by COPILOT

Caster gains +4 to AC to all normal attacks.

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

Details:

- Caster gains +4 to AC to all attacks.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.



10 Call & Set Wolf Protector

LEVEL Tier 3

Ken >0 HP:80 AC:18/18 Attk:x2x2 Init&ToHit+8 Dmg:1d10 Move:15

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	16 Squares	1 Minute		Animal Ken	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Image	2 Hours		none	SYL



Created by COPILOT

- Details:**
- Stats:
    - Ken >0 HP:80 AC:18/18 Attk:x2x2 Init&ToHit+8 Dmg:1d10 Move:15.
  - The caster is able to stop the protectors from attacking via the Nae'Em.

- WHAT THIS DOES:**
- Does require the caster to have an Animal Ken Reputation greater than 0 to cast this.
    - Damage done by the wolverine is 1d8 plus the casters Ken.
    - The casters Ken by 1 if a called animal dies (instead of ending the spell in time).
  - Does allow the caster to direct which direction/facing the wolf will defend.
    - Wolf will only attack if they or the caster is phically attacked.
    - Wolf will not leave the casters side to start/continue attacks.
  - Does require the caster to instruct the creatures through an automatic weak Nae'Em.
  - Does allow the AoE to move with the caster as the caster moves.

- WHAT THIS DOES NOT DO:**
- Does NOT allow the called wolf to mix with other wolves,
    - except with other wolves the caster has called.
  - Does not continue if the called creatures are mistreated.
  - Possible ending if the casters Animal Ken decreases during the duration.



**Bonds and Connections**

- Ae'Em connection with an animal.



**Counter:**

LVL: 1      No counter is 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.
- Caster sets bear's general mood or tone for duration.



# 10 Control Wind Sphere

LEVEL Tier 3



Created by COPILOT

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

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

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

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

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

**Bonds and Connections**

- No Nae'Em connection.



**Counter:**

LVL: 1 Same Spell

**Creations:**

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

**Enhancements:**

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

**Focus Items and/or Kits:**

- Not required.

10 Find Clues To True Name

LEVEL Tier 3

629



Created by COPILOT

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

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

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

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

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



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



**Counter:**  
LVL: 1      Rollout Interruption

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

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



**Focus Items and/or Kits:**

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

11 Shape Of A Hawk

LEVEL Tier 3

HP=25, AC=32/27, Attks: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 COL	CLASS GROUPS
99	Self	4 Hours		none	SYL



Created by COPILOT

Details:

- About the new shape: Any medium size mundane/common bear.
  - Movement: fly at 20 or dive (1 per 10 Minutes) at 30.
  - has heightened senses of sight. (+30 on related Saves),
  - has the HP max set to 70 regardless of characters standard max HP.
  - AC set to 32/27 (Regardless of normal AC)
  - Init is set to +0 and the ToHIT is set to +0 regardless of previous bonuses
  - Number of attacks is set to xx1x1 and Damage per attack is set to 1d8.
- 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 applied to the characters max HP.
- Any damage taken before changing to this shape is carried into the shape as well.

WHAT THIS DOES:

- Does maintain the ability to understand languages they have known previously.
  - the character is able to screech in a soft or hard way, but not talk.
- Does show the altered self as a mundane (non-magical) creature,
  - All items/possessions are kept but not retrievable in the altered form.
  - Only after returning back to the original caster form are items available.
  - Only after returning back to the original caster form FOCUS ITEMS are available.
- Does continue even if the caster is asleep or unconscious.
- Does allow some spells cast prior to casting this spell to continue to be useable,
  - This includes any spells that do not physically alter the caster.
  - Spells that alter the new form, HP Max, types of attacks, or travel mode will not work.

WHAT THIS DOES NOT DO:

- Does NOT work on any creature that is forced to submit to the spell.
- Does NOT have the ability to create a larger hawk.
- Does NOT confer the ability to speak languages, only able to screech soft or hard.
- Does NOT give the caster any of the forms special abilities, attacks, or defenses.
- Does NOT give the clear ability to easily communicate with another wolf,
  - However, rudimentary communication is possible.
- Does NOT allow use of tools, weapons, or a Focus Item while in the altered form.
- Does NOT allow the caster to cast spells.

Bonds and Connections

- No connection.

Counter:

LVL: 1 No counter is available

Creations:

- No creations. Usable only as a spell/skill.
- 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 a crystal is NOT passive.
- Long flights of 4 x Marks.



# 11 Connect To An Arcane Focus Item

LEVEL Tier 3

Creates connection between caster and a Arcane Focus Item.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
36 pts	Touch	3 Days		Nae'Ems	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Item	Permanent		RM 3	DOK-SYL-STM-EOL-ORX



Created by COPILOT

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT have any effect if the Save fails (at end of Rollout).



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



- Counter:**
- LVL: 1 Rollout Interruption

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

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



- Focus Items and/or Kits:**
- Caster must NOT have a currrent Focus Item.
  - Note: Stack=1.



# 12 Protection vs Animals

LEVEL Tier 3

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

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



Created by COPILOT

**Details:**

- This spell protects the area against aggressive animals.

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

## Bonds and Connections

- No Nae'Em connection.



### Counter:

LVL: 1 Same Spell

### Creations:

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

## Enhancements:

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






### Focus Items and/or Kits:

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

# 12 Class Power Attack

LEVEL Tier 3

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

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



Created by COPILOT

- Details:**
- Does allow targets the with the same class as the caster to Save for 1/2 damage.

- WHAT THIS DOES:**
- Does allow the caster to use their class power to attack a target.
    - Sylvan use Ice,
    - Strumos use Electricity,
    - Orix use Force,
    - Eolas use Acid.
  - Does the power will do 4d10 + ACU points of damage,
  - Does allow the target to roll a Save to avoid half of the total damage with a passing result.
    - IF the target is able to used the same type of power they are attack with.
  - Does send a bolt of power directly to the target.

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

## Bonds and Connections

- No Nae'Em connection.



## Counter:

LVL: 1 Same Spell

## Creations:

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

## Enhancements:

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





## Focus Items and/or Kits:

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

12 Ranged Forced Healing 2d8+2 HP

LEVEL Tier 3

Roll 2d8+2. Dmg x1 then Heal x2

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

- Does heal more than just civilized people.

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

# 13 Shape Of A Satyr

LEVEL Tier 4

Able to speak & cast.      Move@ 150% sqs (1 hr / day).      HP+10.



From DiffusionArt.com

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

**Details:**

- 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.

**Example:**

- If the caster normally has a max of 42 HP and takes this for then the HP max becomes 52.
- If the caster then takes 48 damage they have 4 HP left while in the altered form.
- But if the caster reverts back to normal form the entire 48 damage is applied to 42 max, therefore, the caster falls to the ground with their HP at -6.

**WHAT THIS DOES:**

- 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 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,
  - Other than that listed above.

**Bonds and Connections**

- No connection.

**Counter:**

No counter is 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.
- 2 hours added to duration.



13 Circle of Containment

LEVEL Tier 4

Creatures from exiting its area. Must Save to Exit.

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



Created by COPILOT

- Details:**
- Creates a visible 3 Sq radius perimeter.
  - Creatures attempting to exit the perimeter must roll a Save,
    - On a successful save, the creature may leave,
    - On a failed save, the creature remains contained.
  - Suggested usage is prior to casting a summoning spell.
- WHAT THIS DOES:**
- Does inhibit creatures from leaving the circle.
  - Does work if the caster is unconscious, dead, or out of range, etc.

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1      Dispell Magic Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

# 14 Call & Direct An Attack Bear

LEVEL Tier 4

Ken>0 HP:200 AC:16 Attk:x2 Init&ToHit+12 Dmg:2d10+Ken Move:15

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Self	1 Minute		Animal Ken	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
2	15 Squares	2 Hours		none	SYL



Created by PERCHANCE

- Details:**
- Stats:
    - Ken>0 HP:200 AC:16 Attk:x2 Init&ToHit+12 Dmg:2d10+Ken Move:15
  - The caster is able to stop the bear from attacking via the Nae'Em.

- WHAT THIS DOES:**
- Does require the caster to have an Animal Ken Reputation greater than 0 to cast this.
    - Damage done by the bear is 1d10 plus the casters Ken.
    - The casters Ken by 1 if a called animal dies (instead of ending the spell in time).
  - Does allow 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.
    - When/If the bear dies the casters Ken will drop by 1. (If not released before death).
    - Also requires the caster to fully concentrate on directing the bear,
      - Mean no other spellcasting when concentrating.
  - Does require the caster to instruct the creatures through an automatic weak Nae'Em.
  - Does allow the AoE to move with the caster as the caster moves.

- WHAT THIS DOES NOT DO:**
- Does NOT allow the called bear to mix with other bears,
    - except with other bears the caster has called.
  - Does not continue if the called creatures are mistreated.
  - Possible ending if the casters Animal Ken decreases during the duration.



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



**Counter:**  
LVL: 1 No counter is available

- Creations:**
- No creations. Usable only as a spell/skill.
  - 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.
  - Adds another attack bear.

# 14 Bestow House Authority

991-3

LEVEL Tier 4

Creates A House the character owns. Can tell if a follower is true.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
48 pts	1 Recipient	1 Month		Nae'Ems	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Permanent		none	ALL

Designed by Freepik

Details:

DETAILS:

focus item makes the 'sensing' passive.  
Otherwise character must actively work to 'sense' anothers level of alliegence.  
Only the Eolas using the "House Authority" cause another to be a non-owner authority.

There is only 1 Owner of a House, but there can be any number of Authorities of a House.  
Each require a skill to be exercised.

The owner/authority of a House may belong to other Houses.  
Owners may disallow any other members within the house.  
Authorities my only disallow other members that are NOT owners or authorities.

WHAT THIS DOES:

- Does

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 DOES NOT DO:

- Does NOT

Bonds and Connections

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



Counter:

No Counter Available

Creations:

- Creates House effect upon a person.
- The 'House Authority' spell can bestow authority on another.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

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

# 14 Tree House

LEVEL Tier 4

400-



Created by COPILOT

Tree: 60 HP with ladder/stairs.

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Pine Seeds of Tree House



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

Enhancements:

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



Focus Items and/or Kits:

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



# 15 Shape Of A Centaur

LEVEL Tier 4

561



Created by GEB

Able to speak & cast. Move@ 150% Marks. HP+20.

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

- Details:**
- 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.

- Example:**
- If the caster normally has a max of 42 HP and takes this for then the HP max becomes 62.
  - If the caster then takes 58 damage they have 4 HP left while in the altered form.
  - But if the caster reverts back to normal form the entire 58 damage is applied to 42 max, therefore, the caster falls to the ground with their HP at -16.

- WHAT THIS DOES:**
- Does physically change the caster into a Centaur.
  - 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 daily long distance movements measured in marks.
  - This does not apply to shorter movement such as battle.

- WHAT THIS 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.
  - Other than that listed above.

**Bonds and Connections**

- No connection.

**Counter:**

LVL: 1 No counter is available

**Creations:**

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

**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.
- Set the Rollout to 1 Minute.

# 15 Create Permanent Location Vae'Em

LEVEL Tier 4

347-4

Location becomes a teleport destination.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	10 Squares	1 Day		Nae'Ems	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	2x2 Sq Area	Permanent		none	DOK-SYL-STM-EOL-ORX

Details:

- Caster creates a Nae'Em of a location to be used for teleportation travel.

WHAT THIS DOES:

- Does allow the caster to create a Nae'Em that specifically identifies a location,
  - This type of Nae'Em is often called a Vae'Em.
  - This is a non-sentient Nae'Em for venues.

WHAT THIS DOES NOT DO:

- Does NOT continue if the location/Venue has major physical changes done.
- Does not work with any non-location Nae'Em spells.



Bonds and Connections

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 item with crystal is NOT passive.
- Can amble and be not so obvious with this spell.

# 16 Shape Of A Mer Person

LEVEL Tier 4

827



Created by xxx

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 COL	CLASS GROUPS
1	Self	8 Hours		none	SYL

Details:

- 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.

Example:

- If the caster normally has a max of 42 HP and takes this for then the HP max becomes 62.
- If the caster then takes 58 damage they have 4 HP left while in the altered form.
- But if the caster reverts back to normal form the entire 58 damage is applied to 42 max, therefore, the caster falls to the ground with their HP at -16.

WHAT THIS DOES:

- 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.

WHAT THIS 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.

Bonds and Connections

- No connection.

Counter:

No counter is available

Creations:

- No creations. Usable only as a spell/skill.
- 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.
- Rollout becomes 2 Minutes.

# 16 Control Water

LEVEL Tier 4

393-



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Self	10 Minutes		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	4x4x4 Sqs	4 Hours		SKL 3 	SYL

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No connection.



Counter:

LVL: 1 Same Spell

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.



17 Reveal True Name

LEVEL Tier 5

631



This uses all the clues to find the True Name.

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

Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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



Counter:

LVL: 1 Rollout Interruption

Creations:

- No creations. Usable only as the action.

Enhancements:

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



Focus Items and/or Kits:

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

# 18 Shape Of A Harpy

LEVEL Tier 5

+30 HP. Can speak, & cast. Can fly & dive (1/min).

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	self	20 Minutes		Shape Change	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	self	2 Hours		noen	SYL



Created by COPILOT

Details:

- 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.

Example:

- If the caster normally has a max of 42 HP and takes this for then the HP max becomes 72.
- If the caster then takes 68 damage they have 4 HP left while in the altered form.
- But if the caster reverts back to normal form the entire 68 damage is applied to 42 max, therefore, the caster falls to the ground with their HP at -16.

WHAT THIS DOES:

- 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 uses a focus item. Then they 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 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.

Bonds and Connections

- No Nae'Em connection.

Counter:

No counter is 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.
- Can change screech voice to song without screech.

# 19 Fort of Thorns

LEVEL Tier 5

405-



Created by COPILOT

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

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

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

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

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



## Bonds and Connections

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



## Counter:

LVL: 1 Same Spell

## Creations:

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

## Enhancements:

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



## Focus Items and/or Kits:

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

# 20 Nae'Em Natural Landmark

LEVEL Tier 5

Location becomes a destinaction for portals/scrys.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	4 Square	2 Hours		Nae'Ems	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Landmark	Permanent		none	SYL



Created by COPILOT

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

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

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



**Bonds and Connections**

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

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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