



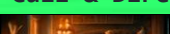


-Sylvan

Animal Ken

LEVEL	1	NAE'EM		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
						1 pt	Self	10 Square Radius	30 Rds + Rep	8 Hours											
<div><div></div><div><h3>Call & Direct Small Assistants</h3><p>small birds, rabbits, frogs, or squirrels eagerly aid the caster with minor tasks. Caster must maintain an Animal Ken Reputation of 1 or higher to cast. Multiply Animal Ken Reputation, if > 0, by 3 & reduce Rollout by that amount. The caster instructs the assistants through an automatic weak Nae'Em.</p></div></div>																					
<div><div>COUNTER:No counter is available Lvl:1</div><div><div>ENHANCEMENTS:</div><table><tr><td>Lvl 6</td><td>Subtle Casting</td><td>4 SP</td></tr><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table></div></div>													Lvl 6	Subtle Casting	4 SP	Lvl 10	Rollout Halved	6 SP	Lvl 9	Duration +50%	6 SP
Lvl 6	Subtle Casting	4 SP																			
Lvl 10	Rollout Halved	6 SP																			
Lvl 9	Duration +50%	6 SP																			


LEVEL	2			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Call & Post		Yappy Camp Dog				4 pts	Self	Ken + 5 (Radius)	5 Minutes	8 Hours											
	<p>1d4+1 small dogs appear and will stay 'on guard' within the AOE/Camp.</p> <p>Caster must maintain an Animal Ken Reputation of 1 or higher to cast.</p> <p>These dogs will not engage unless they personally are not able to stay out of the fight. However, they also will not stop barking at intruders unless ordered down.</p> <p>Stats: 1-4+1 small Sized dogs. AC:13, HP:15, Attk:x1x1, Init:+0, ToHit:+0, Dmg:1d4.</p>											<div>FOCUS:Dogs stay @ camp</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 9</td><td>Duration +50%</td><td>6 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 9	Duration +50%	6 SP	Lvl 12	AoE X2	6 SP
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Lvl 9	Duration +50%	6 SP																			
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LEVEL	3	NAE'EM		STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Call & Direct Rodent						4 pts	Self	20 Squares	1 Minute	30 Min + Ken											
 <p>A rodent (appropriate to the environment) appears. They are often not noticed by others. This rodent can join and be accepted by other rodents of the same kind. caster must have an Animal Ken Reputation of 1 or higher to cast. Rodent will stay within the AoE and follow directions via the weak Nae'Em. Animal Ken >0. HP=6, AC=19, Attk=x1, Init/ToHit=0, Dmg=1d4.</p>				<div><div>FOCUS: AoE = 40 Sqs</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>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table></div>									Lvl 6	Subtle Casting	4 SP	Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP
Lvl 6	Subtle Casting	4 SP																			
Lvl 18	Duration X4	10 SP																			
Lvl 14	Duration X2	8 SP																			

LEVEL

4

NAE'EM





STACK

1

COST

8 pts

RANGE

1/2 Mile

AREA OF EFFECT

Familiar

ROLL OUT

2 Days

DURATION


Permanent

SAVE:

RM: 2

Nae'Em Kept

Summon Feline Familiar



Timid common feline is bound to the caster.

Any breed of common house cat that is not known for aggression can be summoned.

After Rollout the animal learns enough to attempt communication via the Nae'Em.

AC:15/15, Attk 1x1, Init+6, ToHit+6, Dmg:1d6, Move=15.

Must maintain a reputation of 1 or higher to keep the Familiar. (Scale: -9 to 9)

FOCUS:Nae'Em Break= RM:1

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 4 Aura Brightens -2 SP

Lvl 9 Alter Hair/Whiskers/F 6 SP

Battle Defense

LEVEL1

STACK1

COST4 pts


RANGESelf

AREA OF EFFECT1 Square

ROLL OUTInitiative

DURATION4 Rounds

SAVE:No Save



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/Thrn




COUNTER:Same Spell

ENHANCEMENTS:

Lvl 18Duration X410 SP

Lvl 14Duration X28 SP

Lvl 9Duration +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												
					<p>Recipient in the eye of storm. Wind gives AC+2 vs Ranged/Thrown.</p> <p>Recipient must be a Hunter by a Nae'Em to caster and must reside in only 1 sq.</p> <p>Wind Wall stays with Hunter.</p> <p>Skills aren't affected / blocked unless vulnerable to wind.</p> <p>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
Lvl 12	Range X2	8 SP																					
Lvl 14	Duration X2	8 SP																					
Lvl 9	Duration +50%	6 SP																					

Battle Offense

LEVEL

1

STACK

99

COST

4 pts

RANGE

10 Squares

AREA OF EFFECT

1 Target

ROLL OUT

Initiative


DURATION

1 Round

SAVE:

No Save

Rose Thorns



Caster rolls a single ToHIT to be used for all thorns for this spell instance.

Each spell instance creates 1d6 thorns per Tier. Each Thorn does 1 HP dmg.

Each spell instance must be directed to a single target.

Caster can lob this spell over and to a target.

Blundered ToHITs are not rolled on the chart and merely miss the target.






FOCUS:Total +10 ToHIT bonus

COUNTER:Same Spell


ENHANCEMENTS:

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


-Sylvan

LEVEL	3			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		
				<p>A swarm appears in a square adjacent to the target.</p> <p>Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.</p> <p>Will attack any living target. Even if the target is friendly to the caster.</p> <p>Save to conjure.</p>												<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>				

Fences and Shelters

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				
			<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>								<div>FOCUS:COL+1</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Stacking +18 SP</div> <div>Lvl 18 Duration X410 SP</div> <div>Lvl 9 Duration +50%6 SP</div>	

Food And Drink

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).						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

3

STACK

3

COST

4 pts

RANGE

2 Squares

AREA OF EFFECT

1-21 Meals

ROLL OUT

10 Minutes

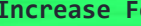
DURATION

Permanent

SAVE:

No Save

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 QUADRUPLE 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	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Improve Food				4 pts	1 Square	4 Meals	10 Minutes	1 Hour				
	<p>The caster focuses and yellow sparks streak to the food and swirls around it.</p> <p>Improve Food - Improve Quality/Taste of non-cumber food.</p> <p>Does work on all non-poisoned / non-spoiled food.</p>											
										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	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Permanently Preserve Food				12 pts	4 Squares	1 Square Cube	2 Hours	Permanent				
 <p>Each normal container within the AOE is sealed. Max of 150 meals. Only mundane foods can be preserved. No magical food or containers.</p>				FOCUS: COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 12 AoE X2 6 SP								

Healing and Rest

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		
	 <p>Healing energy drawn from all parts of the body are forced to the wounded area. First roll the dice and calculate full healing with enhancements, Then apply as force damage to the target, if the target is dead next steps fail. Lastly, apply the full healing time two (x2) to the target. This becomes more powerful (and more costly) with the Enhancements.</p>											FOCUS:Fragility Save - 1 Column COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 14 Range At 3 Sqs 8 SP

-Sylvan


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)

FOCUS:+1 HP per die
COUNTER: None
ENHANCEMENTS:
Lvl 18 Range X4 10 SP
Lvl 12 Range X2 8 SP
Lvl 9 Range at 1 Sq 6 SP

LEVEL	2		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Triggered Forced Healing 2d8					6 pts	Self	Recipient	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 h
FOCUS:Stack+1
COUNTER:Rollout Interruption Lvl:1
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 16 Healing +4 10 SP
Lvl 18 Duration X4 10 SP

Light and Darkness


LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Light of Sylvan (Greenish)					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:
FOCUS:Brighter by Tier
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 6 Subtle Casting 4 SP
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 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:Dispel Magic Spell Lvl:1
ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP
Lvl 14 Range At 3 Sqs 8 SP
Lvl 9 Range at 1 Sq 6 SP

Nae'Ems


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			



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.

FOCUS:Healing through Nae'Em
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 12 Range X2 8 SP

LEVEL	4	NAE'EM		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Speak With 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

Natural Environment

LEVEL	2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Plant 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. Does not heal diseased/Sickened plants.
New growth progresses as if it were in the best conditions.
Plants grow within 1 hour as if 4 weeks had passed.
Allows healthy growth from/past unhealthy parts.

CREATE:Plant Growth Soil
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

-Sylvan


LEVEL	2		STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
					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	GM
					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

Shape Change


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



As this skill rolls out the Sylvan morphs into a medium sized common dog.
The caster is physically changes into a dog and will not be able to cast spells.
The changes include HP set to 20, AC set to 20. Biting attacks are 2 of 1d6.
They will be able to hear well (+20 to Saves regarding hearing and smells).
They will not be able to speak beyond barking and whinnying.

FOCUS: Move+6
COUNTER: Same spell/skill Lvl:1
ENHANCEMENTS:
Lvl 12 Rollout Init 12 SP
Lvl 10 Rollout Halved 6 SP
Lvl 14 Duration X2 8 SP


LEVEL	2		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Self	Self	10 Minutes	2 Hours		



Caster Shifts into existing as a medium sized mundane deer (Buck or Doe).
Deer: HP=30, AC=26/18, x1x1 +12/+0/1d6, Move=18 or burst at 22 (1/Minute)
The changes include HP set to 30, AC set to 26/18. Biting attack: 1x 1d6.
Loss of points beyond 30 will revert the caster back to normal form with that damage.
They will be able to hear well (+20 to Saves regarding hearing and smells).

FOCUS: Move Silent @ 12
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP


LEVEL	3		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Self	1x2 Squares	1 Minute	4 Hrs (Min 1 Hr)		



Caster changes into the shape of a plant that is
The Armor Class becomes 8 and the Move becomes 0. But the HP is based on the caster.
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.)

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

LEVEL	4		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	Self	Self	6 Minutes	4 Hours		



Cast takes a form similar to (same creature type) a current Familiar.
Caster keeps their own HP.
Caster uses the Familiars #-attacks, Init, ToHit, Dmg, and movement.
Casters are NOT able to use normal speech.
Doubles the Range with current Familiars

FOCUS: Duration= 8 hrs
COUNTER: None
ENHANCEMENTS:
Lvl 6 Subtle Casting 4 SP
Lvl 12 Rollout Init 12 SP
Lvl 14 Duration X2 8 SP