Designed by Freepik

OUTCOME

Magical

CLASS GROUPS

YL-STM-EOL-ORX-ROG-HI

# -Sylvan No Counter Available LEVEL Tier 1 X COST RANGE ROLL OUT pts STACK AOE DURATION Details: 1. Details: COUNTER SPELL --2. This Spell DOES: --3. This Spell does NOT: --4. Focus Item: --WHAT THIS DOES:

COLLECTION

Other-Counter

SAVE COL

WHAT THIS DOES NOT DO:

| Bonds | and Connections             |
|-------|-----------------------------|
| Count | er:<br>NO COUNTER AVAILABLE |
| Creat | ons:                        |
|       |                             |
|       |                             |

| Enhancem<br>LVL | ENHANCEMENTS | COST |
|-----------------|--------------|------|
| 0 No En         | nhancements  | 0    |
|                 |              |      |
|                 |              |      |
|                 |              |      |
|                 |              |      |
|                 |              |      |

# 1 Wind Wall

LEVEL

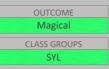
Tier 1

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 |  |
|   | SAVE COL       |  |
| s | none           |  |
|   |                |  |





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#### Details:

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

# WHAT THIS DOES:

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

# WHAT THIS DOES NOT DO:

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

# Bonds and Connections

- No Nae'Em connection.



# Counter:

LVL: 1 Same Spell

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

# **Enhancements:**

| LVL | ENHANCEMENTS  | COST |
|-----|---------------|------|
| 9   | Duration +50% | 6    |
| 14  | Duration X2   | 8    |



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

# **Rose Thorns**

LEVEL

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 |



| COLLECTION     |     |  |
|----------------|-----|--|
| Battle-Offense |     |  |
| SAVE           | COL |  |
| none           |     |  |

| OUTCOME      |  |
|--------------|--|
| Mundane      |  |
| CLASS GROUPS |  |
| SYL          |  |



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#### Details:

- Each thorn becomes non-magical (mundane).

# WHAT THIS DOES:

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

# WHAT THIS DOES NOT DO:

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

# **Bonds and Connections**

- No Nae'Em connection.



Counter:

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.

# Small Domestic Pet Form

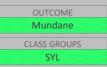
LEVEL Tier 1

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         |  |  |
|   |              |  |  |





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#### 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

# 1 Draw Up Ground Water

LEVEL 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 |



| COLLECTION |       |  |
|------------|-------|--|
| Food-\     | Nater |  |
| SAVE       | COL   |  |
| none       |       |  |

|   | OUTCOME             |
|---|---------------------|
| ı | Mundane             |
|   | CLASS GROUPS        |
|   | DOK-SYL-STM-EOL-ORX |



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#### 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.

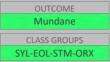
# Forced Heal 1d6 HP (+more)

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  |



| Health-Life-Death |     |  |
|-------------------|-----|--|
| SAVE              | COL |  |
| none              |     |  |





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#### 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

LEVEL Tier 1

# Roll 1d6. Damage x1 then Heal x2

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



| ECTION    | COLLE     |
|-----------|-----------|
| ife-Death | Health-Li |
| COL       | SAVE      |
|           | none      |
|           | SAVE      |

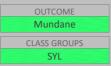




Image by Freepil

#### Dotaile:

- 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.

# L Invoke Pet

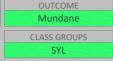
EVEL Tier :

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

| COST 4 pts   | RANGE<br>Self | ROLL OUT<br>1 Hour | 0 |
|--------------|---------------|--------------------|---|
| STACK        | AoE           | DURATION           |   |
| 1 Pet / Tier | 2 Marks       | 1 Week / Tier      |   |



| N Ae'Em-Anin | nal |
|--------------|-----|
| SAVE COL     |     |
| SKL 2        |     |





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#### 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   |

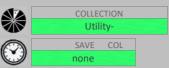


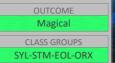
- Wand with crystal is NOT passive.
- Caster can see through pets eyes.
- Caster can hear through pets ears.

# Light of Class Color

Default Light: Candle light

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







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| - Light Chart: | Description | Viewing | Seen   |
|----------------|-------------|---------|--------|
|                |             |         |        |
|                | Coal        | 1 Sq    | 3 Sqs  |
|                | Candle      | 2 Sqs   | 8 Sqs  |
|                | Torch       | 6 Sqs   | 20 Sqs |
|                | Lantern     | 20 Sas  | 60 Sas |

- 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:



Astral Candle Light Powder

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

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

# **Enhancements:**

| LVL | ENHANCEMENTS   | COST |
|-----|----------------|------|
| 9   | Duration +50%  | 6    |
| 14  | Duration X2    | 8    |
| 18  | Duration - EOY | 20   |



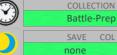
- Focus Item with crystal is NOT passive.
- Light from Focus & moves to just above casters head.
- Allows caster to choose brightness

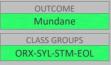
# Triggered Forced Healing 2d8

LEVEL Tier 1

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









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# Details:

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

#### WHAT THIS DOES:

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

# WHAT THIS DOES NOT DO:

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

# Bonds and Connections

- No Nae'Em connection.



#### Counter:

/ LVL: 1

Rollout Interruption

# Creations:



Triggered Forced Health Draught

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

# **Enhancements:**

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



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

# Hail Attack

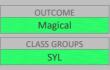
LEVEL

No ToHIT. Damage: 3d4+ACU.

| COST  | RANGE     | ROLL OUT   | 4 |
|-------|-----------|------------|---|
| 4 pts | 8 Squares | Initiative | V |
| STACK | AoE       | DURATION   | 2 |
| 1     | 1 Square  | Instant    | ٤ |



| COLLE    | CTION   |  |
|----------|---------|--|
| Battle-C | Offense |  |
| SAVE     | COL     |  |
| RM       | 2       |  |
|          |         |  |





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#### Details:

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

# WHAT THIS DOES:

- Does cause damage to creatures in the targeted square.
- Does deliver the attack and damage from above the target.

# WHAT THIS DOES NOT DO:

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

# **Bonds and Connections**

- This has no personal connection.



# Counter:

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.

# 2 Plant Healthy Growth

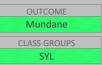
LEVEL Tier 1

Promotes normal healthy growth.

| COST  | RANGE                   | ROLL OUT  | 6 |
|-------|-------------------------|-----------|---|
| 4 pts | otes normal healthy gro | 1 Hour    | 6 |
| STACK | AoE                     | DURATION  |   |
| 99    | 4x4 Sqs                 | Permanent |   |



| Environ-Nature |     |  |
|----------------|-----|--|
| 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

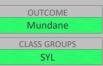
LEVEL

X

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



| COLLE    | CTION  |     |
|----------|--------|-----|
| Environ- | Nature |     |
| SAVE     | COL    |     |
| SKL      | 2      | (E) |





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.

# Connect With A Hunter

LEVEL Tier 1

4 Days casting creates a permanent bond. Same Plane.

| COST  | RANGE       | ROLL OUT  | COLI      |
|-------|-------------|-----------|-----------|
| 4 pts | 1 Square    | 2 Days    | Personal- |
| STACK | AoE         | DURATION  | SAVI      |
| 2     | 1 Recipient | Permanent | none      |



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.

LECTION

Connections COL OUTCOME Magical

CLASS GROUPS
SYL

# 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.

# Bon

# **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    |

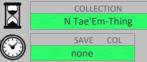


- Focus Wand with crystal is NOT passive.
- Can cast Healing spells through the Nae'Em.

# 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.

# 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   |



| X  | COLLECTION     |  |  |
|----|----------------|--|--|
| 7  | Battle-Defense |  |  |
|    | SAVE COL       |  |  |
| os | none           |  |  |
|    |                |  |  |

OUTCOME
Magical
CLASS GROUPS
SYL



Created by COPILOT

#### Details:

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

# WHAT THIS DOES:

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

# WHAT THIS DOES NOT DO:

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



# **Bonds and Connections**

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



# Counter:

LVL: 3 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    |

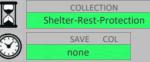
- Focus staff with crystal is NOT passive.
- Rollout is Instant.

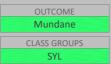
# Assist Hunter's Lean-To

LEVEL Tier :

Lean-To first, then magic to make better.

| COST 4 pts | RANGE<br>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.



#### **Bonds and Connections**

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

# Counter:

No Counter Available.

#### Creations:

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

#### **Enhancements:**

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



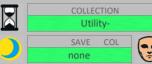
- Focus wand with crystal is NOT passive.
- Increases Lean-To's Saves by column for weather issues.

# **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     |



|   | OUTCOME    |   |
|---|------------|---|
|   | Magical    |   |
| С | LASS GROUP | S |
|   | SYL        |   |



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:

VL: 3 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)

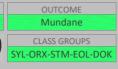
# Conjure Native Beetles

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   |



| COLLEG | CTION    |                  |
|--------|----------|------------------|
|        |          |                  |
|        | riciise  |                  |
| SAVE   | COL      |                  |
| SKL    | 2        | \ <del>ĕ</del> ∕ |
|        | Battle-C |                  |





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





# 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.



COST

4 pts

STACK

# **Predict Weather**

Estimated likely/known changes coming within the week.



Created by COPILOT

# Details:

RANGE

Self

AoE

Up to 5 Marks

- 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.

#### **Enhancements:**

**ENHANCEMENTS** LVL COST 10 Rollout Halved

#### Focus Items and/or Kits:

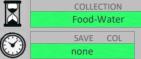
- Not required.

# 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              |



| OUTCOME      |
|--------------|
| Mundane      |
| CLASS GROUPS |
| SYL-STM      |



Created by COPILOT

#### Details:

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

# WHAT THIS DOES:

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

# WHAT THIS DOES NOT DO:

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

#### **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

# **Creations:**

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

# **Enhancements:**

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



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

# **Increase Food**

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 | OUTCOME      |
|------------|--------------|
| Food-Water | Mundane      |
| SAVE COL   | CLASS GROUPS |
| none       | SYL          |
|            |              |



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    |



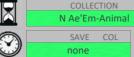
- Focus wand with crystal is NOT passive.
- cleans food of toxins, including alcohol,
  - no form of mind alterations remain.

# Speak to Domesticated Animals

EVEL Tier 1

Speak and understand domesticated animals, large and small.

| COST 4 pts | RANGE<br>Touch | ROLL OUT 5 Minutes |   |
|------------|----------------|--------------------|---|
| STACK 7    | AoE  1 Animal  | DURATION 4 Hours   | ( |



| 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   |



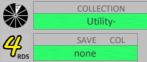
- The focus wand with crystal is passive.
- It allows the spell to be cast on a recipient,
  - Recipient must be within Range.

# 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 |



| OUTCOME             |
|---------------------|
| Magical             |
| CLASS GROUPS        |
| DOK-SYL-STM-EOL-ORX |



Created by COPILOT

# Details:

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

# WHAT THIS DOES:

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

# WHAT THIS DOES NOT DO:

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

# Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 1 Dispel Magic Spell

# Creations:



Dust of Darkness

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

# **Enhancements:**

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



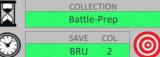
- Focus Item with crystal is NOT passive.
- Duration becomes 20 Minutes w/o concentration.

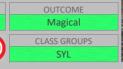
# **Entangle**

LEVEL Tier 2

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

| COST 8 pts | RANGE<br>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.

# Bring Out Rain Water

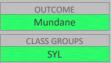
LEVEL Tier 2

Desert & hot environments limit this spell.

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



| Food-Water |      | 011011 |
|------------|------|--------|
|            | SAVE | COL    |
|            | попс |        |





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.

# **Divining Water**

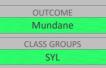
LEVEL Tier 2

# 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 |   |
|-------|-------|---|
| Food- | Water |   |
| 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   |



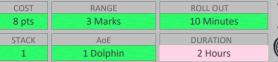
- Focus wand with crystal is NOT passive.
- Improves Save Column by 1.

# Seaweed Dolphin

LEVEL

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







|   | N Tae'Em-Thing |  |  |  |
|---|----------------|--|--|--|
| ) | SAVE COL       |  |  |  |
|   | none           |  |  |  |

| 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

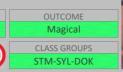
LEVEL Tier 2

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

| COST 8 pts | RANGE 2 Squares | ROLL OUT 5 Minutes |
|------------|-----------------|--------------------|
| STACK 1    | AoE<br>1-5 item | DURATION Instant   |



| COLLEC<br>d-Hide | TION<br>-Reveal |   |  |
|------------------|-----------------|---|--|
| SAVE             | COL<br>2        | 0 |  |





Created by COPILOT

#### Details:

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

# WHAT THIS DOES:

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

# WHAT THIS DOES NOT DO:

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

# Bonds and Connections

- No Nae'Em connection.

#### Counter:

LVL: 1 Rollout Interruption

#### Creations:

Scroll of Detect Magic

- Find Mundane, Magic, Epic, or God lvl. 1 item.
- EOL: 1-3 Items in same square.
- Need: Kitchen/Lab, 24 SP, 4 Hrs.

Astrl specks, Etherl grass, Obsid shard, Trnch mold.

- Market: 9 Max, Buy:150 GP, Sell:30 GP.

# **Enhancements:**

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



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

# Alter Self - Medium Sized Dog/Cat

X

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



|          | COLLECTION   |  |
|----------|--------------|--|
| DS       | Shape Change |  |
|          | SAVE COL     |  |
| <b>I</b> | none         |  |

| OUTCOME      |
|--------------|
| Mundane      |
| CLASS GROUPS |
| SYL          |



- 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 WILL COUNTER.

#### Creations:

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

#### **Enhancements:**

| LVL | ENHANCEMENTS                    | COST    |
|-----|---------------------------------|---------|
| 4   | Cast from below level (Per LvI) | 25%/Lvl |
| 6   | Subtle Casting                  | 4       |
| 9   | Duration +50%                   | 6       |
| 12  | Rollout Init                    | 12      |
| 14  | Duration X2                     | 8       |
| 18  | Duration X4                     | 10      |

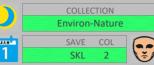


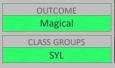
- Focus wand with crystal is NOT passive.
- Allows the caster to gain extra movment +6 Sqs,
  - Therefore, a normal movement of 12 would become

# Animal Connection (Ae'Em)

Willing animal & caster connect. Save required.

| COST   | RANGE       | ROLL OUT |  |
|--------|-------------|----------|--|
| 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:

LVL: 5 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

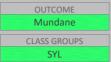
LEVEL Tier 2

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

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



| COLLECTION        |  |  |
|-------------------|--|--|
| Health-Life-Death |  |  |
| 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   |



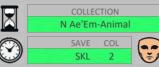
- Focus wand with crystal is NOT passive.
- If used on a familiar the animal heals additional +4
  - Total healing of 2d8 + 8

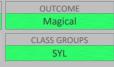
# Befriend An Animal

LEVEL Tier 2

Connect with animals that aren't enraged or frenzied.

| COST  | RANGE      | ROLL OUT |
|-------|------------|----------|
| 8 pts | 10 Squares | 1 Minute |
| STACK | AoE        | DURATION |
| 99    | 1 Animal   | 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: 6 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   |

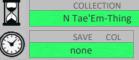


- Will Allow the Caster a SKL:2 Save,
  - Affects enraged, frenzied, or very hurt animal.

# Ribbon Bat

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

| COST  | RANGE | ROLL OUT   |   |
|-------|-------|------------|---|
| 8 pts | Self  | 10 Minutes |   |
| STACK | AoE   | DURATION   | 6 |
| 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.

# **Enhancements:**

| 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.

# Attach Wings To Animal

EVEL Tier 2

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

| COST 8 pts | RANGE<br>Touch | ROLL OUT 30 Minutes |
|------------|----------------|---------------------|
| STACK      | AoE            | DURATION            |
| 7          | 1 Creature     | 12 Hours            |



| COLLECTION     | OUTCOME      |
|----------------|--------------|
| Travel-Mundane | Mundane      |
| SAVE COL       | CLASS GROUPS |
| none           | SYL          |
|                |              |



Created by COPILOT

# Details:

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

#### WHAT THIS DOES:

- Does create a temporary bond with the creature just prior to creation of wings.
- Does work best as an upgrade for a beast of burden.
- Does affect animals and civilized races.
- Does apply new Battle stats for flying:
  - 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.

# A P

# **Bonds and Connections**

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



#### Counter:

LVL: 6 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.
- Allows speed of 1 mark per 1/2 day (6 Hrs) or 2 marks per day (12 hrs) with max of 2 per day.

# Dispel Magic

Caster and GM both roll the Save.

| COST 8 pts | RANGE<br>Touch | ROLL OUT 6 Minutes |
|------------|----------------|--------------------|
| STACK      | AoE            | DURATION           |
| 99         | 1 Item         | Permanent          |



| COLLE   | CTION  |           |    |
|---------|--------|-----------|----|
| Creatio | n-Meta |           |    |
| SAVE    | COL    | ·/        | CI |
| SKL     | 2      | <b>GM</b> |    |

OUTCOME Magical ASS GROUPS SYL-STM



Created by COPILOT

### Details:

### 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:

- 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.

### WHAT THIS DOES NOT DO:

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

### **Bonds and Connections**

- No Nae'Em connection.

### Counter:

LVL: 1 **Rollout Interruption** 

### Creations:

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

### **Enhancements:**

| LVL | ENHANCEMENTS   | COST |
|-----|----------------|------|
| 9   | Range at 1 Sq  | 6    |
| 10  | Rollout Halved | 6    |
| 18  | Range X4       | 10   |

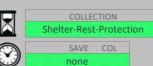
### Focus Items and/or Kits:

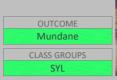
# Grow A Plant Canopy

LEVEL

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

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







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.

# Create Permanent Nae'Em

LEVEL Tier 2

Willing person & caster connect. Save required.

| COST   | RANGE       | ROLL OUT  |  |
|--------|-------------|-----------|--|
| 12 pts | 1 Square    | 4 Days    |  |
| STACK  | AoE         | DURATION  |  |
| 3      | 1 Recipient | Permanent |  |



|    |          | CTION    | COLLE      |  |
|----|----------|----------|------------|--|
|    | ons      | onnectio | ersonal-Co |  |
| CI |          | COL      | SAVE       |  |
| Е  | <b>9</b> | 2        | SKL        |  |
|    |          |          |            |  |

OUTCOME
Magical
LASS GROUPS
OL-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



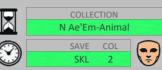
- Focus ITEM with crystal is NOT passive.
- Improves the Save by 1 column,
  - from a SKL:2 to a SKL:1

# 7 Speak With A Wild Animal

LEVEL Tier 2

Conversations with 1 animal per Tier.

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



| 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    |



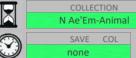
- Focus wand with crystal is passive.
- Rollout becomes Initiative

# View An Animal (Ae'Em)

EVEL Tier 2

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

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



|   | OUTCOME     |   |
|---|-------------|---|
|   | Magical     |   |
| C | LASS GROUPS | 5 |
|   | SYL         |   |



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   |

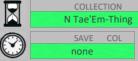
### Focus Items and/or Kits:

# 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

# **Hail Stones**

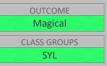
LEVEL

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

| COST  | RANGE       | ROLL OUT   |   |
|-------|-------------|------------|---|
| 8 pts | 8 Squares   | Initiative |   |
| STACK | AoE         | DURATION   | 2 |
| 1     | 2x2 Squares | Instant    | ٤ |



|         | CTION   |     |
|---------|---------|-----|
| Battle- | Offense |     |
| SAVE    | COL     |     |
| RM      | 2       | (F) |
|         |         |     |





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   |



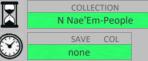
- Focus wand with crystal is NOT passive.
- Increases AoE to 3x3.

# Protect Nae'Em Hunter vs Missiles

EVEL Tier 2

+2 to AC vs Missiles and Thrown attacks.

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



| OUTCOME      |
|--------------|
| Mundane      |
| CLASS GROUPS |
| SYL          |



Created by COPILOT

### Details:

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

### WHAT THIS DOES:

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

### WHAT THIS DOES NOT DO:

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



### **Bonds and Connections**

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

### Counter:

No Counter Available.

### Creations:

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

### **Enhancements:**

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



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

# Call A Kindred Spirit Animal

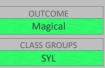
LEVEL Tier 2

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 |  |



| COLLECTION     |     |     |  |
|----------------|-----|-----|--|
| N Ae'Em-Animal |     |     |  |
| SAVE           | COL |     |  |
| SKL            | 2   | (F) |  |





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.

# Call Hunting Pack

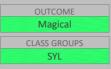
EVEL Tier 2

Pack animals urged to respond. Casters call projected.

| COST  | RANGE           | ROLL OUT  | T |
|-------|-----------------|-----------|---|
| 8 pts | Self            | 5 Minutes |   |
| STACK | AoE             | DURATION  | 7 |
| 1     | 1/2 Mark / Tier | Instant   | 3 |



| N Ae'Em-A | Animal |     |
|-----------|--------|-----|
|           |        |     |
| SAVE      | COL    |     |
| SKL       | 2      | ( ) |





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

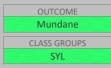
EVEL Tier 2

### Can choose from chart (no rolling)

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



| COLLE   | CTION  |     |
|---------|--------|-----|
| N Ae'Em | -Anima | l e |
| SAVE    | COL    |     |
| SKL     | 2      | ( ) |





Created by BING AI

### 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   |

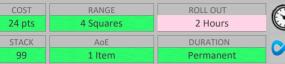


- Allows one other person to be a passenger,
  - Size of creature & riders to be considered.

# Find Clues To True Name

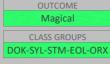
LEVEL

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





| COLLE       | CTION   |     |
|-------------|---------|-----|
| Personal-Co | onnecti | ons |
| SAVE        | 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:

LVL: 1 **Rollout Interruption** 

### Creations:

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

### **Enhancements:**

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

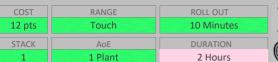


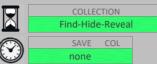
- Focus ITEM with crystal is NOT passive. Rollout time is half of the current amount of time.

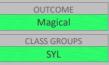
# 9 Hide in a Plant

LEVEL Tier 3

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









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: 9 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    |

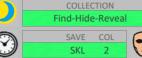


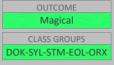
- Focus wand with crystal is NOT passive.
- Caster is able to see despite the plants limitations.

# Search for Focus Item

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

| COST   | RANGE  | ROLL OUT |   |
|--------|--------|----------|---|
| 12 pts | Self   | 1 Day    | - |
| STACK  | AoE    | DURATION | C |
| 1      | 1 Mark | 4 Hours  | 6 |







Created by COPILOT

### Details:

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

### WHAT THIS DOES:

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

### WHAT THIS DOES NOT DO:

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



### **Bonds and Connections**

This is a Tae'Emn connection to a thing.

### Counter:

LVL: 1 Dispel Magic Spell

### Creations:

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

### **Enhancements:**

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

### Focus Items and/or Kits:

# 10 Tornado Wall

LEVEL

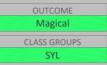
Tier 3

### Caster gains +4 to AC to all normal attacks.

| COST   | RANGE       | ROLL OUT   | ( |
|--------|-------------|------------|---|
| 12 pts | Self        | 2 Rounds   | 6 |
| STACK  | AoE         | DURATION   | 1 |
| 1      | 3x3 Squares | 10 Minutes | Į |



| COLLEC<br>Battle-D |          |  |
|--------------------|----------|--|
| SAVE               | COL<br>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:

LVL: 10 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 Illusional Bear

\_EVEL Tier:

False of a bear.

| COST   | RANGE      | ROLL OUT |
|--------|------------|----------|
| 12 pts | 16 Squares | 1 Minute |
| STACK  | Age        | DUPATION |



| COLLECTION      |  |  |
|-----------------|--|--|
| Altered Reality |  |  |
| SAVE COL        |  |  |
| none            |  |  |

| OUTCOME      |  |
|--------------|--|
| Magical      |  |
| CLASS GROUPS |  |
| SYL          |  |
|              |  |



### Details:

1 Image

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

1 Hour

### 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 WILL COUNTER.

### **Creations:**

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

| Enhancements: |                                 |         |  |
|---------------|---------------------------------|---------|--|
| LVL           | ENHANCEMENTS                    | COST    |  |
| 4             | Aura Brightens                  | -2      |  |
| 4             | Cast from below level (Per LvI) | 25%/Lvl |  |
| 6             | Subtle Casting                  | 4       |  |
| 9             | Duration +50%                   | 6       |  |
| 9             | Range +50%                      | 6       |  |
| 10            | Rollout Halved                  | 6       |  |
| 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.

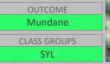
# **Control Wind Sphere**

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   |



| COLLE    | CTION   |     |
|----------|---------|-----|
| Environ- | -Nature |     |
| 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:

VL: 11 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:

# 11 Connect To An Arcane Focus Item

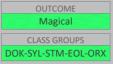
EVEL Tier 3

Creates connection between caster and a Arcane Focus Item.

| COST   | RANGE  | ROLL OUT  |   |
|--------|--------|-----------|---|
| 36 pts | Touch  | 3 Days    | - |
| STACK  | AoE    | DURATION  |   |
| 1      | 1 Item | Permanent |   |



| COLLE       | CTION   |     |
|-------------|---------|-----|
| Personal-Co | onnecti | ons |
| 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.



### **Bonds and Connections**

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



### Counter:

LVL: 1 Rollout Interruption

### Creations:

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

### **Enhancements:**

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



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

# Circle of Animal Protection

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

| COST 12 pts | RANGE<br>Touch  | ROLL OUT 2 Minutes |
|-------------|-----------------|--------------------|
| STACK       | AoE             | DURATION           |
| 1           | 2x2x2 Sq Sphere | 1 Hour             |



| COLLECTION  Battle-Defense | OUTCOME Magical    |
|----------------------------|--------------------|
| SAVE COL SKL 2             | CLASS GROUP<br>SYL |

Magical ASS 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.



Same Spell

### Creations:

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

### **Enhancements:**

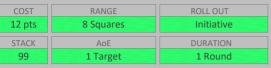
| LVL | ENHANCEMENTS  | COST |
|-----|---------------|------|
| 9   | Duration +50% | 6    |
| 12  | Rollout Init  | 12   |
| 18  | Duration X4   | 10   |



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

# Class Power Attack

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





| COLLECTION     | OUTCOME           |
|----------------|-------------------|
| Battle-Offense | Magical           |
| SAVE COL       | CLASS GROUPS      |
| RM 3           | DOK-SYL-STM-EOL-O |
|                |                   |



Created by COPILOT

### Details:

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

### WHAT THIS DOES:

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

### WHAT THIS DOES NOT DO:

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

### **Bonds and Connections**

- No Nae'Em connection.



### Counter:

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 Ranged Forced Healing 2d8+2 HP

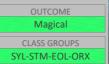
LEVEL Tier 3

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        |  |  |
|-------------------|--|--|
| Health-Life-Death |  |  |
| 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   |

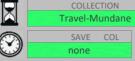
### Focus Items and/or Kits:

# 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.

Magical

# Circle of Containment

Creatures from exiting its area. Must Save to Exit.

| COST 16 pts | RANGE<br>Touch  | ROLL OUT  10 Minutes |
|-------------|-----------------|----------------------|
| STACK       | AoE             | DURATION             |
| 99          | 3 Sq Rad Circle | 4 Hours              |





### 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.

# Ice Spear

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

| COST RANGE |            | ROLL OUT   |    |
|------------|------------|------------|----|
| 16 pts     | 10 Squares | Initiative | ₹  |
| STACK      | AoE        | DURATION   | 7, |
| 1          | 1 Target   | Instant    | 27 |



| COLLECTION |         |          |  |
|------------|---------|----------|--|
|            | Offense | Battle-C |  |
|            | COL     | SAVE     |  |
| <b>W</b>   | 2       | AGL      |  |
|            |         |          |  |

OUTCOME Magical CLASS GROUPS SYL



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 Illusional Condor

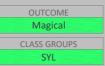
\_EVEL Tier 4

х

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



| COLLECTION      |      |     |  |
|-----------------|------|-----|--|
| Altered Reality |      |     |  |
|                 | SAVE | COL |  |
|                 | none |     |  |





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 WILL COUNTER.

### **Creations:**

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

- No creations. Usable only as the action.

| Enhancements: |                                 |         |  |  |
|---------------|---------------------------------|---------|--|--|
| LVL           | ENHANCEMENTS                    | COST    |  |  |
| 4             | Aura Brightens                  | -2      |  |  |
| 4             | Cast from below level (Per LvI) | 25%/Lvl |  |  |
| 6             | Subtle Casting                  | 4       |  |  |
| 9             | Duration +50%                   | 6       |  |  |
| 9             | Range +50%                      | 6       |  |  |
| 12            | Range X2                        | 8       |  |  |
| 12            | Rollout Init                    | 12      |  |  |
| 14            | Duration X2                     | 8       |  |  |
| 18            | Duration X4                     | 10      |  |  |

10



### Focus Items and/or Kits:

18 Range X4

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

# 13 Illusional Dolphin

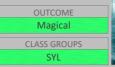
LEVEL Tier 4

X

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



| COLLECTION  Altered Reality |      |  |   |
|-----------------------------|------|--|---|
|                             |      |  | \ |
| ,                           | 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.



### Counter:

SAME SPELL WILL COUNTER.

### **Creations:**

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

- No creations. Usable only as the action.

### Enhancements:

| LVL | ENHANCEMENTS                    | COST    |
|-----|---------------------------------|---------|
| 4   | Aura Brightens                  | -2      |
| 4   | Cast from below level (Per Lvl) | 25%/Lvl |
| 6   | Subtle Casting                  | 4       |
| 9   | Duration +50%                   | 6       |
| 9   | Range +50%                      | 6       |
| 12  | Range X2                        | 8       |
| 12  | Rollout Init                    | 12      |
| 14  | Duration X2                     | 8       |
| 18  | AoE = 2 Targets                 | 10      |
| 18  | Duration X4                     | 10      |



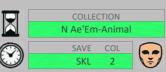
- Focus wand with crystal is NOT passive.Caster sets dolphin's general mood and tone.

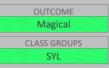
# 13 Call Flock of Birds

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    |



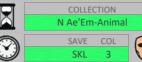
- Focus wand and crystal is NOT passive.
- Allows the caster to add a sense of urgency,
  - raises the chance of interactions.

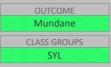
# 13 Call School of Fish

LEVEL 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.

### **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.

# L4 Alter Self - Porpoise

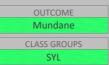
\_EVEL Tier 4

Х

| 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.



### Counter:

SAME SPELL WILL COUNTER.

### 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 LvI) | 25%/Lvl |  |
| 9   | Duration +50%                   | 6       |  |
| 10  | Rollout Halved                  | 6       |  |
| 14  | Duration X2                     | 8       |  |
| 18  | Duration X4                     | 10      |  |

### Focus Items and/or Kits:

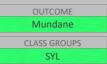
## Tree House

Tree: 60 HP with ladder/stairs.

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



| COLLECTION              |     |  |  |
|-------------------------|-----|--|--|
| Shelter-Rest-Protection |     |  |  |
| 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    |



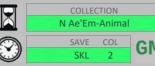
- Focus wand with crystal is NOT passive.
- Allows creation of a ladder, a staircase, elevators.

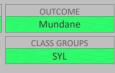
# 14 Call Woodland Animal

EVEL Tier

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

| COST 16 pts | RANGE<br>Self | ROLL OUT 5 Minutes |
|-------------|---------------|--------------------|
| STACK 3     | AoE  1 Mark   | DURATION 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.

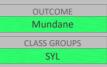
# Alter Self - Hawk

X

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



| COLLECTION |              |     |  |  |  |
|------------|--------------|-----|--|--|--|
|            | Shape Change |     |  |  |  |
| <b>\</b>   | SAVE         | COL |  |  |  |
| <i>y</i>   | none         |     |  |  |  |
|            |              |     |  |  |  |





### 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 WILL COUNTER.

### 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 LvI) | 25%/Lvl |
| 6   | Subtle Casting                  | 4       |
| 10  | Rollout Halved                  | 6       |
| 14  | Damage X2                       | 12      |
| 14  | Duration X2                     | 8       |
| 18  | Duration X4                     | 10      |

### Focus Items and/or Kits:

# 15 Alter Self - Wolf

EVEL Tier 4

Х

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



| 7        | COLLECTION   |  |
|----------|--------------|--|
|          | Shape Change |  |
| <b>N</b> | SAVE COL     |  |
| <i>)</i> | none         |  |

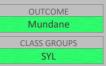




Image by www.freepik.com

### 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 WILL COUNTER.

### 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       |  |
| 14  | Duration X2                     | 8       |  |
| 18  | Duration X4                     | 10      |  |

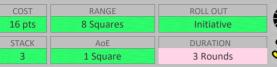
### Focus Items and/or Kits:

# 16 Water Blast

LEVEL

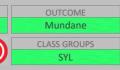
Tier 4

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





| COLLE          | CTION |  |  |
|----------------|-------|--|--|
| Battle-Offense |       |  |  |
| SAVE           | COL   |  |  |
| AGL            | 2     |  |  |





Created by COPILOT

### Details:

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

### WHAT THIS DOES:

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

### WHAT THIS DOES NOT DO:

- Does NOT work effectively in extreme conditions.
- Does NOT work outside of PMP.
- Does NOT have the pressure to push objects.

### Bonds and Connections

- No Nae'Em connection.



### Counter:

LVL: 16 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   |

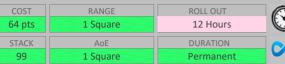


- Focus wand with crystal is NOT passive.
- Allows the extinguishing of small magical fires.

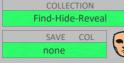
# 16 Reveal True Name

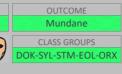
LEVEL T

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:

LVL: 1 Rollout Interruption

### Creations:

- No creations. Usable only as the action.

### **Enhancements:**

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



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

# 17 Alter Self - Condor

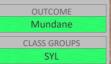
EVEL Tier 5

Χ

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



|   | COLLECTION |        |  |  |
|---|------------|--------|--|--|
|   | Shape C    | Change |  |  |
| \ | SAVE       | COL    |  |  |
| " | none       |        |  |  |





Created by COPILOT

### Details:

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

### WHAT THIS DOES:

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

### WHAT THIS DOES NOT DO:

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

### Bonds and Connections

- No connection.



### Counter:

SAME SPELL WILL COUNTER.

### Creations:

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

### **Enhancements:**

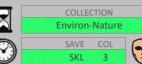
| LVL | ENHANCEMENTS                    | COST    |
|-----|---------------------------------|---------|
| 4   | Cast from below level (Per LvI) | 25%/Lvl |
| 6   | Subtle Casting                  | 4       |
| 9   | Duration +50%                   | 6       |
| 10  | Rollout Halved                  | 6       |
| 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 20 pts | RANGE<br>Self    | ROLL OUT 10 Minutes |
|-------------|------------------|---------------------|
| STACK       | AoE<br>4x4x4 Sqs | DURATION 4 Hours    |



| OUTCOME      |
|--------------|
| Mundane      |
| CLASS GROUPS |
| SYL          |



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

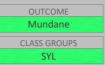
EVEL Tier 5

X

| 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:

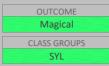
# Fort of Thorns

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

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



| COLLL        | CHOIN   |      |
|--------------|---------|------|
| Shelter-Rest | -Protec | tion |
| SAVE         | COL     |      |
| none         |         |      |
|              |         |      |





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.

### **Bonds and Connections**

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



### Counter:

VL: 19 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    |

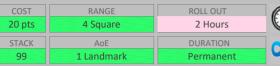


- Focus wand with crystal is NOT passive.
- Adds a roof with a hole for campfire.

# 20 Nae'Em Natural Landmark

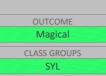
EVEL Tier 5

Location becomes a destinaction for portals/scrys.





| COLLECTION          |  |  |  |  |
|---------------------|--|--|--|--|
| N Vae'Em-Venue Site |  |  |  |  |
| 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.