




# -Sylvan


## Altered Reality



LEVEL	0.1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Beauty Contestant:2nd Prize				15% Max	Self	Self	5 Minutes	12 Hours		
	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
TIRO: Pie Fight!				20% Max	4 Squares	1 Target	Initiative	1 Round		
	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
TIRO: 2 Rope Image				10% Max	1 Rope	1 Rope	1 Minute	2 Hours		
	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


## Battle-Defense

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


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		
				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.							FOCUS:Instant Rollout COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 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 Damage taken
TIRO: Fire Crack!				20% Max	6 Squares	1 Target	Initiative	Instant		
	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 No Damage
TIRO: Quick Flash Fire				30% Max	12 Squares	1 Target	Initiative	Instant		
	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

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LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Rose Thorns					4 pts	10 Squares	1 Target	Initiative	Instant			
					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.					<div>FOCUS:Total +10 ToHIT bonus</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 9 Range +50% 6 SP</div>		


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


LEVEL	4		STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Conjured	
Conjure Native Beetles					4 pts	4 Squares	1 Mark	Initiative	2 Rounds			
					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 conjure.					<div>CREATE:Beetleroot Granules</div> <div>FOCUS:Save +1 Col</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 9 Range +50% 6 SP</div> <div>Lvl 14 Damage X2 12 SP</div>		

LEVEL	8		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 1/2 Damage	
Hail Stones					8 pts	8 Squares	2x2 Squares	Initiative	Instant			
					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.					<div>FOCUS:Set AoE to 3x3</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 9 Range +50% 6 SP</div> <div>Lvl 14 Damage X2 12 SP</div>		

## 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.					<div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements 0 SP</div>		

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.					<div>CREATE:Triggered Forced Health Dr</div> <div>FOCUS:Stack+1</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 16 Healing +4 10 SP</div> <div>Lvl 18 Duration X4 10 SP</div>		



LEVEL	5		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2 Exited	
Entangle					8 pts	Touch	2x2 Squares	1 Minute	4 Hours			
					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.					<div>FOCUS:Aoe: 3x3</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Rollout Init 12 SP</div> <div>Lvl 14 Range At 3 Sqs 8 SP</div> <div>Lvl 4 Aura Brightens -2 SP</div>		



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# Call-Summon

LEVEL	0.3			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		RM: 1		
TIRO: I Have Your Item!						30% Max		4 Sqs		1 Item		Initiative		1 Round				Item grabbed.		
														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.					COUNTER: None ENHANCEMENTS: Lvl 0    No Enhancements    0 SP	


## Communication-



LEVEL	0.2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Amplify Own Speech		20% Max	Self	3x3x3 Sq	Initiative	5 Minutes				
 <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>		<div>COUNTER: Same Spell </div> <div>ENHANCEMENTS:</div> <div>Lvl 0    No Enhancements    0 SP</div>								

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

LEVEL	0.4	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIR0: Sloppy Spying					25% Max	12 Squares	3x3x3 Sqs	Initiative	5 Minutes		
 <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>										COUNTER: None ENHANCEMENTS: Lvl 0    No Enhancements    0 SP	

## Creation-Meta



LEVEL	01	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Water From A Plant				20% Max	1 Square	1 Plant	Initiative	10 Minutes		
 <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>									COUNTER: None ENHANCEMENTS: Lvl 0    No Enhancements    0 SP	



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			







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## Environ-Nature




LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
						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.						<div>CREATE:Healthy Plant Growth Powr </div> <div>FOCUS:1d4 Plant HP</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 20</td><td>AOE X4</td><td>20 SP</td></tr><tr><td>Lvl 12</td><td>AoE X2</td><td>6 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 20	AOE X4	20 SP	Lvl 12	AoE X2	6 SP
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 Disease Gone										
						4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent												
						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.						<div>CREATE:Plant Disease Powder </div> <div>FOCUS:Removes All</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 14</td><td>Save -1 Col</td><td>8 SP</td></tr><tr><td>Lvl 20</td><td>AOE X4</td><td>20 SP</td></tr><tr><td>Lvl 12</td><td>AoE X2</td><td>6 SP</td></tr></table>		Lvl 14	Save -1 Col	8 SP	Lvl 20	AOE X4	20 SP	Lvl 12	AoE X2	6 SP
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 Weather Results				
						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 Estimation of likely/known changes coming within the week.						<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP
Lvl 10	Rollout Halved	6 SP														



LEVEL	6	NAE'EM			STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Ae'Em Created									
						12 pts	2 Squares	1 Recipient	4 Hours	EOY												
						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.						<div>FOCUS:COL-1 </div> <div>COUNTER:NO COUNTER IS AVAILABLE. Lvl:5</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 14</td><td>Save -1 Col</td><td>8 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 14	Save -1 Col	8 SP	Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP
Lvl 14	Save -1 Col	8 SP																				
Lvl 18	Range X4	10 SP																				
Lvl 12	Range X2	8 SP																				

## Find-Hide-Reveal

LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Sight										
						8 pts	2 Squares	1 item	5 Minutes	Instant												
						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.						<div>CREATE:Scroll of Detect Magic </div> <div>FOCUS:Save Col -1 </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 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 18	Range X4	10 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP
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												
						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).						<div>FOCUS:+2 Skins extra </div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 16</td><td>Rollout 1 Min</td><td>8 SP</td></tr><tr><td>Lvl 20</td><td>AOE X4</td><td>20 SP</td></tr><tr><td>Lvl 12</td><td>AoE X2</td><td>6 SP</td></tr></table>		Lvl 16	Rollout 1 Min	8 SP	Lvl 20	AOE X4	20 SP	Lvl 12	AoE X2	6 SP
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												
						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.						<div>FOCUS:Duration = 1 day </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 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 12</td><td>AoE X2</td><td>6 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP	Lvl 12	AoE X2	6 SP
Lvl 10	Rollout Halved	6 SP																				
Lvl 14	Duration X2	8 SP																				
Lvl 12	AoE X2	6 SP																				

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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		




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 QUADRIPLER 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

LEVEL	5			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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.

FOCUS:20lbs/9kg Pressure  
COUNTER: None

ENHANCEMENTS:

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
						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.


FOCUS:Save Col -1  
COUNTER: None

ENHANCEMENTS:

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
						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.

COUNTER: None

ENHANCEMENTS:

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

FOCUS:Fragility Save - 1 Column  
COUNTER: None

ENHANCEMENTS:

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
						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)

FOCUS:+1 HP per die  
COUNTER: None


ENHANCEMENTS:

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
						-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

CREATE:Animal Nutrients 


FOCUS:+4 HP  
COUNTER: None

ENHANCEMENTS:


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


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## 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			





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		



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

## 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			



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			




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

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			




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	
						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


FOCUS:Low Light Vision

COUNTER: None

ENHANCEMENTS:

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

LEVEL	7	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						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

FOCUS:Attkc: 1x1 1d6 Dmg


COUNTER:Same Spell


ENHANCEMENTS:


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

-Sylvan

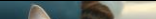
## Personal-Connections


	<b>PRIO: Random Friendship</b> 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.	COUNTER: None ENHANCEMENTS: Lvl 0    No Enhancements    0 SP
--	--	--

	<p>Caster creates a green glowing connection to the Hunter.</p> <p>Permanent mental bond allows either party to initiate and/or accept.</p> <p>Each person must be within the same PMP to communicate.</p> <p>Arcane (Ancient Magic) will erase the bonding.</p> <p>This spell will only support 2 (See Stack) connections to Hunters.</p>	<p>FOCUS: Healing through Nae'Em</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 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						


	<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> <p>Recipient must Save for connection to work.</p>	<p>FOCUS:SKL:1</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> </table>	Lvl 10	Rollout Halved	6 SP	Lvl 18	Range X4	10 SP
Lvl 10	Rollout Halved	6 SP						
Lvl 18	Range X4	10 SP						


## Shape Change

Small Domestic Pet Form		
	<p>Caster morphs into the pet slowly over 30 secs</p> <p>Caster able to take the form of a common domestic pet.</p> <p>Caster morphs into the pet slowly over 30 secs</p> <p>Move = 1/2 Move      No use of Spells/Skills in this form</p>	<p>FOCUS:+ 8 hours</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 12    Rollout Init                      12 SP</p>

	<p>Barely visible green specks envelope caster as they morph into a cat or dog.</p> <p>Alter Self - Domestic Dog/Cat</p> <p>Spell casting can be done. But use of the Focus item can't be done.</p> <p>Not able to talk outside of the animals natural ability.</p> <p>No extra ability to speak with animals is given.</p>	<p>FOCUS:Move+6</p> <p>COUNTER:SAME SPELL WILL COUNTER. L</p> <p>ENHANCEMENTS:</p> <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> <tr> <td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr> </table>	Lvl 6	Subtle Casting	4 SP	Lvl 12	Rollout Init	12 SP	Lvl 18	Duration X4	10 SP
Lvl 6	Subtle Casting	4 SP									
Lvl 12	Rollout Init	12 SP									
Lvl 18	Duration X4	10 SP									


## Shelter-Rest-Protection

	<p><b>TRICK: Garish Pup Tent</b></p> <p>Bright Multi Colored flashes form a broken down colorful tent.          Bright multicolored pup tent. 2 participants.</p>	<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <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			


	<p>Brown roots grab and secure a lean-to to the ground.</p> <p>Requires a Nae'Emed Hunter's Lean-To, hut, or shelter to be made first.</p> <p>Reinforces Hunters creation to be stronger and more water Tight.</p> <p>Allows for 2 more people.</p>	<p>FOCUS: COL+1</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 14</td><td>Stacking +1</td><td>8 SP</td></tr> <tr> <td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr> <tr> <td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr> </table>	Lvl 14	Stacking +1	8 SP	Lvl 18	Duration X4	10 SP	Lvl 9	Duration +50%	6 SP
Lvl 14	Stacking +1	8 SP									
Lvl 18	Duration X4	10 SP									
Lvl 9	Duration +50%	6 SP									





# -Sylvan

LEVEL	7			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
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.												
FOCUS:+ a Wall COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 14 Duration X2 8 SP												


## Tracking-


LEVEL	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Tracking												
												
Solid Multi Colored flashes to show everyone in sight where path is. Find and follow a trail while leaving an obvious trail with signposts.												
COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP												

## Travel-Mundane


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

## Travel-Planes

LEVEL	0.1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Quick Jump												
												
Colorful glow appears under caster's feet & follows them as they jump. 1d6 squares in direction indicated.												
COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP												

LEVEL	0.3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2 Not moved
TIRO: Quick Push!												
												
Bright Multi Colored flashes travel towards the Target and surround them. Recipient forced to random spot up to 4 Squares away.												
COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP												

## Utility-

LEVEL	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Tasty Cumber Meals												
												
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												

-Sylvan

LEVEL1

STACK99

COST4 pts


RANGESelf

AREA OF EFFECTVaries

ROLL OUTInitiative

DURATION4 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

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

LEVEL4

STACK99

COST4 pts


RANGESelf

AREA OF EFFECT3 Sq Dia Sphere

ROLL OUTInitiative

DURATIONConc +4 Rds

SAVE:No Save



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