


-Sylvan

Altered Reality

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
11 Illusional Bear	1	12 pts	16 Squares	1 Image	1 Minute	1 Hour	No Save





False of a bear.
caster to direct where the image is to go.
Caster can direct the illusion with general commands, run, attack, sleep..
Caster cannot give detailed commands like trip the enemy or stand on this stone..

Wand w/ Crystal
 Set mood

SAME SPELL WILL COUNTER.


ENHANCEMENTS: 10



LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE
13 Illusional Condor		16 pts	8 Squares	1 Image	1 Minute	2 Hours	No Save
 <p>Barely visible copper colored roots rise into flight as it becomes a condor.</p> <p>Illusional Condor</p>							Wand w/ Crystal Set Mood SAME SPELL WILL COUNTER.  ENHANCEMENTS: 11



LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	No Save
13 Illusional Dolphin		16 pts	8 Squares	1 Image	1 Minute	2 Hours		



Barely visible copper colored roots emerge from the casters hand and flows to the water as it Illusional Dolphin

Barely visible copper colored roots emerge from the casters hand and flows to the water as it becomes a dolphin.

Wand w/ Crystal

Set mood


SAME SPELL WILL COUNTER.

ENHANCEMENTS: 11



Battle-Defense

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
1 Tornado Wall			4 pts	Self	1 Square	Initiative	4 Rounds			



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.

Wand w/ Crystal


+2 AC

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 2



LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3	Tornado Wall For Nae'Em Hunter	4 pts	4 Sqs / Tier	1 Recipient	Initiative	4 Rounds	No Save





 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.

NO FOCUS USE


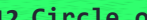


SAME SPELL WILL COUNTER.

ENHANCEMENTS: 4



LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL::	
10 Wind Wall		12 pts	Self	1 Square	2 Rounds	10 Minutes		2	
 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.		
							ENHANCEMENTS: 5		



LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
12 Circle of Animal Protection		12 pts	Touch	2x2x2 Sq Sphere	2 Minutes	1 Hour				
	<p>Barely visible sepia colored roots reach out to the camp border.</p> <p>Animals crossing must pass the MGC Save.</p> <p>Barely visible sepia colored roots reach out to the camp border.</p>									
								Wand w/ Crystal Column +1		
								SAME SPELL WILL COUNTER.		
								ENHANCEMENTS: 7		



LEVEL

STACK

99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

BRU: 3



12 Circle of Containment

12 pts


Touch

3 Sq Rad Circle

10 Minutes

4 Hours

Able to exit Circle




Barely visible blue streams of light form a cage inside the circle.
Drawn circle that stops creatures from exiting its area.
Can be used in/as a trap with Rogues skill "Set Up Eolas Spell Release (TRAP)".
Must Save to Exit.

Wand w/ Crystal

BRU:>95

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 4










-Sylvan

Battle-Offense

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1	Rose Thorns		4 pts	10 Squares	1 Target	Initiative	Instant		

[illegible]

LEVEL	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
4 Conjure Native Beetles		4 pts	4 Squares	1 Mark	Initiative	2 Rounds			Conjured	
	<p>Arcane swarm appears in a square adjacent to the target.</p> <p>Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.</p> <p>Will attack any living target. Even if the target is friendly to the caster.</p> <p>Save to conjure.</p>									CREATE: Beetleroot Granules Wand w/ Crystal Dmg set at 5 pts SAME SPELL WILL COUNTER. ENHANCEMENTS: 7

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
8 Hail Stones			8 pts	8 Squares	2x2 Squares	Initiative	Instant			
	<p>Barely visible rust colored roots, rise over the area, and throw down hail. (No ToHIT)</p> <p>Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage.</p> <p>Has a reduced effect against hot temperature targets.</p> <p>Delivers the attack and damage from above the target.</p>									
								Wand w/ Crystal +1d6 Dmg		
								SAME SPELL WILL COUNTER.		
								ENHANCEMENTS: 6		

LEVEL

12 Class Power Attack

STACK 99

COST

12 pts

RANGE

8 Squares

AREA OF EFFECT

1 Target

ROLL OUT


Initiative

DURATION

1 Round

SAVE

RM: 3
1/2 Dmg if same



Bolt of power: Dmg 4d10+ACU Bonus. Save for 1/2 dmg IF same class.
 SYL:Ice, STM:Elect, ORX:Force, EOL:Acid
 The power surges outward impacting the enemy.
 No ToHIT required.


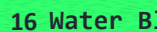
Wand w/ Crystal

Knockback w/ RM:3

SAME SPELL WILL COUNTER.


ENHANCEMENTS: 2

[illegible]

LEVEL	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
16 Water Blast			16 pts	8 Squares	1 Square	Initiative	3 Rounds		1/2 Damage	
 <p>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.</p> <p>Caster throws a blast of water at the enemy. This direct blast has no arc. (No ToHIT). 2nd and 3rd rounds allow concurrent casting.</p> <div> <div>Wand w/ Crystal</div> <div>Put out Mgc fire</div> <div>SAME SPELL WILL COUNTER.</div> <div>ENHANCEMENTS: 4</div> </div>										

Battle-Prep

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2	Triggered	Forced Healing	4 pts	Self	Caster	1 Hour	3 Days		



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.

CREATE:

Triggered Forced Health Draught


Wand w/ Crystal

Stack+1

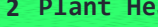
SAME SPELL WILL COUNTER

ENHANCEMENTS: 4

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LEVEL	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2	
5 Entangle			8 pts	Touch	2x2 Squares	1 Minute	4 Hours			Exited

Environ-Nature

LEVEL	STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2	Plant	Healthy	Growth	4 pts	Self	4x4 Sq	1 Hour	Permanent	
 <p>Barely visible olive colored roots Wind Around The Base Of The Plants. Promotes normal healthy growth.</p>									
<div>CREATE:</div> <div>Healthy Plant Growth Powder</div> <div>Wand w/ Crystal</div> <div>1d4 Plant HP</div> <div>ENHANCEMENTS: 3</div>									

LEVEL

2

STACK

0

COST

4 pts

RANGE

4 Squares

AREA OF EFFECT

4x4 Squares

ROLL OUT

10 Minutes

DURATION

Permanent

SAVE:

SKL: 2

Remove Plant Disease

Olive colored roots wind around the base of the plants.

Remove Plant Disease

CREATE:


Plant Disease Powder

Wand w/ Crystal

Removes All

ENHANCEMENTS: 6

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4 Predict Weather		4 pts	Self	Up to 5 Marks	1 Hour	1 Week		



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.

NO FOCUS USE

ENHANCEMENTS: 2

LEVEL

NAE'EM

STACK

5

COST

12 pts

RANGE

Touch

AREA OF EFFECT

1 Recipient

ROLL OUT

4 Days

DURATION

Permanent


SAVE:

SKL: 2

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.

A Save is required. The animal can only articulate from it's view.

Both must be in same PMP. Arcane (Ancient Magic) will erase the bonding.




The animal is NOT able to send any mental images, but can describe things.

Wand w/ Crystal

COL-1


NO COUNTER IS AVAILABLE. Lvl:5

ENHANCEMENTS: 2

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
11 Control Wind Sphere		12 pts	18 Squares	5x20 Sq Area	10 Minutes	12 Hours			
	<p>Barely visible tan roots Whip Into A Wind Column And drift away. Direction and general speed of wind within Sphere. Barely visible tan roots Whip Into A Wind Column And drift away.</p>								<div>NO FOCUS USE</div> <div>SAME SPELL WILL COUNTER. </div> <div>ENHANCEMENTS: 8</div>

LEVEL

17 Control Water



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 roots rise at the casters feet and fade away.

Direction and general speed of water within Sphere.






Barely visible amber roots rise at the casters feet and fade away.

NO FOCUS USE

SAME SPELL WILL COUNTER. 

ENHANCEMENTS: 9

Find-Hide-Reveal

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3 Shadow of the Magi			4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		
	<p>Stays fixed right above the caster.</p> <p>Darkness to continues for up to 4 rds after the concentration has stopped.</p> <p>Caster to creates darkness that will stay centered above them.</p> <p>Keep darkness active by lightly concentrating on the spell,</p> <p>Other spells actions that do not state a need to concentrate may be used.</p>								<p>CREATE:</p> <p>Dust of Darkness </p> <p>Wand w/ Crystal </p> <p>Brighter by Tier </p> <p>SAME SPELL WILL COUNTER. </p> <p>ENHANCEMENTS: 7</p>

[illegible][illegible]

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LEVEL

5

Divining Water

STACK

1

COST

8 pts

RANGE

1/4 Mark

AREA OF EFFECT

6-15 Sqs Deep

ROLL OUT

30 Minutes


DURATION


Permanent

SAVE:

Desert/Arid

SKL: 4






Caster uses a divining rod to find water and reveal if it's potable or not.

Save Column depends on region/envIRON. Reveals potable or not.


Wand w/ Crystal

Save Col -1




ENHANCEMENTS: 6

Health-Life-Death

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1		4 pts	1 Square	1 Target	Initiative	Permanent		
<div>  <p> 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. </p> </div> <div> <div>Wand w/ Crystal</div> <div>Fragility Save - 1 Column</div> </div> <div>ENHANCEMENTS: 8</div>								

[illegible][illegible]

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
12 Ranged Forced Healing 2d8+2 HP			12 pts	6 Squares	1 Target	Initiative	Permanent		
 <p>Barely visible Blue sparks and Orange ribbons wind around the recipient. Energy from throughout the body is force to an injury. Roll dice and use the result to apply damage, the use double the same result and apply healing.</p>									
								NO FOCUS USE	
ENHANCEMENTS: 6									

N Ae'Em-Animal

LEVEL

NAE'EM

STACK

Pet/Ti

COST

4 pts

RANGE

Self

AREA OF EFFECT

2 Marks

ROLL OUT

1 Hour

DURATION

1 Week / Tier


SAVE:

SKL: 2

Pet Responds

1

Invoke Pet



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.

Wand w/ Crystal

See/Hear as pet.




ENHANCEMENTS: 6

LEVEL	NAE/EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4	Speak to Domesticated Animals		4 pts	Touch	1 Animal	5 Minutes	4 Hours		

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.

Wand w/ Crystal
 Recipient

ENHANCEMENTS: 5

LEVEL	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVES:	SKL: >05	
6	Befriend An Animal			8 pts	10 Squares	1 Animal	1 Minute	8 Hours		Animal is calmed	
 <p>Assists with other animal spells which utilize a connection of trust. Calms wild woodland and domestic animals. Sets any required Saves to >05. Does NOT work with monsters or civilized creatures. Does NOT affect animals currently enraged, frenzied, or conditioned to attack. Wait and assist the animal to calm then use this spell.</p>											
										Wand w/ Crystal	
										Enraged/Frenzied okay.	
										SAME SPELL WILL COUNTER.	
										ENHANCEMENTS: 4	

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LEVEL

NAE'EM

STACK

2

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 2

7 Speak With Wild Animals



Speak/understand wild animals

Wand w/ Crystal Stack x2

ENHANCEMENTS: 5

LEVEL

NAE'EM

STACK

1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

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. The spell stays with the animal as it moves. There is no communication through this spell, but can be done with other spells.

NO FOCUS USE

ENHANCEMENTS: 6

LEVEL

NAE'EM

STACK

1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 2

8 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. After Rollout the animal learns enough to attempt rough communication. AC:12/12, Attk 1x1, Init+6, HIT+6, Dmg:1d6, HP:20, Move=8

Wand w/ Crystal Hear/See thru animal

ENHANCEMENTS: 1

LEVEL

NAE'EM

STACK

1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 2

8 Call Hunting Pack



Pack animals are urged to respond to casters call. Caster audibly prods a pack for response. Casters call is projected throughout AoE. Will be heard as sounds of that pack. Possible Packs: Wild Dogs, Wolves, Hyenas, Lions.

Wand w/ Crystal +Urgency Save

ENHANCEMENTS: 7

LEVEL

NAE'EM

STACK

1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 2

8 Convoke Animal Mount



Barely visible copper colored roots Dissipate Into the Air. Call Animal Mount Caster choose mount breed and type. (Horses: riding, war, draft) Choice of Horse, Pony, Camel, Llama, Zebra.

Wand w/ Crystal + Passenger

ENHANCEMENTS: 8

LEVEL

NAE'EM

STACK

1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 2

13 Call Flock of Birds



Calls a flock of birds within range. 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.

Wand w/ Crystal COL-1

ENHANCEMENTS: 6

LEVEL

NAE'EM

STACK

1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 3

13 Call School of Fish



Calls a school of fish that is within range. Caster must be in or near water. 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.

Wand w/ Crystal COL-1

ENHANCEMENTS: 6

LEVEL

NAE'EM

STACK

3

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 2

14 Call Woodland Animal




Calls a woodland animal within range. Call a Deer, Wolf, Fox, Cougar, or Hawk. Spiritlike auburn roots rise then dispurse into the air.

Wand w/ Crystal Col -1

ENHANCEMENTS: 6

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N Nae'Em-People

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
8	Protect Nae'Em Hunter vs Missiles		8 pts		12 Squares	1 Target	2 Minutes	8 Hours		
 <p>Rust colored roots drift to surround the partner just before fading away. The recipient Hunter must be Nae-Em bonded to the caster. Hunter gains +2 to AC vs Missiles and Thrown attacks.</p> <div> Wand w/ Crystal Agility Saves +20 </div>										
ENHANCEMENTS: 7										

N Tae'Em-Thing

[illegible]

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5	Seaweed Dolphin		8 pts	3 Marks	1 Dolphin	10 Minutes	2 Hours			



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.
 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

Wand w/ Crystal

Range: 5 Marks

ENHANCEMENTS: 8

LEVEL

NAE'EM

STACK

1

COST

8 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

10 Minutes


DURATION

2 Hours

SAVE:

No Save

6 Ribbon Bat



Ribbons create a bat which act mostly like normal bats.

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.

Stats: HP:2 AC:18/12 Move:15 Sqs Flight

Wand w/ Crystal

Low Light

LEVEL		NAE/EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
7		Vine Wolf			8 pts	Self	Self	10 Minutes	2 Hours		




Ribbons create a wolf which act mostly like normal wolf.
 Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run
 Ribbons create a wolf which act mostly like a normal wolf.
 Ribbons wolves are not as good as real wolves.
 Stats: HP:12 AC:16/12 Move:12 Sqs walk/run

Wand w/ Crystal

Attck: 1x1 1d6 Dmg

SAME SPELL WILL COUNTER

Stats: HP:12 AC:10/12 MOVE:12 Sqs walk 20 Sqs Full ENHANCEMENTS: 8

LEVEL	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
20 Nae'Em Natural Landmark				20 pts	PMP	1 Landmark	2 Hours	Permanent		
 <p>Caster glows lightly during the entire Rollout. Find Natural Landmark and the image of it becomes a Nae'Em Caster glows lightly during the entire Rollout.</p>		<div>Wand w/ Crystal</div> <div>Close to Landmark</div>								

Personal-Connections


LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Nae'Em		2	4 pts	PMP	1 Recipient	2 Days	Permanent	No Save

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.
 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.

Wand w/ Crystal
Healing through Nae'Em

ENHANCEMENTS: 2

	<p>Bright yellow ribbons encircle the recipient.</p> <p>Permanent mental bond allows either party to initiate and/or accept.</p> <p>Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding.</p> <p>This spell will only support 3 (See Stack) connections to another person.</p>	Wand w/ Crystal SKL:>05

ENHANCEMENTS: 1

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[illegible]

LEVEL

NAE'EM

STACK

99

COST

36 pts

RANGE

Touch

AREA OF EFFECT

1 Item

ROLL OUT

3 Days

DURATION



Permanent

SAVE:

RM: 3


Connected

</

LEVEL	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
11 Disconnect An Arcane Focus Item				36 pts	Touch	Current Item	20 Minutes	Permanent		Connection broken	
 <p>A weave engulfs the caster.</p> <p>Removes the connection between all creatures and the focus item.</p> <p>A creature that is currently connected will know when the disconnection happens.</p>				NO FOCUS USE							
				ENHANCEMENTS: 2							

Shape Change


LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1	Small Domestic Pet Form	4 pts	Touch	Self	5 Rounds	4 Hours			



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

Wand w/ Crystal
+ 8 hours

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6	Alter Self - Medium Sized Dog/Cat		8 pts	Self	Self	1 Round	8 Hours		



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


Move+6

SAME SPELL WILL COUNTER

ENHANCEMENTS: 7

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
12	Caster Becomes Ribbon Creature	12 pts						
Caster Becomes Ribbon Creature		NO FOCUS USE						
ENHANCEMENTS: 3								

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
14 Alter Self - Porpoise	1	16 pts	Self	Self	10 Minutes	3 Hours		No Save



Barely visible brown roots envelope the caster to become a porpoise.

AC:17 HP:Db1 Move:Db1Time 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: 6

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	NO SAVE
15 Alter Self - Hawk	1	16 pts	Self	Self	10 Minutes	4 Hours		



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: 6

-Sylvan

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
15 Alter Self - Wolf	1	16 pts	Self	Self	20 Minutes	4 Hours	No Save


Barely visible brown roots envelope the caster to become a wolf.
AC:17 HP:Dbl Move:DblTime Init+6 ToHit+10 Dmg 2d6+4 x1x1
Barely visible brown roots envelope the caster to become a wolf. Can speak wolf!
Can cast from this form.

NO FOCUS USE

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
17 Alter Self - Condor		20 pts	Self	Self	5 Minutes	2 Hours		



Shining amber roots Grow To Cover The Caster changing them into a condor.
AC:20 HP:Db1 Move=Fly Init:+22 x1x1 ToHit:+12 Dmg:2d8+6


Shining amber roots Grow To Cover The Caster changing them into a condor.

NO FOCUS USE

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6

[illegible]

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
18 Alter Self - Stingray		20 pts	Self	Self	5 Minutes	2 Hours		
 <p>Shining amber roots Grow To Cover The Caster changing them into a Stingray. AC:20 HP:Db1 Move=Swim Init:+8 x1x1 ToHit:+12 Dmg:2d8+6</p> <p>Shining amber roots Grow To Cover The Caster changing them into a Stingray.</p>								
							NO FOCUS USE	
ENHANCEMENTS: 8								

Shelter-Rest-Protection

LEVEL	NAE'EM	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		
3 Assist Hunter's Lean-To				4 pts		Touch		1 Lean-To		10 Minutes		2 Hours				No Save

	<p>Brown roots grab and secure a lean-to to the ground. Stronger, Water Tight, Ppl +2. Requires a Hunter's Lean-To Brown roots grab and secure a lean-to to the ground.</p>	Wand w/ Crystal COL+1	
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ENHANCEMENTS: 6

LEVEL

7

STACK

3

COST

8 pts

RANGE

12 Squares

AREA OF EFFECT

3x3 Sq Area

ROLL OUT

5 Minutes

DURATION


12 Hours

SAVE:

No Save

7

Grow A Plant Canopy



Barely visible auburn roots grow into saplings creating a light leafy canopy.

Plant Canopy can cover 1 to 4 people.

High winds can bring down the canopy.

Wand w/ Crystal

+ a Wall

ENHANCEMENTS: 9

[illegible]

LEVEL

NAE'EM

STACK

1

COST

20 pts

RANGE

12 Squares

AREA OF EFFECT

10x10 squares

ROLL OUT


30 Minutes

DURATION


12 Hours

SAVE:

SKL: 2



19 Circle of Thorns (3 sq x 3 sq)




XX

XX


XX

Wand w/ Crystal

Adds a roof



SAME SPELL WILL COUNTER.



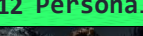
ENHANCEMENTS: 8

-Sylvan

Travel-Mundane

LEVEL	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			

LEVEL	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 Black feathers sprout from shoulders and become bird wings.

New stats= Attk:x0x1 Init+8 ToHit+8 Dmg:1d12 AC:22/12


non-battle flight = 2 marks/12 hrs.

Casting while flying must be done with a Focus Item.

Wand w/ Crystal
+Recipient

ENHANCEMENTS: 4

LEVEL	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 of the fingers the caster brings about light!
 No Focus = Candle power. With Focus caster can set power.
 This spell does stay fixed in relation to the caster, right above them.
 Use a Focus item for control of light brightness.

CREATE:

Astral Candle Light Powder

Wand w/ Crystal

Brighter by Tier

SAME SPELL WILL COUNTER

ENHANCEMENTS: 7