-Sylvan

Altered Reality

LEVEL 11
Illusional Bear

STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1		12 pts	16 Squares	1 Image	1 Minute	1 Hour	No Save

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.
ENHANCEMENTS:
Lvl 6	Subtle Casting	4 SP
Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP

LEVEL 13
Illusional Condor

STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1		16 pts	8 Squares	1 Image	1 Minute	2 Hours	No Save

Barely visible copper colored roots rise into flight as it becomes a condor.
Illusional Condor

FOCUS:Set Mood
COUNTER:SAME SPELL WILL COUNTER.
ENHANCEMENTS:
Lvl 6	Subtle Casting	4 SP
Lvl 12	Rollout Init	12 SP
Lvl 18	Range X4	10 SP

LEVEL 13
Illusional Dolphin

STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1		16 pts	8 Squares	1 Image	1 Minute	2 Hours	No Save

Barely visible copper colored roots emerge from the casters hand and flows to the water as it
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.
ENHANCEMENTS:
Lvl 6	Subtle Casting	4 SP
Lvl 12	Rollout Init	12 SP
Lvl 12	Range X2	8 SP

Battle-Defense

LEVEL 1
Wind Wall

STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1		4 pts	Self	1 Square	Initiative	4 Rounds	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/Thrwn
COUNTER:Same Spell
ENHANCEMENTS:
| Lvl 14 | Duration X2 | 8 SP |
| Lvl 9 | Duration +50% | 6 SP |

LEVEL 3 NAE'EM
Wind Wall For Nae'Em Hunter

STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1		4 pts	4 Sqs / Tier	1 Recipient	Initiative	4 Rounds	No Save

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

LEVEL 10
Tornado Wall

STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1		12 pts	Self	3x3 Squares	2 Rounds	10 Minutes	SKL: 1 Spell passes thru

A wind whips small loose debris from area back and forth in front of caster.
AC+4 vs Melee/Ranged/Thrown which protects the caster from attacks.
All people in the adjacent squares to the casters take 1d4 damage each round.
Melee attackers: Debris causes attackers to take 1d4 damage.
Thrown/Ranged attackers: Does NOT affect attackers.

COUNTER:Same Spell
ENHANCEMENTS:
Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL 12
Circle of Animal Protection

STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1		12 pts	Touch	2x2x2 Sq Sphere	2 Minutes	1 Hour	SKL: 2 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

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LEVEL 1 — Rose Thorns

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

FOCUS:Total +10 ToHIT bonus
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 12   Range X2   8 SP
Lvl 9   Range +50%   6 SP

LEVEL 2 — Hail Attack

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM: 2
		4 pts	8 Squares	1 Square	Initiative	Instant	1/2 Damage

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.

FOCUS:+4d4
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 12   Range X2   8 SP
Lvl 14   Damage X2   12 SP
Lvl 9   Damage +50%   8 SP

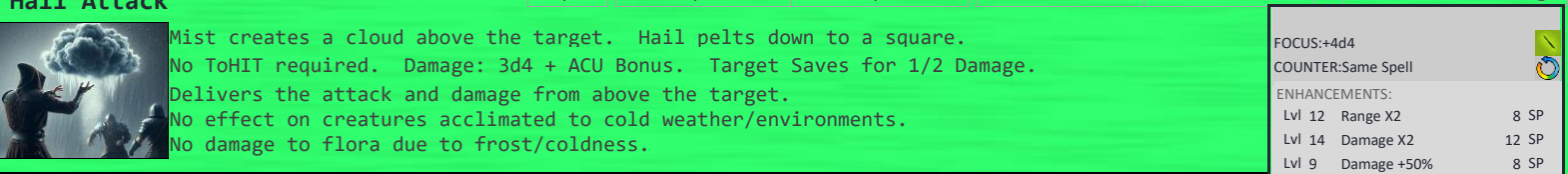## LEVEL 4 — Conjure Native Beetles

	STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 2
		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.
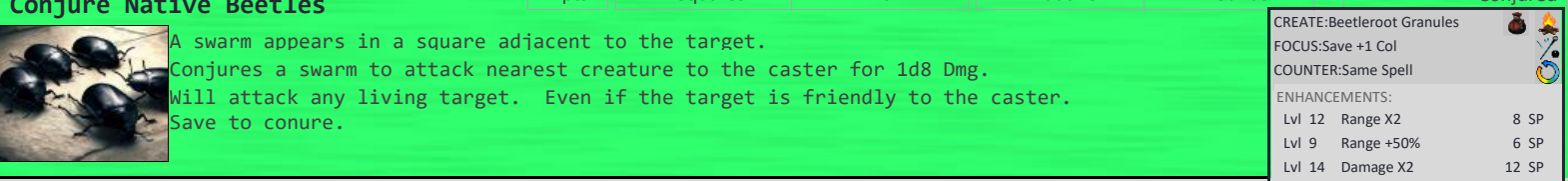
CREATE:Beetleroot Granules
FOCUS:Save +1 Col
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 12   Range X2   8 SP
Lvl 9   Range +50%   6 SP
Lvl 14   Damage X2   12 SP

LEVEL 8 — Hail Stones

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM: 2
		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 — Class Power Attack

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM: 3
		12 pts	8 Squares	1 Target	Initiative	1 Round	1/2 Dmg if same

Power surges towards the enemy. Type-> SYL:Ice, STM:Elect, ORX:Force, EOL:Acid
Bolt of power: Dmg 4d10+ACU Bonus. No ToHIT required.
Save for 1/2 dmg IF same class.   Use comparison Save.

FOCUS:Knockback w/ RM:3
COUNTER:Same Spell
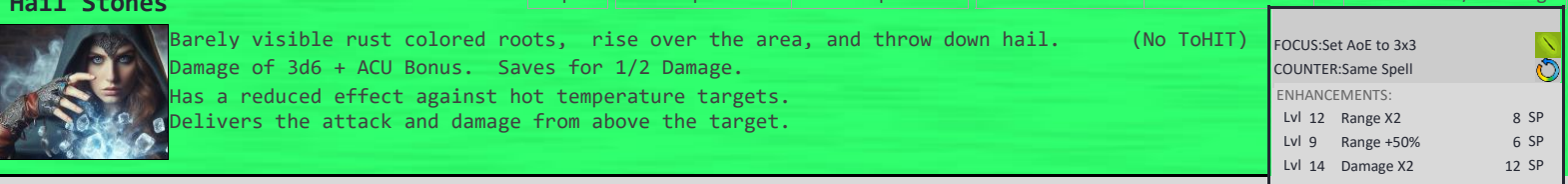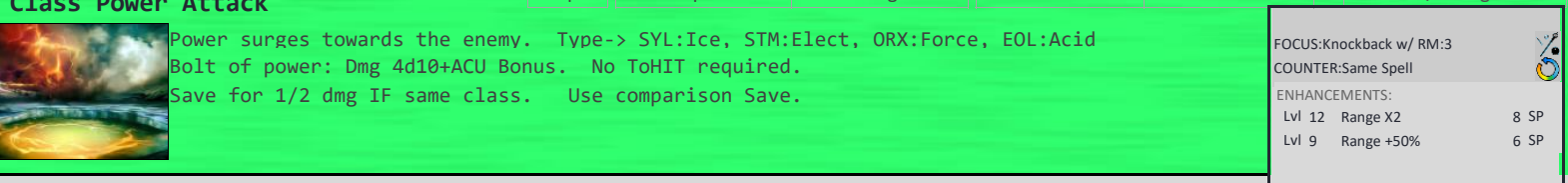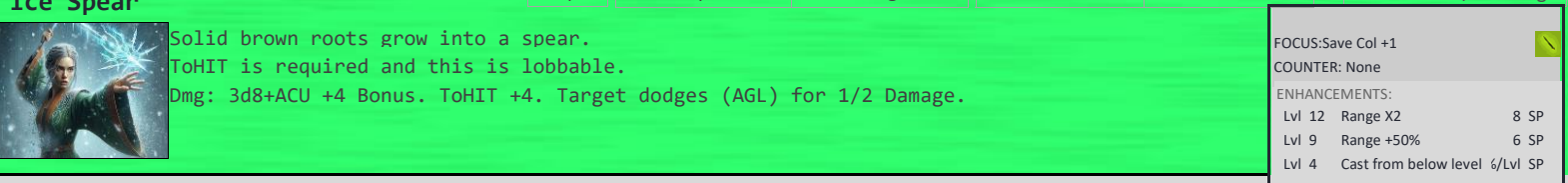ENHANCEMENTS:
Lvl 12   Range X2   8 SP
Lvl 9   Range +50%   6 SP

LEVEL 13 — Ice Spear

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: AGL: 2
		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.
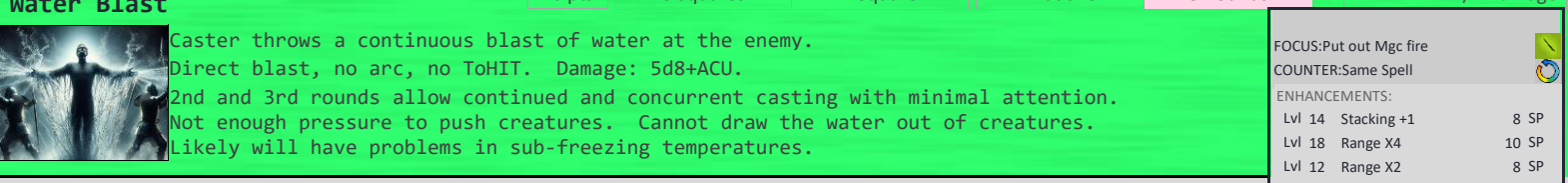
FOCUS:Save Col +1
COUNTER: None
ENHANCEMENTS:
Lvl 12   Range X2   8 SP
Lvl 9   Range +50%   6 SP
Lvl 4   Cast from below level 6/Lvl SP

LEVEL 16 — Water Blast

	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: AGL: 2
		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

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Battle-Prep

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

LEVEL 5		STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: BRU: 2
Entangle			8 pts	Touch	2x2 Squares	1 Minute	4 Hours	Exited

Caster throws etheral 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.

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

LEVEL 12		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: BRU: 3
Circle of Containment			12 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours	Exit Circle

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.

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

Creation-Meta

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

Environ-Nature

| 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 Pow
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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Animal Connection (Ae'Em)

LEVEL 6	NAE'EM	STACK 5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
			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 Available. Lvl:5
ENHANCEMENTS:
Lvl 14 Save -1 Col   8 SP
Lvl 18 Range X4   10 SP
Lvl 12 Range X2   8 SP

Control Wind Sphere

LEVEL 11	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
		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

Control Water

LEVEL 17	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
		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

Find-Hide-Reveal

Detect Magic

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

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

Hide in a Plant

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		

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

Search for Arcane Focus Item

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

Caster is soley 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

Reveal True Name

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		

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

-Sylvan

Food-Water

Draw Up Ground Water

LEVEL 1 | STACK 99 | COST 4 pts | RANGE Touch | AREA OF EFFECT 2 Skins/Tier | ROLL OUT 5 Minutes | DURATION Permanent | SAVE: No Save

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 continuosly 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

Improve Food

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

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

Increase Food

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

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 QUADRIPLE 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

Bring Out Rain Water

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

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

Divining Water

LEVEL 5 | STACK 1 | COST 8 pts | RANGE 1/4 Mark | AREA OF EFFECT 15 Sqs Deep | ROLL OUT 30 Minutes | DURATION Permanent | SAVE: SKL: Vary / Found water

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

Forced Heal 1d6 HP (+more)

LEVEL 1 | STACK 1 | COST 4 pts | RANGE 1 Square | AREA OF EFFECT 1 Target | ROLL OUT Initiative | DURATION Permanent | SAVE: No Save

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

Sylvan Forced Healing 1d6 HP

LEVEL 1 | STACK 99 | COST 4 pts | RANGE Touch | AREA OF EFFECT 1 Creature | ROLL OUT Initiative | DURATION Permanent | SAVE: No Save

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

-Sylvan

Animal Healing

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
		-4 pts	4 Sqs	1 Animal	1 Minute	Permanent	No Save

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 Healing 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

Ranged Forced Healng 2d8+2 HP

LEVEL 12

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
		12 pts	6 Squares	1 Target	Initiative	Permanent	No Save

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.

COUNTER: None
ENHANCEMENTS:
Lvl 20   Rollout Instant   16 SP
Lvl 9   Range at 1 Sq   6 SP
Lvl 14   Duration X2   8 SP

N Ae'Em-Animal

Invoke Pet

LEVEL 1 NAE'EM

	STACK Pet / Ti	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 2
		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

Speak to Domesticated Animals

LEVEL 4 NAE'EM

	STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
		4 pts	Touch	1 Animal	5 Minutes	4 Hours	No Save

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

Befriend An Animal

LEVEL 6 NAE'EM

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 2
		8 pts	10 Squares	1 Animal	1 Minute	8 Hours	Animal is calmed

Assists with other animal spells which untilize 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/Frenzed okay.
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 9   Range +50%   6 SP
Lvl 18   Duration X4   10 SP
Lvl 14   Duration X2   8 SP

Speak With A Wild Animal

LEVEL 7 NAE'EM

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

View An Animal (Ae'Em)

LEVEL 7 NAE'EM

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
		8 pts	PMP	1 Ae'Em, 1 sq above	5 Minutes	1 Hour	No Save

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

-Sylvan

Call A Kindred Spirit Animal
LEVEL 8 NAE'EM | **STACK** 1 | **COST** 16 pts | **RANGE** 1 Square | **AREA OF EFFECT** 1 Sq Area | **ROLL OUT** 7 Days | **DURATION** Permanent | **SAVE:** | **SKL:** 2 | 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

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

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

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

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

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

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

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

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

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

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

Protect Nae'Em Hunter vs Missiles
LEVEL 8 NAE'EM | **STACK** 1 | **COST** 8 pts | **RANGE** 12 Squares | **AREA OF EFFECT** 1 Target | **ROLL OUT** 2 Minutes | **DURATION** 8 Hours | **SAVE:** No Save

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

-Sylvan

N Tae'Em-Thing

LEVEL 2 — Ribbon Horse

	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 — Seaweed Dolphin

	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 — Ribbon Bat

	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 — Vine Wolf

	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: Attck: 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

N Vae'Em-Venue Site

LEVEL 20 — NAE'EM — Nae'Em Natural Landmark

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		20 pts	4 Square	1 Landmark	2 Hours	Permanent		

Caster glows lightly during the entire Rollout.
A remembered image of location becomes a destination point for portals/scrys.
Unlimited number of locations can be made, but MUST be documented.
Caster needs to become very familiar with the location/venue.
Requires a 3x3 sq area that is safe to stand in.

FOCUS: Close to Landmark
COUNTER: None
ENHANCEMENTS:
Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP

Other-Counter

LEVEL 0 — No Counter Available

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

DO NOT DELETE !!!!   This is a counter

COUNTER: None
ENHANCEMENTS:
| Lvl 0 | No Enhancements | 0 SP |

LEVEL 0 — Unable To Continue

	STACK 0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		pts	0	0	0	0		

Missing from compact report
COUNTER ACTION: Person is unable to continue
xx

COUNTER: None
ENHANCEMENTS:
| Lvl 0 | No Enhancements | 0 SP |

-Sylvan

Personal-Connections

LEVEL 2 — NAE'EM — Connect With A Hunter

STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	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 7 — NAE'EM — Create Permanent Nae'Em

STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 2
	12 pts	1 Square	1 Recipient	4 Days	Permanent	Created

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:
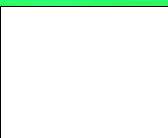| Lvl 10 | Rollout Halved | 6 SP |
| Lvl 18 | Range X4 | 10 SP |

LEVEL 9 — NAE'EM — Find Clues To True Name

STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM: 2
	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 — Connect To An Arcane Focus Item

STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM: 3
	36 pts	Touch	1 Item	3 Days	Permanent	Connected

Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollou
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 — Small Domestic Pet Form

STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	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 — Alter Self - Medium Sized Dog/Cat

STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	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.
ENHANCEMENTS:
Lvl 6	Subtle Casting	4 SP
Lvl 12	Rollout Init	12 SP
Lvl 18	Duration X4	10 SP

LEVEL 12 — Caster Becomes Ribbon Creature

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: :
	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

-Sylvan

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

	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:Dbl Move:DblTime 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.
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:Dbl 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.
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:Dbl 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:Dbl 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 **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 | |

Brownn roots grab and secure a lean-to to the ground.
Requires a Nae'Emed 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

-Sylvan

Grow A Plant Canopy

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

Tree House

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.

CREATE:Pine Seeds of Tree House
FOCUS:Stairs or Ladder.
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved   6 SP
Lvl 12 Range X2   8 SP
Lvl 9   Duration +50%   6 SP

Fort of Thorns

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-temperate environments.

FOCUS:Adds a roof
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 10 Rollout Halved   6 SP
Lvl 14 Duration X2   8 SP
Lvl 9   Duration +50%   6 SP

Travel-Mundane

Attach Wings To Animal

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.

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

Personal Wings Of Flying

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.

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

Utility-

Arcane Light with Class Hue

LEVEL 1			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
				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

Breath Water

LEVEL 3			STACK 9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
				4 pts	Touch	1 Creature	5 Minutes	1 Day	

The recipient can breath normally while under water.
The recipient must begin submersion within 5 rounds (30 sec) of casting.
Spell ends when recipient breaths air or Duration ends. Soonest.
Recipient is not able to talk while breathing water.

CREATE:Water Breathing Leaf
FOCUS:Duration X3
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 18 Duration X4   10 SP
Lvl 14 Duration X2   8 SP
Lvl 9   Duration +50%   6 SP

-Sylvan

Shadow of the Magi

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