-Sylvan

	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?	
LEVEL #Name?			#Name?	Self	1 Square	Initiative	4 Rounds		#Name? 2	

1 Tornado Wall

Ghostly light brown roots rise and spiral around the caster.
A single square whirlwind provides AC+2 vs Ranged/Thrown attacks.
Tornado stays with caster as they move, but cannot push into occupied square.
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.

	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?	
LEVEL #Name?			#Name?	4 Sqs / Tier	1 Recipient	Initiative	4 Rounds		#Name?	

3 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.
Tornado stays with Hunter.
Skills aren't affected / blocked unless vulnerable to wind.
This spell will not allow the Hunter to push into another occupied square.

	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?	
LEVEL #Name?			#Name?	10 Squares	1 Target	Initiative	Instant		#Name?	

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).
The attack is directed to a single target via a ToHIT roll with a +4 bonus.
Blunder rolls merely indicate the target was missed.

	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?	
LEVEL #Name?			#Name?	8 Squares	1 Square	Initiative	Instant		#Name? 2	

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.
Mist from the caster creates a cloud above the target and hail pelts down to a square.
(No ToHIT)

	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?	
LEVEL #Name?			#Name?	4 Squares	1 Mark	Initiative	2 Rounds		#Name? 2	

4 Conjure Native Beetles

Arcane swarm appears in a square adjacent to the target.
Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.
Will attack any living target. Even if the target is friendly to the caster.
Save to conure.

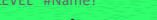|	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?	
LEVEL #Name?			#Name?	Self	Caster	1 Hour	3 Days		#Name?	

2 Triggered Forced Healing

Damage triggers 2d8 rolled. Damage first, then 2x Healing.
In effect until duration is over or is used.
Does NOT allow the choice to not use it.
Only 1 triggered health can be in place at any time.

	STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?	
LEVEL #Name?			#Name?	Self	4x4 Sqs	1 Hour	Permanent		#Name?	

2 Plant Healthy Growth

Barely visible olive colored roots Wind Around The Base Of The Plants.
Promotes normal healthy growth.

	STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?	
LEVEL #Name?			#Name?	4 Squares	4x4 Squares	10 Minutes	Permanent		#Name? 2	

2 Remove Plant Disease

Olive colored roots wind around the base of the plants.
Remove Plant Disease

-Sylvan

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?
4 Predict Weather		#Name?	Self	Up to 5 Marks	1 Hour	1 Week		#Name?

Barely visible sepia colored roots rise into the air, hover, then float down.
Predicts Weather patterns for a wk. GM rolls casters MGC:3
Barely visible sepia colored roots rise into the air, hover, then float down.

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	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?
3 Shadow of the Magi		#Name?	Self	Varies	Initiative	Conc +4 Rds		#Name?

With a twirling of the fingers the caster brings about a blanket of darkness.
Bag of Dust of Darkness. If purchased: BUY @ 20 GP.
 - Creates a dark shade for 20 minutes.
 - Ginger Oil, Grave Dirt. Sand, Fine Grit.
 - Kitchen/Lab.   Creation SP: x3 spell cost.

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	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?
1 Draw Up Ground Water		#Name?	Touch	2 Skins/Tier	5 Minutes	Permanent		#Name?

Blue and Orange ribbons burrow into the ground.
Pull water from ground.   2 skins per Tier. 1 skin in dry areas.
Typical person requires 1 skin per day. Deserts mean 2 per day.
Does NOT continously draw water from the same spot,
Each repeat adds 10% to failure chance (1d100 roll).

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	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?
4 Improve Food		#Name?	1 Square	4 Meals	10 Minutes	1 Hour		#Name?

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.

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	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?
4 Increase Food		#Name?	2 Squares	1-21 Meals	10 Minutes	Permanent		#Name?

Barely visible red flames surrounds targetted prepared food.
Doubles up to 21 meals in casters pack.
Barely visible red flames surrounds targetted prepared food.
Does not affect magically created food.

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	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?
1 Forced Heal 1d6 HP (+more)		#Name?	1 Square	1 Target	Initiative	Permanent		#Name?

Healing energy drawn from all parts of the body are forced to the wounded area.
First roll the dice and calculate full healing with enhancements,
Then apply as force damage to the target, if the target is dead next steps fail.
Lastly, apply the full healing time two (x2) to the target.
This becomes more powerful (and more costly) with the Enhancements.

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	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?
1 Sylvan Forced Healing 1d6 HP		#Name?	Touch	1 Creature	Initiative	Permanent		#Name?

Spiritlike light brown roots envelope the wound and force the wound to heal.
Roll 1d6. Damage x1 then Heal x2
(bite sized naan bread)

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	STACK Pet / Ti	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name? 2
1 Invoke Pet		#Name?	Self	2 Marks	1 Hour	1 Week / Tier		#Name?

Timid domestic animal is bound to the caster. (Rat, Cat, Bird, Dog)
Timid creature bonds with the caster. Shies from aggression and battle.
Makes noises & must rest as normal for its kind. Can touch/move items.
After 1 day pet learns the casters ways enough to attempt rough communication.
Visible. AC:12/12. Attk 1x1. Init:+6 HIT:-4 Dmg:1d3. HP:6. Death @ 0 HP.

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-Sylvan

4 Speak to Domesticated Animals

LEVEL #Name?		STACK 7	COST #Name?	RANGE Touch	AREA OF EFFECT 1 Animal	ROLL OUT 5 Minutes	DURATION 4 Hours	SAVE: #Name?	#Name?

Spell starts after the rollout & continues as the casters remains in touch.
Speak and understand domesticated animals, large and small.
Does not affect non-domesticated animals or monsters.
Animal will respond within the limits of their intellect.

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2 Ribbon Horse

LEVEL #Name?		STACK Tier	COST #Name?	RANGE 1 Square	AREA OF EFFECT 1 Creation	ROLL OUT 5 Minutes	DURATION 8 Hours	SAVE: #Name?	#Name?

Shining olive colored roots create The Shape Of A Ribbon Light Riding Horse.
Self w/carried items.
Can carry 1 large person, 2 medium sized, or 3 small.
Has 20 lines for inventory… separate from ability to carry people.

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2 Connect With A Hunter

LEVEL #Name?		STACK 2	COST #Name?	RANGE PMP	AREA OF EFFECT 1 Recipient	ROLL OUT 2 Days	DURATION Permanent	SAVE: #Name?	#Name?

Caster creates a green glowing connection to the Hunter.
Permanent mental bond allows either party to initiate and/or accept.
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.

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1 Small Domestic Pet Form

LEVEL #Name?		STACK 1	COST #Name?	RANGE Touch	AREA OF EFFECT Self	ROLL OUT 5 Rounds	DURATION 4 Hours	SAVE: #Name?	#Name?

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

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3 Assist Hunter's Lean-To

LEVEL #Name?		STACK 1	COST #Name?	RANGE Touch	AREA OF EFFECT 1 Lean-To	ROLL OUT 10 Minutes	DURATION 2 Hours	SAVE: #Name?	#Name?

Brownn roots grab and secure a lean-to to the ground.
Stronger, Water Tight, Ppl +2. Requires a Hunter's Lean-To
Brownn roots grab and secure a lean-to to the ground.

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1 Arcane Light

LEVEL #Name?		STACK 99	COST #Name?	RANGE Self	AREA OF EFFECT Varies	ROLL OUT Initiative	DURATION 4 Hours	SAVE: #Name?	#Name?

With a twirling of the fingers the caster brings about light!
No Focus = Candle power. With Focus caster can set power as per Tier.
With a twirling of the fingers the caster brings about light!
Eolas can use as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)"
Default Light: Candle light

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