-Sylvan

				-Syl	van					
Battle-Defe	nse									
LEVEL		STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT 1 Square	T ROLL OUT Initiative	DURATION 4 Rounds	SAVE:	SKL: 2	0
1 Tornado Wa	Ghostly light brown r A single square whirl Tornado stays with ca Casting is not affect This can NOT be combi	wind provi ster as th ed by the	des AC+2 ney move, tornado i	vs Ranged, but cannot unless the	the caster. Thrown attacks push into occ spell is vulne	upied square. rable to wind.		Wand w/ Crystal +2 AC SAME SPE	ELL WILL COUNT	
LEVEL		STACK 1	COST	RANGE	AREA OF EFFEC		DURATION 4 Pounds	SAVE:	No Save	
3 Tornado Wa	Recipient in the eye Recipient must be a H Tornado stays with Hu Skills aren't affecte This spell will not a	of storm. Junter by a nter. d / blocke	Nae'Em	to caster a	and must reside to wind.	in only 1 sq.	4 Rounds	NO FOCUS USE	ELL WILL COUNT ENHANCEMEN	
Battle-Offer	ise									
LEVEL		STACK 99	COST	RANGE	AREA OF EFFEC	T ROLL OUT	DURATION	SAVE:	No Save	
1 Rose Thorn	ns		4 pts	10 Squares	1 Target	Initiative	Instant			
	The caster flicks the A single ToHIT+4 for The attack is directe Blunder rolls merely	2d6+ACU Bo	onus Thori	ns (1 Dmg e et via a To	each). OHIT roll with	a +4 bonus.		Wand w/ Crystal Total +10 To SAME SPE		103
LEVEL		STACK 1	COST	RANGE	AREA OF EFFEC	T ROLL OUT	DURATION	SAVE:	RM: 2	0
2 Hail Attac	ck		4 pts	8 Squares	1 Square	Initiative	Instant			
LEVEL 4 Conjure Na	Mist from the caster (No ToHIT) ative Beetles Arcane swarm appears Conjures a swarm to a Will attack any livin Save to conure.	STACK 2 in a squar ttack near	cost 4 pts re adjacen	RANGE 4 Squares nt to the 1 ture to the	AREA OF EFFEC 1 Mark arget. e caster for 1d	T ROLL OUT Initiative	DURATION 2 Rounds	SAVE: CREATE: Beetleroot Gra Wand w/ Crystal Dmg set at 5	ELL WILL COUNT ENHANCEMEN SKL: 2 Con	NTS: 3
LEVEL		STACK 1	COST	RANGE	AREA OF EFFEC		DURATION	SAVE:	RM: 2	•
8 Hail Stone	es		8 pts	8 Squares	2x2 Squares	s Initiative	Instant			
Pattle Prop	Barely visible rust of Damage of 3d6 + ACU B Has a reduced effect Delivers the attack a	onus. Sav against ho	ves for 1, ot tempera	/2 Damage. ature targe	ets.	w down hail.	(No ToHIT)	Wand w/ Crystal +1d6 Dmg SAME SPE	ELL WILL COUNT	
Battle-Prep		STACK 1	COST	RANGE	AREA OF EFFEC	T ROLL OUT	DURATION	SAVE:	No Save	
	Forced Healing		4 pts	Self	Caster	1 Hour	3 Days		. 70 Juve	
	Damage triggers 2d8 r In effect until durat Does NOT allow the ch Only 1 triggered heal	ion is ove oice to no th can be	er or is of use it in place	used. at any tin	ne.			Wand w/ Crystal Stack+1 SAME SPE	ELL WILL COUNT	TER.
LEVEL		STACK 3	COST 8 pts	RANGE Touch	AREA OF EFFEC		DURATION 4 Hours	SAVE:	BRU: 2	⊚ Exited
5 Entangle	Contain the contain 1				<u> </u>					Arced
	Caster throws etheral This allows a trap to						III.	Wand w/ Crystal		

Root/vines/branches in area reach out and attempt to grab any moving creatures. If no root/vine/branch are in the environment then brown ribbons reach out. Save required to move from square to square until fully out.

Aoe: 3x3

SAME SPELL WILL COUNTER.

-Sylvan **Environ-Nature** No Save 4x4 Sas 1 Hour Permanent 2 Plant Healthy Growth CREATE: Barely visible olive colored roots Wind Around The Base Of The Plants. Healthy Plant Growth Pow Promotes normal healthy growth. Wand w/ Crystal 1d4 Plant HP SKI · 2 4 pts 4 Squares 4x4 Squares 10 Minutes Permanent 2 Remove Plant Disease CREATE Olive colored roots wind around the base of the plants. Plant Disease Powde Remove Plant Disease Wand w/ Crystal Removes All ENHANCEMENTS: No Save 4 pts Self Up to 5 Marks 1 Hour 1 Week Predict Weather Barely visible sepia colored roots rise into the air, hover, then float down. Predicts Weather patterns for a wk. GM rolls casters MGC:3 NO FOCUS USE Barely visible sepia colored roots rise into the air, hover, then float down. SKL: 2 4 Days Permanent 12 pts Touch 1 Recipient Ae'Em Created 6 Create Permanent Ae'Em Glowing green ribbons encircle the recipient and caster. This permanent mental bond allows the caster to initiate a connection. Wand w/ Crystal A Save is required. The animal can only articulate from it's view. COL-1 Both must be in same PMP. Arcane (Ancient Magic) will erase the bonding. NO COUNTER IS AVAILABLE. Lvl:5 The animal is NOT able to send any mental images, but can describe things. ENHANCEMENTS: Find-Hide-Reveal No Save Conc +4 Rds Self 3 Sq Dia Sphere Initiative 4 pts Shadow of the Magi Stays fixed right above the caster. Dust of Darkness Darkness to continues for up to 4 rds after the concentration has stopped. Wand w/ Crystal Caster to creates darkness that will stay centered above them. Brighter by Tier Keep darkness active by lightly concentrating on the spell, SAME SPELL WILL COUNTER Other spells actions that do not state a need to concentrate may be used. RM: 2 Instant 8 pts 2 Squares 1 item 5 Minutes 5 Detect Magic CREATE 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 Food-Water No Save 2 Skins/Tier 5 Minutes 4 pts Permanent 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/ Crystal 1/6 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). **FNHANCEMENTS: 2**

4 Improve Food
The Imp

The caster focuses and yellow sparks streak to the food and swirls around it. Improve Food - Improve Quality/Taste of non-cumber food.

Does work on all non-poisoned / non-spoiled food.

1 Square

4 Meals

10 Minutes

1 Hour

Wand w/ Crystal Duration = 1 day

No Save

ENHANCEMENTS: 7

-Sylvan												
LEVEL		STACK 3	COST	RANGE	AF	EA OF EFFECT	ROLL (OUT DI	URATION	SAVE:	No Save	
4 Increase	Food		4 pts	2 Squares	1	-21 Meals	10 Mir	nutes Per	rmanent			
	Barely visible red fl Doubles up to 21 meal Barely visible red fl Does not affect magic	ls in cast Lames surr	ers pack. rounds targe							Wand w/ Crysta Ensures foo		NTS: 4
LEVEL		STACK 99	COST	RANGE	AF	EA OF EFFECT	ROLL (OUT DI	URATION	SAVE:	No Save	113. 4
5 Bring Out	Rain Water		8 pts	Caster		1 Square	1 Min	nute Per	rmanent			
	Desert and hot environg 1 cubic square of dri			inhibit t		11.	ROLL (OUT D	URATION	Wand w/ Crysta 20lbs/9kg P SAVE:	ressure ENHANCEMEN	NTS: 2
5 Divining		STACK I	8 pts	1/4 Mark		.5 Sqs Deep	30 Mir		rmanent	SAVE.	SKL: 4 Desert,	
	Caster uses a divinir Save Column depends o						e or not.			Wand w/ Crysta Save Col -1	I ENHANCEMEN	N TS: 6
Health-Life-												
LEVEL 1 Former of 110	al 1d6 HP (+more)	STACK 1	COST 4 pts	1 Square		1 Target	ROLL		rmanent	SAVE:	No Save	
	Healing energy drawn First roll the dice a Then apply as force of Lastly, apply the ful This becomes more pow	and calcul damage to ll healing	ate full he the target, time two (ealing wit , if the t (x2) to th	th enhar target i ne targe	cements, s dead ne t.	ext steps f			Wand w/ Crysta Fragility Sav	I re - 1 Column ENHANCEMEN	MTS- 8
LEVEL		STACK 99	COST	RANGE		EA OF EFFECT	ROLL (OUT DI	URATION	SAVE:	No Save	113. 8
1 Sylvan Fo	rced Healing 1d6 H	HP	4 pts	Touch	1	Creature	Initia	tive Per	rmanent			
	Spiritlike light brow Roll 1d6. Damage x1 (bite sized naan brea	then Heal		e wound ar	nd force	the wour	nd to heal.			Wand w/ Crysta +1 HP per d		NTS: 2
LEVEL NAE'EM		STACK 99	COST -4 pts	RANGE 4 Sqs		1 Animal	ROLL O		URATION rmanent	SAVE:	No Save	
6 Animal He							1 10111	iute Fei		CREATE:		4
	Barely visible brown Heal 2d8+4 to domesti (treats for the anima Caster GAINS 4 pts wh Max benefit gain of 2	ic or wild al to eat) nen castir	l woodland a	animals.						Animal Treats Wand w/ Crysta +4 HP		N
N Ae'Em-Ar	nimal											
LEVEL NAE'EM		STACK Pet / Tir	COST 4 pts	RANGE Self	AF	2 Marks	ROLL O		URATION eek / Tier	SAVE:	SKL: 2 Pet Resp	onds
1 Invoke Pe	t Timid domestic animal Timid creature bonds Makes noises & must n After 1 day pet learn Visible. AC:12/12.	with the rest as no ns the cas	I to the cas caster. Sh ormal for it sters ways e	ster. (Ranies from tes kind.	aggress Can tou attempt	Bird, Do ion and b ch/move i	og) pattle. .tems. ommunicatio	on.		Wand w/ Crysta See/Hear as	i I	N
LEVEL NAE'EM		STACK 7	COST	RANGE		EA OF EFFECT	ROLL (URATION	SAVE:	No Save	
4 Speak to	Domesticated Anima	als	4 pts	Touch		1 Animal	5 Min	utes 4	Hours			
	Spell starts after the Speak and understand Does not affect non-continual will respond with the specific properties of the specif	domestica domesticat	nted animals ced animals	s, large a	and smal	1.	in touch.			Wand w/ Crysta Recipient	I	N

-Svlvan AREA OF EFFECT ROLL OUT SKL: >05 LEVEL NAE'EM 8 nts 10 Squares 1 Animal 1 Minute 8 Hours Animal is calmed 6 Befriend An Animal Assists with other animal spells which untilize a connection of trust. Calms wild woodland and domestic animals. Sets any required Saves to >05. Wand w/ Crystal Does NOT work with monsters or civilized creatures. Enraged/Frenzed okay. Does NOT affect animals currently enraged, frenzied, or conditioned to attack. SAME SPELL WILL COUNTER. Wait and assist the animal to calm then use this spell. ENHANCEMENTS 8 pts 12 Squares 1 Animal 1 Minute 1 Hour 7 Speak With Wild Animals Speak/understand wild animals Wand w/ Crystal Stack x2 No Save 8 pts **PMP** 1 Ae'Em, 1 sq above 5 Minutes 1 Hour 7 View An Animal (Ae'Em) Portal opens to show the animal the caster has bonded to. This is a top down view from about 1 square above the animal. NO FOCUS USE The spell stays with the animal as it moves. There is no communication through this spell, but can be done with other spells. SKL: 2 7 Days Permanent Animal arrives 16 pts 1 Sq Area Call A Kindred Spirit Animal Timid animal is bound to the caster. Any kind of domestic or wild animal that is not known for aggression. Wand w/ Crystal After Rollout the animal learns enough to attempt rough communication. Hear/See thru animal AC:12/12, Attk 1x1, Init+6, HIT+6, Dmg:1d6, HP:20, Move=8 SKI:2 EVEL NAE'EM 1/2 Mark / Tier 5 Minutes Instant 8 Call Hunting Pack Pack animals are urged to respond to casters call. Caster audibly prods a pack for response. Wand w/ Crystal Casters call is projected throughout Aoe. Will be heard as sounds of that pack. +Urgency Save Possible Packs: Wild Dogs, Wolves, Hyenas, Lions. MILES TO ENHANCEMENTS SKL: 2 1 Day 8 pts 2 Marks 1 Mount 1 Hour Mount arrives Convoke Animal Mount Barely visible copper colored roots Dissipate Into the Air. Call Animal Mount Wand w/ Crystal Caster choose mount breed and type. (Horses: riding, war, draft) + Passenger Choice of Horse, Pony, Camel, Llama, Zebra. N Nae Em-People 2 Minutes 12 Squares 1 Target 8 Hours 8 pts 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 N Tae'Em-Thing No Save 8 Hours 4 pts 1 Square 1 Creation 5 Minutes 2 Ribbon Horse Shining olive colored roots create The Shape Of A Ribbon Light Riding Horse. Self w/carried items. Wand w/ Crystal

Looks almost Real-ish

ENHANCEMENTS:

Can carry 1 large person, 2 medium sized, or 3 small.

Has 20 lines for inventory... separate from ability to carry people.

-Svlvan AREA OF FEFECT DURATION ROLL OUT No Save LEVEL NAE'EM 8 nts 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: 8 10 Minutes 2 Hours 8 pts 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/ Crystal Ribbons create a bat which act mostly like normal bats. Low Light Ribbons bats are not as good as real bats. Stats: HP:2 AC:18/12 Move:15 Sqs Flight No Save 10 Minutes 2 Hours 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 sgs run ENHANCEMENTS: Personal-Connections No Save 2 Days 1 Recipient 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 Each person must be within the same PMP to communicate. Healing through Nae'Em Arcane (Ancient Magic) will erase the bonding. This spell will only support 2 (See Stack) connections to Hunters. ENHANCEMENTS: STACK No Save 12 pts 1 Recipient 4 Davs Permanent Create Permanent Nae'Em Bright yellow ribbons encircle the recipient. Permanent mental bond allows either party to initiate and/or accept. Wand w/ Crysta Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding. SKL:>05 This spell will only support 3 (See Stack) connections to another person. Shape Change 5 Rounds 4 Hours Touch 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. Wand w/ Crystal Caster morphs into the pet slowly over 30 secs +8 hours Move = 1/2 Move No use of Spells/Skills in this form 1 Round 8 Hours 8 pts Alter Self - Medium Sized Dog/Cat Barely visible green specks envelope caster as they morph into a cat or dog. Alter Self - Domestic Dog/Cat Wand w/ Crystal 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. Move+6 SAME SPELL WILL COUNTER. No extra ability to speak with animals is given. ENHANCEMENTS. Shelter-Rest-Protection No Save 2 Hours Touch 1 Lean-To 10 Minutes Assist Hunter's Lean-To Brownn roots grab and secure a lean-to to the ground. Stronger, Water Tight, Ppl +2. Requires a Hunter's Lean-To Wand w/ Crystal Brownn roots grab and secure a lean-to to the ground. COL+1

