




-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		
Illusional Bear										
				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 WILL COUNTER. ENHANCEMENTS: 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
Illusional Condor						16 pts	8 Squares	1 Image	1 Minute	2 Hours		
				Barely visible copper colored roots rise into flight as it becomes a condor. Illusional Condor								
				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								


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.								
				FOCUS:Set mood COUNTER:SAME SPELL WILL COUNTER. ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Rollout Init 12 SP Lvl 12 Range X2 8 SP								

Battle-Defense

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	1 Square	Initiative	4 Rounds		
Wind Wall										
				Ghostly light brown roots rise and spiral around the caster. A single square whirlwind provides AC+2 vs Ranged/Thrown attacks. Tornado stays with caster as they move, but cannot push into occupied square. Casting is not affected by the tornado unless the spell is vulnerable to wind. This can NOT be combined with other spells such as Heat Wave Wall.						
				FOCUS:+2 AC vs Rnged/Thwn COUNTER:Same Spell ENHANCEMENTS: Lvl 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																				
				<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>																
				<p>FOCUS:Instant Rollout</p> <p>COUNTER:Same Spell</p> <p>ENHANCEMENTS:</p> <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
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										
				12 pts	Self	3x3 Squares	2 Rounds	10 Minutes	Spell passes thru											
Tornado Wall																				
		<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>								<p>COUNTER:Same Spell </p> <p>ENHANCEMENTS:</p> <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
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	Can pass thru.
						12 pts	Touch	2x2x2 Sq Sphere	2 Minutes	1 Hour			
Circle of Animal Protection													
				Barely visible sepia colored roots reach out to the camp border. Animals crossing into or out of the circle must pass the MGC Save. Does NOT allow any part of the 'Animal' to pass perimeter, if the Save failed.									
				FOCUS:Column +1 COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP									

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Battle-Offense


LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	99	4 pts	10 Squares	1 Target	Initiative	Instant	No Save
Rose Thorns  <p>The caster flicks their wrist to throw thorns at the target. A single ToHIT+4 for 2d6+ACU Bonus Thorns (1 Dmg each). The attack is directed to a single target via a ToHIT roll with a +4 bonus. Blunder rolls merely indicate the target was missed.</p>							
							FOCUS: Total +10 ToHIT bonus COUNTER: Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP
2	1	4 pts	8 Squares	1 Square	Initiative	Instant	RM: 2 1/2 Damage
Hail Attack  <p>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.</p>							
							FOCUS: +4d4 COUNTER: Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP
4	2	4 pts	4 Squares	1 Mark	Initiative	2 Rounds	SKL: 2 Conjured
Conjure Native Beetles  <p>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 conjure.</p>							
							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
8	1	8 pts	8 Squares	2x2 Squares	Initiative	Instant	RM: 2 1/2 Damage
Hail Stones  <p>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.</p>							
							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
12	99	12 pts	8 Squares	1 Target	Initiative	1 Round	RM: 3 1/2 Dmg if same
Class Power Attack  <p>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.</p>							
							FOCUS: Knockback w/ RM:3 COUNTER: Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP
13	1	16 pts	10 Squares	1 Target	Initiative	Instant	AGL: 2 1/2 Damage
Ice Spear  <p>Solid brown roots grow into a spear. ToHIT is required and this is lobbable. Dmg: 3d8+ACU +4 Bonus. ToHIT +4. Target dodges (AGL) for 1/2 Damage.</p>							
							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
16	3	16 pts	8 Squares	1 Square	Initiative	3 Rounds	AGL: 2 1/2 Damage
Water Blast  <p>Caster throws a continuous blast of water at the enemy. Direct blast, no arc, no ToHIT. Damage: 5d8+ACU. 2nd and 3rd rounds allow continued and concurrent casting with minimal attention. Not enough pressure to push creatures. Cannot draw the water out of creatures. Likely will have problems in sub-freezing temperatures.</p>							
							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
				6 pts	Self	Caster	1 Hour	3 Days		


Triggered Forced Healing 2d8



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	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	13	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 3 
				16 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:Rollout Interruption Lvl:1 


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	6 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, except as noted by each spell.

COUNTER:Rollout Interruption Lvl:1


ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range at 1 Sq	6 SP


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

LEVEL	17	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
Control Water					20 pts	Self	4x4x4 Sqs	10 Minutes	4 Hours		



Barely visible amber roots rise at the casters feet and fade away.
Caster can manage the general direction and speed of water within Sphere.
Can do direction changes by compass directions (N,NE,E,SE,S,SW,W,NW).
Can do speed changes from quarter speed to double speed.
Does create enough air movement to clear most water spells and disperse them.

COUNTER:Same Spell			
ENHANCEMENTS:			
Lvl 14	Save -1 Col	8	SP
Lvl 18	Range X4	10	SP
Lvl 12	AoE X2	6	SP

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:Rollout Interruption Lvl:1			
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 Focus Item					12 pts	Self	1 Mark	1 Day	4 Hours		Found	



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

COUNTER:Dispel Magic Spell Lvl:1			
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:Rollout Interruption Lvl:1			
ENHANCEMENTS:			
Lvl 18	Range X4	10	SP
Lvl 12	Range X2	8	SP
Lvl 9	Range +50%	6	SP


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Food-Water

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
						4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent											
Draw Up Ground Water																					
				<p>Blue and Orange ribbons burrow into the ground.</p> <p>Pull water from ground. 2 skins per Tier. 1 skin in dry areas.</p> <p>Typical person requires 1 skin per day. Deserts mean 2 per day.</p> <p>Does NOT continuously draw water from the same spot,</p> <p>Each repeat adds 10% to failure chance (1d100 roll).</p>																	
				<div>FOCUS:+2 Skins extra</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <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>									Lvl 16	Rollout 1 Min	8 SP	Lvl 20	AOE X4	20 SP	Lvl 12	AoE X2	6 SP
Lvl 16	Rollout 1 Min	8 SP																			
Lvl 20	AOE X4	20 SP																			
Lvl 12	AoE X2	6 SP																			


LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	1 Square	4 Meals	10 Minutes	1 Hour		
Improve Food										
				The caster focuses and yellow sparks streak to the food and swirls around it. Improve Food - Improve Quality/Taste of non-cumber food. Does work on all non-poisoned / non-spoiled food.						
				FOCUS:Duration = 1 day COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 12 AoE X2 6 SP						


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		
Increase Food										
				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 QUADRIPE 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	5	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	Caster	1 Square	1 Minute	Permanent		
Bring Out Rain Water										
				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						


LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: Vary	
				8 pts	1/4 Mark	15 Sqs Deep	30 Minutes	Permanent	Found water		
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	


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		
Forced Heal 1d6 HP (+more)										
				Healing energy drawn from all parts of the body are forced to the wounded area. First roll the dice and calculate full healing with enhancements, Then apply as force damage to the target, if the target is dead next steps fail. Lastly, apply the full healing time two (x2) to the target. This becomes more powerful (and more costly) with the Enhancements.						
				FOCUS:Fragility Save - 1 Column COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 14 Range At 3 Sqs 8 SP						



LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Sylvan Forced Healing 1d6 HP				4 pts	Touch	1 Creature	Initiative	Permanent		
				Spiritlike light brown roots envelope the wound and force the wound to heal. Roll 1d6. Damage x1 then Heal x2 (bite sized naan bread)						
				FOCUS:+1 HP per die COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP						

-Sylvan


LEVEL	6	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Animal Healing						-4 pts	4 Sqs	1 Animal	1 Minute	Permanent		



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

CREATE:Animal Healing Nutrients 
FOCUS:+4 HP 
COUNTER: None
ENHANCEMENTS:
Lvl 12 Rollout Init 12 SP
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP



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/Frenzed okay. 
COUNTER:Same Spell 
ENHANCEMENTS:
Lvl 9 Range +50% 6 SP
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP


LEVEL	7	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

-Sylvan

LEVEL	8	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Call A Kindred Spirit Animal					16 pts	1 Square	1 Sq Area	7 Days	Permanent		Animal arrives	



Timid animal is bound to the caster.
Any kind of domestic or wild animal that is not known for aggression.
After Rollout the animal learns enough to attempt rough communication.
AC:12/12, Attk 1x1, Init+6, HIT+6, Dmg:1d6, HP:20, Move=8

FOCUS:Hear/See thru animal	
COUNTER: None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP

LEVEL	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	GM
Call Woodland Animal					16 pts	Self	1 Mark	5 Minutes	4 Hours		Animal responds	



A passed Save indicates a woodland animal is within range and is responding.
Call a Deer, Wolf, Fox, Cougar, or Hawk. Other regions may have other animals.
Most animals will be likely to run away if obvious magic is cast, fighting, or indications of danger is in view.

FOCUS:Col -1	
COUNTER: None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 14 Duration X2	8 SP
Lvl 9 Duration +50%	6 SP

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

-Sylvan

N Tae'Em-Thing

LEVEL

2

STACK

Per Tie

COST

4 pts

RANGE

1 Square

AREA OF EFFECT

1 Ribbon Horse

ROLL OUT

4 Minutes


DURATION

8 Hours

SAVE:

No Save

Ribbon Horse




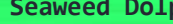
Shining olive colored roots create The Shape Of A Ribbon Light Riding Horse.
 Self w/carried items.
 Can carry 1 large person, 2 medium sized, or 3 small.
 Has 20 lines for inventory... separate from ability to carry people.



FOCUS: Looks almost Real-ish.




COUNTER: None

ENHANCEMENTS:




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

LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Seaweed Dolphin						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										
Ribbon Bat							8 pts	Self	Self	10 Minutes	2 Hours												
					<p>Ribbons create a bat which act mostly like normal bats.</p> <p>Bat - HP:2 AC:18/12 Move: 15 Sqs flight</p> <p>Ribbons create a bat which act mostly like normal bats.</p> <p>Ribbons bats are not as good as real bats.</p> <p>Stats: HP:2 AC:18/12 Move:15 Sqs Flight</p>								<div>FOCUS:Low Light Vision</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 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
Lvl 10	Rollout Halved	6 SP																					
Lvl 14	Duration X2	8 SP																					
Lvl 9	Duration +50%	6 SP																					

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													
				<p>Ribbons create a wolf which act mostly like normal wolf.</p> <p>Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run</p> <p>Ribbons create a wolf which act mostly like a normal wolf.</p> <p>Ribbons wolves are not as good as real wolves.</p> <p>Stats: HP:12 AC:16/12 Move:12 Sqs walk 20 sqs run</p>								<div>FOCUS:Attk: 1x1 1d6 Dmg</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 14 Duration X2 8 SP</div> <div>Lvl 9 Damage +50% 8 SP</div>	

N Vae'Em-Venue Site


LEVEL	20	NAE'EM	 	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Nae'Em Natural Landmark						20 pts	4 Square	1 Landmark	2 Hours	Permanent											
<div><div><p>Caster glows lightly during the entire Rollout.</p><p>A remembered image of location becomes a destination point for portals/scrys.</p><p>Unlimited number of locations can be made, but MUST be documented.</p><p>Caster needs to become very familiar with the location/venue.</p><p>Requires a 3x3 sq area that is safe to stand in.</p></div><div><p>FOCUS:Close to Landmark</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 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></table></div></div>													Lvl 10	Rollout Halved	6 SP	Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP
Lvl 10	Rollout Halved	6 SP																			
Lvl 18	Range X4	10 SP																			
Lvl 12	Range X2	8 SP																			

Other-Counter


LEVEL	0	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
No Counter Available			pts						
DO NOT DELETE !!!! This is a counter									

-Sylvan

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

Find Clues To True Name


 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:Rollout Interruption Lvl:1

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
						36 pts	Touch	1 Item	3 Days	Permanent	Connected	

Connect To An Arcane Focus Item

 Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollout.
Creates a connection between the caster and the Arcane Focus Item.
Require the item to be of the highest quality.
Caster must currently not have a Focus Item.

FOCUS:No current Focus Item.

COUNTER:Rollout Interruption Lvl:1


ENHANCEMENTS:

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

Shape Change

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	Self	5 Rounds	4 Hours		

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
						8 pts	Self	Self	1 Round	8 Hours		

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

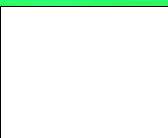
COUNTER:SAME SPELL WILL COUNTER.

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:	:
						12 pts						

Caster Becomes Ribbon Creature

 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

-Sylvan

LEVEL 14	<div></div> <div></div>	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:Db1 Move:Db1Time 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	<div></div> <div></div>	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:Db1 Move:Db1 Init:+8 ToHIT+10 Dmg 2d6+4 x0x1
Barely visible brown roots envelope the caster to become a hawk.

COUNTER:SAME SPELL WILL COUNTER.

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP

LEVEL 15	<div></div> <div></div>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Alter Self - Wolf			16 pts	Self	Self	20 Minutes	4 Hours	




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

LEVEL 17	<div></div> <div></div>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Alter Self - Condor			20 pts	Self	Self	5 Minutes	2 Hours	




Shining amber roots Grow To Cover The Caster changing them into a condor.
AC:20 HP:Db1 Move=Fly Init:++22 x1x1 ToHit:++12 Dmg:2d8+6
Shining amber roots Grow To Cover The Caster changing them into a condor.

COUNTER:SAME SPELL WILL COUNTER.

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP

LEVEL 18	<div></div> <div></div>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Alter Self - Bear			20 pts	Self	Self	5 Minutes	2 Hours	



Shining amber roots Grow To Cover The Caster changing them into a bear.
AC:20 HP:Db1 Move:Walkx2 Init:++8 x2x2 ToHit:++22 Dmg:4d8+6
Shining amber roots Grow To Cover The Caster changing them into a bear. Can speak bear.
Can cast from this form.


FOCUS:+1d6 Dmg

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Duration +50%	6 SP
Lvl 4	Cast from below level 6/Lvl	SP

LEVEL 18	<div></div> <div></div>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Alter Self - Stingray			20 pts	Self	Self	5 Minutes	2 Hours	



Shining amber roots Grow To Cover The Caster changing them into a Stingray.
AC:20 HP:Db1 Move=Swim Init:++8 x1x1 ToHit:++12 Dmg:2d8+6
Shining amber roots Grow To Cover The Caster changing them into a Stingray.


COUNTER: None

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 18	Duration X4	10 SP

Shelter-Rest-Protection

LEVEL 3	NAE'EM	<div></div> <div></div>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Assist Hunter's Lean-To			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

-Sylvan

LEVEL	7		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Grow A Plant Canopy					8 pts	12 Squares	3x3 Sq Area	5 Minutes	12 Hours		




Barely visible auburn roots grow into saplings creating a light leafy canopy.
Plant Canopy can cover 1 to 4 people.
High winds can bring down the canopy.

FOCUS:+ a Wall
COUNTER: None

ENHANCEMENTS:

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

LEVEL	14		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Tree House					16 pts	8 Squares	4 Sq High Tree	30 Minutes	12 Hours		



Barely visible brown roots wind up into the trees branches and create a house.
Caster creates planted seedlings that grow vines then into a tree.
Does muffle sounds and lights within the closed house.


CREATE:Pine Seeds of Tree House

FOCUS:Stairs or Ladder.
COUNTER: None

ENHANCEMENTS:

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

LEVEL	19	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Fort of Thorns					20 pts	12 Squares	10x10 squares	30 Minutes	12 Hours			



Creates a 2 sq high walls of thorns 1 square deep. Each square= AC:8 HP:50
Each melee attack to the thorn wall delivers 1d6 damage to the attacker.
No roof but has a wooden door where the caster places it.
Fire damages the walls: Mundane 2d8 per round. Magical fire as per the spell.
This is functional even in non-temperate environments.


FOCUS:Adds a roof
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

Travel-Mundane

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: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					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

Utility-

LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Light of Class Color					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.


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

LEVEL	3		STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Breath Water					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

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LEVEL	4	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shadow of the Magi				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.

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