
















# -Sylvan

## Animal Ken


LEVEL	1	NAE'EM		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Call &amp; Direct Small Assistants</b>												
						1 pt	Self	10 Square Radius	30 Rds + Rep	8 Hours		
			small birds, rabbits, frogs, or squirrels eagerly aid the caster with minor tasks. Caster must maintain an Animal Ken Reputation of 1 or higher to cast. Multiply Animal Ken Reputation, if > 0, by 3 & reduce Rollout by that amount. The caster instructs the assistants through an automatic weak Nae'Em.								<b>COUNTER:</b> No counter is available Lvl:1 <b>ENHANCEMENTS:</b> Lvl 6 Subtle Casting 4 SP Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP	
LEVEL	2			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Call &amp; Post Yappy Camp Dog</b>												
						4 pts	Self	Ken + 5 (Radius)	5 Minutes	8 Hours		
			1d4+1 small dogs appear and will stay 'on guard' within the AoE/Camp. Caster must maintain an Animal Ken Reputation of 1 or higher to cast. These dogs will not engage unless they personally are not able to stay out of the fight. However, they also will not stop barking at intruders unless ordered down. Stats: 1-4+1 small Sized dogs. AC:13, HP:15, Attk:x1x1, Init:+0, ToHit:+0, Dmg:1d4.								<b>FOCUS:</b> Dogs stay @ camp <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 16 Rollout 1 Min 8 SP Lvl 9 Duration +50% 6 SP Lvl 12 AoE X2 6 SP	
LEVEL	3	NAE'EM		STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Call &amp; Direct Rodent</b>												
						4 pts	Self	20 Squares	1 Minute	30 Min + Ken		
			A rodent (appropriate to the environment) appears. They are often not noticed by others. This rodent can join and be accepted by other rodents of the same kind. caster must have an Animal Ken Reputation of 1 or higher to cast. Rodent will stay within the AoE and follow directions via the weak Nae'Em. Animal Ken >0. HP=6, AC=19, Attk=x1, Init/ToHit=0, Dmg=1d4.								<b>FOCUS:</b> AoE = 40 Sqs <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 6 Subtle Casting 4 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	
LEVEL	4	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Nae'Em Kept
<b>Summon Feline Familiar</b>												
						8 pts	1/2 Mile	Familiar	2 Days	Permanent		
			Timid common feline is bound to the caster. Any breed of common house cat that is not known for aggression can be summoned. After Rollout the animal learns enough to attempt communication via the Nae'Em. AC:15/15, Attk 1x1, Init+6, ToHit+6, Dmg:1d6, Move=15. Must maintain a reputation of 1 or higher to keep the Familiar. (Scale: -9 to 9)								<b>FOCUS:</b> Nae'Em Break= RM:1 <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 4 Aura Brightens -2 SP Lvl 9 Alter Hair/Whiskers/F 6 SP	
LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1 Nae'Em Kept
<b>Summon Canine Familiar</b>												
						16 pts	1/4 Mile	Familiar	1 Day	Permanent		
			Timid common canine is bound to the caster. Any breed of common dog that is not known for specifically aggression can be summoned. After Rollout the animal learns enough to attempt rough communication via the Nae'Em. AC:15/15, Attk 1x1, Init+4, ToHit+8, Dmg:1d6, Move=12. Must maintain a reputation of 1 or higher to keep the Familiar. (Scale: -9 to 9)								<b>FOCUS:</b> Nae'Em break= fails <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 4 Aura Brightens -2 SP Lvl 9 Alter Hair/Whiskers/F 6 SP	
LEVEL	6	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Nae'Em Kept
<b>Summon Equine Familiar</b>												
						20 pts	2 Marks	Familiar	1d4 Days	Permanent		
			Riding horse Nae'Em bonds to the caster. A standard light riding horse that is not known for aggression can be summoned. After Rollout the animal learns enough to attempt rough communication via the Nae'Em. AC:15/15, Attk 1x1, Init+0, ToHit+0, Dmg:1d4, HP:10, Move=24 or burst of 30. Must maintain an Animal Ken Reputation of 1 or higher to keep the Familiar.								<b>FOCUS:</b> Nae'Em Break= RM:1 <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 4 Aura Brightens -2 SP Lvl 9 Alter Hair/Whiskers/F 6 SP	
LEVEL	7	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Call &amp; Direct Corvus</b>												
						8 pts	self	1 Mark + Rep	20 Minutes	2 Hours		
			Calls a single bird to observe for the caster. Must be a Raven, Crow, or Corvus. This black bird can mingle with any flock of other like birds in the area. Caster must have an Animal Ken Reputation of 1 or higher to cast. Rodent will stay within the AoE and follow directions via the weak Nae'Em. Animal Ken >0. HP=15, AC=22, Attk=x1, Init/ToHit=0, Dmg=1d6.								<b>FOCUS:</b> 50% to draw birds <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	


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LEVEL	8	NAE'EM	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Call & Set Wolverine Defender					8 pts	Self	1 Wolverine	1 Minute	2 Hours		
					The spell calls a small bear-like weasel to defend the caster. This defender will only attack if they or the caster are physically attacked. Caster must have an Animal Ken Reputation of 1 or higher to cast. Wolverine will stay and follow directions via the weak Nae'Em. Ken >0 HP:50 AC:18/15 Attk:x2x2 Init&ToHit+6 Dmg:1d8+Ken Move:12					FOCUS:AoE= 2 Wolverines COUNTER:No counter is available Lvl:1 ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Rollout Init 12 SP Lvl 9 Duration +50% 6 SP	


LEVEL	10	NAE'EM	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Call & Set Wolf Protector					12 pts	16 Squares	1 Image	1 Minute	2 Hours		
					The spell brings a wolf to defend the caster This defender will only attack if they or the caster are physically attacked. Caster must have an Animal Ken Reputation of 1 or higher to cast. Wolf will stay and follow directions via the weak Nae'Em. Ken >0 HP:80 AC:18/18 Attk:x2x2 Init&ToHit+8 Dmg:1d10 Move:15					FOCUS:Set mood COUNTER:No counter is available Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	


## Battle Actions/Prep


LEVEL	5		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2
Entangle					8 pts	Touch	2x2 Squares	1 Minute	4 Hours	Exited	
					Caster throws 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
Protection vs Animals					12 pts	Touch	2x2x2 Sq Sphere	2 Minutes	1 Hour	Can pass thru.	
					Barely visible sepia colored roots reach out to the camp border. Animals crossing into or out of the circle must pass the MGC Save. Does NOT allow any part of the 'Animal' to pass perimeter, if the Save failed.					FOCUS:Column +1 COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP	

## 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		
					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/Thwrn 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
Wind Wall For Nae'Em Hunter					4 pts	4 Sqs / Tier	1 Recipient	Initiative	4 Rounds		
					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
Tornado Wall					12 pts	Self	3x3 Squares	2 Rounds	10 Minutes	Spell passes thru	
					A wind whips small loose debris from area back and forth in front of caster. AC+4 vs Melee/Ranged/Thrown which protects the caster from attacks. All people in the adjacent squares to the casters take 1d4 damage each round. Melee attackers: Debris causes attackers to take 1d4 damage. Thrown/Ranged attackers: Does NOT affect attackers.					COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	



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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	1 Round		




Caster rolls a single ToHIT to be used for all thorns for this spell instance. Each spell instance creates 1d6 thorns per Tier. Each Thorn does 1 HP dmg. Each spell instance must be directed to a single target. Caster can lob this spell over and to a target. Blundered ToHITs are not rolled on the chart and merely miss the target.

FOCUS:Total +10 ToHIT bonus  
COUNTER:Same Spell

ENHANCEMENTS:

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

LEVEL	3			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Conjured
						4 pts	4 Squares	1 Mark	Initiative	2 Rounds		



A swarm appears in a square adjacent to the target. Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg. Will attack any living target. Even if the target is friendly to the caster. Save to conure.


CREATE:Beetleroot Granules

FOCUS:Save +1 Col  
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP

LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 1/2 Damage
						8 pts	12 Squares	2x2 Squares	Initiative	Instant		




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 1/2 Dmg if same
						12 pts	8 Squares	1 Target	Initiative	1 Round		



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

## Creations

LEVEL	7			STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	Self	1 Minute	1 Day		




XX  
XX  
XX

CREATE:

COUNTER: None

## 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.

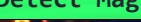
FOCUS:COL+1  
COUNTER: None

ENHANCEMENTS:

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

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Find or Reveal

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	GM
Detect Magic		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>		<div>           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         </div>									

LEVEL

5

STACK

1

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: Vary



Divining Water

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



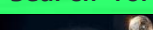

ENHANCEMENTS:


Lvl 10Rollout Halved6 SP

Lvl 12Range X28 SP

Lvl 20AOE X420 SP

LEVEL	6	STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		SKL: 2	GM						
Dispel Magic Spell				8 pts		Touch		1 Item		6 Minutes		Permanent				Comparative							
		<p>List of spells that can be affected are in the Full Description list.</p> <p>GM determines the Save column for the item based on the nature of its power.</p> <p>Caster and GM both roll the Save. The greater success wins out. (Or least loss)</p> <p>Can be used to disrupt permanent magic.</p> <p>Doesn't affect non permanent spells, except as noted by each spell.</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 at 1 Sq</td><td>6 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 18	Range X4	10 SP	Lvl 9	Range at 1 Sq	6 SP
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LEVEL	9	NAME	<div><div></div><div><div></div></div></div>	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		SKL: 2	<div><div></div></div>								
Search for Focus Item						12 pts		Self		1 Mark		1 Day		4 Hours				Found									
<div><div></div><p>Caster is solely able to detect a focus item within range.</p><p>Caster chooses detection method:</p><p>Vibration: Caster feels a vibration which grows as they near the item.</p><p>Audible: Caster hears a low siren which grows louder as they near the item.</p><p>Visual: Caster sees a glowing dot which grows brighter as they near the item.</p></div>				<div>COUNTER:Dispel Magic Spell Lvl:1<div><div></div></div></div> <div>ENHANCEMENTS:</div> <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
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LEVEL	10	NAME	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	success
<div>  <div> <h3>Find Clues To True Name</h3> <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> </div> </div>												
					24 pts	4 Squares	1 Item	2 Hours	Permanent			


FOCUS:Rollout Halved.


COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range +50%	6 SP


Food And Drink

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
1			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 continuously draw water from the same spot, Each repeat adds 10% to failure rate (1d100 roll).</p></div></div>																		
<div><div></div><div><p>FOCUS:+2 Skins extra</p><p>COUNTER: None</p><p>ENHANCEMENTS:</p><table><tr><td>Lvl 16</td><td>Rollout 1 Min</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></div></div>										Lvl 16	Rollout 1 Min	8 SP	Lvl 20	AOE X4	20 SP	Lvl 12	AoE X2	6 SP
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LEVEL	3			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										
	<p>Barely visible red flames surrounds targetted prepared food.</p> <p>Doubles up to 21 meals in casters pack. Does not affect magically created food.</p> <p>All action is in a backpack: Food to be doubled and the resulting food.</p> <p>Does QUADRUPLE the amount of Cumber meals.</p>																			
											<p>FOCUS:Ensures food is safe</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>Range +50%</td><td>6 SP</td></tr></table>	Lvl 10	Rollout Halved	6 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP
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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		




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

## Healing and Rest

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



Damage triggers 2d8 rolled. Damage first, then 2x Healing.  
In effect until duration is over or is used.  
Does NOT allow the choice to not use it.  
Only 1 triggered health can be in place at any time.


CREATE:Triggered Forced Health Dr 

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
					12 pts	12 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



## -Sylvan

# Light and Darkness

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Light of Sylvan (Greenish)				4 pts	Self	Varies	Initiative	4 Hours		
 <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

Shadow of the Magi



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.

4 pts

Self

3 Sq Dia Sphere

Initiative

Conc +4 Rds

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
<b>Connect With A Hunter</b>																	
 <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> <div>FOCUS:Healing through Nae'Em</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 10 Rollout Halved</div> <div>Lvl 12 Range X2</div> </div> <div> <div>6 SP</div> <div>8 SP</div> </div> </div>																	

LEVEL	4	NAE'EM			STACK	7	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
<b>Speak With Animals</b>							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	
 <p>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.</p>					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	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

Bright yellow ribbons encircle the recipient.

Permanent mental bond allows either party to initiate and/or accept.

Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding.

This spell will only support 3 (See Stack) connections to another person.




Recipient must Save for connection to work.

FOCUS:SKL:1

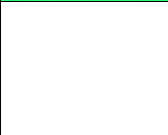
COUNTER:Rollout Interruption Lvl:1



ENHANCEMENTS:



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

LEVEL	7	NAE'EM			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
<b>View An Animal (Ae'Em)</b>					8 pts					PMP		1 Ae'Em, 1 sq above		5 Minutes		1 Hour		
					<p>Portal opens to show the animal the caster has bonded to.</p> <p>This is a top down view from about 1 square above the animal.</p> <p>The spell stays with the animal as it moves.</p> <p>There is no communication through this spell, but can be done with other spells.</p>													
COUNTER: None																		
ENHANCEMENTS:																		
Lvl 18    Duration X4    10 SP																		
Lvl 14    Duration X2    8 SP																		
Lvl 9    Duration +50%    6 SP																		


# -Sylvan


LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save			
Portal To Nae'Em						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>											<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
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>											<p>FOCUS:Agility Saves +20</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 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																			



LEVEL	11	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3 Connected									
Connect To An Arcane Focus Item						36 pts	Touch	1 Item	3 Days	Permanent											
 <p>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.</p>											<p>FOCUS:No current Focus Item.</p> <p>COUNTER:Rollout Interruption Lvl:1</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 14</td><td>Save -1 Col</td><td>8 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 14	Save -1 Col	8 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range at 1 Sq	6 SP
Lvl 14	Save -1 Col	8 SP																			
Lvl 12	Range X2	8 SP																			
Lvl 9	Range at 1 Sq	6 SP																			

## Natural Environment

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Plant Growth						4 pts	tes normal healthy g	4x4 Sqs	1 Hour	Permanent											
 <p>Barely visible olive colored roots Wind Around The Base Of The Plants. Promotes normal healthy growth. Does not heal diseased/Sickened plants. New growth progresses as if it were in the best conditions. Plants grow within 1 hour as if 4 weeks had passed. Allows healthy growth from/past unhealthy parts.</p>											<p>CREATE:Plant Growth Soil</p> <p>FOCUS:1d4 Plant HP</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 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
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 Disease Gone									
Remove Plant Disease						4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent											
 <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>											<p>CREATE:Plant Disease Powder</p> <p>FOCUS:Removes All</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <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 Weather Results			
Predict Weather						4 pts	Self	Up to 5 Marks	1 Hour	1 Week					
 <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>											<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
Lvl 10	Rollout Halved	6 SP													

LEVEL	6	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Animal Healing						6 pts	4 Sqs	1 Animal	1 Minute	Permanent											
 <p>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</p>											<p>CREATE:Animal Healing Nutrients</p> <p>FOCUS:+4 HP</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 12</td><td>Rollout Init</td><td>12 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 12	Rollout Init	12 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP
Lvl 12	Rollout Init	12 SP																			
Lvl 12	Range X2	8 SP																			
Lvl 9	Range +50%	6 SP																			






# -Sylvan


LEVEL	6		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.									<div>FOCUS:+ a Wall</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved6 SP</div> <div>Lvl 18 Range X410 SP</div> <div>Lvl 14 Duration X28 SP</div>	
LEVEL	10		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 Disperse Spells
Control Wind Sphere					12 pts	18 Squares	5x20 Sq Area	10 Minutes	12 Hours		
	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.									<div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save -1 Col8 SP</div> <div>Lvl 12 Range X28 SP</div> <div>Lvl 12 AoE X26 SP</div>	
Shape Change											
LEVEL	1		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shape Of A Dog					4 pts	Self	Self	2 Minutes	8 Hours		
	As this skill rolls out the Sylvan morphs into a medium sized common dog. The caster is physically changes into a dog and will not be able to cast spells. The changes include HP set to 20, AC set to 20. Biting attacks are 2 of 1d6. They will be able to hear well (+20 to Saves regarding hearing and smells). They will not be able to speak beyond barking and whinnying.									<div>FOCUS:Move+6</div> <div>COUNTER:Same spell/skill Lvl:1</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Rollout Init12 SP</div> <div>Lvl 10 Rollout Halved6 SP</div> <div>Lvl 14 Duration X28 SP</div>	
LEVEL	2		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shape Of A Deer					4 pts	Self	Self	10 Minutes	2 Hours		
	Caster Shifts into existing as a medium sized mundane deer (Buck or Doe). Deer: HP=30, AC=26/18, x1x1 +12/+0/1d6, Move=18 or burst at 22 (1/Minute) The changes include HP set to 30, AC set to 26/18. Biting attack: 1x 1d6. Loss of points beyond 30 will revert the caster back to normal form with that damage. They will be able to hear well (+20 to Saves regarding hearing and smells).									<div>FOCUS:Move Silent @ 12</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved6 SP</div> <div>Lvl 18 Duration X410 SP</div> <div>Lvl 14 Duration X28 SP</div>	
LEVEL	3		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shape Of A Plant					4 pts	Self	1x2 Squares	1 Minute	4 Hrs (Min 1 Hr)		
	Caster changes into the shape of a plant that is The Armor Class becomes 8 and the Move becomes 0. But the HP is based on the caster. Caster melds into the plant and can hear and feel. Can take damage when inside. Caster is NOT able to smell, see, speak, or cast while inside. Does not work on plants that are plant creatures. (Treants, etc.)									<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved6 SP</div> <div>Lvl 9 Range +50%6 SP</div> <div>Lvl 14 Duration X28 SP</div>	
LEVEL	4		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shape of A Familiar					8 pts	Self	Self	6 Minutes	4 Hours		
	Cast takes a form similar to (same creature type) a current Familiar. Caster keeps their own HP. Caster uses the Familiars #-attacks, Init, ToHit, Dmg, and movement. Casters are NOT able to use normal speech. Doubles the Range with current Familiars									<div>FOCUS:Duration= 8 hrs</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 6 Subtle Casting4 SP</div> <div>Lvl 12 Rollout Init12 SP</div> <div>Lvl 14 Duration X28 SP</div>	
LEVEL	5		STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shape Of A Dolphin					8 pts	Self	Self	1 Minute	1 Day		
	Caster becomes a medium sized mundane dolphin. HP=40, AC=25/22, x1x1 +0/+10/2d6, Move=15 or burst at 18 (1 per 10 Min) Recipient is not able to talk while breathing water. Bludgeon attack: 1x 2d6. Loss of points beyond 40 will revert the caster back to normal form with that damage.They will be able to hear underwater well (+20 to Saves regarding hearing and smells).									<div>FOCUS:+1d6 Dmg</div> <div>COUNTER:Same spell/skill Lvl:1</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Rollout Init12 SP</div> <div>Lvl 10 Rollout Halved6 SP</div> <div>Lvl 18 Duration X410 SP</div>	



## -Sylvan

[illegible]

LEVEL	9	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	Touch	1 tree	10 Minutes	4 Hrs		
<b>Hide In A Tree</b>												
 <p>Caster can allow other Sylvan and FRIENDS to hide with them. (Max of 4 persons)            Caster must designate the tree and entry point when using a Class Focus item.            Caster can see, hear, feel, and take damage when inside. Emergence takes only 1 round.            Caster is NOT able to smell, speak, or cast while inside. Tree: AC=8 &amp; HP=caster.            Does not work on trees that are also creatures. (Treants, etc.)</p>						<div>FOCUS:Dur: Hrs become Days </div> <div>COUNTER:Same Spell </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>						

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
9	1	12 pts	Self	Self	5 Minutes	2 Hours	No Save
<b>Shape Of A Bear</b>  <p>As this skill rolls out the Sylvan morphs into a medium sized common brown bear.            HP=70, AC=25/20, x3x3 +4/+8/2d8, Move=15            Loss of points beyond 70 will revert the caster back to normal form with that damage.            The Bear has heightened senses of hearing and smell. (+10 on related Saves).</p>							
FOCUS: 1st & 2nd? then +1d8 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 4 Cast from below level 4/Lvl 10							

LEVEL

11

STACK

99

COST

12 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

4 Minutes


DURATION

4 Hours

SAVE:

No Save

Shape Of A Hawk



Caster Shifts into existing as a medium sized mundane hawk with flight @ 3 x Marks.  
HP=25, AC=32/27, x1x1 +0/+0/1d8, Fly=20 or dive at 30 (1 per 10 Min)  
Loss of points beyond 25 will revert the caster back to normal form with that damage.  
The Hawk has heightened senses of sight. (+30 on related Saves).

FOCUS:Fly @ 4 x Mark

COUNTER:No counter is available Lvl:1

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 16

Rollout 1 Min

8 SP

Lvl 14

Duration X2

8 SP