

# -Sylvan

## Altered Reality


LEVEL		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
3		9		4 pts	Touch	1 Creature	5 Minutes	1 Day	No Save	
<b>Breath Water</b>										
				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	
5	NAE'EM	1		8 pts	3 Marks	1 Dolphin	10 Minutes	2 Hours	No Save	
<b>Seaweed Dolphin</b>										
				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	
6	NAE'EM	1		8 pts	Self	Self	10 Minutes	2 Hours	No Save	
<b>Ribbon Bat</b>										
				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	
7	NAE'EM	1		8 pts	Self	Self	10 Minutes	2 Hours	No Save	
<b>Vine Wolf</b>										
				Ribbons create a wolf which act mostly like normal wolf. Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run Ribbons create a wolf which act mostly like a normal wolf. Ribbons wolves are not as good as real wolves. Stats: HP:12 AC:16/12 Move:12 Sqs walk 20 sqs run					FOCUS:Attkc: 1x1 1d6 Dmg COUNTER:Same Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP	
11		1		12 pts	16 Squares	1 Image	1 Minute	1 Hour	No Save	
<b>Illusional Bear</b>										
				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 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	
13		1		16 pts	8 Squares	1 Image	1 Minute	2 Hours	No Save	
<b>Illusional Condor</b>										
				Barely visible copper colored roots rise into flight as it becomes a condor. Illusional Condor					FOCUS:Set Mood COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	
13		1		16 pts	8 Squares	1 Image	1 Minute	2 Hours	No Save	
<b>Illusional Dolphin</b>										
				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 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	

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## Battle Actions/Prep

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

**Entangle**



Caster throws ethereal vines into the AoE. The vines blend & wait for their victim. This allows a trap to be sprung hours after the caster has left. Root/vines/branches in area reach out and attempt to grab any moving creatures. If no root/vine/branch are in the environment then brown ribbons reach out. Save required to move from square to square until fully out.


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

**Circle of Animal Protection**



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

## Battle Defense

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	1 Square	Initiative	4 Rounds		

**Wind Wall**



Ghostly light brown roots rise and spiral around the caster. A single square whirlwind provides AC+2 vs Ranged/Thrown attacks. Tornado stays with caster as they move, but cannot push into occupied square. Casting is not affected by the tornado unless the spell is vulnerable to wind. This can NOT be combined with other spells such as Heat Wave Wall.


FOCUS:+2 AC vs Rnged/Thwn  
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 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
				4 pts	4 Sqs / Tier	1 Recipient	Initiative	4 Rounds			

**Wind Wall For Nae'Em Hunter**



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

**Tornado Wall**



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

## 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			

**Rose Thorns**



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	1/2 Damage
				4 pts	8 Squares	1 Square	Initiative	Instant			

**Hail Attack**



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



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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

LEVEL	12	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	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	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

## Class Specialty

LEVEL	11	NAE'EM		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 Rollout  
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:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range at 1 Sq	6 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

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LEVEL 13		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 3										
<b>Circle of Containment</b>			16 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours		Exit Circle										
	<p>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.</p>								<p>FOCUS:BRU:&gt;95 COUNTER:Dispell Magic Spell Lvl:1 </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
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Lvl 14	Duration X2	8 SP																	
Lvl 9	Duration +50%	6 SP																	

LEVEL 14		STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
<b>Tree House</b>			16 pts	8 Squares	4 Sq High Tree	30 Minutes	12 Hours												
	<p>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.</p>								<p>CREATE:Pine Seeds of Tree House </p> <p>FOCUS:Stairs or Ladder. </p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 12	Range X2	8 SP	Lvl 9	Duration +50%	6 SP
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LEVEL 19	NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
<b>Fort of Thorns</b>			20 pts	12 Squares	10x10 squares	30 Minutes	12 Hours												
	<p>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-temporate environments.</p>								<p>FOCUS:Adds a roof </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>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																	
Lvl 14	Duration X2	8 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	GM									
<b>Detect Magic</b>			8 pts	2 Squares	1-5 item	5 Minutes	Instant		Sight										
	<p>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.</p>								<p>CREATE:Scroll of Detect Magic </p> <p>FOCUS:Save Col -1 </p> <p>COUNTER:Rollout Interruption Lvl:1 </p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr></table>		Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP
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LEVEL 5		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: Vary										
<b>Divining Water</b>			8 pts	1/4 Mark	15 Sqs Deep	30 Minutes	Permanent		Found water										
	<p>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:&gt;95 to find water in a desert region.</p>								<p>FOCUS:Save Col -1 </p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 20</td><td>AOE X4</td><td>20 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 12	Range X2	8 SP	Lvl 20	AOE X4	20 SP
Lvl 10	Rollout Halved	6 SP																	
Lvl 12	Range X2	8 SP																	
Lvl 20	AOE X4	20 SP																	

LEVEL 9	NAE'EM	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2										
<b>Find Clues To True Name</b>			24 pts	4 Squares	1 Item	2 Hours	Permanent		success										
	<p>Bright Orange ribbons float to the object/person and fade as they surround them. Caster attempts to locate clues to find a True Name.</p>								<p>FOCUS:Rollout Halved. </p> <p>COUNTER:Rollout Interruption Lvl:1 </p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 18	Range X4	10 SP	Lvl 9	Range +50%	6 SP
Lvl 10	Rollout Halved	6 SP																	
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Lvl 9	Range +50%	6 SP																	

LEVEL 9	NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2										
<b>Search for Focus Item</b>			12 pts	Self	1 Mark	1 Day	4 Hours		Found										
	<p>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.</p>								<p>COUNTER:Dispel Magic Spell Lvl:1 </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	16	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Reveal True Name						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:Rollout Interruption Lvl:1  
ENHANCEMENTS:  
Lvl 18 Range X4 10 SP  
Lvl 12 Range X2 8 SP  
Lvl 9 Range +50% 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			



Healing energy drawn from all parts of the body are forced to the wounded area.  
First roll the dice and calculate full healing with enhancements,  
Then apply as force damage to the target, if the target is dead next steps fail.  
Lastly, apply the full healing time two (x2) to the target.  
This becomes more powerful (and more costly) with the Enhancements.

FOCUS:Fragility Save - 1 Column  
COUNTER: None  
ENHANCEMENTS:  
Lvl 18 Range X4 10 SP  
Lvl 14 Range At 3 Sqs 8 SP


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
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	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:Rollout Interruption Lvl:1  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 16 Healing +4 10 SP  
Lvl 18 Duration X4 10 SP


LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Ranged Forced Healing 2d8+2 HP						12 pts	6 Squares	1 Target	Initiative	Permanent			




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

## Hide or Obscure

LEVEL	9	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Hide in a Plant						12 pts	Touch	1 Plant	10 Minutes	2 Hours			

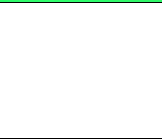


Caster can allow other Sylvan and Hunters to hide with them. (Max of 4 persons)  
Regardless of number of people inside: AC=8 HP=Caster current health.  
Caster melds into the plant and can hear and feel. Can take damage when inside.  
Caster is NOT able to smell, see, speak, or cast while inside.  
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

## Light-

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

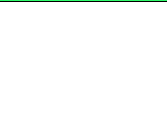


DO NOT DELETE !!!! This is a counter


COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP




# -Sylvan



LEVEL	12		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
<b>Caster Becomes Ribbon Creature</b>					12 pts						
											COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP




## Light and Darkness

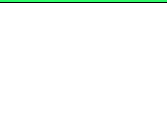
LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Light of Sylvan (Greenish)</b>					4 pts	Self	Varies	Initiative	4 Hours		
 <p>With a twirling of the fingers the caster brings about light! No Focus = Candle power. With Focus caster can set power. This spell does stay fixed in relation to the caster, right above them. Use a Focus item for control of light brightness.</p>											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
<b>Shadow of the Magi</b>					4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		
 <p>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.</p>											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			
				<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>								<p>FOCUS:Healing through Nae'Em COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP</p>	

LEVEL	7	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2							
Create Permanent Nae'Em						12 pts	1 Square	1 Recipient	4 Days	Permanent			Created						
				<p>Bright yellow ribbons encircle the recipient.</p> <p>Permanent mental bond allows either party to initiate and/or accept.</p> <p>Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding.</p> <p>This spell will only support 3 (See Stack) connections to another person.</p> <p>Recipient must Save for connection to work.</p>									<p>FOCUS:SKL:1</p> <p>COUNTER:Rollout Interruption Lvl:1</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr></table>	Lvl 10	Rollout Halved	6 SP	Lvl 18	Range X4	10 SP
Lvl 10	Rollout Halved	6 SP																	
Lvl 18	Range X4	10 SP																	

LEVEL	8		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Portal To Nae'Em</b>					8 pts	Self	PMP	30 Minutes	5 Minutes		
 <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>											COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP

LEVEL	8	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Protect Nae'Em Hunter vs Missiles						8 pts	12 Squares	1 Target	2 Minutes	8 Hours		
 <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> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 9 Range +50% 6 SP</div> <div>Lvl 14 Duration X2 8 SP</div>	

# -Sylvan

LEVEL 15

NAE'EM

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Create Permanent Location Tae'Em

16 pts

10 Squares

2x2 Sq Area

1 Day

Permanent

Location becomes a teleport destination.

FOCUS:Casual

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved

6 SP

Lvl 12 Range X2

8 SP

Lvl 9 Range +50%

6 SP

Natural Environment

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

LEVEL 4

NAE'EM

STACK 7

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Speak to Domesticated Animals


4 pts

Touch

1 Animal

5 Minutes

4 Hours



Spell starts after the rollout & continues as the casters remains in touch.  
Speak and understand domesticated animals, large and small.  
Does not affect non-domesticated animals or monsters.  
Animal will respond within the limits of their intellect.

FOCUS:Recipient

COUNTER: None

ENHANCEMENTS:

Lvl 18 Duration X4

10 SP

Lvl 9 Duration +50%

6 SP

Lvl 18 AoE = 2 Targets

10 SP

LEVEL 6

NAE'EM

STACK 5

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: SKL: 2

Animal Connection (Ae'Em)

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: None

ENHANCEMENTS:

Lvl 14 Save -1 Col

8 SP

Lvl 18 Range X4

10 SP

Lvl 12 Range X2

8 SP

LEVEL 6

NAE'EM

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Animal Healing


-4 pts

4 Sqs

1 Animal

1 Minute

Permanent



Barely visible brown roots Grow At The Casters Feet Then Fades.  
Heal 2d8+4 to domestic or wild woodland animals.  
(treats for the animal to eat)  
Caster GAINS 4 pts when casting this if the animal is healed.  
Max benefit gain of 20 SP

CREATE:Animal 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


# -Sylvan

LEVEL	6	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Befriend An Animal						8 pts	10 Squares	1 Animal	1 Minute	8 Hours	Animal is calmed		
	Assists with other animal spells which utilize a connection of trust. Calms wild woodland and domestic animals. Sets any required Saves to >05. Does NOT work with monsters or civilized creatures. Does NOT affect animals currently enraged, frenzied, or conditioned to attack. Wait and assist the animal to calm then use this spell.										CREATE:Animal Nuggets FOCUS:Enraged/Frenzed okay. COUNTER:Same Spell ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP		
LEVEL	7			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Grow A Plant Canopy						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		
LEVEL	7	NAE'EM		STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Speak With A Wild Animal						8 pts	12 Squares	1 Animal / Tier	1 Minute	1 Hour			
	Can speak with a non-domesticated animal. 1 per tier. The animals will understand and can respond as their experience/view will allow. If done when there is no aggression or battle the Save may be waived. Caster can respond to others in common speech while using this spell. Can be used to connect with an animal and later 'View an An Animal' (Scry).										FOCUS:Rollout = Initiative COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP		
LEVEL	7	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
View An Animal (Ae'Em)						8 pts	PMP	1 Ae'Em, 1 sq above	5 Minutes	1 Hour			
	Portal opens to show the animal the caster has bonded to. This is a top down view from about 1 square above the animal. The spell stays with the animal as it moves. There is no communication through this spell, but can be done with other spells.										COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP		
LEVEL	8	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Call A Kindred Spirit Animal						16 pts	1 Square	1 Sq Area	7 Days	Permanent	Animal arrives		
	Timid animal is bound to the caster. Any kind of domestic or wild animal that is not known for aggression. After Rollout the animal learns enough to attempt rough communication. AC:12/12, Attk 1x1, Init+6, HIT+6, Dmg:1d6, HP:20, Move=8										FOCUS:Hear/See thru animal COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP		
LEVEL	11			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
Control Wind Sphere						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		
LEVEL	14	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	GM
Call Woodland Animal						16 pts	Self	1 Mark	5 Minutes	4 Hours	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		



# -Sylvan


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


LEVEL	20	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Nae'Em Natural Landmark						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


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


LEVEL	12			STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Personal Wings Of Flying						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

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  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 18 Duration X4 10 SP  
Lvl 14 Duration X2 8 SP

# -Sylvan

LEVEL 15	STACK 1	COST 16 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 10 Minutes	DURATION 4 Hours	SAVE: No Save
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Barely visible brown roots envelope the caster to become a hawk.  
AC:18 HP:Db1 Move:Db1 Init:+8 ToHit:+10 Dmg 2d6+4 x0x1  
Barely visible brown roots envelope the caster to become a hawk.

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 14	Damage X2	12 SP

LEVEL 15	STACK 1	COST 16 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 20 Minutes	DURATION 4 Hours	SAVE: No Save
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Barely visible brown roots envelope the caster to become a wolf.  
AC:17 HP:Db1 Move:Db1Time 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

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP

LEVEL 17	STACK 99	COST 20 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 5 Minutes	DURATION 2 Hours	SAVE: No Save
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Shining amber roots Grow To Cover The Caster changing them into a condor.  
AC:20 HP:Db1 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

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP

LEVEL 18	STACK 1	COST 20 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 5 Minutes	DURATION 2 Hours	SAVE: No Save
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Shining amber roots Grow To Cover The Caster changing them into a bear.  
AC:20 HP:Db1 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 20 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 5 Minutes	DURATION 2 Hours	SAVE: No Save
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Shining amber roots Grow To Cover The Caster changing them into a Stingray.  
AC:20 HP:Db1 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

## Summon or Send

LEVEL 1	NAE'EM	STACK Pet/ Ti	COST 4 pts	RANGE Self	AREA OF EFFECT 2 Marks	ROLL OUT 1 Hour	DURATION 1 Week / Tier	SAVE: SKL: 2
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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 4 pts	RANGE 4 Squares	AREA OF EFFECT 1 Mark	ROLL OUT Initiative	DURATION 2 Rounds	SAVE: SKL: 2
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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

## -Sylvan

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

**Call Hunting Pack**





Pack animals are urged to respond to casters call.  
Caster audibly prods a pack for response.  
Casters call is projected throughout AoE. Will be heard as sounds of that pack.  
Possible Packs: Wild Dogs, Wolves, Hyenas, Lions.

FOCUS:+Urgency Save


COUNTER: None

ENHANCEMENTS:

Lvl 16	Rollout 1 Min	8 SP
Lvl 12	AoE X2	6 SP

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

**Convoke Animal Mount**





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

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

**Call Flock of Birds**





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

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

**Call School of Fish**



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

## Traveling (PMP)

LEVEL	2			STACK	Per Tie	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	1 Square	1 Ribbon Horse	4 Minutes	8 Hours			

**Ribbon Horse**



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	
						4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent			

**Draw Up Ground Water**



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	
						4 pts	1 Square	4 Meals	10 Minutes	1 Hour			

**Improve Food**



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



-Sylvan

LEVEL4

STACK3

COST4 pts


RANGE2 Squares

AREA OF EFFECT1-21 Meals

ROLL OUT10 Minutes

DURATIONPermanent

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 QUADRIPLER the amount of Cumber meals.

FOCUS:Ensures food is safe

COUNTER:None

ENHANCEMENTS:  
Lvl 10Rollout Halved6 SP  
Lvl 12Range X28 SP  
Lvl 9Range +50%6 SP

LEVEL4

STACK99

COST12 pts


RANGE4 Squares

AREA OF EFFECT1 Square Cube

ROLL OUT2 Hours

DURATIONPermanent

SAVE:No Save



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 10Rollout Halved6 SP  
Lvl 12Range X28 SP  
Lvl 12AoE X26 SP

LEVEL5

STACK99

COST8 pts


RANGECaster

AREA OF EFFECT1 Square

ROLL OUT1 Minute

DURATIONPermanent

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 6Subtle Casting4 SP  
Lvl 12Rollout Init12 SP