

-Sylvan

Battle-Defense

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.

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.

A woman with long dark hair, wearing a black strapless top, is shown from the chest up. She has large, translucent, insect-like wings on her back. Her right arm is heavily tattooed with intricate designs. She is holding a syringe in her right hand, with the needle pointing towards the bottom left. The background is dark and out of focus.

The caster flicks their wrist to throw thorns at the target.
A single ToHit+4 for 2d6+ACU Bonus Thorns (1 Dmg each).
The attack is directed to a single target via a ToHit roll with a +4 bonus.
Blunder rolls merely indicate the target was missed.

Mist from the caster creates a cloud above the target and hail pelts down to a square.
Damage: 3d4 + ACU Bonus. Target Saves for 1/2 Damage.
Mist from the caster creates a cloud above the target and hail pelts down to a square.
(No ToHIT)



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

Battle-Prep

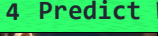
Damage triggers 2d8 rolled. Damage first, then 2x Healing.
In effect until duration is over or is used.
Does NOT allow the choice to not use it.
Only 1 triggered health can be in place at any time.

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

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

-Sylvan

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


Find-Hide-Reveal

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3			4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		

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. 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).</p> <div style="border: 1px solid black; padding: 5px; float: right;"> Wand w/ Crystal +2 Skins extra </div> <div style="clear: both;"></div>									
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

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4 Increase Food	3	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

Health-Life-Death

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

Wand w/ Crystal
Fragility Save - 1 Column

ENHANCEMENTS: 8

[illegible]

N Ae'Em-Animal

LEVEL

NAE'EM

STACK

Pet/Tir

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

-Sylvan

[illegible]


N Tae'Em-Thing

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

Personal-Connections


[illegible]

Shape Change

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1 Small Domestic Pet Form		4 pts	Touch	Self	5 Rounds	4 Hours	No Save
 <p>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</p>							
							Wand w/ Crystal + 8 hours

Shelter-Rest-Protection

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3 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.
Stronger, Water Tight, Ppl +2. Requires a Hunter's Lean-To
Brown roots grab and secure a lean-to to the ground.

Wand w/ Crystal
COL+1

ENHANCEMENTS: 6

Utility-

LEVEL

1 Arcane Light with Class Hue

STACK 99

COST 4 pts


RANGE Self

AREA OF EFFECT Varies

ROLL OUT Initiative

DURATION 4 Hours

SAVE: No Save



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