









-Sylvan

Altered Reality




LEVEL	3	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				4 pts	Touch	1 Creature	5 Minutes	1 Day			
Breath Water		<p>The recipient can breath normally while under water.</p> <p>The recipient must begin submersion within 5 rounds (30 sec) of casting.</p> <p>Spell ends when recipient breaths air or Duration ends. Soonest.</p> <p>Recipient is not able to talk while breathing water.</p>									<p>CREATE:Water Breathing Leaf </p>

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				
Seaweed Dolphin						<div><div>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</div></div>						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									
Ribbon Bat							8 pts	Self	Self	10 Minutes	2 Hours											
 <p>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</p>												<p>FOCUS:Low Light Vision</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 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 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
Lvl 10	Rollout Halved	6 SP																				
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LEVEL	7	NAB'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
Vine Wolf					8 pts	Self	Self	10 Minutes	2 Hours												
			<p>Ribbons create a wolf which act mostly like normal wolf.</p> <p>Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run</p> <p>Ribbons create a wolf which act mostly like a normal wolf.</p> <p>Ribbons wolves are not as good as real woloves.</p> <p>Stats: HP:12 AC:16/12 Move:12 Sqs walk 20 sqs run</p>								<p>FOCUS:Attk: 1x1 1d6 Dmg</p> <p>COUNTER:Same Spell</p> <p>ENHANCEMENTS:</p> <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 9</td><td>Damage +50%</td><td>8 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Damage +50%	8 SP
Lvl 10	Rollout Halved	6 SP																			
Lvl 14	Duration X2	8 SP																			
Lvl 9	Damage +50%	8 SP																			

Battle Actions/Prep

LEVEL	5	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2	Exit
Entangle				8 pts	Touch	2x2 Squares	1 Minute	4 Hours			
 <p>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.</p> <p>Root/vines/branches in area reach out and attempt to grab any moving creatures.</p> <p>If no root/vine/branch are in the environment then brown ribbons reach out.</p> <p>Save required to move from square to square until fully out.</p>											
<div> <div> <p>FOCUS:Aoe: 3x3</p> <p>COUNTER:Same Spell</p> <p>ENHANCEMENTS:</p> <p>Lvl 12 Rollout Init 12 SP</p> <p>Lvl 14 Range At 3 Sqs 8 SP</p> <p>Lvl 4 Aura Brightens -2 SP</p> </div> <div>   </div> </div>											

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												
				<p>Ghostly light brown roots rise and spiral around the caster.</p> <p>A single square whirlwind provides AC+2 vs Ranged/Thrown attacks.</p> <p>Tornado stays with caster as they move, but cannot push into occupied square.</p> <p>Casting is not affected by the tornado unless the spell is vulnerable to wind.</p> <p>This can NOT be combined with other spells such as Heat Wave Wall.</p>								<p>FOCUS:+2 AC vs Rnged/Thrnw</p> <p>COUNTER:Same Spell</p> <p>ENHANCEMENTS:</p> <table><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><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>		Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
Lvl 18	Duration X4	10 SP																				
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. 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.</p>						FOCUS:Instant Rollout						
						COUNTER:Same Spell						
						ENHANCEMENTS:						
						Lvl 12	Range X2					
Lvl 14	Duration X2						8 SP					
Lvl 9	Duration +50%						6 SP					

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Battle Offense

LEVEL	1	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	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	8	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

Enchantments

LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
				8 pts	Touch	1 Item	6 Minutes	Permanent	Comparative	



List of spells that can be affected are in the Full Description list.
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, except as noted by each spell.


COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range at 1 Sq	6 SP

Fences and Shelters

LEVEL	3	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Touch	1 Lean-To	10 Minutes	2 Hours			



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.


FOCUS:COL+1
COUNTER: None

ENHANCEMENTS:

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

Find or Reveal

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:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

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

Healing and Rest

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	1	4 pts	1 Square	1 Target	Initiative	Permanent	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

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	99	4 pts	Touch	1 Creature	Initiative	Permanent	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

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
2	1	6 pts	Self	Caster	1 Hour	3 Days	No Save



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:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Healing +4	10 SP
Lvl 18	Duration X4	10 SP

Light-

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



DO NOT DELETE !!!! This is a counter


COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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Light and Darkness

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	99	4 pts	Self	Varies	Initiative	4 Hours	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:


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	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4	99	4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds	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:Dispel Magic Spell Lvl:1



ENHANCEMENTS:

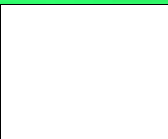
Lvl 20	Rollout Instant	16 SP
Lvl 14	Range At 3 Sqs	8 SP
Lvl 9	Range at 1 Sq	6 SP



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Nae'Ems


LEVEL	2	NAE'EM		STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save						
						4 pts	1 Square	1 Recipient	2 Days	Permanent								
Connect With A Hunter																		
 <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>																		
<div>FOCUS:Healing through Nae'Em</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 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																


LEVEL	7	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						
Create Permanent Nae'Em																		
 <p>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.</p>																		
<div>FOCUS:SKL:1</div> <div>COUNTER:Rollout Interruption Lvl:1</div> <div>ENHANCEMENTS:</div> <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
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Lvl 18	Range X4	10 SP																


LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save			
						8 pts	Self	PMP	30 Minutes	5 Minutes					
Portal To Nae'Em															
 <p>portal can't be opened/created unless Nae'Em agrees to the portal. portal can't be opened/created unless Nae'Em agrees to the portal. the caster and one other person can pass through. Or Nae'Em and one other person can pass through. First to pass through must be either the Nae'Em or the caster.</p>															
<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
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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											
Protect Nae'Em Hunter vs Missiles																					
 <p>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.</p>																					
<div>FOCUS:Agility Saves +20</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 9</td><td>Range +50%</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table>													Lvl 10	Rollout Halved	6 SP	Lvl 9	Range +50%	6 SP	Lvl 14	Duration X2	8 SP
Lvl 10	Rollout Halved	6 SP																			
Lvl 9	Range +50%	6 SP																			
Lvl 14	Duration X2	8 SP																			

Natural Environment

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											
Plant Healthy Growth																					
 <p>Barely visible olive colored roots Wind Around The Base Of The Plants. Promotes normal healthy growth.</p>																					
<div>CREATE:Healthy Plant Growth Pow</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
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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									
						4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent		Disease Gone									
Remove Plant Disease																					
 <p>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.</p>																					
<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			
						4 pts	Self	Up to 5 Marks	1 Hour	1 Week		GM			
Predict Weather															
 <p>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.</p>															
<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													

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LEVEL	4	NAE'EM			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Speak to Domesticated Animals													
	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> <div>Lvl 18Duration X410 SP</div> <div>Lvl 9Duration +50%6 SP</div> <div>Lvl 18AoE = 2 Targets10 SP</div>		

LEVEL	6	NAE'EM			STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Animal Connection (Ae'Em)													
	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: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14Save -1 Col8 SP</div> <div>Lvl 18Range X410 SP</div> <div>Lvl 12Range X28 SP</div>		

LEVEL	6	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Animal Healing													
	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										<div>CREATE:Animal Healing Nutrients</div> <div>FOCUS:+4 HP</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 12Rollout Init12 SP</div> <div>Lvl 12Range X28 SP</div> <div>Lvl 9Range +50%6 SP</div>		



LEVEL	6	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Befriend An Animal													
	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.										<div>CREATE:Animal Nuggets</div> <div>FOCUS:Enraged/Frenzed okay.</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 9Range +50%6 SP</div> <div>Lvl 18Duration X410 SP</div> <div>Lvl 14Duration X28 SP</div>		


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.										<div>FOCUS:+ a Wall</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10Rollout Halved6 SP</div> <div>Lvl 18Range X410 SP</div> <div>Lvl 14Duration X28 SP</div>		

LEVEL	7	NAE'EM			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Speak With A Wild Animal													
	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).										<div>FOCUS:Rollout = Initiative</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10Rollout Halved6 SP</div> <div>Lvl 12Range X28 SP</div> <div>Lvl 14Duration X28 SP</div>		

LEVEL	7	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
View An Animal (Ae'Em)													
	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.										<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18Duration X410 SP</div> <div>Lvl 14Duration X28 SP</div> <div>Lvl 9Duration +50%6 SP</div>		

-Sylvan

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

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


LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Alter Self - Medium Sized Dog/Cat						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
ENHANCEMENTS:
Lvl 12 Rollout Init 12 SP
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP



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


Summon or Send


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			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		



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.

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	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Call Hunting Pack						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


-Sylvan


LEVEL	8	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2										
Convoke Animal Mount							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.								<div>FOCUS:+ Passenger</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 9</td><td>Range +50%</td><td>6 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 9	Range +50%	6 SP	Lvl 14	Duration X2	8 SP	Lvl 18	AoE = 2 Targets	10 SP
Lvl 9	Range +50%	6 SP																					
Lvl 14	Duration X2	8 SP																					
Lvl 18	AoE = 2 Targets	10 SP																					


Traveling (PMP)


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.						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	


Utility or Misc

LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Draw Up Ground Water					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 continously 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	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			
				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	

LEVEL	4			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Increase Food						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 QUADRIPL 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	
Permanently Preserve Food						12 pts	4 Squares	1 Square Cube	2 Hours	Permanent			
						Each normal container within the AOE is sealed. Max of 150 meals. Only mundane foods can be preserved. No magical food or containers.						FOCUS: COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 12 AoE X2 6 SP	

LEVEL	5			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Bring Out Rain Water						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	