-Sylvan

Altered Reality No Save 12 nts 16 Squares 1 Image 1 Minute 1 Hour 11 Illusional Bear False of a bear. caster to direct where the image is to go. Wand w/ Crystal Caster can direct the illusion with general commands, run, attack, sleep... Set mood Caster cannot give detailed commands like trip the enemy or stand on this stone... SAME SPELL WILL COUNTER. No Save 16 pts 8 Squares 1 Minute 2 Hours 13 Illusional Condor Barely visible copper colored roots rise into flight as it becomes a condor. Illusional Condor Wand w/ Crysta Set Mood SAME SPELL WILL COUNTER. ENHANCEMENT No Save 16 pts 8 Squares 1 Image 1 Minute 13 Illusional Dolphin Barely visible copper colored roots emerge from the casters hand and flows to the water as it Illusional Dolphin Wand w/ Crysta Barely visible copper colored roots emerge from the casters hand and flows to the water as Set mood it becomes a dolphin. SAME SPELL WILL COUNTER. Battle-Defense Self 4 pts 1 Square Initiative 4 Rounds 1 Tornado Wall Ghostly light brown roots rise and spiral around the caster. A single square whirlwind provides AC+2 vs Ranged/Thrown attacks. Wand w/ Crystal Tornado stays with caster as they move, but cannot push into occupied square. +2 AC SAME SPELL WILL COUNTER. Casting is not affected by the tornado unless the spell is vulnerable to wind. This can NOT be combined with other spells such as Heat Wave Wall. ENHANCEMENT No Save 4 Rounds 4 Sqs / Tier 1 Recipient Initiative 4 pts Tornado Wall For Nae'Em Hunter Recipient in the eye of storm. Wind gives AC+2 vs Ranged/Thrown. Recipient must be a Hunter by a Nae'Em to caster and must reside in only 1 sq. NO FOCUS USE Tornado stays with Hunter. Skills aren't affected / blocked unless vulnerable to wind. SAME SPELL WILL COUNTER. This spell will not allow the Hunter to push into another occupied square. SKL:: 2 2 Rounds 10 Minutes 12 pts Self 1 Square 10 Wind Wall Wind pulls up small bits and debris then whips back and forth in front of the caster. AC+4 vs Melee/Ranged/Thrown which protects the caster from every non-flank direction. NO FOCUS USE SAME SPELL WILL COUNTER. 💍 12 pts Touch 2x2x2 Sq Sphere 2 Minutes 1 Hour 12 Circle of Animal Protection Barely visible sepia colored roots reach out to the camp border. Animals crossing must pass the MGC Save. Wand w/ Crystal Barely visible sepia colored roots reach out to the camp border. SAME SPELL WILL COUNTER. ENHANCEMENTS BRU:3 10 Minutes 4 Hours 12 pts 3 Sa Rad Circle Able to exit Circle 12 Circle of Containment Barely visible blue streams of light form a cage inside the circle. Drawn circle that stops creatures from exiting its area. Wand w/ Crystal % Can be used in/as a trap with Rogues skill "Set Up Eolas Spell Release (TRAP)". BRU:>95

SAME SPELL WILL COUNTER. **ENHANCEMENTS:**

Must Save to Exit.

-Sylvan

Battle-Offense No Save 4 nts 10 Squares 1 Target Initiative Instant 1 Rose Thorns The caster flicks their wrist to throw thorns at the target. A single ToHIT+4 for 2d6+ACU Bonus Thorns (1 Dmg each). Wand w/ Crystal The attack is directed to a single target via a ToHIT roll with a +4 bonus. Total +10 ToHIT bonus Blunder rolls merely indicate the target was missed. SAME SPELL WILL COUNTER. ENHANCEMENT RM· 2 Initiative 2 Hail Attack Mist from the caster creates a cloud above the target and hail pelts down to a square. Damage: 3d4 + ACU Bonus. Target Saves for 1/2 Damage. Wand w/ Crystal Mist from the caster creates a cloud above the target and hail pelts down to a square. +4d4 (No ToHIT) SAME SPELL WILL COUNTER. ENHANCEMENT SKI · 2 4 pts 4 Squares Initiative 2 Rounds Conjured 4 Conjure Native Beetles Arcane swarm appears in a square adjacent to the target. Beetleroot Granules Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg. Wand w/ Crystal Will attack any living target. Even if the target is friendly to the caster. Dmg set at 5 pts Save to conure. SAME SPELL WILL COUNTER. RM: 2 8 pts 8 Squares 2x2 Squares Initiative Instant 8 Hail Stones Barely visible rust colored roots, rise over the area, and throw down hail. (No ToHIT) Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage. Wand w/ Crystal Has a reduced effect against hot temperature targets. +1d6 Dmg Delivers the attack and damage from above the target. SAME SPELL WILL COUNTER. ENHANCEMENTS: ROLL OUT AREA OF EFFECT RM: 3 1 Round 1/2 Dmg if same 12 pts 8 Squares 1 Target Initiative 12 Class Power Attack Bolt of power: Dmg 4d10+ACU Bonus. Save for 1/2 dmg IF same class. SYL:Ice, STM:Elect, ORX:Force, EOL:Acid Wand w/ Crystal The power surges outward impacting the enemy. Knockback w/ RM:3 No ToHIT required. SAME SPELL WILL COUNTER. ENHANCEMEN AGL: 2 10 Squares 1/2 Damage 16 pts 1 Target Initiative Instant 13 Ice Spear Solid brown roots grow into a spear. ToHIT is required and this is lobbable. Dmg: 3d8+ACU Bonus +4. ToHIT +4. Target dodges (AGL) for 1/2 Damage. Wand w/ Crystal ToHIT is required and this is lobbable. Solid brown roots grow into a spear. Save Col +1 ENHANCEMENTS AGL: 2 16 pts 8 Squares 1 Square Initiative 3 Rounds 1/2 Damage 16 Water Blast Caster throws a blast of water at the enemy. This direct blast has no arc. (No ToHIT). 2nd Dmg 5d8 + ACU Bonus. Target dodges with AGL for 1/2 dmg. Wand w/ Crystal Caster throws a blast of water at the enemy. This direct blast has no arc. (No ToHIT). Put out Mgc fire and 3rd rounds allow concurrent casting. SAME SPELL WILL COUNTER. **ENHANCEMENTS** Battle-Prep ROLL OUT No Save 1 Hour 3 Days 2 Triggered Forced Healing Damage triggers 2d8 rolled. Damage first, then 2x Healing. Triggered Forced Health Draug In effect until duration is over or is used. Wand w/ Crystal Does NOT allow the choice to not use it. Stack+1 Only 1 triggered health can be in place at any time. SAME SPELL WILL COUNTER.

ENHANCEMENTS

				-Sylv	an e					
LEVEL 5 Entangle		STACK 3	COST 8 pts	RANGE Touch	AREA OF EFFECT 2x2 Squares	ROLL OUT 1 Minute	DURATION 4 Hours	SAVE:	BRU: 2 Ex	o xited
	Caster throws ethera. This allows a trap to Root/vines/branches	o be sprung in area rea	g hours af ach out an	ter the cas d attempt t	ter has left. o grab any movi	ng creatures.		Wand w/ Crystal Aoe: 3x3		
	If no root/vine/brand Save required to move					reach out.		SAME SPE	LL WILL COUNTE ENHANCEMENT	
Environ-Nat	ure									
LEVEL 2 Plant Heal	lthy Growth	STACK 0	COST 4 pts	RANGE Self	AREA OF EFFECT 4x4 Sqs	ROLL OUT 1 Hour	DURATION Permanent		No Save	
	Barely visible olive Promotes normal heal			Around The	Base Of The Pla	nnts.		CREATE: Healthy Plant (Growth Powder	*
	Tromoces normal near	city growen.						Wand w/ Crystal 1d4 Plant HP		
		STACK 0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	ENHANCEMENT SKL: 2	TS: 3
2 Remove Pla	ant Disease	JACK 0	4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent		SKL: Z	
	Olive colored roots (Remove Plant Disease	wind around	d the base	e of the pla	nts.			Plant Disease I Wand w/ Crystal Removes All		Š
Marie Marie		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	CANE	ENHANCEMENT	TS: 6
4 Predict We	eather	STACK I	4 pts	Self	Up to 5 Marks	1 Hour	1 Week	SAVE:	No Save	
	Barely visible sepia					float down.				
	Predicts Weather pat Barely visible sepia					float down.		NO FOCUS USE		
									ENHANCEMENT	
LEVEL NAE'EM 6 Create Per	rmanent Ae'Em	STACK 5	COST 12 pts	RANGE Touch	AREA OF EFFECT 1 Recipient	ROLL OUT 4 Days	DURATION Permanent	SAVE:	SKL: 2 Ae'Em Crea	ated
	Glowing green ribbon. This permanent menta A Save is required. Both must be in same The animal is NOT ab.	l bond allo The animal PMP. Arcar	ows the ca L can only ne (Ancien	aster to ini / articulate nt Magic) wi	tiate a connect from it's view ll erase the bo	n. Onding.		Wand w/ Crystal COL-1 NO COUNTER I	IS AVAILABLE. LVI ENHANCEMENT	
LEVEL		STACK 1	COST 12 pts	RANGE 18 Squares	AREA OF EFFECT 5x20 Sq Area	ROLL OUT 10 Minutes	DURATION 12 Hours	SAVE:	SKL: 3	•
11 Control Wi	ind Sphere Barely visible tan ro	nots Whin 1				10 Williams	12 110013			
	Direction and general Barely visible tan re	l speed of	wind with	nin Sphere.				NO FOCUS USE		
TO A	barely visible can in	oots whip i	INCO A WII	id Column An	u urirc away.			SAME SPE	LL WILL COUNTE	
17 Control Wa	ater	STACK 1	COST 20 pts	RANGE Self	AREA OF EFFECT 4x4x4 Sqs	ROLL OUT 10 Minutes	DURATION 4 Hours	SAVE:	SKL: 3	
	Barely visible amber Direction and general									
	Barely visible amber							NO FOCUS USE	LL WILL COUNTE	- A
								SAIVIE SPE	ENHANCEMENT	
Find-Hide-R	eveal	STACK SS	COST	DANICE	APEA OF SECON	BOW OUT	Dunazion	CANE		
3 Shadow of	the Magi	STACK 99	COST 4 pts	RANGE Self	AREA OF EFFECT 3 Sq Dia Sphere	ROLL OUT Initiative	Conc +4 Rds		No Save	
	Stays fixed right about Darkness to continue Caster to creates da Keep darkness active Other spells actions	s for up to rkness that by lightly	o 4 rds af will sta concentr	y centered rating on th	above them. e spell,			CREATE: Dust of Darkne Wand w/ Crystal Brighter by Tie SAME SPE		

-Sylvan AREA OF FEFECT ROLL OUT 1 item 5 Minutes Instant 8 nts 2 Squares 5 Detect Magic Caster attempts to find out if an item/object is magical. Scroll of Detect Magic Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind. Wand w/ Crystal Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. Casting Save Col -1 this will not enact the powers or magic, nor does it reveal the kind of magic is in play. ENHANCEMENTS: 3 No Save 12 pts Touch 1 Plant 10 Minutes 2 Hours 9 Hide in a Plant Brown ribbons join the caster and the plant as the caster enters the plant. Hide in a Plant of at least 1 sq high for min of 1 hr. Wand w/ Crystal Brown ribbons join the caster and the plant as the caster enters the plant. Can hear SAME SPELL WILL COUNTER. ENHANCEMENTS SKL: 2 12 pts 1 Mark 4 Hours 9 Search for Arcane Focus Item Caster is soley able to detect a focus item within range. Caster chooses detection method: NO FOCUS USE 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. AREA OF EFFECT No Save 64 pts 12 Hours Permanent 1 Square 1 Square 16 Reveal True Name elle This uses all the clues the caster has gathered attempt to find the True Name. name is Use clues gathered to attempt to find the True Name. NO FOCUS USE 1/6 Caster states aloud all the clues during the rollout. Meerine Resulting in the direction and distance in marks if the Save is passed. The knowledge is NOT announced out loud. Food-Water AREA OF EFFECT DURATION No Save 2 Skins/Tier 4 pts Touch 5 Minutes Permanent 1 Draw Up Ground Water Blue and Orange ribbons burrow into the ground. Pull water from ground. 2 skins per Tier. 1 skin in dry areas. Wand w/ Crysta Typical person requires 1 skin per day. Deserts mean 2 per day. +2 Skins extra Does NOT continously draw water from the same spot, Each repeat adds 10% to failure chance (1d100 roll). ENHANCEMENTS No Save 10 Minutes 1 Hour 4 pts 1 Square 4 Meals Improve Food The caster focuses and yellow sparks streak to the food and swirls around it. Improve Food - Improve Quality/Taste of non-cumber food. Wand w/ Crystal Does work on all non-poisoned / non-spoiled food. Duration = 1 day ENHANCEMENTS: 7 1-21 Meals 2 Squares 10 Minutes Permanent 4 pts 4 Increase Food Barely visible red flames surrounds targetted prepared food. Doubles up to 21 meals in casters pack. Wand w/ Crystal

Barely visible red flames surrounds targetted prepared food.

Does not affect magically created food.

Ensures food is safe

ENHANCEMENTS: 4

No Save Caster 1 Square 1 Minute Permanent 8 pts Bring Out Rain Water



Desert and hot environments may limit or inhibit this spell. 1 cubic square of drinkable water.

Wand w/ Crystal 20lbs/9kg Pressure

ENHANCEMENTS:

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EVEL	STACK 1	COST 8 pts	RANGE 1/4 Mark	AREA OF EFFECT 6-15 Sqs Deep	ROLL OUT 30 Minutes	DURATION Permanent	SAVE:	SKL: 4 Desert/Ar
5 Divining						remanent		Descripti
	Caster uses a divining rod t Save Column depends on regio				or not.		Wand w/ Crystal Save Col -1	ENHANCEMENTS:
Health-Life	-Death							
_{EVEL} 1 Forced He	stack 1 eal 1d6 HP (+more)	COST 4 pts	RANGE 1 Square	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION Permanent	SAVE:	No Save
	Healing energy drawn from all First roll the dice and calc Then apply as force damage t Lastly, apply the full heali This becomes more powerful (culate full h to the target ing time two	nealing with t, if the ta (x2) to the	n enhancements, arget is dead nex e target.	t steps fail.		Wand w/ Crystal Fragility Save -	
EVEL	STACK 99		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1 Sylvan Fo	orced Healing 1d6 HP	4 pts	Touch	1 Creature	Initiative	Permanent		
	Spiritlike light brown roots Roll 1d6. Damage x1 then He (bite sized naan bread)		ie wound and	l force the wound	to heal.		Wand w/ Crystal +1 HP per die	
100 C								ENHANCEMENTS:
evel nae'em 6 Animal H e	STACK 99	cost -4 pts	RANGE 4 Sqs	AREA OF EFFECT 1 Animal	ROLL OUT 1 Minute	DURATION Permanent	SAVE:	No Save
	Barely visible brown roots of Heal 2d8+4 to domestic or wi (treats for the animal to ea Caster GAINS 4 pts when cast Max benefit gain of 20 SP	ild woodland at)	animals.				CREATE: Animal Treats Wand w/ Crystal +4 HP	ENHANCEMENTS:
EVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Ranged Fo	orced Healng 2d8+2 HP	12 pts	6 Squares	1 Target	Initiative	Permanent		
	Barely visible Blue sparks a Energy from throughout the b				ient.			
		andy is three	ודמו מב חד נ					
	Roll dice and use the result	t to apply da	amage,	my.			NO FOCUS USE	
		t to apply da	amage,	y.			NO FOCUS USE	ENHANCEMENTS:
N Ae'Em-Ai	Roll dice and use the result the use double the same resu	t to apply da	amage,	" y .			NO FOCUS USE	ENHANCEMENTS:
	Roll dice and use the result the use double the same resu	t to apply dault and apply	amage, y healing.	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
EVEL NAE'EM	Roll dice and use the result the use double the same resunting the same resunting the same result and the same result is a stack pet/	t to apply dault and apply The COST 4 pts	amage, y healing. RANGE Self	AREA OF EFFECT 2 Marks	1 Hour		SAVE:	
EVEL NAE'EM	Roll dice and use the result the use double the same resunting the use double the same result is started to the use double the same result is started. STACK Pet/ et Timid domestic animal is bout it is double the use of the use o	t to apply dault and apply The COST 4 pts und to the came caster. So normal for it casters ways	RANGE Self aster. (Rat Shies from a its kind. (C	AREA OF EFFECT 2 Marks 5, Cat, Bird, Dog aggression and ba Can touch/move it	1 Hour ttle. ems. munication.	DURATION 1 Week / Tier	SAVE:	SKL: 2 Pet Respon et.
1 Invoke Pe	Roll dice and use the result the use double the same resundant the use double the same result is stack Pet/ et Timid domestic animal is bout the makes noises & must rest as	t to apply dault and apply The COST 4 pts und to the came caster. So normal for it casters ways	RANGE Self aster. (Rat Shies from a its kind. (C	AREA OF EFFECT 2 Marks 5, Cat, Bird, Dog aggression and ba Can touch/move it	1 Hour ttle. ems. munication.	DURATION 1 Week / Tier	SAVE: The same of	SKL: 2 Pet Respon
EVEL NAE'EM 1 Invoke Pe	Roll dice and use the result the use double the same result in the use of	The COST 4 pts und to the came caster. So normal for it casters ways k1. Init:+6	RANGE Self aster. (Rat Shies from a its kind. (enough to a HIT:-4 Dm	AREA OF EFFECT 2 Marks 5, Cat, Bird, Dog aggression and ba can touch/move it attempt rough comag:1d3. HP:6. De	1 Hour ttle. ems. munication. eath @ 0 HP.	DURATION 1 Week / Tier	SAVE: The same of	SKL: 2 Pet Respon et. ENHANCEMENTS:
1 Invoke Pe	Roll dice and use the result the use double the same result the use double the same result is bounded. STACK Pet/ et Timid domestic animal is bounded to be a subject of the same result is bounded. Timid creature bonds with the same rest as a fitter 1 day pet learns the convisible. AC:12/12. Attk 1x stack 7 Domesticated Animals Spell starts after the rolled speak and understand domestic does not affect non-domestic	to apply dault and apply The COST 4 pts und to the cape caster. So normal for it casters ways (1. Init:+6 COST 4 pts und to the cape caster. So normal for it casters ways (2. Init:+6 COST 4 pts und to the cape caster. So normal for it casters ways (3. Init:+6 COST 4 pts und to the cape caster. So normal for it casters ways casters way	RANGE Self aster. (Rat Shies from a its kind. (enough to a HIT:-4 Dm RANGE Touch ues as the c ls, large ar s or monster	AREA OF EFFECT 2 Marks 2, Cat, Bird, Dog aggression and ba Can touch/move it attempt rough comp:1d3. HP:6. De AREA OF EFFECT 1 Animal 2 casters remains ind small.	1 Hour ttle. ems. munication. ath @ 0 HP. ROLLOUT 5 Minutes	DURATION 1 Week / Tier DURATION 4 Hours	SAVE: The same of	SKL: 2 Pet Respon et. ENHANCEMENTS: No Save
1 Invoke Pe	Roll dice and use the result the use double the same result the use double the same result is bounded. STACK Pet/ et Timid domestic animal is bounded to bound the same result is bounded. Timid creature bonds with the Makes noises & must rest as After 1 day pet learns the convisible. AC:12/12. Attk 1x STACK 7 Domesticated Animals Spell starts after the rolled Speak and understand domestices.	to apply dault and apply The COST 4 pts und to the cape caster. So normal for it casters ways (1. Init:+6 COST 4 pts und to the cape caster. So normal for it casters ways (2. Init:+6 COST 4 pts und to the cape caster. So normal for it casters ways (3. Init:+6 COST 4 pts und to the cape caster. So normal for it casters ways casters way	RANGE Self aster. (Rat Shies from a its kind. (enough to a HIT:-4 Dm RANGE Touch ues as the c ls, large ar s or monster	AREA OF EFFECT 2 Marks 2, Cat, Bird, Dog aggression and ba Can touch/move it attempt rough comp:1d3. HP:6. De AREA OF EFFECT 1 Animal 2 casters remains ind small.	1 Hour ttle. ems. munication. ath @ 0 HP. ROLLOUT 5 Minutes	DURATION 1 Week / Tier DURATION 4 Hours	SAVE: SAVE: SAVE: SAVE: SAVE: SAVE: Wand w/ Crystal	SKL: 2 Pet Respon et. ENHANCEMENTS: No Save
EVEL NAE'EM	Roll dice and use the result the use double the same result the use double the same result is bounded. STACK Pet/ et Timid domestic animal is bounded to be a subject of the same result is bounded. Timid creature bonds with the same rest as a fitter 1 day pet learns the convisible. AC:12/12. Attk 1x stack 7 Domesticated Animals Spell starts after the rolled speak and understand domestic does not affect non-domestic	to apply dault and apply The COST 4 pts und to the came caster. Some casters ways (1. Init:+6 COST 4 pts cut & continuicated animals (2) (2) (4) (4) (4) (5) (6) (6) (6) (6) (6) (6) (6) (6) (6) (6	RANGE Self aster. (Rat Shies from a its kind. (enough to a HIT:-4 Dm RANGE Touch ues as the c ls, large ar s or monster	AREA OF EFFECT 2 Marks 2, Cat, Bird, Dog aggression and ba Can touch/move it attempt rough comp:1d3. HP:6. De AREA OF EFFECT 1 Animal 2 casters remains ind small.	1 Hour ttle. ems. munication. ath @ 0 HP. ROLLOUT 5 Minutes	DURATION 1 Week / Tier DURATION 4 Hours	SAVE: SAVE: SAVE: SAVE: SAVE: SAVE: Wand w/ Crystal	SKL: 2 Pet Respon et. ENHANCEMENTS: No Save

Calms wild woodland and domestic animals. Sets any required Saves to >05.

Does NOT affect animals currently enraged, frenzied, or conditioned to attack. Wait and assist the animal to calm then use this spell.

Does NOT work with monsters or civilized creatures.

Wand w/ Crystal

Enraged/Frenzed okay.

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 4

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/EL NAE'EM		STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	6
Speak Wit	ch Wild Animals		8 pts	12 Squares	1 Animal	1 Minute	1 Hour			
**	Speak/understand wi	ld animals						/and w/ Crystal Stack x2		
Tool 8		CTACK 4	COST	DANCE	ADEA OF FEFOR	POUL OUT	DUDATION		ENHANCEMEN'	TS: !
EL NAE'EM		STACK 1	COST 8 pts	RANGE PMP	AREA OF EFFECT 1 Ae'Em, 1 sq above	ROLL OUT 5 Minutes	DURATION 1 Hour	SAVE: N	No Save	
View An A	Animal (Ae'Em)									
	Portal opens to sho This is a top down The spell stays wit There is no communi but can be done wit	view from a th the anima cation thro	about 1 squal as it moon as it mo	uare above thoves.			NO	O FOCUS USE	ENHANCEMEN [*]	ITS:
EL NAE'EM		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	(
	indred Spirit Ani	mal	16 pts	1 Square	1 Sq Area	7 Days	Permanent		Animal ar	rive
	After Rollout the a AC:12/12, Attk 1x1,		0		0	n.		/and w/ Crystal Hear/See thru a SAVE:	ENHANCEMEN	ITS:
EL NAE'EM Call Hunt	dua Daak	STACK I	8 pts	Self	1/2 Mark / Tier	5 Minutes	Instant	SAVE.	SKL: 2	
EL NAE'EM		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	(
Convoke A	Animal Mount		8 pts	2 Marks	1 Mount	1 Hour	1 Day		Mount ar	rive
MAG	Barely visible copp Call Animal Mount	er colored	roots Dis	sipate Into 1	the Air.					
							W	/and w/ Crystal		
	Caster choose mount Choice of Horse, Po				ng, war, draft)			+ Passenger	ENILIANICEMENT	
NAF'FM					ng, war, draft)	ROLL OUT		+ Passenger	ENHANCEMEN SKL: 2	ITS:
		ny, Camel,	Llama, Zel	bra.		ROLL OUT 20 Minutes		+ Passenger		ITS:
	Choice of Horse, Po	STACK 1	COST 16 pts	bra. RANGE	AREA OF EFFECT		DURATION	+ Passenger		ITS:
	Choice of Horse, Po ck of Birds Calls a flock of bi Caster must be outs	STACK 1 .rds within ide in the	COST 16 pts range.	bra. RANGE 1 Mark	AREA OF EFFECT 1 School		DURATION 2 Hours	+ Passenger		ITS:
	ck of Birds Calls a flock of bi Caster must be outs Passing the Save dr	stack 1 .rds within ide in the eaws a floci	COST 16 pts range. flocks notk.	bra. RANGE 1 Mark rmal environn	AREA OF EFFECT 1 School		DURATION 2 Hours	+ Passenger		ITS:
Call Floc	Choice of Horse, Po ck of Birds Calls a flock of bi Caster must be outs	stack 1 .rds within .ide in the aws a floci reduced if	COST 16 pts range. flocks nork. the flock	bra. RANGE 1 Mark rmal environn	AREA OF EFFECT 1 School		DURATION 2 Hours	+ Passenger SAVE: /and w/ Crystal COL-1		
	ck of Birds Calls a flock of bi Caster must be outs Passing the Save dr Save column can be	stack 1 .rds within .ide in the aws a floci reduced if	COST 16 pts range. flocks nork. the flock	bra. RANGE 1 Mark rmal environn	AREA OF EFFECT 1 School		DURATION 2 Hours	+ Passenger SAVE: /and w/ Crystal COL-1	SKL: 2	ITS:
Call Floc	ck of Birds Calls a flock of bi Caster must be outs Passing the Save dr Save column can be	ony, Camel, STACK 1 ords within lide in the laws a flock reduced if larise the	COST 16 pts range. flocks nork. the flocke column.	RANGE 1 Mark rmal environr is close.	AREA OF EFFECT 1 School ment.	20 Minutes	DURATION 2 Hours	+ Passenger SAVE: /and w/ Crystal COL-1	SKL: 2	ITS:
Call Floc	Choice of Horse, Po ck of Birds Calls a flock of bi Caster must be outs Passing the Save dr Save column can be Preditory birds wil	ony, Camel, stack 1 ords within tide in the taws a flock reduced if 1 raise the stack 1	cost 16 pts range. flocks nork. the flock e column. cost 16 pts	RANGE 1 Mark rmal environr is close. RANGE 1 Mark	AREA OF EFFECT 1 School ment. AREA OF EFFECT	20 Minutes ROLL OUT	DURATION 2 Hours W	+ Passenger SAVE: /and w/ Crystal COL-1	SKL: 2	ITS:
Call Floc	Choice of Horse, Po Ck of Birds Calls a flock of bi Caster must be outs Passing the Save dr Save column can be Preditory birds wil Col of Fish Calls a school of f Caster must be in o Passing the Save dr Save column can be	ony, Camel, stack 1 ords within ide in the aws a flock reduced if 1 raise the stack 1 stack 1 stack 1 stack 1 stack 1 stack a school reduced if	cost 16 pts range. flocks not k. the flock e column. cost 16 pts s within rater. ol of fish a school:	rmal environr is close. RANGE 1 Mark ange. is near.	AREA OF EFFECT 1 School ment. AREA OF EFFECT 1 School	20 Minutes ROLL OUT	DURATION 2 Hours W DURATION 2 Hours	+ Passenger SAVE: /and w/ Crystal COL-1	SKL: 2	ITS: 8
Call Floc	Choice of Horse, Po ck of Birds Calls a flock of bi Caster must be outs Passing the Save dr Save column can be Preditory birds wil col of Fish Calls a school of f Caster must be in o Passing the Save dr	rds within ide in the aws a floci reduced if l raise the STACK 1	cost 16 pts range. flocks not k. the flock e column. cost 16 pts s within reer. ol of fish a school rear will re	RANGE 1 Mark rmal environr is close. RANGE 1 Mark ange	AREA OF EFFECT 1 School ment. AREA OF EFFECT 1 School	20 Minutes ROLL OUT 20 Minutes	DURATION 2 Hours W DURATION 2 Hours	+ Passenger SAVE: /and w/ Crystal COL-1 SAVE: /and w/ Crystal COL-1	SKL: 2	UITS: (
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ENHANCEMENTS: 6

-Sylvan N Nae'Em-People No Save 8 pts 12 Squares 1 Target 2 Minutes 8 Hours 8 Protect Nae'Em Hunter vs Missiles Rust colored roots drift to surround the partner just before fading away. The recipient Hunter must be Nae-Em bonded to the caster. Wand w/ Crystal Hunter gains +2 to AC vs Missiles and Thrown attacks. Agility Saves +20 ENHANCEMENTS: 7 N Tae'Em-Thing AREA OF EFFECT No Save 4 pts 1 Square 1 Creation 5 Minutes 8 Hours 2 Ribbon Horse Shining olive colored roots create The Shape Of A Ribbon Light Riding Horse. Self w/carried items. Wand w/ Crystal Can carry 1 large person, 2 medium sized, or 3 small. Looks almost Real-ish Has 20 lines for inventory... separate from ability to carry people. No Save 8 pts 3 Marks 1 Dolphin 10 Minutes 2 Hours 5 Seaweed Dolphin Dolphin - Stats: HP:10 AC:15/10 Move:12 Sqs swim 25 sqs race Caster creates the image of a Dolphin out of any Seaweed like materials. Wand w/ Crystal Ribbons create a dolphin which act mostly like normal dolphins. Range: 5 Marks Ribbons dolphins are not as good as real dolphins. AC:15/10 Move:12 Sqs swim Stats: HP:2 24 sqs race ENHANCEMENTS: AREA OF EFFECT No Save Self 8 pts Self 10 Minutes 2 Hours 6 Ribbon Bat Ribbons create a bat which act mostly like normal bats. Bat - HP:2 AC:18/12 Move: 15 Sqs flight Wand w/ Crysta Ribbons create a bat which act mostly like normal bats. Low Light Ribbons bats are not as good as real bats. Move:15 Sqs Flight Stats: HP:2 AC:18/12 10 Minutes 8 pts Self Self 2 Hours 7 Vine Wolf Ribbons create a wolf which act mostly like normal wolf. Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run Wand w/ Crystal Ribbons create a wolf which act mostly like a normal wolf. Attck: 1x1 1d6 Dmg Ribbons wolves are not as good as real wolves. SAME SPELL WILL COUNTER. Stats: HP:12 AC:16/12 Move:12 Sqs walk 20 sqs run ENHANCEMENT N Vae'Em-Venue Site No Save 20 pts 1 Landmark 2 Hours Permanent 20 Nae'Em Natural Landmark Caster glows lightly during the entire Rollout. Find Natural Landmark and the image of it becomes a Nae'Em Wand w/ Crystal Caster glows lightly during the entire Rollout. Close to Landmar ENHANCEMENTS: A Personal-Connections AREA OF EFFECT No Save 4 pts **PMP** 1 Recipient 2 Days Permanent 2 Connect With A Hunter Caster creates a green glowing connection to the Hunter. Permanent mental bond allows either party to initiate and/or accept. Wand w/ Crystal Healing through Nae'Em

Each person must be within the same PMP to communicate. Arcane (Ancient Magic) will erase the bonding.

This spell will only support 2 (See Stack) connections to Hunters.

No Save 12 pts Touch 1 Recipient 4 Days Permanent 7 Create Permanent Nae'Em



Bright yellow ribbons encircle the recipient. Permanent mental bond allows either party to initiate and/or accept. Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding. This spell will only support 3 (See Stack) connections to another person.

Wand w/ Crysta SKL:>05

ENHANCEMENTS

-Svlvan

AREA OF FEFE ROLL OUT 9 LEVEL NAE'EM 24 nts 1 Item 2 Hours Permanent 4 Squares success 9 Find Clues To True Name



Bright Orange ribbons float to the object/person and fade as they surround them. Caster attempts to locate clues to find a True Name.

Wand w/ Crystal 1/2 Rollout Halved

																	ENH	ANCEMENTS	S: 6

11 Connect To An Arcane Focus Item

Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollou Creates a connection between the caster and the Arcane Focus Item.

Touch

Permanent

3 Days

ROLL OUT

Require the item to be of the highest quality. Caster must currently not have a Focus Item.

Wand w/ Crystal No current Focus Iten

Connected

SKL: 2 36 pts Touch Current Item 20 Minutes Permanent Connection broken

11 Disconnect An Arcane Focus Item

A weave engulfs the caster. Removes the connection between all creatures and the focus item.

36 pts

A creature that is currently connected will know when the disconnection happens.

NO FOCUS USE

ENILIANICEMENITO Shape Change

No Save 4 pts Touch Self 5 Rounds 4 Hours 1 Small Domestic Pet Form

Caster morphs into the pet slowly over 30 secs Caster able to take the form of a common domestic pet. Caster morphs into the pet slowly over 30 secs Move = 1/2 Move No use of Spells/Skills in this form

+ 8 hours

Wand w/ Crystal

ROLL OUT AREA OF EFFECT No Save 8 Hours 8 pts Self Self 1 Round Alter Self - Medium Sized Dog/Cat 6

Barely visible green specks envelope caster as they morph into a cat or dog. Alter Self - Domestic Dog/Cat Spell casting can be done. But use of the Focus item can't be done.

Not able to talk outside of the animals natural ability. No extra ability to speak with animals is given.

Wand w/ Crystal

SAME SPELL WILL COUNTER. ENHANCEMENTS

12 pts 12 Caster Becomes Ribbon Creature

Caster Becomes Ribbon Creature NO FOCUS USE

10 Minutes 16 pts Self Self 3 Hours

14 Alter Self - Porpoise

Barely visible brown roots envelope the caster to become a porpoise. AC:17 HP:Dbl Move:DblTime Init+12 ToHIT+14 Dmg 2d6+4 x0x1 Barely visible brown roots envelope the caster to become a porpoise.

NO FOCUS USE

SAME SPELL WILL COUNTER.

ENHANCEMENTS

ENHANCEMENTS:

No Save Self Self 10 Minutes 4 Hours 16 pts 15 Alter Self - Hawk

Barely visible brown roots envelope the caster to become a hawk. AC:18 HP:Dbl Move:Dbl Init+8 ToHIT+10 Dmg 2d6+4 x0x1 Barely visible brown roots envelope the caster to become a hawk.

NO FOCUS USE

SAME SPELL WILL COUNTER. ENHANCEMENTS

				-Sylva	ın				
LEVEL		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
15 Alter Self	- Wolf		16 pts	Self	Self	20 Minutes	4 Hours		
	Barely visible brown AC:17 HP:Dbl Move:D Barely visible brown Can cast from this f	blTime Ini roots env	t+6 ToHIT-	+10 Dmg 2d6+4	x1x1	ı speak wolf!		NO FOCUS USE	LL WILL COUNTER () ENHANCEMENTS: 6
LEVEL		STACK 99	COST 20 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 5 Minutes	DURATION 2 Hours	SAVE:	No Save
17 Alter Self							2 HOUIS		
	Shining amber roots AC:20 HP:Dbl Move=Fl Shining amber roots	y Init:+22 Grow To Co	: x1x1 ToH: over The Ca	it:+12 Dmg:2d8 aster changing	3+6 g them into a co	ndor.			ILL WILL COUNTER (**) ENHANCEMENTS: 6
LEVEL		STACK 1	COST 20 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 5 Minutes	2 Hours	SAVE:	No Save
18 Alter Self							2110013		
	Shining amber roots AC:20 HP:Dbl Move:Wa Shining amber roots Can cast from this f	lkx2 Init: Grow To Co	+8 x2x2 To	oHit:+22 Dmg:4	ld8+6		ear.	Wand w/ Crystal +1d6 Dmg	ENHANCEMENTS: 3
LEVEL		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
18 Alter Self	- Stingray		20 pts	Self	Self	5 Minutes	2 Hours		
	Shining amber roots AC:20 HP:Dbl Move=Sw Shining amber roots	im Init:+8	x1x1 ToH:	it:+12 Dmg:2d8	3+6			NO FOCUS USE	ENHANCEMENTS: 8
Shelter-Rest	-Protection								
LEVEL NAE'EM 3 Assist Hun	ter's Lean-To	STACK 1	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Lean-To	ROLL OUT 10 Minutes	DURATION 2 Hours	SAVE:	No Save
	Brownn roots grab an Stronger, Water Tigh Brownn roots grab an	t, Ppl +2.	Requires	s a Hunter's l	ean-To			Wand w/ Crystal COL+1	ENHANCEMENTS: 6
LEVEL		STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
7 Grow A Pla	nt Canopy		8 pts	12 Squares	3x3 Sq Area	5 Minutes	12 Hours		
	Barely visible aubur Plant Canopy can cov High winds can bring	er 1 to 4	people.			y canopy.		Wand w/ Crystal + a Wall	ENHANCEMENTS: 9
LEVEL		STACK 3	COST 16 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION 12 Hours	SAVE:	No Save
	Barely visible brown Caster creates plant Does muffle sounds a	ed seedlin	gs that g	row vines ther	into a tree.	30 Minutes	12 Hours	CREATE: Pine Seeds of Wand w/ Crystal Stairs or Ladde	
									ENHANCEMENTS: 5
A STATE OF THE PROPERTY AND A STATE OF THE PARTY OF THE P	Thorns (3 sq x 3	sq)	cost 20 pts	RANGE 12 Squares	AREA OF EFFECT 10x10 squares	ROLL OUT 30 Minutes	DURATION 12 Hours	SAVE:	SKL: 2
	xx xx xx							Wand w/ Crystal Adds a roof SAME SPE	LL WILL COUNTER. O

			-Sylv	an				
Travel-Mundane								
EVEL NAE'EM	STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
6 Attach Wings To Animal		8 pts	Touch	1 Creature	30 Minutes	12 Hours		
Wings sprout out New Stats - Attk: Creature gets the	x0x1 Init+6	ToHIT+6	Dmg 1d10				nd w/ Crystal Marks/Day SAME SPELL WILL COUN' ENHANCEME	180
EVEL	STACK 5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
12 Personal Wings Of Flying		12 pts	Self	Self	10 Minutes	4 Hours		
Brown, White, or New stats= Attk: non-battle flight Casting while fly	x0x1	8 ToHit+8 2 hrs.	B Dmg:1d12	AC:22/12	rd wings.		nd w/ Crystal Recipient ENHANCEME	NTS:
Utility-								
EVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
1 Arcane Light with Class	Hue	4 pts	Self	Varies	Initiative	4 Hours		
With a twirling o		s the cast	er brings ab	out light!			ATE: Astral Candle Light Powder	
No Focus = Candle	nower Wit	h Focus ca	ster can set	power.			nd w/ Crystal	



This spell does stay fixed in relation to the caster, right above them. Use a Focus item for control of light brightness.

Brighter by Tier
SAME SPELL WILL COUNTER. ENHANCEMENTS: 7