

0 No Counter Available

572-1

LEVEL Tier 1

X

COST	RANGE	ROLL OUT
pts		
STACK	AoE	DURATION

COLLECTION	OUTCOME
Light-	Magical
SAVE COL	CLASS GROUPS
none	YL-STM-EOL-ORX-ROG-HN

Designed by Freepik

Details:

1. Details: COUNTER SPELL

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2. This Spell DOES:

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3. This Spell does NOT:

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4. Focus Item:

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WHAT THIS DOES:

WHAT THIS DOES NOT DO:

Bonds and Connections

Counter:

No Counter Available.

Creations:

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

# 1 Draw Up Ground Water

LEVEL Tier 1

246-



Created by COPILOT

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

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

**Details:**

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

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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

# 1 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

328-



Created by COPILOT

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

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

**Details:**

- Each thorn becomes non-magical (mundane).

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

**Bonds and Connections**

- No Nae'Em connection.



**Counter:**

LVL: 1 Same Spell

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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



# 1 Invoke Pet

LEVEL Tier 1

877-



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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Hour		Summon or Send	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1 Pet / Tier	2 Marks	1 Week / Tier		SKL 2	SYL

Created by COPILOT

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

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

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



## Bonds and Connections

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

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

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



## Focus Items and/or Kits:

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

# 1 Small Domestic Pet Form

LEVEL Tier 1

827-



Created by COPILOT

X

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

**Details:**

To be updated

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

All forms will look boringly normal.

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

**Bonds and Connections**

- No connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Rollout Init	12





**Focus Items and/or Kits:**

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

# 1 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 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 Hail Attack

LEVEL Tier 1

No ToHIT. Damage: 3d4+ACU.

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



Created by COPILOT

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

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

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

### Bonds and Connections

- This has no personal connection.



### Counter:

LVL: 1 Same Spell

### Creations:

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

### Enhancements:

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



### Focus Items and/or Kits:

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

## 2 Plant Healthy Growth

LEVEL Tier 1

264-



Created by COPILOT

Promotes normal healthy growth.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Promotes normal healthy growth	1 Hour		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 2 hours as if 4 weeks had passed.
- Does allow healthy plants to grow from/past unhealthy parts.

**WHAT THIS DOES NOT DO:**

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

**Bonds and Connections**

- No connection.

**Counter:**

No Counter Available.

**Creations:**



**Healthy Plant Growth Powder**

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



**Enhancements:**

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



**Focus Items and/or Kits:**

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

## 2 Remove Plant Disease

LEVEL Tier 1

265-



Created by COPILOT

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 Squares	10 Minutes		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	Caster	3 Days		none	ORX-SYL-STM-EOL



Created by COPILOT

- Details:**
- This is a delayed forced healing.
  - once triggered by taking damage the spell enacts.
  - Caster rolls a 2d6 and notes the result.
  - Next, the caster applies the results as damage to themself.
  - Lastly, the caster applies twice the result as healing to themselves.
  - This spell may be used to place temporary magic on a high quality gem.
  - Once damage has been taken this spell enacts.

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

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

**Bonds and Connections**

- No Nae'Em connection.



**Counter:**

LVL: 1 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	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
2	1 Recipient	Permanent		none	SYL



Created by COPILOT

**Details:**

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

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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



### Bonds and Connections

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

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8



### Focus Items and/or Kits:

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

## 2 Ribbon Horse

LEVEL Tier 1

243-



Created by COPILOT

Self w/carried items.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	1 Square	4 Minutes		Traveling (PMP)	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1 Per Tier	1 Ribbon Horse	8 Hours		none	SYL

**Details:**

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

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

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





**Focus Items and/or Kits:**

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

# 3 Wind Wall For Nae'Em Hunter

LEVEL Tier 1

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

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



Created by COPILOT

**Details:**

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

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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



**Bonds and Connections**

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



**Counter:**

LVL: 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 Breath Water



LEVEL Tier 1

967-



Designed by Copilot

Breath water but no talking.

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

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

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

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

## Bonds and Connections

- No Nae'Em connection.



### Counter:

LVL: 1 Same Spell

## Creations:



### Water Breathing Leaf

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



## Enhancements:

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



### Focus Items and/or Kits:

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

# 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 Improve Food

LEVEL Tier 1

Food becomes nutritional.

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



Created by COPILOT

**Details:**

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

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**


No Counter Available.

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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

# 4 Increase Food

LEVEL Tier 1

305-



Created by COPILOT

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

COST	RANGE	ROLL OUT	 	COLLECTION	OUTCOME
4 pts	2 Squares	10 Minutes		Utility or Misc	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 QUADRIPLER the amount of Cumber meals.

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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



# 4 Permanently Preserve Food

LEVEL Tier 1

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	
Utility or Misc	
SAVE	COL
none	

OUTCOME
Mundane
CLASS GROUPS
SYL



Created by COPILOT

**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 Conjure Native Beetles

LEVEL Tier 1



Created by COPILOT

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

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

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

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

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

## Bonds and Connections

- No Nae'Em connection.



### Counter:

LVL: 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.

# 4 Predict Weather

LEVEL Tier 1



Created by COPILOT

Estimated likely/known changes coming within the week.

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



GM

- Details:**
- NOTE: GM rolls casters MGC:3. Pass means info is accurate.
  - GM reviews all pertinent information.
    - Then reports the non-magical weather that is likely,
- GM describes:
- Temp description based on region and elevation.
  - General wind speed and direction based on surrounding regions.
  - % chance of anomilies based on current and surrounding regions.

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

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

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

**Focus Items and/or Kits:**

- Not required.

# 4 Speak to Domesticated Animals

LEVEL Tier 1

Speak and understand domesticated animals, large and small.

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



Created by COPILOT

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

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

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



## Bonds and Connections

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

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

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



## Focus Items and/or Kits:

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





# 4 Shadow of the Magi

LEVEL Tier 1



Created by COPILOT

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

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.

# 5 Bring Out Rain Water

LEVEL Tier 2



Created by COPILOT

Desert & hot environments limit this spell.

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

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT have high pressure and will not push objects.

**Bonds and Connections**

- No connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as the action.

**Enhancements:**

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
12	Rollout Init	12



**Focus Items and/or Kits:**

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

# 5 Entangle

LEVEL Tier 2



Created by COPILOT

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

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

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

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

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

**Bonds and Connections**

- No connection.



**Counter:**

LVL: 1 Same Spell

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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

# 5 Seaweed Dolphin

LEVEL Tier 2

Stats: HP:2 AC:15/10 Move:12 Sqs swim 24 sqs race

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	3 Marks	10 Minutes		Altered Reality	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Dolphin	2 Hours		none	SYL



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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



# 5 Detect Magic

LEVEL Tier 2

893-



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	2 Squares	5 Minutes		Find or Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1-5 item	Instant		RM 2 	STM-SYL-DOK

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

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

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

## Bonds and Connections

- No Nae'Em connection.



## Counter:

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

351-



Created by COPILOT

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

- 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 Ribbon Bat

LEVEL Tier 2

592-



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	10 Minutes		Altered Reality	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	2 Hours		none	SYL

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

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

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



**Bonds and Connections**

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

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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

6 Alter Self - Medium Sized Dog/Cat

LEVEL Tier 2

X

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



Created by COPILOT

Details:

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

Output is mundane. (Domestic pet form is magical)

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No connection.



Counter:

LVL: 1 Same Spell

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Init	12
14	Duration X2	8
18	Duration X4	10



Focus Items and/or Kits:

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



# 6 Attach Wings To Animal

LEVEL Tier 2

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

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



Created by COPILOT

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

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

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



## Bonds and Connections

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



## Counter:

LVL: 1 Same Spell

## Creations:

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

## Enhancements:

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



## Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Able to cast upon civilized person.

# 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		Natural Environment	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
5	1 Recipient	EOY		SKL 2	SYL



Created by COPILOT

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

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

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



## Bonds and Connections

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

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

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



## Focus Items and/or Kits:

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

# 6 Animal Healing

LEVEL Tier 2

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
-4 pts	4 Sqs	1 Minute		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.

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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

Counter:

No Counter Available.

Creations:



Animal Healing Nutrients

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



Enhancements:

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



Focus Items and/or Kits:

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

# 6 Befriend An Animal

LEVEL Tier 2

Connect with animals that aren't enraged or frenzied.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	10 Squares	1 Minute		Natural Environment	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Animal	8 Hours		SKL 2	SYL



Created by COPILOT

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

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

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



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



**Counter:**  
LVL: 1 Same Spell



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



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



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



# 6 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		Enchantments	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             | 8 -Dimension Personal Hideaway            |
| 3 -Summon Astral Beast of Burden    | 8 -Circle of Protection vs Undead         |
| 3 -Gathering The Darkness           | 9 -Search for Focus Item                  |
| 3 -Protect Fighter vs Ranged/Thrown | 9 -Dimensional Containment                |
| 4 -Shadow Dome                      | 10-Charged Fencing - Two Sides            |
| 4 -Shadow of the Magi               | 10-Project Astral Image Within PMP        |
| 6 -Cleansing Fire                   | 12-Circle of Expulsion of Ethereal Crtrs. |
| 7 -Strumos Waystation               | 22-Living Statue                          |
| 8 -Scry on Imp Spy                  |   |

## WHAT THIS DOES:

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

## 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 Vine Wolf

LEVEL Tier 2

593-



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	10 Minutes		Altered Reality	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	2 Hours		none	SYL

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

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

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



**Bonds and Connections**  
- This Is an Tae'Em connection with a Thing.



**Counter:**  
LVL: 1 Same Spell

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

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



**Focus Items and/or Kits:**

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

# 7 Grow A Plant Canopy

LEVEL Tier 2

379-



Created by BING AI

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	12 Squares	5 Minutes		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.

# 7 Speak With A Wild Animal

LEVEL Tier 2

368-



Created by COPILOT

Conversations with 1 animal per Tier.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	12 Squares	1 Minute		Natural Environment	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
2	1 Animal / Tier	1 Hour		SKL 2 	SYL

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

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

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



## Bonds and Connections

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

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

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



## Focus Items and/or Kits:

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



# 7 View An Animal (Ae'Em)

LEVEL Tier 2



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	PMP	5 Minutes		Natural Environment	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 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

# 8 Hail Stones

LEVEL Tier 2

381



Created by COPILOT

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

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

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

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

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

## Bonds and Connections

- No Nae'Em connection.



## Counter:

LVL: 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 Hunting Pack

LEVEL Tier 2

382-



Created by COPILOT

Pack animals urged to respond. Casters call projected.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	5 Minutes		Summon or Send	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1/2 Mark / Tier	Instant		SKL 2 	SYL

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

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

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



## Bonds and Connections

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

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

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



## Focus Items and/or Kits:

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



# 8 Convoke Animal Mount

LEVEL Tier 2

Can choose from chart (no rolling)

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	2 Marks	1 Hour		Summon or Send	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Mount	1 Day		SKL 2	SYL



Created by COPILOT

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

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

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



## Bonds and Connections

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

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

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



## Focus Items and/or Kits:

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

# 8 Call A Kindred Spirit Animal

LEVEL Tier 2

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	1 Square	7 Days		Natural Environment	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Sq Area	Permanent		SKL 2	SYL



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6



Focus Items and/or Kits:



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

8 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:**  
the caster and one other person can pass through.  
Or Nae'Em and one other person can pass through.  
First to pass through must be either the Nae'Em or the caster.

**WHAT THIS DOES:**  
the caster and one other person can pass through.  
Or  
Nae'Em and one other person can pass through.  
First to pass through must be either the Nae'Em or the caster.

**WHAT THIS DOES NOT DO:**  
the caster and one other person can pass through.  
Or  
Nae'Em and one other person can pass through.  
First to pass through must be either the Nae'Em or the caster.

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 Find Clues To True Name

LEVEL Tier 3



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.

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



**Focus Items and/or Kits:**

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

# 9 Search for Focus Item

LEVEL Tier 3

267-



Created by COPILOT

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

- 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.

# 9 Hide in a Plant

LEVEL Tier 3



Created by COPILOT

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

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

- Details:**
- Caster creates a Nae'Em and blends into a tall plant or tree.
  - Any damage done in that form continues when the caster exits the plant.
  - Plants AC is 8 and HP is same as caster.
  - If plant is brought to 0 HP then all people inside spill out.

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

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



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



**Counter:**  
LVL: 1 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:**

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

# 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 COL	CLASS GROUPS
1	3x3 Squares	10 Minutes		SKL 1 	SYL

**Details:**

- Caster gains +4 to AC to all attacks.

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

**Bonds and Connections**

- No Nae'Em connection.



**Counter:**

LVL: 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.



# 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		Class Specialty	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Item	Permanent		RM 3	DOK-SYL-STM-EOL-ORX



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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



Counter:

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.

# 11 Illusional Bear

LEVEL Tier 3

False image of a bear.



Created by COPILOT

### Details:

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

### WHAT THIS DOES:

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

### WHAT THIS DOES NOT DO:

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

### Bonds and Connections

- No connection.



### Counter:

LVL: 1 Same Spell

### Creations:

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

### Enhancements:

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



### Focus Items and/or Kits:

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

# 11 Control Wind Sphere

LEVEL Tier 3



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	18 Squares	10 Minutes		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.

12 Circle of Animal Protection

LEVEL Tier 3

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	2 Minutes		Battle 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 cyrstal is NOT passive.  
- Use of a Focus Item will change the Save,  
- Save is made more difficult by one column



# 12 Class Power Attack

LEVEL Tier 3

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

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



Created by COPILOT

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

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

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

## Bonds and Connections

- No Nae'Em connection.



## Counter:

LVL: 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 Personal Wings Of Flying

LEVEL Tier 3

388-



Created by COPILOT

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

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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





Focus Items and/or Kits:

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

12 Ranged Forced Healing 2d8+2 HP

LEVEL Tier 3

Roll 2d8+2. Dmg x1 then Heal x2

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	6 Squares	Initiative		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 Ice Spear




LEVEL Tier 4

401-



Created by COPILOT

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

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

**Details:**

- Caster uses magic to aim and launch the Spear.

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

- Does NOT have any effect if cast upon weapons.

**Bonds and Connections**

- No connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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



# 13 Call Flock of Birds

LEVEL Tier 4



Created by COPILOT

Calls a flock of birds within range.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	1 Mark	20 Minutes		Summon or Send	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 School	2 Hours		SKL 2 	SYL

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

- This Is an Ae'Em connection with Animals.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

# 13 Call School of Fish

LEVEL Tier 4

395-



Created by COPILOT

Calls a school of fish that is within range.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	1 Mark	20 Minutes		Summon or Send	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 School	2 Hours		SKL 3 	SYL

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

- This Is an Am'Em connection with animals.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

# 13 Illusional Condor

LEVEL Tier 4



Created by COPILOT

X

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

**Details:**

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

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

**Bonds and Connections**

- No connection.



**Counter:**  
LVL: 1 Same Spell

**Creations:**

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

**Enhancements:**

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



**Focus Items and/or Kits:**

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

# 13 Illusional Dolphin

LEVEL Tier 4

591-



Created by COPILOT

X

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

**Details:**

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

**WHAT THIS DOES:**

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

**WHAT THIS DOES NOT DO:**

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

## Bonds and Connections

- No connection.



### Counter:

LVL: 1 Same Spell

### Creations:

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

## Enhancements:

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



### Focus Items and/or Kits:

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



# 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 Rollout Interruption

**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 Alter Self - Porpoise

LEVEL Tier 4



Created by COPILOT

X

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

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

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

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

Bonds and Connections

- No connection.



Counter:

LVL: 1 Same Spell

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:

- Not required.

14 Call Woodland Animal

LEVEL Tier 4

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



Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Self	5 Minutes		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE SKL	CLASS GROUPS
3	1 Mark	4 Hours		COL 2	SYL

GM

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT provide a permanent bond.



Bonds and Connections

- This Is an Ae'Em connection with animals.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

# 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 Alter Self - Hawk

560



Created by COPILOT

LEVEL Tier 4

X

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

- Details:**
- Form of caster physically changes to a Hawk.
  - Max and Current HP is double casters max and current HP.
  - Hawk can continue to move at double the casters move for 16 hrs straight.
  - Battle Stats: AC =18, Init= +8, # of Attacks x0x1, ToHIT= +10, Dmg 2d6+4
    - Number of Attacks becomes x0x1, Due to flight then a single attack.
  - Once the spell ends all stats and bonuses return to normal.

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

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

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	Damage X2	12
14	Duration X2	8

Focus Items and/or Kits:

- Not required.

# 15 Alter Self - Wolf

LEVEL Tier 4

402-



Image by www.freepik.com

X

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

## Details:

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

## WHAT THIS DOES:

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

## WHAT THIS DOES NOT DO:

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

## Bonds and Connections

- No connection.



## Counter:

LVL: 1 Same Spell

## 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:

- Not required.

# 15 Create Permanent Location Tae'Em

LEVEL Tier 4

347-5

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:

- ... meet the requirements of memorizing a location as a destination.
- ... Create a non-sentient Nae'Em.

WHAT THIS DOES NOT DO:

- ... remain a Nae'Em if the location changes significantly.



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 Water Blast

LEVEL Tier 4

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

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



Created by COPILOT

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

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

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

## Bonds and Connections

- No Nae'Em connection.



## Counter:

LVL: 1 Same Spell

## Creations:

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

## Enhancements:

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



## Focus Items and/or Kits:

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



16 Reveal True Name

631



LEVEL Tier 4

This uses all the clues to find the True Name.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
64 pts	1 Square	12 Hours		Find 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 this uses all the clues the caster has gathered.
- Does then adjusts the points for how old the information is.
- Does finds the % to be rolled.
- Does the caster must roll under the % to pass.
- Does will alert the target regardless of the outcome of the roll,
  - The target will know the direct to go to find this castings location,
  - The target will know how many marks to go to find this castings location,
  - If this spell worked the target will know that,
  - If this spell fails the target NOT will know that.

**WHAT THIS DOES NOT DO:**

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



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



**Counter:**  
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.

# 17 Alter Self - Condor

558-



Created by COPILOT

LEVEL Tier 5

X

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No connection.



Counter:

LVL: 1 Same Spell

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

# 17 Control Water

LEVEL Tier 5



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Self	10 Minutes		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.

18 Alter Self - Bear

404-



Created by COPILOT

LEVEL Tier 5

X

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

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

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

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

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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



18 Alter Self - Stingray

559-

LEVEL Tier 5

X

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



Created by COPILOT

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

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

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

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

- No creations. Usable only as the action.

**Enhancements:**

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

**Focus Items and/or Kits:**

- Not required.

# 19 Fort of Thorns

LEVEL Tier 5

405-



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	12 Squares	30 Minutes		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.
  - Does have battle stats of AC:8 and HP:50 per square.
  - Does cause damage to any creature attacking via melee,
    - 1d6 cutting damage from the thorns.
  - Does take damage from fire,
    - Mundane fires cause 1d8 damage to the square on fire.
    - Magical fires cause damage as per the spell description.

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



## Bonds and Connections

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



## Counter:

LVL: 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

406-



Created by COPILOT

Location becomes a destination for portals/scrys.

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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