

-Sylvan

Battle-Defense







Battle-Prep


-Sylvan


Environ-Nature

[illegible]

	LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
	2 Remove Plant Disease		4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent			
	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	1	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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
6	Create Permanent Ae'Em			12 pts	Touch	1 Recipient	4 Days	Permanent		Ae'Em Created	



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

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]

Food-Water

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1 Draw Up Ground Water		4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent		
	<p>Blue and Orange ribbons burrow into the ground.</p> <p>Pull water from ground. 2 skins per Tier. 1 skin in dry areas.</p> <p>Typical person requires 1 skin per day. Deserts mean 2 per day.</p> <p>Does NOT continuously draw water from the same spot,</p> <p>Each repeat adds 10% to failure chance (1d100 roll).</p>							
							Wand w/ Crystal +2 Skins extra	
							ENHANCEMENTS: 2	

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4 Improve Food			4 pts	1 Square	4 Meals	10 Minutes	1 Hour		



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.


Wand w/ Crystal

Duration = 1 day

ENHANCEMENTS: 7

-Sylvan

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4		4 pts	2 Squares	1-21 Meals	10 Minutes	Permanent		



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.

Wand w/ Crystal
Ensures food is safe

ENHANCEMENTS: 4

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5 Bring Out Rain Water			8 pts	Caster	1 Square	1 Minute	Permanent		



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


Wand w/ Crystal
20lbs/9kg Pressure

ENHANCEMENTS: 2

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 4
5 Divining Water	1	8 pts	1/4 Mark	6-15 Sqs Deep	30 Minutes	Permanent		Desert/Arid

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>  <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> <div>Wand w/ Crystal</div> <div> <div>Frailty Save - 1 Column</div>  </div> </div> <div>ENHANCEMENTS: 8</div>								

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1 Sylvan Forced Healing 1d6 HP			4 pts	Touch	1 Creature	Initiative	Permanent		
 <p>Spiritlike light brown roots envelope the wound and force the wound to heal. Roll 1d6. Damage x1 then Heal x2 (bite sized naan bread)</p> <div style="float: right; border: 1px solid black; padding: 5px;">Wand w/ Crystal +1 HP per die</div>									
ENHANCEMENTS: 2									

6

Animal Healing

LEVEL

NAE'EM

STACK

99

COST

-4 pts

RANGE

4 Sqs

AREA OF EFFECT

1 Animal

ROLL OUT

1 Minute

DURATION

Permanent

SAVE:


No Save

</

N Ae'Em-Animal

[illegible]

LEVEL	NAE'EM	STACK	7	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

-Sylvan

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.</p> <p>Calms wild woodland and domestic animals. Sets any required Saves to >05.</p> <p>Does NOT work with monsters or civilized creatures.</p> <p>Does NOT affect animals currently enraged, frenzied, or conditioned to attack.</p> <p>Wait and assist the animal to calm then use this spell.</p>										
									Wand w/ Crystal		
									Enraged/Frenzied okay.		
									SAME SPELL WILL COUNTER.		
									ENHANCEMENTS: 4		

LEVEL

NAE'EM

STACK

2

COST

8 pts

RANGE

12 Squares

AREA OF EFFECT

1 Animal

ROLL OUT

1 Minute

DURATION

1 Hour

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)		8 pts		PMP	1 Ae'Em, 1 sq above	5 Minutes	1 Hour			
		<p>Portal opens to show the animal the caster has bonded to.</p> <p>This is a top down view from about 1 square above the animal.</p> <p>The spell stays with the animal as it moves.</p> <p>There is no communication through this spell, but can be done with other spells.</p>									
										NO FOCUS USE	
ENHANCEMENTS: 6											

LEVEL	NAE'EM	STACK	1	COST	16 pts	RANGE	1 Square	AREA OF EFFECT	1 Sq Area	ROLL OUT	7 Days	DURATION	Permanent	SAVE:	SKL: 2		
8 Call A Kindred Spirit Animal																	
		<p>Timid animal is bound to the caster.</p> <p>Any kind of domestic or wild animal that is not known for aggression.</p> <p>After Rollout the animal learns enough to attempt rough communication.</p> <p>AC:12/12, Attk 1x1, Init+6, HIT+6, Dmg:1d6, HP:20, Move=8</p>															
														Wand w/ Crystal			
														Hear/See thru animal			
ENHANCEMENTS: 1																	

LEVEL

NAE'EM

STACK

1

COST

8 pts

RANGE

Self

AREA OF EFFECT

1/2 Mark / Tier

ROLL OUT


5 Minutes

DURATION


Instant

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

8 pts

RANGE

2 Marks

AREA OF EFFECT

1 Mount

ROLL OUT

1 Hour

DURATION

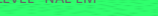
1 Day

SAVE:

SKL: 2

Mount arrives

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

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				




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.

Wand w/ Crystal
Agility Saves +20

ENHANCEMENTS: 7

N Tae'Em-Thing

LEVEL	STACK	Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2	Ribbon Horse		4 pts	1 Square	1 Creation	5 Minutes	8 Hours		



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.

Wand w/ Crystal
Looks almost Real-ish.

ENHANCEMENTS: 4

-Sylvan

LEVEL

NAE'EM

STACK

1

COST

8 pts

RANGE

3 Marks

AREA OF EFFECT

1 Dolphin

ROLL OUT

10 Minutes


DURATION

2 Hours

SAVE:

No Save

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.

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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6	Ribbon Bat		8 pts	Self	Self	10 Minutes	2 Hours			
	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 20 sqs run

Wand w/ Crystal


Attck: 1x1 1d6 Dmg

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 8

Personal-Connections

LEVEL	NAE'EM	STACK	2	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	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.
 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: 3

LEVEL

NAE'EM

STACK

3

COST

12 pts

RANGE

Touch

AREA OF EFFECT

1 Recipient

ROLL OUT

4 Days


DURATION

Permanent

SAVE:

No Save

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/ Crystal

SKL:>05



ENHANCEMENTS: 1

Shape Change

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

Shelter-Rest-Protection

[illegible]

-Sylvan

LEVEL	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
7 Grow A Plant Canopy			8 pts	12 Squares	3x3 Sq Area	5 Minutes	12 Hours		




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

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			




Wings sprout out of the creatures back.
New Stats - Attk:x0x1 Init+6 ToHIT+6 Dmg 1d10 AC 22/12 1 Mark/Day
Creature gets the better of their natural battle stats or the New Stats.

Wand w/ Crystal
2 Marks/Day
SAME SPELL WILL COUNTER.

ENHANCEMENTS: 7

Utility-

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