





-Sylvan


Altered Reality


LEVEL	0.1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				15% Max	Self	Self	5 Minutes	12 Hours		
TIRO: Beauty Contestant:2nd Prize										
	Recipient becomes more attractive by their race's standards. Caster lets colorful sparks cover the part they wish to change, which fade after a moment.								COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP	

LEVEL	0.1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1 Blocks Vision
				20% Max	4 Squares	1 Target	Initiative	1 Round		
TIRO: Pie Fight!										
	Glowing Pie appears as thrown pie to block vision. The caster makes a throwing gesture and a pie made out of colorful light appears, flying towards the target								COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP	


LEVEL	0.3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 Rope not cut
				10% Max	1 Rope	1 Rope	1 Minute	2 Hours		
TIRO: 2 Rope Image										
	The caster conjures a rope that looks like two short ropes made out of colorful ribbons. Does allow the Caster to roll a Save to merge the ropes into one. Any use or actions with the rope after conjuring reveals it as single length of 4 squares.								COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP	

LEVEL	11	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				12 pts	16 Squares	1 Image	1 Minute	1 Hour		
Illusional Bear										
	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...								FOCUS: Set mood COUNTER: SAME SPELL WILL COUNTER. L ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP	




LEVEL	13	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				16 pts	8 Squares	1 Image	1 Minute	2 Hours		
Illusional Condor										
	Barely visible copper colored roots rise into flight as it becomes a condor. Illusional Condor								FOCUS: Set Mood COUNTER: SAME SPELL WILL COUNTER. L ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Rollout Init 12 SP Lvl 18 Range X4 10 SP	


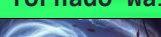

LEVEL	13	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				16 pts	8 Squares	1 Image	1 Minute	2 Hours		
Illusional Dolphin										
	Barely visible copper colored roots emerge from the casters hand and flows to the water as i Illusional Dolphin Barely visible copper colored roots emerge from the casters hand and flows to the water as it becomes a dolphin.								FOCUS: Set mood COUNTER: SAME SPELL WILL COUNTER. L ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Rollout Init 12 SP Lvl 12 Range X2 8 SP	


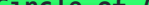
Battle-Defense

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	1 Square	Initiative	4 Rounds		
Wind 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.								FOCUS: +2 AC vs Rnged/Thrwn COUNTER: Same Spell ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	


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LEVEL	3	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Wind Wall For Nae'Em Hunter							4 pts	4 Sqs / Tier	1 Recipient	Initiative	4 Rounds											
					<p>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. Wind Wall 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.</p>																	
					<div>FOCUS:Instant Rollout</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>									Lvl 12	Range X2	8 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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LEVEL	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1										
Tornado Wall						12 pts	Self	3x3 Squares	2 Rounds	10 Minutes	Spell passes thru											
		<p>A wind whips small loose debris from area back and forth in front of caster.</p> <p>AC+4 vs Melee/Ranged/Thrown which protects the caster from attacks.</p> <p>All people in the adjacent squares to the casters take 1d4 damage each round.</p> <p>Melee attackers: Debris causes attackers to take 1d4 damage.</p> <p>Thrown/Ranged attackers: Does NOT affect attackers.</p>										<div>COUNTER: Same Spell </div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 12</td><td>Rollout Init</td><td>12 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>		Lvl 12	Rollout Init	12 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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LEVEL	12			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		SKL: 2	
Circle of Animal Protection						12 pts		Touch		2x2x2 Sq Sphere		2 Minutes		1 Hour				Can pass thru.	
				Barely visible sepia colored roots reach out to the camp border. Animals crossing into or out of the circle must pass the MGC Save. Does NOT allow any part of the 'Animal' to pass perimeter, if the Save failed.												FOCUS:Column +1 COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP			

Battle-Offense

LEVEL	0.2			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		RM: 1
TIRO: Fire Crack!						20% Max		6 Squares		1 Target		Initiative		Instant				Damage taken
				Bright Multi Colored flashes appear in the caster's hand. (ToHit Required) Caster rolls a Thrown ToHit. 1d3 Damage. Metal armor requires Save.														
				COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP														


LEVEL	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
TIRO: Quick Flash Fire						30% Max	12 Squares	1 Target	Initiative	Instant		No Damage	
	Colorful embers appear in the caster's palm. ToHIT Required. 1d12 Damage. Save for half damage.												
													COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP

[illegible]

LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2										
Hail Attack						4 pts	8 Squares	1 Square	Initiative	Instant		1/2 Damage										
<div><div><p>Mist creates a cloud above the target. Hail pelts down to a square.</p><p>No ToHIT required. Damage: 3d4 + ACU Bonus. Target Saves for 1/2 Damage.</p><p>Delivers the attack and damage from above the target.</p><p>No effect on creatures acclimated to cold weather/environments.</p><p>No damage to flora due to frost/coldness.</p></div></div>													<div><div>FOCUS:+4d4</div><div>COUNTER:Same Spell</div><div>ENHANCEMENTS:</div><table><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 14</td><td>Damage X2</td><td>12 SP</td></tr><tr><td>Lvl 9</td><td>Damage +50%</td><td>8 SP</td></tr></table></div>	Lvl 12	Range X2	8 SP	Lvl 14	Damage X2	12 SP	Lvl 9	Damage +50%	8 SP
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LEVEL	4	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Conjure Native Beetles				4 pts	4 Squares	1 Mark	Initiative	2 Rounds		Conjured	



A 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.

CREATE:Beetleroot Granules


FOCUS:Save +1 Col

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP

LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
Hail Stones				8 pts	8 Squares	2x2 Squares	Initiative	Instant		1/2 Damage	



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.
Has a reduced effect against hot temperature targets.
Delivers the attack and damage from above the target.


FOCUS:Set AoE to 3x3

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP

LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
Class Power Attack				12 pts	8 Squares	1 Target	Initiative	1 Round		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.


FOCUS:Knockback w/ RM:3

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL	13	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
Ice Spear				16 pts	10 Squares	1 Target	Initiative	Instant		1/2 Damage	



Solid brown roots grow into a spear.
ToHIT is required and this is lobbable.
Dmg: 3d8+ACU +4 Bonus. ToHIT +4. Target dodges (AGL) for 1/2 Damage.


FOCUS:Save Col +1

COUNTER:None

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 4	Cast from below level (6/Lvl SP	

LEVEL	16	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
Water Blast				16 pts	8 Squares	1 Square	Initiative	3 Rounds		1/2 Damage	



Caster throws a continuous blast of water at the enemy.
Direct blast, no arc, no ToHIT. Damage: 5d8+ACU.
2nd and 3rd rounds allow continued and concurrent casting with minimal attention.
Not enough pressure to push creatures. Cannot draw the water out of creatures.
Likely will have problems in sub-freezing temperatures.

FOCUS:Put out Mgc fire


COUNTER:Same Spell

ENHANCEMENTS:

Lvl 14	Stacking +1	8 SP
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP

Battle-Prep

LEVEL	0.3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
TIRO: Armor of Light				30% Max	Self	Self	1 Minute	4 Hours			




Solid Multi Colored flashes and surrounds the Caster.
AC becomes 16. Image of bright, sparkly magic armor around Caster.

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
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 Dr


FOCUS:Stack+1


COUNTER:Same Spell

ENHANCEMENTS:


Lvl 10	Rollout Halved	6 SP
Lvl 16	Healing +4	10 SP
Lvl 18	Duration X4	10 SP

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LEVEL	5	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2	Exited
Entangle											
 <p>Caster throws ethereal vines into the AoE. The vines blend & wait for their victim. This allows a trap to be sprung hours after the caster has left. 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.</p>											
<p>FOCUS:Aoe: 3x3 COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 4 Aura Brightens -2 SP</p>											


LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 3	Exit Circle
Circle of Containment											
 <p>Barely visible blue streams of light form a cage inside the circle. Creatures are able to easily enter the AoE with no issues. 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.</p>											
<p>FOCUS:BRU:>95 COUNTER:Same Spell ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</p>											


Call-Summon

LEVEL	0.3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1	Item grabbed.
TIRO: I Have Your Item!											
 <p>Bright Multi Colored flashes travel towards the item and snatches it. Random object (No magic/metal/crystalline). Metal armor = 1 worse Save. Save to retrieve item.</p>											
<p>COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</p>											


Communication-

LEVEL	0.2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Amplify Own Speech										
 <p>The caster takes a deep breath and speaks at an amplified volume. Amplifies sound out up to a 3 Square wide Cube. Amplify even whispers. Doesn't affect anyone but the caster. As normal for the resulting volume it does carry over walls/barriers.</p>										
<p>COUNTER:Same Spell ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</p>										

LEVEL	0.3	STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Colored Signal Flare										
 <p>A colored signal flare. Random between Red, Blue, Yellow, and Green. Roll 1d20 1 - 5 is bright red, 5 - 10 is bright blue, 10 - 15 is bright yellow, 15 - 20 is bright green.</p>										
<p>COUNTER:Same Spell ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</p>										


LEVEL	0.4	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Sloppy Spying											
 <p>Ghostly Multi Colored flashes surround the caster for the duration. Caster is the only one that sees the effects of this spell. Others have no indication beyond a lot of multi colored magic floating around.</p>											
<p>COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</p>											

Creation-Meta

LEVEL	0.1	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Water From A Plant										
 <p>The caster enchants a plant to pour water. Water pours as if from a spout, but instead it is from the plant. This only creates enough water to fill up a waterskin throughout the Duration. Does NOT have any affect against plant creatures.</p>										
<p>COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</p>										

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LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Dispel Magic						8 pts	Touch	1 Item	10 Minutes	Permanent		Comparative	



Casters reach out to place spell breaking magic on an item


GM determines the Save column for the item based on the nature of its power. Caster and GM both roll the Save. The greater success wins out. (Or least loss) Can be used to disrupt permanent magic. Doesn't affect non permanent spells.

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range at 1 Sq	6 SP

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Plant Healthy Growth						4 pts	tes normal healthy g	4x4 Sqs	1 Hour	Permanent			



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

CREATE:Healthy Plant Growth Powc


FOCUS:1d4 Plant HP

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 20	AOE X4	20 SP
Lvl 12	AoE X2	6 SP

LEVEL	2			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Remove Plant Disease						4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent		Disease Gone	



Caster moves about while casting to cover the AoE evenly. Removes non-magic plant diseases and infestations with a Save. Is able to remove a plant disease from a plant creature. Doesn't affect plant monsters that are without disease. This will not remove conditions brought on by harsh weather.

CREATE:Plant Disease Powder


FOCUS:Removes All

COUNTER: None

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 20	AOE X4	20 SP
Lvl 12	AoE X2	6 SP

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
Predict Weather						4 pts	Self	Up to 5 Marks	1 Hour	1 Week		Weather Results	




Barely visible sepia colored roots rise into the air, hover, then float down. Predicts Weather patterns for a wk. GM rolls casters MGC:3 Estimation of likely/known changes coming within the week.

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
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LEVEL	6	NAE'EM			STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Animal Connection (Ae'Em)						12 pts	2 Squares	1 Recipient	4 Hours	EOY		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.


FOCUS:COL-1

COUNTER:NO COUNTER IS AVAILABLE. Lvl:5

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP

LEVEL	11			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
Control Wind Sphere						12 pts	18 Squares	5x20 Sq Area	10 Minutes	12 Hours		Disperse Spells	




Barely visible tan roots Whip Into A Wind Column And drift away. Caster can manage the general direction and speed of wind within Sphere. Can do direction changes by compass directions (N,NE,E,SE,S,SW,W,NW). Can do speed changes from quarter speed to double speed. Does create enough air movement to clear most cloud spells and disperse them.

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 12	Range X2	8 SP
Lvl 12	AoE X2	6 SP

LEVEL	17			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
Control Water						20 pts	Self	4x4x4 Sqs	10 Minutes	4 Hours			



Barely visible amber roots rise at the casters feet and fade away. Caster can manage the general direction and speed of water within Sphere. Can do direction changes by compass directions (N,NE,E,SE,S,SW,W,NW). Can do speed changes from quarter speed to double speed. Does create enough air movement to clear most water spells and disperse them.

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 18	Range X4	10 SP
Lvl 12	AoE X2	6 SP

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Find-Hide-Reveal

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
				8 pts	2 Squares	1 item	5 Minutes	Instant			

Detect Magic

Caster attempts to find out if an item/object is magical.
Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind.
Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds.
Casting this will not enact the powers or magic, nor does it reveal the kind of magic is in play.

CREATE: Scroll of Detect Magic
FOCUS: Save Col -1
COUNTER: None
ENHANCEMENTS:
Lvl 18 Range X4 10 SP
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP

LEVEL	9	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	Touch	1 Plant	10 Minutes	2 Hours		

Hide in a Plant

Caster can allow other Sylvan and Hunters to hide with them. (Max of 4 persons)
Regardless of number of people inside: AC=8 HP=Caster current health.
Caster melds into the plant and can hear and feel. Can take damage when inside.
Caster is NOT able to smell, see, speak, or cast while inside.
Does not work on plants that are plant creatures. (Treants, etc.)

FOCUS: Can hear
COUNTER: Same Spell
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 9 Range +50% 6 SP
Lvl 14 Duration X2 8 SP

LEVEL	9	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
					12 pts	Self	1 Mark	1 Day	4 Hours		Found

Search for Arcane Focus Item

Caster is solely able to detect a focus item within range.
Caster chooses detection method:
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.

COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP

LEVEL	16	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					64 pts	1 Square	1 Square	12 Hours	Permanent		

Reveal True Name

This uses all the clues the caster has gathered attempt to find the True Name.
Use clues gathered to attempt to find the True Name.
Caster states aloud all the clues during the rollout.
Resulting in the direction and distance in marks if the Save is passed.
The knowledge is NOT announced out loud.

COUNTER: None
ENHANCEMENTS:
Lvl 18 Range X4 10 SP
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP

Food-Water

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Touch	2 Skins/Tier	5 Minutes	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.
Typical person requires 1 skin per day. Deserts mean 2 per day.
Does NOT continuously draw water from the same spot,
Each repeat adds 10% to failure chance (1d100 roll).

FOCUS: +2 Skins extra
COUNTER: None
ENHANCEMENTS:
Lvl 16 Rollout 1 Min 8 SP
Lvl 20 AoE X4 20 SP
Lvl 12 AoE X2 6 SP

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

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

FOCUS: Duration = 1 day
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 14 Duration X2 8 SP
Lvl 12 AoE X2 6 SP


LEVEL	4	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	2 Squares	1-21 Meals	10 Minutes	Permanent		


Increase Food

Barely visible red flames surrounds targetted prepared food.
Doubles up to 21 meals in casters pack. Does not affect magically created food.
All action is in a backpack: Food to be doubled and the resulting food.
Does QUADRIPLY the amount of Cumber meals.


FOCUS: Ensures food is safe
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP


-Sylvan


LEVEL	5		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save							
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. Water pours from a magically created cloud and can be directed by the caster. Does allow caster to end spell prior to maximum effect.					<div>FOCUS:20lbs/9kg Pressure</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 6</td><td>Subtle Casting</td><td>4 SP</td></tr><tr><td>Lvl 12</td><td>Rollout Init</td><td>12 SP</td></tr></table>			Lvl 6	Subtle Casting	4 SP	Lvl 12	Rollout Init	12 SP
Lvl 6	Subtle Casting	4 SP																
Lvl 12	Rollout Init	12 SP																


LEVEL	5		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: Vary Found water										
Divining Water					8 pts	1/4 Mark	15 Sqs Deep	30 Minutes	Permanent												
					Caster uses a divining rod to find water and reveal if it's potable or not. Column depends on region/environ. Auto fail in areas with water/ice everywhere. SKL:1 to find water in a wet region. SKL:4 to find water in a dry region. SKL:>95 to find water in a desert region.					<div>FOCUS:Save Col -1</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 20</td><td>AOE X4</td><td>20 SP</td></tr></table>			Lvl 10	Rollout Halved	6 SP	Lvl 12	Range X2	8 SP	Lvl 20	AOE X4	20 SP
Lvl 10	Rollout Halved	6 SP																			
Lvl 12	Range X2	8 SP																			
Lvl 20	AOE X4	20 SP																			


Health-Life-Death

LEVEL	0.1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save				
TIRO: Healing Bolus					30% Max	1 Square	Recipient	Initiative	Permanent						
					A rainbow of colors surrounds the person being healed. 1d12 HP healing. Does heal 1d12 painlessly. Does NOT heal Undead or Living Dead. Does NOT heal any sicknesses, diseases or other ailments. Does NOT deal any damage prior to healing the Recipient.					<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 0</td><td>No Enhancements</td><td>0 SP</td></tr></table>			Lvl 0	No Enhancements	0 SP
Lvl 0	No Enhancements	0 SP													

LEVEL	1		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save							
Forced Heal 1d6 HP (+more)					4 pts	1 Square	1 Target	Initiative	Permanent									
					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.					<div>FOCUS:Fragility Save - 1 Column</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 14</td><td>Range At 3 Sqs</td><td>8 SP</td></tr></table>			Lvl 18	Range X4	10 SP	Lvl 14	Range At 3 Sqs	8 SP
Lvl 18	Range X4	10 SP																
Lvl 14	Range At 3 Sqs	8 SP																


LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
Sylvan Forced Healing 1d6 HP					4 pts	Touch	1 Creature	Initiative	Permanent												
					Spiritlike light brown roots envelope the wound and force the wound to heal. Roll 1d6. Damage x1 then Heal x2 (bite sized naan bread)					<div>FOCUS:+1 HP per die</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 6</td><td>Subtle Casting</td><td>4 SP</td></tr><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr></table>			Lvl 6	Subtle Casting	4 SP	Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP
Lvl 6	Subtle Casting	4 SP																			
Lvl 18	Range X4	10 SP																			
Lvl 12	Range X2	8 SP																			

LEVEL	6	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Animal Healing					-4 pts	4 Sqs	1 Animal	1 Minute	Permanent												
					Barely visible brown roots Grow At The Casters Feet Then Fades. Heal 2d8+4 to domestic or wild woodland animals. (treats for the animal to eat) Caster GAINS 4 pts when casting this if the animal is healed. Max benefit gain of 20 SP					<div>CREATE:Animal Nutrients</div> <div>FOCUS:+4 HP</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 12</td><td>Rollout Init</td><td>12 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr></table>			Lvl 12	Rollout Init	12 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP
Lvl 12	Rollout Init	12 SP																			
Lvl 12	Range X2	8 SP																			
Lvl 9	Range +50%	6 SP																			


LEVEL	12		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
Ranged Forced Healing 2d8+2 HP					12 pts	6 Squares	1 Target	Initiative	Permanent												
					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.					<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 20</td><td>Rollout Instant</td><td>16 SP</td></tr><tr><td>Lvl 9</td><td>Range at 1 Sq</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table>			Lvl 20	Rollout Instant	16 SP	Lvl 9	Range at 1 Sq	6 SP	Lvl 14	Duration X2	8 SP
Lvl 20	Rollout Instant	16 SP																			
Lvl 9	Range at 1 Sq	6 SP																			
Lvl 14	Duration X2	8 SP																			


-Sylvan


Light-


LEVEL	0.4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Aural Spark				10% Max	10 Squares	2x2 Sqs	Initiative	1d20 Minutes		
				Colorful lights surround an area. Non-flammable point of low light. 1 of 5 colors.					COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP	


N Ae'Em-Animal


LEVEL	1	NAE'EM	STACK	Pet / Ti	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Invoke Pet				4 pts	Self	2 Marks	1 Hour	1 Week / Tier	Pet Responds		
				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.					FOCUS:See/Hear as pet. COUNTER: None ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP		

LEVEL	4	NAE'EM	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
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.					FOCUS:Recipient COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP Lvl 18 AoE = 2 Targets 10 SP		



LEVEL	6	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Befriend An Animal				8 pts	10 Squares	1 Animal	1 Minute	8 Hours	Animal is calmed		
				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.					CREATE:Animal Nuggets FOCUS:Enraged/Frenzied okay. COUNTER:Same Spell ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP		

LEVEL	7	NAE'EM	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Speak With A Wild Animal				8 pts	12 Squares	1 Animal / Tier	1 Minute	1 Hour			
				Can speak with a non-domesticated animal. 1 per tier. The animals will understand and can respond as their experience/view will allow. If done when there is no aggression or battle the Save may be waived. Caster can respond to others in common speech while using this spell. Can be used to connect with an animal and later 'View an An Animal' (Scry).					FOCUS:Rollout = Initiative COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP		


LEVEL	7	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
View An Animal (Ae'Em)				8 pts	PMP	1 Ae'Em, 1 sq above	5 Minutes	1 Hour			
				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.					COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP		

LEVEL	8	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Call A Kindred Spirit Animal				16 pts	1 Square	1 Sq Area	7 Days	Permanent	Animal arrives		
				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					FOCUS:Hear/See thru animal COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP		

-Sylvan

LEVEL	8	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						8 pts	Self	1/2 Mark / Tier	5 Minutes	Instant			

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.

FOCUS:+Urgency Save


COUNTER: None

ENHANCEMENTS:

Lvl 16	Rollout 1 Min	8 SP
Lvl 12	AoE X2	6 SP

LEVEL	8	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						8 pts	2 Marks	1 Mount	1 Hour	1 Day	Mount arrives		

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.

FOCUS:+ Passenger


COUNTER: None

ENHANCEMENTS:

Lvl 9	Range +50%	6 SP
Lvl 14	Duration X2	8 SP
Lvl 18	AoE = 2 Targets	10 SP

LEVEL	13	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						16 pts	1 Mark	1 School	20 Minutes	2 Hours	Birds respond		

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.

FOCUS:COL-1


COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 14	Duration X2	8 SP

LEVEL	13	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
						16 pts	1 Mark	1 School	20 Minutes	2 Hours	Fish respond		

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.

FOCUS:COL-1


COUNTER: None

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP

LEVEL	14	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						16 pts	Self	1 Mark	5 Minutes	4 Hours	Animal responds		

Call Woodland Animal



A passed Save indicates a woodland animal is within range and is responding.
Call a Deer, Wolf, Fox, Cougar, or Hawk. Other regions may have other animals.
Most animals will be likely to run away if obvious magic is cast, fighting, or indications of danger is in view.


FOCUS:Col -1

COUNTER: None


ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

N Nae'Em-People

LEVEL	8	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	12 Squares	1 Target	2 Minutes	8 Hours			

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.
Hunter gains +2 to AC vs Missiles and Thrown attacks.

FOCUS:Agility Saves +20

COUNTER: None


ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Duration X2	8 SP

N Tae'Em-Thing

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

Ribbon Horse



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.



FOCUS:Looks almost Real-ish.



COUNTER: None



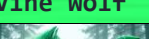
ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
Lvl 14	Duration X2	8 SP
Lvl 18	AoE = 2 Targets	10 SP


-Sylvan

LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	3 Marks	1 Dolphin	10 Minutes	2 Hours		
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												
										FOCUS:Range: 6 Marks COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP		


LEVEL	6	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
Ribbon Bat							8 pts	Self	Self	10 Minutes	2 Hours												
					<p>Ribbons create a bat which act mostly like normal bats.</p> <p>Bat - HP:2 AC:18/12 Move: 15 Sqs flight</p> <p>Ribbons create a bat which act mostly like normal bats.</p> <p>Ribbons bats are not as good as real bats.</p> <p>Stats: HP:2 AC:18/12 Move:15 Sqs Flight</p>								<p>FOCUS:Low Light Vision</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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

LEVEL	7	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Vine Wolf							8 pts	Self	Self	10 Minutes	2 Hours		
 <p>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</p>													<p>FOCUS:Attck: 1x1 1d6 Dmg</p> <p>COUNTER:Same Spell</p> <p>ENHANCEMENTS:</p> <p>Lvl 10 Rollout Halved 6 SP</p> <p>Lvl 14 Duration X2 8 SP</p> <p>Lvl 9 Damage +50% 8 SP</p>

N Vae'Em-Venue Site

LEVEL	20	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
					20 pts	4 Square	1 Landmark	2 Hours	Permanent												
 Nae'Em Natural Landmark			<p>Caster glows lightly during the entire Rollout.</p> <p>A remembered image of location becomes a destination point for portals/scrys.</p> <p>Unlimited number of locations can be made, but MUST be documented.</p> <p>Caster needs to become very familiar with the location/venue.</p> <p>Requires a 3x3 sq area that is safe to stand in.</p>								<p>FOCUS:Close to Landmark</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP
Lvl 10	Rollout Halved	6 SP																			
Lvl 18	Range X4	10 SP																			
Lvl 12	Range X2	8 SP																			

Personal-Connections



LEVEL	0.2	STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		SKL: 3	
TIRO: Random Friendship				40% Max		10 Squares		1 Target		Initiative		Special		Friends!			
 <p>Colorful heart-shaped sparkles around casters hands. Potentially makes someone more tolerant of the caster. Does last only 10 minutes (outside of battle) or one round (in battle). Does allow the Target to make a Save.</p>														COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP			

LEVEL	2	NAE'EM			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save						
Connect With A Hunter							4 pts	1 Square	1 Recipient	2 Days	Permanent								
 <p>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.</p>					<div>FOCUS:Healing through Nae'Em</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr></table>									Lvl 10	Rollout Halved	6 SP	Lvl 12	Range X2	8 SP
Lvl 10	Rollout Halved	6 SP																	
Lvl 12	Range X2	8 SP																	

LEVEL

7

NAE'EM

STACK

3

COST

12 pts

RANGE

1 Square

AREA OF EFFECT

1 Recipient

ROLL OUT


4 Days

DURATION

Permanent


SAVE:

SKL: 2



Created

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.

Recipient must Save for connection to work.

FOCUS:SKL:1



COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 18 Range X4 10 SP

-Sylvan

LEVEL	9	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
Find Clues To True Name					24 pts	4 Squares	1 Item	2 Hours	Permanent			success



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

FOCUS:Rollout Halved.			
COUNTER: None			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6	SP
Lvl 18	Range X4	10	SP
Lvl 9	Range +50%	6	SP

LEVEL	11	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
Connect To An Arcane Focus Item					36 pts	Touch	1 Item	3 Days	Permanent			Connected



Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollout
Creates a connection between the caster and the Arcane Focus Item.
Require the item to be of the highest quality.
Caster must currently not have a Focus Item.

FOCUS:No current Focus Item.			
COUNTER: None			
ENHANCEMENTS:			
Lvl 14	Save -1 Col	8	SP
Lvl 12	Range X2	8	SP
Lvl 9	Range at 1 Sq	6	SP

Shape Change

LEVEL	1		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
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

FOCUS:+ 8 hours			
COUNTER: None			
ENHANCEMENTS:			
Lvl 12	Rollout Init	12	SP

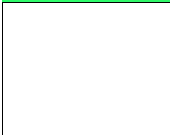
LEVEL	6		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Alter Self - Medium Sized Dog/Cat					8 pts	Self	Self	1 Round	8 Hours			



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.

FOCUS:Move+6			
COUNTER:SAME SPELL WILL COUNTER. L			
ENHANCEMENTS:			
Lvl 6	Subtle Casting	4	SP
Lvl 12	Rollout Init	12	SP
Lvl 18	Duration X4	10	SP

LEVEL	12		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:	
Caster Becomes Ribbon Creature					12 pts							



Caster Becomes Ribbon Creature

COUNTER: None			
ENHANCEMENTS:			
Lvl 6	Subtle Casting	4	SP
Lvl 14	Duration X2	8	SP
Lvl 9	Duration +50%	6	SP

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



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.

COUNTER:SAME SPELL WILL COUNTER. L			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6	SP
Lvl 18	Duration X4	10	SP
Lvl 14	Duration X2	8	SP

LEVEL	15		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Alter Self - Hawk					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.

COUNTER:SAME SPELL WILL COUNTER. L			
ENHANCEMENTS:			
Lvl 6	Subtle Casting	4	SP
Lvl 10	Rollout Halved	6	SP
Lvl 18	Duration X4	10	SP

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




Barely visible brown roots envelope the caster to become a wolf.
AC:17 HP:Db1 Move:Db1Time 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.

COUNTER:SAME SPELL WILL COUNTER. L

ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP

LEVEL	17			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
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.

COUNTER:SAME SPELL WILL COUNTER. L

ENHANCEMENTS:
Lvl 6 Subtle Casting 4 SP
Lvl 10 Rollout Halved 6 SP
Lvl 18 Duration X4 10 SP

LEVEL	18			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Alter Self - Bear						20 pts	Self	Self	5 Minutes	2 Hours		




Shining amber roots Grow To Cover The Caster changing them into a bear.
AC:20 HP:Db1 Move:Walkx2 Init:+8 x2x2 ToHit:+22 Dmg:4d8+6
Shining amber roots Grow To Cover The Caster changing them into a bear. Can speak bear.
Can cast from this form.

FOCUS:+1d6 Dmg

COUNTER: None

ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 9 Duration +50% 6 SP
Lvl 4 Cast from below level (6/Lvl SP

LEVEL	18			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Alter Self - Stingray						20 pts	Self	Self	5 Minutes	2 Hours		




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

COUNTER: None

ENHANCEMENTS:
Lvl 6 Subtle Casting 4 SP
Lvl 16 Rollout 1 Min 8 SP
Lvl 18 Duration X4 10 SP

Shelter-Rest-Protection

LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Garish Pup Tent						20% Max	8 Squares	1x2 Squares	1 Minute	8 Hours		




Bright Multi Colored flashes form a broken down colorful tent.
Bright multicolored pup tent. 2 participants.

COUNTER: None

ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

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




Brown roots grab and secure a lean-to to the ground.
Requires a Nae'Em Hunter's Lean-To, hut, or shelter to be made first.
Reinforces Hunters creation to be stronger and more water Tight.
Allows for 2 more people.

FOCUS:COL+1

COUNTER: None

ENHANCEMENTS:
Lvl 14 Stacking +1 8 SP
Lvl 18 Duration X4 10 SP
Lvl 9 Duration +50% 6 SP

LEVEL	7			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
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.





FOCUS:+ a Wall

COUNTER: None


ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Range X4 10 SP
Lvl 14 Duration X2 8 SP

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LEVEL	14			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						16 pts	8 Squares	4 Sq High Tree	30 Minutes	12 Hours			
						Barely visible brown roots wind up into the trees branches and create a house. Caster creates planted seedlings that grow vines then into a tree. Does muffle sounds and lights within the closed house.						<div>CREATE:Pine Seeds of Tree House </div> <div>FOCUS:Stairs or Ladder. </div> <div>COUNTER: None</div> <div>ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 9 Duration +50% 6 SP</div>	



LEVEL	19	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						20 pts	12 Squares	10x10 squares	30 Minutes	12 Hours			
						Creates a 2 sq high walls of thorns 1 square deep. Each square= AC:8 HP:50 Each melee attack to the thorn wall delivers 1d6 damage to the attacker. No roof but has a wooden door where the caster places it. Fire damages the walls: Mundane 2d8 per round. Magical fire as per the spell. This is functional even in non-temporate environments.						<div>FOCUS:Adds a roof </div> <div>COUNTER:Same Spell </div> <div>ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</div>	

Tracking-


LEVEL	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						30% Max	Self	1 Trail	Initiative	1 Hour			
						Solid Multi Colored flashes to show everyone in sight where path is. Find and follow a trail while leaving an obvious trail with signposts.						<div>COUNTER: None</div> <div>ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</div>	



Travel-Mundane

LEVEL	6	NAE'EM		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						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.						<div>FOCUS:2 Marks/Day </div> <div>COUNTER:Same Spell </div> <div>ENHANCEMENTS: Lvl 14 Range At 3 Sqs 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</div>	

LEVEL	12			STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						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.						<div>FOCUS:+Recipient </div> <div>COUNTER: None</div> <div>ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</div>	


Travel-Planes


LEVEL	0.1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						20% Max	1d6 Squares	Self	Initiative	Instant			
						Colorful glow appears under caster's feet & follows them as they jump. 1d6 squares in direction indicated.						<div>COUNTER: None</div> <div>ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</div>	


LEVEL	0.3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2 	
						40% Max	4 Squares	1 Recipient	Initiative	Instant	Not moved		
						Bright Multi Colored flashes travel towards the Target and surround them. Recipient forced to random spot up to 4 Squares away.						<div>COUNTER: None</div> <div>ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</div>	

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Utility-

LEVEL	0.4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
TIRO: Tasty Cumber Meals		25% Max		Touch		Varies		1 Minute		1 Hour	
		Multi Colored flashes extend from Caster's hand and form into consumable food. 1d12 meals appear at waist height of the Caster.									
		COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP									

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
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 FOCUS:Brighter by Tier COUNTER:Same Spell ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP Lvl 18 Duration - EOY 20 SP									

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Shadow of the Magi		4 pts		Self		3 Sq Dia Sphere		Initiative		Conc +4 Rds	
		Stays fixed right above the caster. Darkness to continues for up to 4 rds after the concentration has stopped. Caster to creates darkness that will stay centered above them. Keep darkness active by lightly concentrating on the spell, Other spells actions that do not state a need to concentrate may be used.									
		CREATE:Dust of Darkness FOCUS:Dur=20 Min (No conc) COUNTER:Same Spell ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq 6 SP									