




-Sylvan


Altered Reality



LEVEL	11			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
						12 pts	16 Squares	1 Image	1 Minute	1 Hour											
<div><div></div><div><p>False of a bear.</p><p>caster to direct where the image is to go.</p><p>Caster can direct the illusion with general commands, run, attack, sleep...</p><p>Caster cannot give detailed commands like trip the enemy or stand on this stone...</p></div></div>																					
<div><div></div><div><p>FOCUS:Set mood</p><p>COUNTER:SAME SPELL WILL COUNTER.</p><p>ENHANCEMENTS:</p><table><tr><td>Lvl 6</td><td>Subtle Casting</td><td>4 SP</td></tr><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></div></div>													Lvl 6	Subtle Casting	4 SP	Lvl 10	Rollout Halved	6 SP	Lvl 12	Range X2	8 SP
Lvl 6	Subtle Casting	4 SP																			
Lvl 10	Rollout Halved	6 SP																			
Lvl 12	Range X2	8 SP																			


LEVEL	13			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						16 pts	8 Squares	1 Image	1 Minute	2 Hours		
<div><div></div><div>Barely visible copper colored roots rise into flight as it becomes a condor. Illusional Condor</div></div>												
<div><div></div><div>FOCUS:Set Mood COUNTER:SAME SPELL WILL COUNTER. ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Rollout Init 12 SP Lvl 18 Range X4 10 SP</div></div>												




LEVEL	13			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						16 pts	8 Squares	1 Image	1 Minute	2 Hours		
Illusional Dolphin												
				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.								
				<div>FOCUS:Set mood</div> <div>COUNTER:SAME SPELL WILL COUNTER.</div> <div>ENHANCEMENTS:</div> <div>Lvl 6 Subtle Casting 4 SP</div> <div>Lvl 12 Rollout Init 12 SP</div> <div>Lvl 12 Range X2 8 SP</div>								

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																		
				<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/Thwn</p> <p>COUNTER:Same Spell</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>									Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 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									

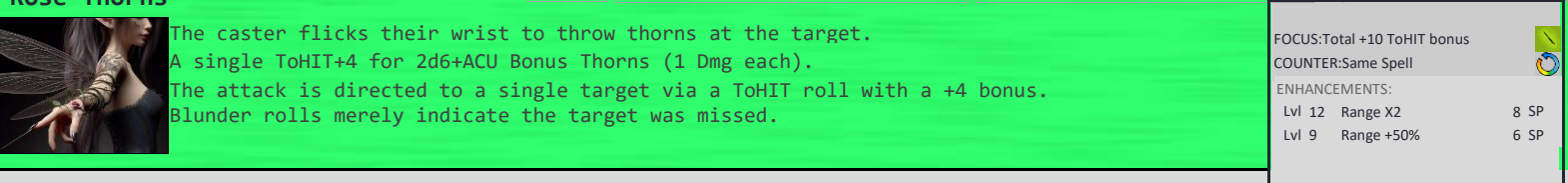
LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
Tornado Wall				12 pts	Self	3x3 Squares	2 Rounds	10 Minutes	Spell passes thru	
				A wind whips small loose debris from area back and forth in front of caster. AC+4 vs Melee/Ranged/Thrown which protects the caster from attacks. 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						

LEVEL	12	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
				12 pts	Touch	2x2x2 Sq Sphere	2 Minutes	1 Hour		Can pass thru.	
Circle of Animal Protection											
				<p>Barely visible sepia colored roots reach out to the camp border.</p> <p>Animals crossing into or out of the circle must pass the MGC Save.</p> <p>Does NOT allow any part of the 'Animal' to pass perimeter, if the Save failed.</p>							
				<div>FOCUS:Column +1</div> <div>COUNTER:Same Spell </div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Rollout Init 12 SP</div> <div>Lvl 18 Duration X4 10 SP</div> <div>Lvl 9 Duration +50% 6 SP</div>							

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Battle-Offense

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Rose Thorns						4 pts	10 Squares	1 Target	Initiative	Instant		



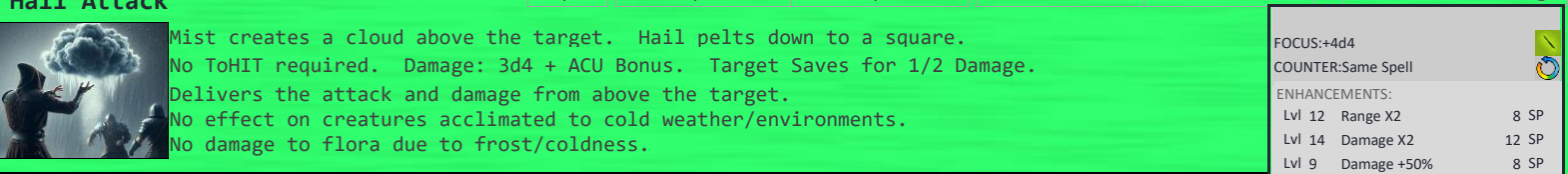
FOCUS: Total +10 ToHIT bonus

COUNTER: Same Spell

ENHANCEMENTS:

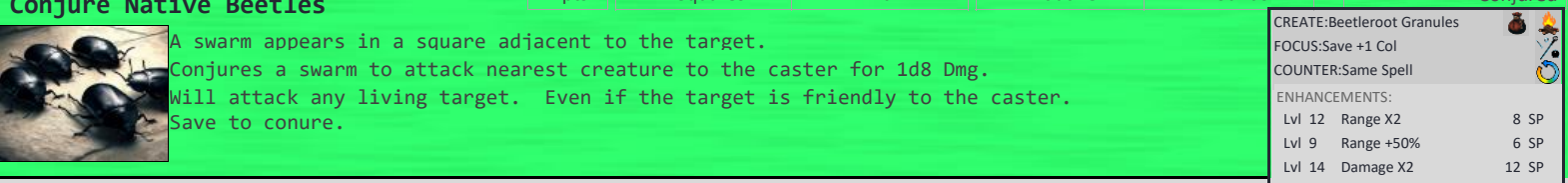
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

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



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



CREATE:Beetleroot Granules 

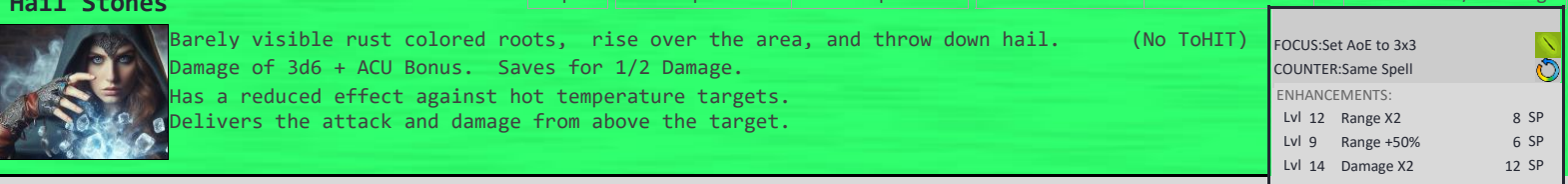
FOCUS:Save +1 Col 

COUNTER:Same Spell 

ENHANCEMENTS:

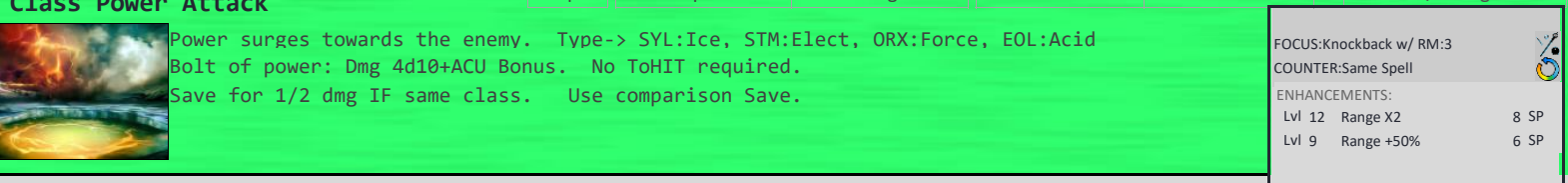
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP

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



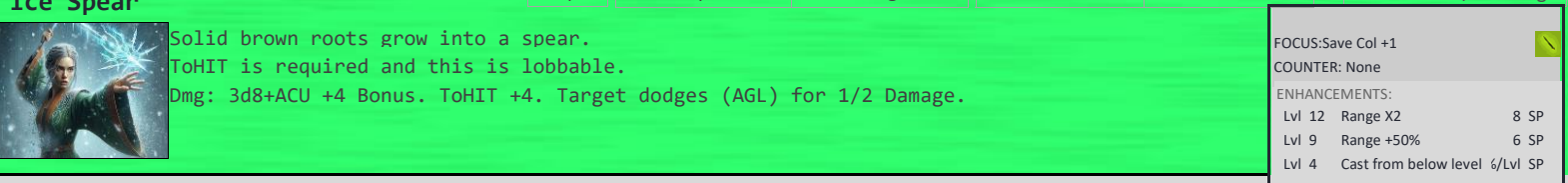
FOCUS:Set AoE to 3x3
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP
Lvl 14 Damage X2 12 SP

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



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	
Feat	Spear					16 pts	10 Squares	1 Target	Initiative	Instant			1/2 Damage



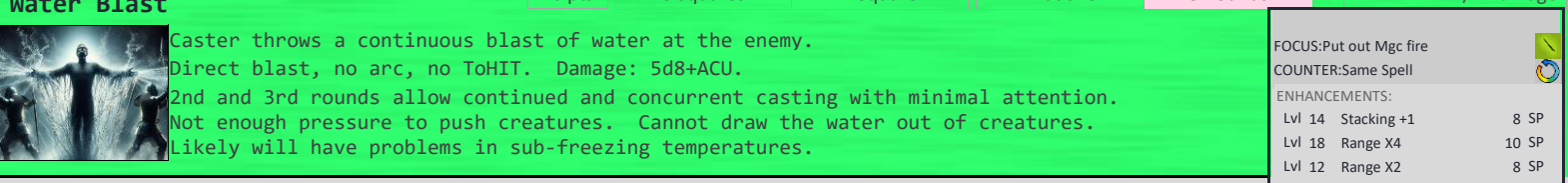
FOCUS: Save Col +1

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	
Water Blast				16 pts	8 Squares	1 Square	Initiative	3 Rounds			1/2 Damage



FOCUS: Put out Mgc fire
COUNTER: Same Spell
ENHANCEMENTS:

Lvl 14	Stacking +1	8 SP
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP


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Battle-Prep

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

Triggered Forced Healing

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

CREATE:Triggered Forced Health Dr 
FOCUS:Stack+1
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 16 Healing +4 10 SP
Lvl 18 Duration X4 10 SP

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

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

Circle of Containment

Barely visible blue streams of light form a cage inside the circle.
Creatures are able to easily enter the AoE with no issues.
Drawn circle that stops creatures from exiting its area.
Can be used in/as a trap with Rogues skill "Set Up Eolas Spell Release (TRAP)".
Must Save to Exit.

FOCUS:BRU:>95
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP

Creation-Meta

LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
				8 pts	Touch	1 Item	10 Minutes	Permanent		Comparative

Dispel Magic

Casters reach out to place spell breaking magic on an item
GM determines the Save column for the item based on the nature of its power.
Caster and GM both roll the Save. The greater success wins out. (Or least loss)
Can be used to disrupt permanent magic. Doesn't affect non permanent spells.


COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Range X4 10 SP
Lvl 9 Range at 1 Sq 6 SP

Environ-Nature

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	tes normal healthy g	4x4 Sqs	1 Hour	Permanent		

Plant Healthy Growth


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
				4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent		Disease Gone

Remove Plant Disease

Caster moves about while casting to cover the AoE evenly.
Removes non-magic plant diseases and infestations with a Save.
Is able to remove a plant disease from a plant creature.
Doesn't affect plant monsters that are without disease.
This will not remove conditions brought on by harsh weather.

CREATE:Plant Disease Powder 
FOCUS:Removes All
COUNTER: None
ENHANCEMENTS:
Lvl 14 Save -1 Col 8 SP
Lvl 20 AOE X4 20 SP
Lvl 12 AoE X2 6 SP

LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
				4 pts	Self	Up to 5 Marks	1 Hour	1 Week		Weather Results

Predict Weather

Barely visible sepia colored roots rise into the air, hover, then float down.
Predicts Weather patterns for a wk. GM rolls casters MGC:3
Estimation of likely/known changes coming within the week.

COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP

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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:No Counter Available. Lvl:5		
ENHANCEMENTS:		
Lvl 14	Save -1 Col	8 SP
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP

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

Find-Hide-Reveal

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



Caster attempts to find out if an item/object is magical.
Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind.
Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. Casting this will not enact the powers or magic, nor does it reveal the kind of magic is in play.

CREATE:Scroll of Detect Magic		
FOCUS:Save Col -1		
COUNTER: None		
ENHANCEMENTS:		
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

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

LEVEL	9	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Search for Arcane Focus Item					12 pts	Self	1 Mark	1 Day	4 Hours		Found	



Caster is solely able to detect a focus item within range.
Caster chooses detection method:
Vibration: Caster feels a vibration which grows as they near the item.
Audible: Caster hears a low siren which grows louder as they near the item.
Visual: Caster sees a glowing dot which grows brighter as they near the item.

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

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: None		
ENHANCEMENTS:		
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

Food-Water


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 continuously 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

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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.						<div>FOCUS:Duration = 1 day</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 14</td><td>Duration X2</td><td>8 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 14	Duration X2	8 SP	Lvl 12	AoE X2	6 SP
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										
					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.						<div>FOCUS:Ensures food is safe</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><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	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.						<div>FOCUS:20lbs/9kg Pressure</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 6</td><td>Subtle Casting</td><td>4 SP</td></tr><tr><td>Lvl 12</td><td>Rollout Init</td><td>12 SP</td></tr></table>		Lvl 6	Subtle Casting	4 SP	Lvl 12	Rollout Init	12 SP
Lvl 6	Subtle Casting	4 SP																
Lvl 12	Rollout Init	12 SP																

LEVEL	5		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: Vary Found water										
					8 pts	1/4 Mark	15 Sqs Deep	30 Minutes	Permanent												
					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.						<div>FOCUS:Save Col -1</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><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																			

Health-Life-Death


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.						<div>FOCUS:Fragility Save - 1 Column</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 14</td><td>Range At 3 Sqs</td><td>8 SP</td></tr></table>		Lvl 18	Range X4	10 SP	Lvl 14	Range At 3 Sqs	8 SP
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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)						<div>FOCUS:+1 HP per die</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Range at 1 Sq</td><td>6 SP</td></tr></table>		Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range at 1 Sq	6 SP
Lvl 18	Range X4	10 SP																			
Lvl 12	Range X2	8 SP																			
Lvl 9	Range at 1 Sq	6 SP																			

LEVEL	6	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
					-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						<div>CREATE:Animal Healing Nutrients</div> <div>FOCUS:+4 HP</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <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	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

N Ae'Em-Animal


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	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	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/Frenzied 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	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




-Sylvan

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	



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.						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	
Call Flock of Birds						16 pts	1 Mark	1 School	20 Minutes	2 Hours		Birds respond	
						Calls a flock of birds within range. Caster must be outside in the flocks normal environment. Passing the Save draws a flock. Save column can be reduced if the flock is close. Preditory birds will raise the column.						FOCUS:COL-1 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP	


LEVEL	13	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
Call School of Fish						16 pts	1 Mark	1 School	20 Minutes	2 Hours		Fish respond	
						Calls a school of fish that is within range. Caster must be in or near water. Passing the Save draws a school of fish. Save column can be reduced if a school is near. Preditory or aggressive fish are will raise the column.						FOCUS:COL-1 COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP	

LEVEL	14	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
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	



N Nae'Em-People



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			
						Rust colored roots drift to surround the partner just before fading away. The recipient Hunter must be Nae-Em bonded to the caster. Hunter gains +2 to AC vs Missiles and Thrown attacks.						FOCUS:Agility Saves +20 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP	



N Tae'Em-Thing

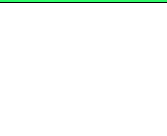
LEVEL	2			STACK	Per Tie	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Ribbon Horse						4 pts	1 Square	1 Ribbon Horse	4 Minutes	8 Hours			
						Shining olive colored roots create The Shape Of A Ribbon Light Riding Horse. Self w/carried items. Can carry 1 large person, 2 medium sized, or 3 small. Has 20 lines for inventory... separate from ability to carry people.						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	

-Sylvan



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													
						Dolphin - Stats: HP:10 AC:15/10 Move:12 Sqs swim 25 sqs race Caster creates the image of a Dolphin out of any Seaweed like materials. Ribbons create a dolphin which act mostly like normal dolphins. Ribbons dolphins are not as good as real dolphins. Stats: HP:2 AC:15/10 Move:12 Sqs swim 24 sqs race						FOCUS:Range: 6 Marks COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	



LEVEL	6	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	Self	Self	10 Minutes	2 Hours			
Ribbon Bat													
						Ribbons create a bat which act mostly like normal bats. Bat - HP:2 AC:18/12 Move: 15 Sqs flight Ribbons create a bat which act mostly like normal bats. Ribbons bats are not as good as real bats. Stats: HP:2 AC:18/12 Move:15 Sqs Flight						FOCUS:Low Light Vision COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	

LEVEL	7	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	Self	Self	10 Minutes	2 Hours			
Vine Wolf													
						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	

Other-Counter													
LEVEL	0			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						pts							
No Counter Available													
						DO NOT DELETE !!!! This is a counter						COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP	

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

Personal-Connections													
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													
						Caster creates a green glowing connection to the Hunter. Permanent mental bond allows either party to initiate and/or accept. Each person must be within the same PMP to communicate. Arcane (Ancient Magic) will erase the bonding. This spell will only support 2 (See Stack) connections to Hunters.						FOCUS:Healing through Nae'Em COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP	

LEVEL	7	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Created	
						12 pts	1 Square	1 Recipient	4 Days	Permanent			
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: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP	

-Sylvan

LEVEL	9	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
Find Clues To True Name					24 pts	4 Squares	1 Item	2 Hours	Permanent			success



Bright Orange ribbons float to the object/person and fade as they surround them.
Caster attempts to locate clues to find a True Name.

FOCUS:Rollout Halved.			
COUNTER: None			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6	SP
Lvl 18	Range X4	10	SP
Lvl 9	Range +50%	6	SP

LEVEL	11	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
Connect To An Arcane Focus Item					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: None			
ENHANCEMENTS:			
Lvl 14	Save -1 Col	8	SP
Lvl 12	Range X2	8	SP
Lvl 9	Range at 1 Sq	6	SP

Shape Change

LEVEL	1		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

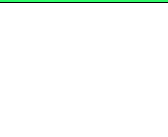
LEVEL	6		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Alter Self - Medium Sized Dog/Cat					8 pts	Self	Self	1 Round	8 Hours			



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 WILL COUNTER.			
ENHANCEMENTS:			
Lvl 6	Subtle Casting	4	SP
Lvl 12	Rollout Init	12	SP
Lvl 18	Duration X4	10	SP

LEVEL	12		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:	
Caster Becomes Ribbon Creature					12 pts							



Caster Becomes Ribbon Creature

COUNTER: None			
ENHANCEMENTS:			
Lvl 6	Subtle Casting	4	SP
Lvl 14	Duration X2	8	SP
Lvl 9	Duration +50%	6	SP

LEVEL	14		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Alter Self - Porpoise					16 pts	Self	Self	10 Minutes	3 Hours			



Barely visible brown roots envelope the caster to become a porpoise.
AC:17 HP:Dbl Move:DblTime Init+12 ToHIT+14 Dmg 2d6+4 x0x1
Barely visible brown roots envelope the caster to become a porpoise.

COUNTER:SAME SPELL WILL COUNTER.			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6	SP
Lvl 18	Duration X4	10	SP
Lvl 14	Duration X2	8	SP

LEVEL	15		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Alter Self - Hawk					16 pts	Self	Self	10 Minutes	4 Hours			



Barely visible brown roots envelope the caster to become a hawk.
AC:18 HP:Dbl Move:Dbl Init+8 ToHIT+10 Dmg 2d6+4 x0x1
Barely visible brown roots envelope the caster to become a hawk.

COUNTER:SAME SPELL WILL COUNTER.			
ENHANCEMENTS:			
Lvl 6	Subtle Casting	4	SP
Lvl 10	Rollout Halved	6	SP
Lvl 18	Duration X4	10	SP

-Sylvan

LEVEL

15

STACK

1

COST

16 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

20 Minutes


DURATION

4 Hours

SAVE:

No Save

Alter Self - Wolf



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 WILL COUNTER.



ENHANCEMENTS:


Lvl 10 Rollout Halved6 SP

Lvl 18 Duration X410 SP

Lvl 14 Duration X28 SP

Shelter-Rest-Protection




LEVEL	3	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<h3>Assist Hunter's Lean-To</h3> <div>  <div> <p>Brown roots grab and secure a lean-to to the ground.</p> <p>Requires a Nae'Em Hunter's Lean-To, hut, or shelter to be made first.</p> <p>Reinforces Hunters creation to be stronger and more water Tight.</p> <p>Allows for 2 more people.</p> </div> </div>											
					4 pts	Touch	1 Lean-To	10 Minutes	2 Hours		
<div> <div> <p>FOCUS: COL+1</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 14 Stacking +1 8 SP</p> <p>Lvl 18 Duration X4 10 SP</p> <p>Lvl 9 Duration +50% 6 SP</p> </div> <div>  </div> </div>											

LEVEL	7			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
						8 pts	12 Squares	3x3 Sq Area	5 Minutes	12 Hours												
<div><div></div><div><h3>Grow A Plant Canopy</h3><p>Barely visible auburn roots grow into saplings creating a light leafy canopy.</p><p>Plant Canopy can cover 1 to 4 people.</p><p>High winds can bring down the canopy.</p></div></div>													<div><div>FOCUS:+ a Wall</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 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table></div>	Lvl 10	Rollout Halved	6 SP	Lvl 18	Range X4	10 SP	Lvl 14	Duration X2	8 SP
Lvl 10	Rollout Halved	6 SP																				
Lvl 18	Range X4	10 SP																				
Lvl 14	Duration X2	8 SP																				

LEVEL

14

Travel-Mundane

LEVEL	6	NAE'EM			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
							8 pts	Touch	1 Creature	30 Minutes	12 Hours		
<h3>Attach Wings To Animal</h3>  <p>Wings sprout out of the creatures back.</p> <p>New Stats - Attk:x0x1 Init+6 ToHit+6 Dmg 1d10 AC 22/12 1 Mark/Day</p> <p>Creature gets the better of their natural battle stats or the New Stats.</p>													
												FOCUS:2 Marks/Day COUNTER:Same Spell ENHANCEMENTS: Lvl 14 Range At 3 Sqs 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	

LEVEL

12

STACK

5

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION





SAVE:

No Save

Personal Wings Of Flying

<

Utility-

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Arcane Light with Class Hue						4 pts	Self	Varies	Initiative	4 Hours		
 <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>				<div> CREATE:Astral Candle Light Powder   FOCUS:Brighter by Tier COUNTER:Same Spell  ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP Lvl 18 Duration - EOY 20 SP </div>								

-Sylvan

LEVEL3

STACK9

COST4 pts


RANGETouch

AREA OF EFFECT1 Creature

ROLL OUT5 Minutes

DURATION1 Day

SAVE:No Save



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

LEVEL4

STACK99

COST4 pts


RANGESelf

AREA OF EFFECT3 Sq Dia Sphere

ROLL OUTInitiative

DURATIONConc +4 Rds

SAVE: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:Same Spell

ENHANCEMENTS:

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