-Sylvan No Counter Available Χ RANGE COST ROLL OUT pts DURATION STACK AoE Details: 1. Details: COUNTER SPELL

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

Designed by Freepik

2. This Spell DOES:

3. This Spell does NOT:

4. Focus Item:

WHAT THIS DOES:

WHAT THIS DOES NOT DO:

Bonds and Connections
Counter: No Counter Available.
Creations:

LVL	ENHANCEMENTS	COST
0 No	Enhancements	0

1 Draw Up Ground Water

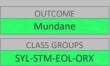
EVEL Tier 1

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

COST	RANGE	ROLL OUT	
4 pts	Touch	5 Minutes	
STACK	AoE	DURATION	
99	2 Skins/Tier	Permanent	



COLLE	CTION	
Utility	or Misc	
SAVE	COL	
none		





Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT draw water through non-porous material (rock, metal, etc).
- Does NOT 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 Item with crystal is NOT passive.
- Adds an extra 2 waterskins worth of water.

Wind Wall

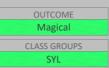
LEVEL

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

COST	RANGE	ROLL OUT
4 pts	Self	Initiative
STACK	AoE	DURATION
1	1 Square	4 Rounds



	COLLECTION	
1	Battle Defense	
Ī	SAVE COL	
s	none	





Created by COPILOT

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.



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

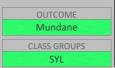
1 Rose Thorns

LEVEL Tier:

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

COST	RANGE	ROLL OUT	
4 pts	10 Squares	Initiative	7
STACK	AoE	DURATION	7
99	1 Target	Instant	ξ







Created by COPILOT

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.



Same Spell

Creations:

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

Enhancements:

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



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

1 Invoke Pet

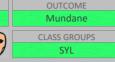
EVEL Tier 1

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

COST	RANGE	ROLL OUT	
4 pts	Self	1 Hour	0
STACK	AoE	DURATION	
1 Pet / Tier	2 Marks	1 Week / Tier	



SAVE COL	COLLECTION		
SAVE COL	Summoi	n or Send	t
	SAVE	COL	
SKL 2	SKL	2	





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



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

Small Domestic Pet Form

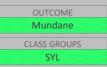
LEVEL Tier 1

Χ

COST	RANGE	ROLL OUT
4 pts	Touch	5 Rounds
STACK	AoE	DURATION
1	Self	4 Hours



	COLLECTION		
	COLLECTION		
s	Shape Change		
	SAVE COL		
'	none		





Created by COPILOT

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

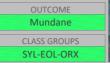
Forced Heal 1d6 HP (+more)

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

COST	RANGE	ROLL OUT
4 pts	1 Square	Initiative
STACK	AoE	DURATION
1	1 Target	Permanent



COLLECTION		
Healing and Rest		
SAVE COL		
none		





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

Sylvan Forced Healing 1d6 HP

Roll 1d6. Damage x1 then Heal x2

COST	RANGE	ROLL OUT
4 pts	Touch	Initiative
STACK	AoE	DURATION
99	1 Creature	Permanent



COLLECTION		
Healing and Rest		
SAVE COL		
none		

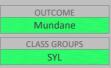




Image by Freepi

- 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

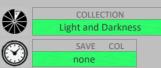


- Focus wand with crystal is NOT passive.
- Forced healing spells gain a +1 per die.

Light of Sylvan (Greenish)

Default Light: Candle light

COST	RANGE	ROLL OUT
4 pts	Self	Initiative
STACK	AoE	DURATION
99	Varies	4 Hours



OUTCOME
Magical
CLASS GROUPS
SYL



Created by COPILOT

- 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:

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.



Focus Items and/or Kits:

ENHANCEMENTS

Enhancements:

14 Duration X2

18 Duration X4

Subtle Casting

LVL

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

COST

4

8

10



2 Hail Attack

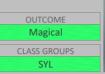
LEVEL Tier

No ToHIT. Damage: 3d4+ACU.

COST	RANGE	ROLL OUT	
4 pts	8 Squares	Initiative	7
STACK	AoE	DURATION	2,
1	1 Square	Instant	۲



COLLEC	CTION	
Battle C	ffense	
SAVE	COL	
RM	2	





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.



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



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

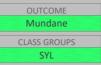
Plant Healthy Growth

Promotes normal healthy growth.





COLLECTION		
Natural Environme	nt	
SAVE COL		
none		





Created by COPILOT

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

Remove Plant Disease

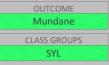
LEVEL

X

COST	RANGE	ROLL OUT
4 pts	4 Squares	10 Minutes
STACK	AoE	DURATION
0	4x4 Squares	Permanent



COLLECTION		
Natural Environment		
SAVE	COL	
SKL	2	(F)





Created by COPILOT

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:

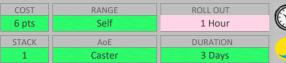
LVL	. ENHANCEMENTS	COST
12	AoE X2	6
14	Save -1 Col	8
20	AOE X4	20



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

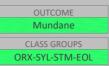
Triggered Forced Healing 2d8

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





	COLLECTION	
Healing and Res		
	SAVE COL	
	none	





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:

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

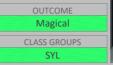
Connect With A Hunter

LEVEL

4 Days casting creates a permanent bond. Same Plane.

COST	RANGE	ROLL OUT	
4 pts	1 Square	2 Days	
STACK	AoE	DURATION	
2	1 Recipient	Permanent	







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

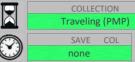


- Focus Wand with crystal is NOT passive.Can cast Healing spells through the Nae'Em.

Ribbon Horse

Self w/carried items.

COST	RANGE	ROLL OUT
4 pts	1 Square	4 Minutes
STACK	AoE	DURATION
1 Per Tier	1 Ribbon Horse	8 Hours



OUTCOME	
Magical	
CLASS GROUPS	
SYL	



Created by COPILOT

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 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.

B Wind Wall For Nae'Em Hunter

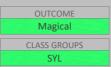
LEVEL Tier :

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

COST	RANGE	ROLL OUT
4 pts	4 Sqs / Tier	Initiative
STACK	AoE	DURATION
1	1 Recipient	4 Rounds



	COLLECTION		
Battle Defense			
	SAVE	COL	
	none		





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

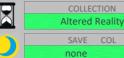
- Focus staff with crystal is NOT passive.
- Rollout is Instant.

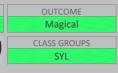
Breath Water

LEVEL Tier :

Breath water but no talking.

COST	RANGE	ROLL OUT
4 pts	Touch	5 Minutes
STACK	AoE	DURATION
9	1 Creature	1 Day







Designed by Conilot

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



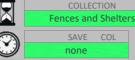
- Focus Wand with crystal is NOT passive.
- Duration is increased 3 fold. (X3)

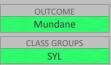
Assist Hunter's Lean-To

LEVEL Tier :

Lean-To first, then magic to make better.

COST 4 pts	RANGE Touch	ROLL OUT 10 Minutes
STACK	AoE	DURATION
1	1 Lean-To	2 Hours







Created by COPILOT

Details:

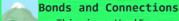
- Improves a currently constructed Lean-To.
- The Hunter must previously be bonded by a Nae'Em to the caster.

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.



- 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



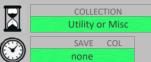
- Focus wand with crystal is NOT passive.
- Increases Lean-To's Saves by column for weather issues.

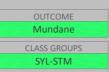
4 Improve Food

LEVEL Tier

Food becomes nutritional.

COST 4 pts	RANGE 1 Square	ROLL OUT 10 Minutes
STACK	AoE	DURATION
99	4 Meals	1 Hour







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

Increase Food

EVEL Tier

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

COST	RANGE	ROLL OUT
4 pts	2 Squares	10 Minutes
STACK	AoE	DURATION
3	1-21 Meals	Permanent



COLLECTION	
Utility or Misc	
SAVE COL	Cl
none	





Created by COPILOT

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

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	OUTCOME
Utility or Misc	Mundane
SAVE COL	CLASS GROUPS
none	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.

Counter: No Counter Available. Creations:

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

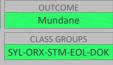
Conjure Native Beetles

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

COST	RANGE	ROLL OUT
4 pts	4 Squares	Initiative
STACK	AoE	DURATION
2	1 Mark	2 Rounds



COLLEC	CTION	
Summon	or Sen	d
SAVE	COL	
SKL	2	()





Created by COPILOT

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:

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



Predict Weather



Details:

- NOTE: GM rolls casters MGC:3. Pass means info is accurate.
- GM reviews all pertainent 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.

	ients	

ENHANCEMENTS LVL COST 10 Rollout Halved

Focus Items and/or Kits:

- Not required.

Speak to Domesticated Animals

Speak and understand domesticated animals, large and small.

COST	RANGE	ROLL OUT	
4 pts	Touch	5 Minutes	
STACK	AoE	DURATION	
7	1 Animal	4 Hours	



	COLLECTION		
	Natural Er	nvironment	
1	SAVE	COL	
"	none		

OUTCOME
Magical
CLASS GROUPS
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



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

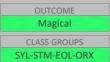
4 Shadow of the Magi

_EVEL Tier:

Darkness centered just above caster.

COST RANGE		ROLL OUT	
4 pts	Self	Initiative	
STACK	AoE	DURATION	
99 3 Sq Dia Sphere		Conc +4 Rds	







Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



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

Bring Out Rain Water

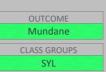
LEVEL Tier 2

Desert & hot environments limit this spell.

COST	RANGE	ROLL OUT	
8 pts Caster		1 Minute	
STACK	AoE	DURATION	
99	1 Square	Permanent	



COLLECTION		
Utility or Misc		
SAVE COL		
none		





Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
12	Rollout Init	12



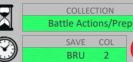
- Focus wand with crystal is NOT passive.
- Adds pressure of up to 10 lbs (4 kg)
- Range becomes 2 Sqs, but water starts at caster.

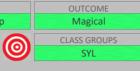
Entangle

LEVEL Tier 2

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

COST 8 pts	RANGE Touch	ROLL OUT 1 Minute
STACK	AoE	DURATION
3	2x2 Squares	4 Hours







Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT have any visible clues that the Entangling spell has been cast.
 - Other than the original effect during casting.

Bonds and Connections

- No connection.



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



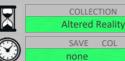
- Focus wand with crystal is NOT passive.
- Sets AoE to 3x3.

Seaweed Dolphin

LEVEL Tier 2

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

COST	RANGE	ROLL OUT
8 pts	3 Marks	10 Minutes
STACK	AoE	DURATION
1	1 Dolphin	2 Hours



OUTCOME
Magical
CLASS GROUPS
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 wands with crystals are NOT passive.
- Range extended to 6 Marks.

Detect Magic

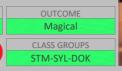
LEVEL

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

COST 8 pts	RANGE 2 Squares	ROLL OUT 5 Minutes
STACK 1	AoE 1-5 item	DURATION



	LECT or R	ION eveal	
SAV		COL 2	0
		2	@





Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

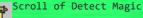
- No Nae'Em connection.



Counter:

Rollout Interruption

Creations:



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

Divining Water

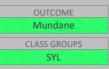
LEVEL Tier 2

Save based on region/environ.

COST	RANGE	ROLL OUT
8 pts	1/4 Mark	30 Minutes
STACK	AoE	DURATION
1	15 Sqs Deep	Permanent



COLLE	CTION	
Find or	Reveal	
SAVE	COL	
SKL	Vary	()





Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT have any effect in arctic areas.
- Does NOT reveal info about why it might not be potable.

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

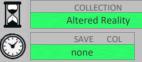


- Focus wand with crystal is NOT passive.
- Improves Save Column by 1.

Ribbon Bat

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

COST	RANGE	ROLL OUT
8 pts	Self	10 Minutes
STACK	AoE	DURATION
1	Self	2 Hours



	OUTCOME	
	Magical	
CI	LASS GROUPS	5
	SYL	



Created by COPILOT

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.

En	hon	cem	ant	
	Han	CCIII	CIII	LJ.

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



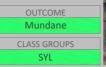
- The focus wand and crystal is NOT passive.
- Sonar 'vision' works as Low Light Vision.

Alter Self - Medium Sized Dog/Cat

X

COST	RANGE	ROLL OUT
8 pts	Self	1 Round
STACK	AoE	DURATION
1	Self	8 Hours







Created by COPILOT

Details:

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

Output is mundaine. (Domestic pet form is magical)

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No connection.



Counter:

Same Spell

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



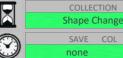
- Focus wand with crystal is NOT passive.
- Allows the caster to gain extra movment +6 Sqs,
 - Therefore, a normal movement of 12 would become

Attach Wings To Animal

EVEL Tier 2

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

			_
COST	RANGE	ROLL OUT	l I
8 pts	Touch	30 Minutes	
STACK	AoE	DURATION	6
_			11.



OUTCOME	1
Mundane	
CLASS GROUPS	
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:
 - Attks 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.

Bo

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	

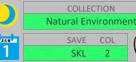


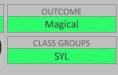
- Focus wand with crystal is NOT passive.
- Able to cast upon civilized person.

Animal Connection (Ae'Em)

Willing animal & caster connect. Save required.

COST	RANGE	ROLL OUT	1
0001			1
12 pts	2 Squares	4 Hours	
STACK	AoE	DURATION] _
5	1 Recipient	EOY	







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

Animal Healing

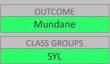
LEVEL Tier:

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

COST -4 pts	RANGE 4 Sqs	ROLL OUT 1 Minute
STACK	AoE	DURATION
99	1 Animal	Permanent



COLLECTION			
Natural Environment			
SAVE	COL		
none			





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.



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



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

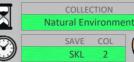


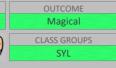
Befriend An Animal

LEVEL Tier 2

Connect with animals that aren't enraged or frenzied.

COST 8 pts	RANGE 10 Squares	ROLL OUT 1 Minute
STACK 99	AoE 1 Animal	DURATION 8 Hours







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





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

Enhancements:

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



- Will Allow the Caster a SKL:2 Save,
 - Affects enraged, frenzied, or very hurt animal.

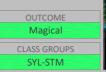
Dispel Magic Spell

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

COST 8 pts	RANGE Touch	ROLL OUT 6 Minutes
STACK	AoE	DURATION
99	1 Item	Permanent



	CTION	COLLE
	tments	Enchan
· /	COL	SAVE
GM	2	SKL





Created by COPILOT

Details:

Spells that are countered by Dispel Magic Spell:

- 1 -Camp Perimeter Shock
- 3 -Summon Astral Beast of Burden
- 3 -Gathering The Darkness
- 3 -Protect Fighter vs Ranged/Thrown
- 4 -Shadow Dome
- 4 -Shadow of the Magi
- 6 -Cleansing Fire
- 7 -Strumos Waystation
- 8 -Scry on Imp Spy

- 8 -Dimension Personal Hideaway
- 8 -Circle of Protection vs Undead
- 9 -Search for Focus Item
- 9 Dimensional Containment
- 10-Charged Fencing Two Sides
- 10-Project Astral Image Within PMP
- 12-Circle of Expulsion of Ethereal Crtrs.
- 22-Living Statue

WHAT THIS DOES:

- Does require both the caster and the GM to roll Saves.
- 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:

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

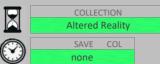
Focus Items and/or Kits:

Vine Wolf

LEVEL

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

COST	RANGE	ROLL OUT
8 pts	Self	10 Minutes
STACK	AoE	DURATION
1	Self	2 Hours



OUTCOME	
Magical	
CLASS GROUPS	
SYL	



Created by COPILOT

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:

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

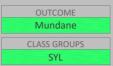
Grow A Plant Canopy

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

COST	RANGE	ROLL OUT	Ī
8 pts	12 Squares	5 Minutes	
STACK	AoE	DURATION	6
3	3x3 Sq Area	12 Hours	6



COLLECTION	
Natural Environment	
SAVE COL	
none	





Created by BING AI

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

7 Speak With A Wild Animal

LEVEL Tier 2

Conversations with 1 animal per Tier.

COST	RANGE	ROLL OUT
8 pts	12 Squares	1 Minute
STACK	AoE	DURATION
2	1 Animal / Tier	1 Hour



LLE	CTION	
En	vironn	nent
VE	COL	
KL	2	()
	VE	

OUTCOME	
Magical	
CLASS GROUPS	
SYL	



Created by COPILOT

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 attemps 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 wand with crystal is passive.
- Rollout becomes Initiative

View An Animal (Ae'Em)

LEVEL

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

COST	RANGE	ROLL OUT	1
8 pts	PMP	5 Minutes	
STACK	AoE	DURATION	6
1	1 Ae'Em, 1 sq above	1 Hour	6



COLLECTION				
Natural Environment				
SAVE COL				
none				





Created by COPILOT

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:

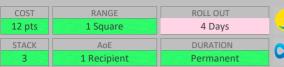
LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:

Create Permanent Nae'Em

LEVEL Tier 2

Willing person & caster connect. Save required.





COLLECTION	OUTCOME
Nae'Ems	Magical
SAVE COL	CLASS GROUPS
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).

* B

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

Hail Stones

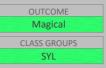
LEVEL

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

COST	RANGE	ROLL OUT	
8 pts	8 Squares	Initiative	
STACK	AoE	DURATION	7
1	2x2 Squares	Instant	2



	COLLECTION		
Battle Offense			
	SAVE	COL	
	RM	2	()





Created by COPILOT

Details:

- Caster first targets the area,
 - Next, hail strikes down into the area from about 3 Sqs above,
 The 3 squares above is a visual effect only.

 - Areas with less than 3 Sqs height can still be attacked.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



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



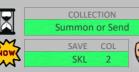
- Focus wand with crystal is NOT passive.
- Increases AoE to 3x3.

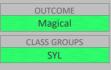
Call Hunting Pack

LEVEL Tier 2

Pack animals urged to respond. Casters call projected.

COST 8 pts	RANGE Self	ROLL OUT 5 Minutes	
STACK 1	AoE 1/2 Mark / Tier	DURATION Instant	







Created by COPILOT

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



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

Convoke Animal Mount

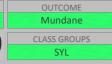
EVEL Tier 2

Can choose from chart (no rolling)

COST	RANGE	ROLL OUT	
8 pts 2 Marks		1 Hour	
STACK	AoE	DURATION	
1	1 Mount	1 Day	-



COLLECTION			
Summon or Send			
SAVE	COL		
SKL	2	()	
JKL			





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



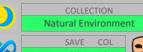
- Allows one other person to be a passenger,
 - Size of creature & riders to be considered.

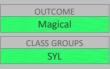
Call A Kindred Spirit Animal

LEVEL Tier 2

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

COST	RANGE	ROLL OUT	
16 pts	1 Square	7 Days	
STACK	AoE	DURATION	
1	1 Sq Area	Permanent	







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

Portal To Nae'Em

LEVEL Tier 2

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

COST	RANGE	ROLL OUT
8 pts	Self	30 Minutes
STACK	AoE	DURATION
1	PMP	5 Minutes

COLLECTION Nae'Ems	
SAVE COL None	DC

OUTCOME		
Mundane		
CLASS GROUPS		
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.

0r

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.

0r

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:

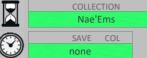
-- No effect.

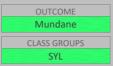
Protect Nae'Em Hunter vs Missiles

EVEL Tier 2

+2 to AC vs Missiles and Thrown attacks.

COST 8 pts	RANGE 12 Squares	ROLL OUT 2 Minutes
STACK	AoE	DURATION
1	1 Target	8 Hours







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

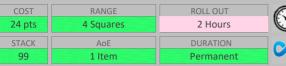


- Focus wand with crystal is NOT passive.
- All Hunters Agility Saves have a bonus of +20.

Find Clues To True Name

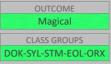
LEVEL

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





COLLECTION			
Find or Reveal			
S	AVE	COL	
	RM	2	





Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT find the True Name itself, only the Clues.



Bonds and Connections

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



Counter:

Rollout Interruption

Creations:

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

Enhancements:

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

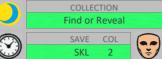


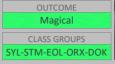
- Focus ITEM with crystal is NOT passive. Rollout time is half of the current amount of time.

Search for Focus Item

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

COST	RANGE	ROLL OUT
12 pts	Self	1 Day
STACK	AoE	DURATION
1	1 Mark	4 Hours







Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

This is a Tae'Emn connection to a thing.



ounter:

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	

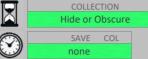
Focus Items and/or Kits:

9 Hide in a Plant

LEVEL Tier 3

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

COST	RANGE	ROLL OUT
12 pts	Touch	10 Minutes
STACK	AoE	DURATION
1	1 Plant	2 Hours



OUTCOME
Magical
CLASS GROUPS
SYL



Created by COPILOT

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.

16

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

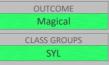
Tornado Wall

Caster gains +4 to AC to all normal attacks.

COST	RANGE	ROLL OUT	0
12 pts	Self	2 Rounds	6
STACK	AoE	DURATION	T
1	3x3 Squares	10 Minutes	



Battle Defense			
	SAVE	COL	
	SKL	1	()





Created by COPILOT

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:

Same Spell

Creations:

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

Enhancements:

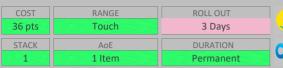
LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
14	Duration X2	8

Focus Items and/or Kits:

11 Connect To An Arcane Focus Item

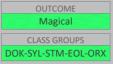
.EVEL Tier 3

Creates connection between caster and a Arcane Focus Item.





COLLEC	CTION	
Class Sp	ecialty	
SAVE	COL	
RM	3	()





Created by COPILOT

Details:

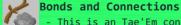
- Creates a connection between the caster and the Arcane Focus Item.

WHAT THIS DOES:

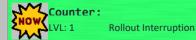
- Does require the item to be of the highest quality.
 - Minimum GP value of 10,000.
- Does work only if the caster is not currently connected to another Arcane Focus Item.
- Does create the casters connection to the item provided the Save is passed.
- Does allow a caster with a current Focus Item to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



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



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



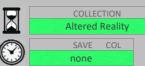
- Caster must NOT have a currrent Focus Item.
- Note: Stack=1.

11 Illusional Bear

EVEL Tie

False image of a bear.

COST	RANGE	ROLL OUT	
12 pts	16 Squares	1 Minute	
STACK	AoE	DURATION	6
1	1 Image	1 Hour	1



OUTCOME Magical	
CLASS GROUPS SYL	



Created by COPILOT

Details:

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

WHAT THIS DOES:

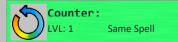
- Does allow caster to direct where the image is to go.

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.



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

L1 Control Wind Sphere

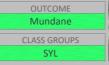
_EVEL Tier:

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

COST	RANGE	ROLL OUT
12 pts	18 Squares	10 Minutes
STACK	AoE	DURATION
1	5x20 Sq Area	12 Hours



COLLECTION			
Natural Environment			
	SAVE	COL	
	SKL	3	





Created by COPILOT

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:

Circle of Animal Protection

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

COST	RANGE	ROLL OUT
12 pts	Touch	2 Minutes
STACK	AoE	DURATION
1	2x2x2 Sq Sphere	1 Hour



		CTION	COLLEC	
	р	ons/Pre	Battle Acti	
(COL	SAVE	
	W	2	SKL	

OUTCOME Magical CLASS GROUPS 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.



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

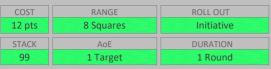


- Focus wand with cyrstal is NOT passive. Use of a Focus Item will change the Save,
 - Save is made more difficult by one column

12 Class Power Attack

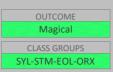
LEVEL Ti

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





	COLLEG	CTION		
7	Battle C	Offense		
	SAVE	COL	• /	
DS	RM	3	70	SY





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.



Same Spell

Creations:

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

Enhancements:

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



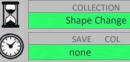
- Focus ITEM with crystal is NOT passive.
- Enemy to pass another RM:3 Save vs knocked back 1 Sq.
- Knock back may interrupt some activities.

12 Personal Wings Of Flying

EVEL Tier 3

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

COST	RANGE	ROLL OUT
12 pts	Self	10 Minutes
STACK	AoE	DURATION
5	Self	4 Hours



OUTCOME	
Mundane	
CLASS GROUPS	
SYL	



Created by COPILOT

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

12 Ranged Forced Healing 2d8+2 HP

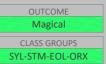
LEVEL Tier 3

Roll 2d8+2. Dmg x1 then Heal x2

COST	RANGE	ROLL OUT
12 pts	6 Squares	Initiative
STACK	AoE	DURATION
99	1 Target	Permanent



COLLECTION		
Healing and Rest		
SAVE COL		
none		





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 energey 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:

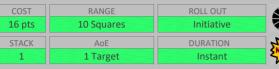
LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
14	Duration X2	8
20	Rollout Instant	16

Focus Items and/or Kits:

13 Ice Spear

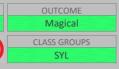
LEVEL Tier

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





COLLE	CTION	
Battle C	Offense	
SAVE	COL	
AGL	2	





Created by COPILOT

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



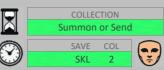
- Focus wand with crystal is NOT passive.
- Changes the Save to 1 column more difficult.

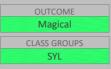
13 Call Flock of Birds

EVEL Tier

Calls a flock of birds within range.

COST	RANGE	ROLL OUT	
16 pts	1 Mark	20 Minutes	
STACK	AoE	DURATION	
1	1 School	2 Hours	







Created by COPILOT

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



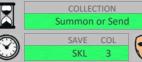
- Focus wand and crystal is NOT passive.
- Allows the caster to add a sense of urgency,
 - raises the chance of interactions.

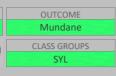
13 Call School of Fish

.EVEL Tier

Calls a school of fish that is within range.

COST	RANGE	ROLL OUT	
16 pts	1 Mark	20 Minutes	
STACK	AoE	DURATION	
1	1 School	2 Hours	







Created by COPILOT

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.

A STATE OF THE STA

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

Illusional Condor

Х

COST 16 pts	RANGE 8 Squares	ROLL OUT 1 Minute	
STACK			
1	1 Image 2 Hours		



	COLLECTION			
	Altered Reality			
\	SAVE COL			
,	none			

OUTCOME Magical CLASS GROUPS SYL



Created by COPILOT

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.



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

13 Illusional Dolphin

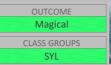
EVEL Tier 4

Х

COST	RANGE	ROLL OUT	
16 pts	8 Squares	1 Minute	
STACK	AoE DURATION		1
1	1 Image	1 Image 2 Hours	



	COLLECTION		
	Altered Reality		
\	SAVE COL		
"	none		





Created by COPILOT

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.



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



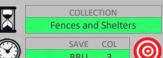
- Focus wand with crystal is NOT passive.
- Caster sets dolphin's general mood and tone.

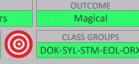
13 Circle of Containment

LEVEL Tier

Creatures from exiting its area. Must Save to Exit.

COST	RANGE	ROLL OUT	ī
16 pts	Touch	10 Minutes	
STACK AoE		DURATION	a
99	3 Sq Rad Circle	4 Hours	6







Created by CORLLOT

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.



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

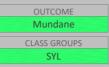
Alter Self - Porpoise

X

COST	RANGE	ROLL OUT
16 pts	Self	10 Minutes
STACK	AoE	DURATION
1	Self	3 Hours



COLLECTION		
Shape Change		
SAVE COL		
none		





Created by COPILOT

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.



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

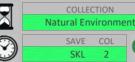
Focus Items and/or Kits:

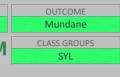
14 Call Woodland Animal

.EVEL Tier

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

COST	RANGE	ROLL OUT
16 pts	6 pts Self 5 Minutes	
STACK	AoE	DURATION
3	1 Mark	4 Hours







Created by COPILOT

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



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

14 Tree House

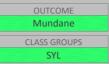
EVEL Tier

Tree: 60 HP with ladder/stairs.

COST 16 pts	RANGE 8 Squares	ROLL OUT 30 Minutes
STACK AoE		DURATION
3	4 Sq High Tree	12 Hours



	COLLECTION		
	Fences and S	Shelter	
1	SAVE (COL	
"	none		





Created by COPILOT

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

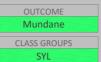
Alter Self - Hawk

X

COST	RANGE	ROLL OUT
16 pts	Self	10 Minutes
STACK	AoE	DURATION
1	Self	4 Hours



	COLLECTION			
	Shape Change			
	SAVE	COL		
<i>y</i>	none			





Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

Same Spell

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:

Alter Self - Wolf

X

COST	RANGE	ROLL OUT
16 pts	Self	20 Minutes
STACK	AoE	DURATION
1	Self	4 Hours



	COLLECTION	
	Shape Change	
N	SAVE COL	
J	none	

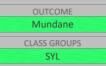




Image by www.freepik.com

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No connection.



Counter:

Same Spell

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:

15 Create Permanent Location Tae'Em

EVEL Tier 4

Location becomes a teleport destination.

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

Counter: No Counter Available.

Creations:

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

Enha	Enhancements:		
LVL	ENHANCEMENTS	COS	
9	Range +50%	6	

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



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

Water Blast

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

COST	RANGE	ROLL OUT	
16 pts	8 Squares	Initiative	-
STACK	AoE	DURATION	
3	1 Square	3 Rounds	0



COLLECTION Battle Offense			
	SAVE AGL	COL 2	0



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:

Same Spell

Creations:

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

Enhancements:

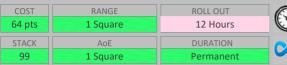
LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Stacking +1	8
18	Range X4	10



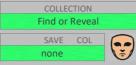
- Focus wand with crystal is NOT passive.
- Allows the extinguishing of small magical fires.

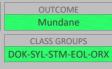
Reveal True Name

This uses all the clues to find the True Name.











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:

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

17 Alter Self - Condor

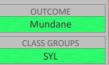
EVEL Tier 5

X

COST	RANGE	ROLL OUT
20 pts	Self	5 Minutes
STACK	AoE	DURATION
99	Self	2 Hours



	COLLECTION				
	Shape Change				
۸	SAVE COL				
"	none				





Created by COPILOT

Details:

- Form of caster physically changes to a Condor.
- $\ensuremath{\mathsf{Max}}$ and $\ensuremath{\mathsf{Current}}$ $\ensuremath{\mathsf{HP}}$ is double casters $\ensuremath{\mathsf{max}}$ and $\ensuremath{\mathsf{current}}$ $\ensuremath{\mathsf{HP}}.$
- 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:

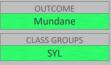
Control Water

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

COST	RANGE	ROLL OUT
20 pts	Self	10 Minutes
STACK	AoE	DURATION
1	4x4x4 Sqs	4 Hours



COLLECTION		
Natural Environment		
SAVE	COL	
SKL	3	





Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No connection.



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:

18 Alter Self - Bear

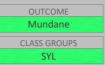
EVEL Tier 5

Χ

COST	RANGE	ROLL OUT
20 pts	Self	5 Minutes
STACK	AoE	DURATION
1	Self	2 Hours



	COLLECTION				
	Shape Change				
١	SAVE COL				
,	none				





Created by COPILOT

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

Alter Self - Stingray

Х

COST	RANGE	ROLL OUT
20 pts	Self	5 Minutes
STACK	AoE	DURATION
1	Self	2 Hours



COLLE	CTION	
Shape	Change	
SAVE	COL	
none		

OUTCOME	
Mundane	
CLASS GROUPS	
SYL	



Created by COPILOT

- 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 physicaly change the caster.
- Does allow the caster to swim as movement.
- Does maintain 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:

Enhancements:					
LVL	ENHANCEMENTS	COST			
4	Aura Brightens	-2			
4	Cast from below level (Per LvI)	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			

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

- No creations. Usable only as the action.

Focus Items and/or Kits:

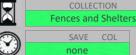
19 Fort of Thorns

LEVEL

Tier 5

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

COST	RANGE	ROLL OUT	Ī
20 pts	12 Squares	30 Minutes	Į
STACK	AoE	DURATION	6
1	10x10 squares	12 Hours	6



OUTCOME
Magical
CLASS GROUPS
SYL



Created by COPILOT

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.

B

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

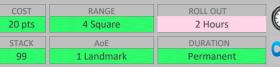


- Focus wand with crystal is NOT passive.
- Adds a roof with a hole for campfire.

20 Nae'Em Natural Landmark

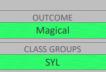
EVEL Tier 5

Location becomes a destinaction for portals/scrys.





COLLECTION	
Natural Environment	
SAVE COL	
none	





Created by COPILOT

Details:

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

WHAT THIS DOES:

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

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