





-Sylvan

## Battle-Defense

<b>LEVEL</b>	<b>1</b>	<b>COST</b>	<b>RANGE</b>	<b>AREA OF EFFECT</b>	<b>ROLL OUT</b>	<b>DURATION</b>	<b>SAVE:</b>	No Save
<b>Wind Wall</b>		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.							<b>FOCUS:</b> +2 AC vs Rnged/Thwrn <b>COUNTER:</b> Same Spell <b>ENHANCEMENTS:</b> 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			
 <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> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 14 Duration X2 8 SP</div> <div>Lvl 9 Duration +50% 6 SP</div>													

## Battle-Offense

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			
		<p>The caster flicks their wrist to throw thorns at the target.</p> <p>A single ToHIT+4 for 2d6+ACU Bonus Thorns (1 Dmg each).</p> <p>The attack is directed to a single target via a ToHIT roll with a +4 bonus.</p> <p>Blunder rolls merely indicate the target was missed.</p>															
		<div><div>FOCUS:Total +10 ToHIT bonus</div><div>COUNTER:Same Spell</div><div>ENHANCEMENTS: Lvl 12   Range X2                  8 SP Lvl 9     Range +50%              6 SP</div></div>															

LEVEL

2

STACK

1

COST

4 pts

RANGE

8 Squares

AREA OF EFFECT

1 Square

ROLL OUT

Initiative

DURATION






Instant

SAVE:


RM: 2

1/2 Damage

</

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

## Battle-Prep

LEVEL	2	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE	No Save
				4 pts		Self		Caster		1 Hour		3 Days			
<div>  <div> <h2>Triggered Forced Healing</h2> <p>Damage triggers 2d8 rolled. Damage first, then 2x Healing.</p> <p>In effect until duration is over or is used.</p> <p>Does NOT allow the choice to not use it.</p> <p>Only 1 triggered health can be in place at any time.</p> </div> </div>															
														<div> <div>CREATE:Triggered Forced Health Dr</div> <div>FOCUS:Stack+1</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 10 Rollout Halved</div> <div>Lvl 16 Healing +4</div> <div>Lvl 18 Duration X4</div> </div> <div> <div>6 SP</div> <div>10 SP</div> <div>10 SP</div> </div> </div>	

-Sylvan

Environ-Nature

LEVEL

2

STACK

99

COST

4 pts

RANGE

tes normal healthy g

AREA OF EFFECT

4x4 Sqs

ROLL OUT

1 Hour


DURATION

Permanent

SAVE

No Save

Plant Healthy Growth



Barely visible olive colored roots Wind Around The Base Of The Plants.

Promotes normal healthy growth.

CREATE:Healthy Plant Growth Power

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

4 pts

RANGE

4 Squares

AREA OF EFFECT

4x4 Squares

ROLL OUT

10 Minutes

DURATION

Permanent

SAVE:

SKL: 2

Disease Gone

Remove Plant Disease

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

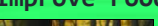
6 SP

LEVEL	4			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		SKL: 3	GM		
Predict Weather						4 pts		Self		Up to 5 Marks		1 Hour		1 Week				Weather Results			
				<p>Barely visible sepia colored roots rise into the air, hover, then float down.</p> <p>Predicts Weather patterns for a wk. GM rolls casters MGC:3</p> <p>Estimation of likely/known changes coming within the week.</p>																	
				<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr></table>															Lvl 10	Rollout Halved	6 SP
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## Food-Water

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1		99	4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent		
<div><div></div><div><p>Blue and Orange ribbons burrow into the ground. Pull water from ground. 2 skins per Tier. 1 skin in dry areas. Typical person requires 1 skin per day. Deserts mean 2 per day. Does NOT continously draw water from the same spot, Each repeat adds 10% to failure chance (1d100 roll).</p></div></div>									

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

LEVEL	4			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
						4 pts		1 Square		4 Meals		10 Minutes		1 Hour			
<div> <div>Improve Food</div>  </div>		<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>														<div> <div>FOCUS:Duration = 1 day</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 10 Rollout Halved</div> <div>Lvl 14 Duration X2</div> <div>Lvl 12 AoE X2</div> </div> <div> <div>6 SP</div> <div>8 SP</div> <div>6 SP</div> </div> </div>	

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

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

Lvl 12 Range X2


Lvl 9 Range +50%

6 SP


8 SP

6 SP


## Health-Life-Death


LEVEL			STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1				4 pts	1 Square	1 Target	Initiative	Permanent		
<b>Forced Heal 1d6 HP (+more)</b>										
<div><div></div><div>Healing energy drawn from all parts of the body are forced to the wounded area. First roll the dice and calculate full healing with enhancements, Then apply as force damage to the target, if the target is dead next steps fail. Lastly, apply the full healing time two (x2) to the target. This becomes more powerful (and more costly) with the Enhancements.</div></div>										
<div><div>FOCUS:Fragility Save - 1 Column</div><div>COUNTER: None</div><div>ENHANCEMENTS:</div><div><div>Lvl 18</div><div>Range X4</div><div>10 SP</div></div><div><div>Lvl 14</div><div>Range At 3 Sqs</div><div>8 SP</div></div></div>										

## -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)						<div>FOCUS:+1 HP per die</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 at 1 Sq</td><td>6 SP</td></tr></table>		Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range at 1 Sq	6 SP
Lvl 18	Range X4	10 SP																				
Lvl 12	Range X2	8 SP																				
Lvl 9	Range at 1 Sq	6 SP																				

## N Ae'Em-Animal

LEVEL	1	NAE'EM		STACK	Pet/ Ti	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	Pet Responds									
Invoke Pet						4 pts	Self	2 Marks	1 Hour	1 Week / Tier												
						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.						<div>FOCUS:See/Hear as pet.</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <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 14</td><td>Duration X2</td><td>8 SP</td></tr></table>		Lvl 14	Stacking +1	8 SP	Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP
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.						<div>FOCUS:Recipient</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><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><tr><td>Lvl 18</td><td>AoE = 2 Targets</td><td>10 SP</td></tr></table>		Lvl 18	Duration X4	10 SP	Lvl 9	Duration +50%	6 SP	Lvl 18	AoE = 2 Targets	10 SP
Lvl 18	Duration X4	10 SP																				
Lvl 9	Duration +50%	6 SP																				
Lvl 18	AoE = 2 Targets	10 SP																				

## N Tae'Em-Thing

LEVEL	2			STACK	Per Tie	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
Ribbon Horse						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.						<div>FOCUS:Looks almost Real-ish.</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 20</td><td>Rollout Instant</td><td>16 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 18</td><td>AoE = 2 Targets</td><td>10 SP</td></tr></table>		Lvl 20	Rollout Instant	16 SP	Lvl 14	Duration X2	8 SP	Lvl 18	AoE = 2 Targets	10 SP
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## Other-Counter




LEVEL	0			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save				
No Counter Available						pts										
						DO NOT DELETE !!!! This is a counter						<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 0</td><td>No Enhancements</td><td>0 SP</td></tr></table>		Lvl 0	No Enhancements	0 SP
Lvl 0	No Enhancements	0 SP														

LEVEL	0			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save				
Unable To Continue						pts	0	0	0	0						
						Missing from compact report COUNTER ACTION: Person is unable to continue xx						<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 0</td><td>No Enhancements</td><td>0 SP</td></tr></table>		Lvl 0	No Enhancements	0 SP
Lvl 0	No Enhancements	0 SP														




-Sylvan


## Personal-Connections

LEVEL	2	NAE'EM		STACK	2	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Connect With A Hunter				4 pts		1 Square		1 Recipient		2 Days		Permanent					
 <p>Caster creates a green glowing connection to the Hunter.            Permanent mental bond allows either party to initiate and/or accept.            Each person must be within the same PMP to communicate.            Arcane (Ancient Magic) will erase the bonding.            This spell will only support 2 (See Stack) connections to Hunters.</p>				FOCUS: Healing through Nae'Em  COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP													

Shape Change

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Small Domestic Pet Form				4 pts	Touch	Self	5 Rounds	4 Hours		
				Caster morphs into the pet slowly over 30 secs Caster able to take the form of a common domestic pet. Caster morphs into the pet slowly over 30 secs Move = 1/2 Move      No use of Spells/Skills in this form						
				FOCUS: + 8 hours COUNTER: None ENHANCEMENTS: Lvl 12   Rollout Init      12 SP						

## Shelter-Rest-Protection

LEVEL	3	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<h3>Assist Hunter's Lean-To</h3> <div>  <p>Brown roots grab and secure a lean-to to the ground.            Requires a Nae'Em Hunter's Lean-To, hut, or shelter to be made first.            Reinforces Hunters creation to be stronger and more water Tight.            Allows for 2 more people.</p> </div>											
					4 pts	Touch	1 Lean-To	10 Minutes	2 Hours		





FOCUS:COL+1

COUNTER: None

ENHANCEMENTS:

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

Utility-

LEVEL	1			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save									
Arcane Light with Class Hue						4 pts		Self		Varies		Initiative		4 Hours												
						<div>With a twirling of the fingers the caster brings about light!</div> <div>No Focus = Candle power. With Focus caster can set power.</div> <div>This spell does stay fixed in relation to the caster, right above them.</div> <div>Use a Focus item for control of light brightness.</div>																				
						<div>CREATE:Astral Candle Light Powder </div> <div>FOCUS:Brighter by Tier </div> <div>COUNTER:Same Spell </div> <div>ENHANCEMENTS:</div> <table><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><tr><td>Lvl 18</td><td>Duration - EOY</td><td>20 SP</td></tr></table>												Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP	Lvl 18	Duration - EOY	20 SP
Lvl 14	Duration X2	8 SP																								
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Lvl 18	Duration - EOY	20 SP																								

LEVEL

3

STACK

9

COST

4 pts

RANGE

Touch

AREA OF EFFECT

1 Creature

ROLL OUT

5 Minutes


DURATION

1 Day


SAVE:


No Save


Breath Water



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.

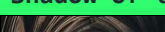
CREATE: Water Breathing Leaf
 

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

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										
				<p>Stays fixed right above the caster.</p> <p>Darkness to continues for up to 4 rds after the concentration has stopped.</p> <p>Caster to creates darkness that will stay centered above them.</p> <p>Keep darkness active by lightly concentrating on the spell,</p> <p>Other spells actions that do not state a need to concentrate may be used.</p>																
				<div><div>CREATE:Dust of Darkness</div><div>FOCUS:Dur=20 Min (No conc)</div><div>COUNTER:Same Spell</div><div>ENHANCEMENTS:</div><table><tr><td>Lvl 20</td><td>Rollout Instant</td><td>16 SP</td></tr><tr><td>Lvl 14</td><td>Range At 3 Sqs</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Range at 1 Sq</td><td>6 SP</td></tr></table></div>								Lvl 20	Rollout Instant	16 SP	Lvl 14	Range At 3 Sqs	8 SP	Lvl 9	Range at 1 Sq	6 SP
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