


# -Sylvan

## Altered Reality

LEVEL	3	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				4 pts	Touch	1 Creature	5 Minutes	1 Day			



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

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				



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				



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				



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

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			



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

## Battle Actions/Prep

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		



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	
				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

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## Battle Defense

LEVEL	1		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Wind Wall					4 pts	Self	1 Square	Initiative	4 Rounds		
	<p>Ghostly light brown roots rise and spiral around the caster.</p> <p>A single square whirlwind provides AC+2 vs Ranged/Thrown attacks.</p> <p>Tornado stays with caster as they move, but cannot push into occupied square.</p> <p>Casting is not affected by the tornado unless the spell is vulnerable to wind.</p> <p>This can NOT be combined with other spells such as Heat Wave Wall.</p>										 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												
				<p>Recipient in the eye of storm. Wind gives AC+2 vs Ranged/Thrown.</p> <p>Recipient must be a Hunter by a Nae'Em to caster and must reside in only 1 sq.</p> <p>Wind Wall stays with Hunter.</p> <p>Skills aren't affected / blocked unless vulnerable to wind.</p> <p>This spell will not allow the Hunter to push into another occupied square.</p>								<div>FOCUS:Instant Rollout</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 12</td><td>Range X2</td><td>8 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 12	Range X2	8 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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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									
		<p>A wind whips small loose debris from area back and forth in front of caster.</p> <p>AC+4 vs Melee/Ranged/Thrown which protects the caster from attacks.</p> <p>All people in the adjacent squares to the casters take 1d4 damage each round.</p> <p>Melee attackers: Debris causes attackers to take 1d4 damage.</p> <p>Thrown/Ranged attackers: Does NOT affect attackers.</p>																			
		<div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 12</td><td>Rollout Init</td><td>12 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 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
	<b>Rose Thorns</b>					4 pts	10 Squares	1 Target	Initiative	Instant		
		<p>The caster flicks their wrist to throw thorns at the target.</p> <p>A single ToHit+4 for 2d6+ACU Bonus Thorns (1 Dmg each).</p> <p>The attack is directed to a single target via a ToHit roll with a +4 bonus.</p> <p>Blunder rolls merely indicate the target was missed.</p>										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

4 pts

RANGE

8 Squares

AREA OF EFFECT

1 Square

ROLL OUT

Initiative

DURATION


Instant

SAVE:

RM: 2

1/2 Damage

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

LEVEL

8

STACK

1

COST

8 pts

RANGE

8 Squares

AREA OF EFFECT

2x2 Squares

ROLL OUT

Initiative

DURATION


Instant

SAVE:

RM: 2

1/2 Damage

Hail Stones



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



Class Power Attack

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 X28 SP

Lvl 9 Range +50%6 SP






## -Sylvan




## Class Specialty

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										
<div></div> <div><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.</p><p>Require the item to be of the highest quality.</p><p>Caster must currently not have a Focus Item.</p></div>																							
<div><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></div>														Lvl 14	Save -1 Col	8 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range at 1 Sq	6 SP	<div></div>
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

## Enchantments

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2										
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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## 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											
<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 Hunter's creation to be stronger and more water tight.</p><p>Allows for 2 more people.</p></div></div>																				
<div><div><p>FOCUS:COL+1</p><p>COUNTER: None</p><p>ENHANCEMENTS:</p><table><tr><td>Lvl 14</td><td>Stacking +1</td><td>8 SP</td></tr><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table></div><div></div></div>												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									
				8 pts	2 Squares	1-5 item	5 Minutes	Instant			Sight									
<div><div></div><div><h3>Detect Magic</h3><p>Caster attempts to find out if an item/object is magical.</p><p>Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind.</p><p>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></div>																				
<div><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></div>										Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP	<div></div>	
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LEVEL

5

STACK

1

COST

RANGE


AREA OF EFFECT

ROLL OUT


DURATION

SAVE:

SKL: Vary



Divining Water



Caster uses a divining rod to find water and reveal if it's potable or not.

Column depends on region/envIRON. Auto fail in areas with water/ice everywhere.

SKL:1 to find water in a wet region.

SKL:4 to find water in a dry region.

SKL:>95 to find water in a desert region.

FOCUS:Save Col -1

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 12

Range X2

8 SP

Lvl 20

AOE X4

20 SP

8 pts





1/4 Mark

15 Sqs Deep

30 Minutes

Permanent

Found water

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.										<div>FOCUS:Rollout Halved.</div> <div>COUNTER:Rollout Interruption Lvl:1</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><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
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# -Sylvan

LEVEL	9	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2									
Search for Focus Item				12 pts		Self		1 Mark		1 Day		4 Hours									
				<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>																	
				<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
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## 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						
				<p>Healing energy drawn from all parts of the body are forced to the wounded area.</p> <p>First roll the dice and calculate full healing with enhancements,</p> <p>Then apply as force damage to the target, if the target is dead next steps fail.</p> <p>Lastly, apply the full healing time two (x2) to the target.</p> <p>This becomes more powerful (and more costly) with the Enhancements.</p>														
				<p>FOCUS: Fragility Save - 1 Column </p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <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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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									
				<p>Spiritlike light brown roots envelope the wound and force the wound to heal.</p> <p>Roll 1d6. Damage x1 then Heal x2</p> <p>(bite sized naan bread)</p>																	
				<p>FOCUS: +1 HP per die </p> <p>COUNTER: None</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 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
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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									
				<p>Damage triggers 2d8 rolled. Damage first, then 2x Healing.</p> <p>In effect until duration is over or is used.</p> <p>Does NOT allow the choice to not use it.</p> <p>Only 1 triggered health can be in place at any time.</p>																	
				<p>CREATE: Triggered Forced Health Dr </p> <p>FOCUS: Stack+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 16</td><td>Healing +4</td><td>10 SP</td></tr><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr></table>									Lvl 10	Rollout Halved	6 SP	Lvl 16	Healing +4	10 SP	Lvl 18	Duration X4	10 SP
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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									
				<p>Barely visible Blue sparks and Orange ribbons wind around the recipient.</p> <p>Energy from throughout the body is force to an injury.</p> <p>Roll dice and use the result to apply damage,</p> <p>the use double the same result and apply healing.</p>																	
				<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 20</td><td>Rollout Instant</td><td>16 SP</td></tr><tr><td>Lvl 9</td><td>Range at 1 Sq</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table>									Lvl 20	Rollout Instant	16 SP	Lvl 9	Range at 1 Sq	6 SP	Lvl 14	Duration X2	8 SP
Lvl 20	Rollout Instant	16 SP																			
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## 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									
				<p>Caster can allow other Sylvan and Hunters to hide with them. (Max of 4 persons)</p> <p>Regardless of number of people inside: AC=8 HP=Caster current health.</p> <p>Caster melds into the plant and can hear and feel. Can take damage when inside.</p> <p>Caster is NOT able to smell, see, speak, or cast while inside.</p> <p>Does not work on plants that are plant creatures. (Treants, etc.)</p>																	
				<p>FOCUS: Can hear </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 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																			


## Light-



LEVEL	-1			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save			
No Counter Available				pts											
				<p>DO NOT DELETE !!!! This is a counter</p>											
				<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 0</td><td>No Enhancements</td><td>0 SP</td></tr></table>									Lvl 0	No Enhancements	0 SP
Lvl 0	No Enhancements	0 SP													



# -Sylvan

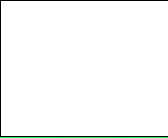
LEVEL	12			STACK		COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	
<b>Caster Becomes Ribbon Creature</b>						12 pts											
																<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 6 Subtle Casting 4 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	



<b>Light and Darkness</b>																	
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			
					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.										<b>CREATE:</b> <b>FOCUS:</b> Brighter by Tier <b>COUNTER:</b> Same Spell <b>ENHANCEMENTS:</b> 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			
					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.										<b>CREATE:</b> Dust of Darkness <b>FOCUS:</b> Dur=20 Min (No conc) <b>COUNTER:</b> Dispel Magic Spell Lvl:1 <b>ENHANCEMENTS:</b> Lvl 20 Rollout Instant 16 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq 6 SP		

<b>Nae'Ems</b>																		
LEVEL	2	NAE'EM			STACK	2	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
<b>Connect With A Hunter</b>						4 pts		1 Square		1 Recipient		2 Days		Permanent				
					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.										<b>FOCUS:</b> Healing through Nae'Em <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> 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
<b>Create Permanent Nae'Em</b>						12 pts		1 Square		1 Recipient		4 Days		Permanent				
					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.										<b>FOCUS:</b> SKL:1 <b>COUNTER:</b> Rollout Interruption Lvl:1 <b>ENHANCEMENTS:</b> 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			
					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.										<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP		



LEVEL	8	NAE'EM			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
<b>Protect Nae'Em Hunter vs Missiles</b>						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.										<b>FOCUS:</b> Agility Saves +20 <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP			




# -Sylvan





## Natural Environment





LEVEL	2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	tes normal healthy g	4x4 Sqs	1 Hour	Permanent		
					<p>Barely visible olive colored roots Wind Around The Base Of The Plants. Promotes normal healthy growth.</p>						
					<p>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</p>						



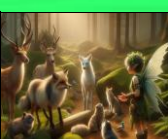



LEVEL	2		STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 
					4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent	Disease Gone	
					<p>Caster moves about while casting to cover the AoE evenly. Removes non-magic plant diseases and infestations with a Save. Is able to remove a plant disease 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  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</p>						

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	
					<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 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP</p>						

LEVEL	4	NAE'EM 	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Touch	1 Animal	5 Minutes	4 Hours		
					<p>Spell starts after the rollout &amp; 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.</p>						
					<p>FOCUS:Recipient  COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP Lvl 18 AoE = 2 Targets 10 SP</p>						

LEVEL	6	NAE'EM 	STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 
					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>						
					<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</p>						

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		
					<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  FOCUS:+4 HP  COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP</p>						

LEVEL	6	NAE'EM 	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 
					8 pts	10 Squares	1 Animal	1 Minute	8 Hours	Animal is calmed	
					<p>Assists with other animal spells which utilize a connection of trust. Calms wild woodland and domestic animals. Sets any required Saves to &gt;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.</p>						
					<p>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</p>						



# -Sylvan

LEVEL	7			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Grow A Plant Canopy												
		Barely visible auburn roots grow into saplings creating a light leafy canopy. Plant Canopy can cover 1 to 4 people. High winds can bring down the canopy.										
										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												
		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)												
		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 Animal arrives
Call A Kindred Spirit Animal												
		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 Disperse Spells
Control Wind Sphere												
		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		

Shape Change												
LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Small Domestic Pet Form												
		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												
		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		

# -Sylvan

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

## Summon or Send

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




Timid domestic animal is bound to the caster. (Rat, Cat, Bird, Dog)  
Timid creature bonds with the caster. Shies from aggression and battle.  
Makes noises & must rest as normal for its kind. Can touch/move items.  
After 1 day pet learns the casters ways enough to attempt rough communication.  
Visible. AC:12/12. Attk 1x1. Init:+6 HIT:-4 Dmg:1d3. HP:6. Death @ 0 HP.

FOCUS:See/Hear as pet.  
COUNTER: None

ENHANCEMENTS:

Lvl 14	Stacking +1	8 SP
Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP

LEVEL	4			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Conjured
Conjure Native Beetles						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	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	Pet Responds	





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 Mount arrives
Convoke Animal Mount						8 pts	2 Marks	1 Mount	1 Hour	1 Day		



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

## Traveling (PMP)

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



Shining olive colored roots create The Shape Of A Ribbon Light Riding Horse.  
Self w/carried items.  
Can carry 1 large person, 2 medium sized, or 3 small.  
Has 20 lines for inventory... separate from ability to carry people.

FOCUS:Looks almost Real-ish.  
COUNTER: None

ENHANCEMENTS:


Lvl 20	Rollout Instant	16 SP
Lvl 14	Duration X2	8 SP
Lvl 18	AoE = 2 Targets	10 SP



# -Sylvan

## 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		



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

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	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 QUADRIPLY the amount of Cumber meals.


FOCUS:Ensures food is safe

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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