-Sylvan Altered Reality • No Save LEVEL 3 4 nts Touch 1 Creature 5 Minutes **Breath Water** CREATE:Water Breathing Leaf The recipient can breath normally while under water. FOCUS:Duration X3 The recipient must begin submersion within 5 rounds (30 sec) of casting. COUNTER:Same Spell ENHANCEMENTS: Spell ends when recipient breaths air or Duration ends. Soonest. Recipient is not able to talk while breathing water. Lvl 18 Duration X4 10 SP Lyl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP 5 NAE'EM No Save 2 Hours 3 Marks 1 Dolphin 10 Minutes Seaweed Dolphin Dolphin - Stats: HP:10 AC:15/10 Move:12 Sqs swim 25 sqs race FOCUS:Range: 6 Marks Caster creates the image of a Dolphin out of any Seaweed like materials. COUNTER: None Ribbons create a dolphin which act mostly like normal dolphins. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Ribbons dolphins are not as good as real dolphins. Lvl 18 Duration X4 Stats: HP:2 AC:15/10 Move:12 Sqs swim 10 SP 24 sqs race Lvl 14 Duration X2 8 SP No Save 6 2 Hours 10 Minutes Ribbon Bat Ribbons create a bat which act mostly like normal bats. FOCUS:Low Light Vision Bat - HP:2 AC:18/12 Move: 15 Sqs flight COUNTER: None ENHANCEMENTS: Ribbons create a bat which act mostly like normal bats. Lvl 10 Rollout Halved 6 SP Ribbons bats are not as good as real bats. Stats: HP:2 AC:18/12 Move:15 Sqs Flight Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% No Save 10 Minutes 2 Hours Vine Wolf Ribbons create a wolf which act mostly like normal wolf. FOCUS: Attck: 1x1 1d6 Dmg Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run COUNTER:Same Spell Ribbons create a wolf which act mostly like a normal wolf. ENHANCEMENTS: Ribbons wolves are not as good as real wolves. Lvl 10 Rollout Halved 6 SP 8 SP Lvl 14 Duration X2 Stats: HP:12 AC:16/12 Move:12 Sqs walk 20 sqs run Lvl 9 Damage +50% 8 SP SAVE: No Save LEVEL 11 12 pts 16 Squares 1 Image 1 Minute 1 Hour Illusional Bear False of a bear. FOCUS:Set mood caster to direct where the image is to go. COUNTER:Same Spell Caster can direct the illusion with general commands, run, attack, sleep... ENHANCEMENTS: Lvl 12 Range X2 8 SP aster cannot give detailed commands like trip the enemy or stand on this stone… Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP LEVEL 13 16 pts 1 Minute 2 Hours 8 Squares 1 Image Illusional Condor Barely visible copper colored roots rise into flight as it becomes a condor. FOCUS:Set Mood Illusional Condor COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP No Save LEVEL 13 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 FOCUS:Set mood Illusional Dolphin COUNTER:Same Spell Barely visible copper colored roots emerge from the casters hand and flows to the water as **ENHANCEMENTS:** Lvl 12 Range X2 8 SP it becomes a dolphin. Lyl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP











-Sylvan Natural Environment No Save 4 nts tes normal healthy g 1 Hour Permanent Plant Healthy Growth CREATE:Healthy Plant Growth Pow Barely visible olive colored roots Wind Around The Base Of The Plants. FOCUS:1d4 Plant HP Promotes normal healthy growth. COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 20 AOE X4 20 SP Lvl 12 AoE X2 6 SP 9 2 SKL: 2 10 Minutes **Permanent** Disease Gone 4 pts 4 Squares 4x4 Squares Remove Plant Disease CREATE:Plant Disease Powder Caster moves about while casting to cover the AoE evenly. FOCUS Removes All Removes non-magic plant diseases and infestations with a Save. COUNTER: None Is able to remove a plant disease from a plant creature. ENHANCEMENTS: Doesn't affect plant monsters that are without disease. Lvl 14 Save -1 Col 8 SP Lvl 20 AOE X4 This will not remove conditions brought on by harsh weather. 20 SP Lvl 12 AoE X2 6 SP GM SKL: 3 1 Hour Up to 5 Marks 1 Week Weather Results 4 pts 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 COUNTER: None Estimation of likely/known changes coming within the week. ENHANCEMENTS Lvl 10 Rollout Halved 6 SP No Save 1 Animal 5 Minutes 4 Hours Speak to Domesticated Animals Spell starts after the rollout & continues as the casters remains in touch. FOCUS:Recipient Speak and understand domesticated animals, large and small. COUNTER: None Does not affect non-domesticated animals or monsters. ENHANCEMENTS: Animal will respond within the limits of their intellect. Lvl 18 Duration X4 10 SP 6 SP Lvl 9 Duration +50% Lvl 18 AoE = 2 Targets 10 SP NAE'EM SKL: 2 4 Hours Ae'Em Created 12 pts 2 Squares 1 Recipient Animal Connection (Ae'Em) Glowing green ribbons encircle the recipient and caster. FOCUS:COL-1 This permanent mental bond allows the caster to initiate a connection. COUNTER: None A Save is required. The animal can only articulate from it's view. ENHANCEMENTS: 8 SP Lvl 14 Save -1 Col Both must be in same PMP. Arcane (Ancient Magic) will erase the bonding. Lvl 18 Range X4 10 SP The animal is NOT able to send any mental images, but can describe things. Lvl 12 Range X2 8 SP NAE'EM -4 pts 4 Sas 1 Animal 1 Minute Permanent **Animal Healing** CREATE: Animal Healing Nutrients Barely visible brown roots Grow At The Casters Feet Then Fades. FOCUS-+4 HP Heal 2d8+4 to domestic or wild woodland animals. COUNTER: None (treats for the animal to eat) ENHANCEMENTS Lvl 12 Rollout Init 12 SP Caster GAINS 4 pts when casting this if the animal is healed. Lvl 12 Range X2 Max benefit gain of 20 SP 8 SP 6 SP Lvl 9 Range +50% LEVEL 6 NAE'EM SKL: 2 8 pts 10 Squares 1 Animal 1 Minute 8 Hours Animal is calmed Befriend An Animal CREATE: Animal Nuggets Assists with other animal spells which untilize a connection of trust. FOCUS:Enraged/Frenzed okay Calms wild woodland and domestic animals. Sets any required Saves to >05. COUNTER:Same Spell Does NOT work with monsters or civilized creatures. ENHANCEMENTS: Lvl 9 Range +50% 6 SP Does NOT affect animals currently enraged, frenzied, or conditioned to attack. Lyl 18 Duration X4 10 SP Wait and assist the animal to calm then use this spell. Lvl 14 Duration X2 8 SP







