

into the Aether Game Master Sheet

Instructions:

List enemies in each adventure from weakest to strongest. On the Game Master's turn, proceed down the list of enemies - each enemy may make one movement and one action. Draw spells from the Aether for enemies with access to magic (see Rule Book pages 8-10). One more line for space.

Enemy: _____ Health: _____
Spells: _____

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Spells: _____

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Spells: _____

Party Experience: _____