






# -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											
<b>Illusional Bear</b>																					
				<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><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>									Lvl 6	Subtle Casting	4 SP	Lvl 10	Rollout Halved	6 SP	Lvl 12	Range X2	8 SP
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Lvl 10	Rollout Halved	6 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		
<b>Wind Wall</b>										
				Ghostly light brown roots rise and spiral around the caster. A single square whirlwind provides AC+2 vs Ranged/Thrown attacks. Tornado stays with caster as they move, but cannot push into occupied square. Casting is not affected by the tornado unless the spell is vulnerable to wind. This can NOT be combined with other spells such as Heat Wave Wall.						
				FOCUS:+2 AC vs Rnged/Thwrn COUNTER:Same Spell ENHANCEMENTS: Lvl 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										
<b>Wind Wall For Nae'Em Hunter</b>																				
				<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
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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>									<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
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LEVEL	12			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2									
Circle of Animal Protection						12 pts	Touch	2x2x2 Sq Sphere	2 Minutes	1 Hour		Can pass thru.									
				<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>																	
				<p>FOCUS:Column +1</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 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>									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	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	10 Squares	1 Target	Initiative	Instant		
<b>Rose Thorns</b>												
				<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>								
				<div>FOCUS:Total +10 ToHIT bonus</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X28 SP</div> <div>Lvl 9 Range +50%6 SP</div>								

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

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



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.

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	
					8 pts	8 Squares	2x2 Squares	Initiative	Instant	1/2 Damage		



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	
					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 X2	8 SP
Lvl 9	Range +50%	6 SP

## 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			



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		



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

## 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		



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			



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



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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	GM
				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

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	

## Animal Connection (Ae'Em)



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	
				12 pts	18 Squares	5x20 Sq Area	10 Minutes	12 Hours		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

## Find-Hide-Reveal

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

## Detect Magic



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
					12 pts	Touch	1 Plant	10 Minutes	2 Hours		

## Hide in a Plant



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	
					12 pts	Self	1 Mark	1 Day	4 Hours		Found	

## Search for Focus Item





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:Dispel Magic Spell Lvl:1	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 14 Duration X2	8 SP
Lvl 9 Duration +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		
<b>Draw Up Ground Water</b>												
												
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		
<b>Improve Food</b>												
												
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		
<b>Increase Food</b>												
												
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		
<b>Bring Out Rain Water</b>												
												
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 Found water
						8 pts	1/4 Mark	15 Sqs Deep	30 Minutes	Permanent		
<b>Divining Water</b>												
												
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		
<b>Forced Heal 1d6 HP (+more)</b>												
												
Healing energy drawn from all parts of the body are forced to the wounded area. First roll the dice and calculate full healing with enhancements, Then apply as force damage to the target, if the target is dead next steps fail. Lastly, apply the full healing time two (x2) to the target. This becomes more powerful (and more costly) with the Enhancements.											FOCUS:Fragility Save - 1 Column COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 14 Range At 3 Sqs 8 SP	

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1 Creature	Initiative	Permanent		
<b>Sylvan Forced Healing 1d6 HP</b>												
												
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	





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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

## 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

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			




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

# -Sylvan

LEVEL	7	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Vine Wolf						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

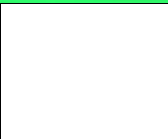
FOCUS:Attck: 1x1 1d6 Dmg  
COUNTER:Same Spell

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
No Counter Available						pts						




DO NOT DELETE !!!! This is a counter


COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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## Personal-Connections

LEVEL	2	NAE'EM		STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Connect With A Hunter						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.

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
Create Permanent Nae'Em						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.

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 success
Find Clues To True Name						24 pts	4 Squares	1 Item	2 Hours	Permanent		





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 Connected
Connect To An Arcane Focus Item						36 pts	Touch	1 Item	3 Days	Permanent		



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
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
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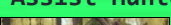




## -Sylvan

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
6		1	8 pts	Self	Self	1 Round	8 Hours											
<b>Alter Self - Medium Sized Dog/Cat</b>																		
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.																		
<div>  <p>FOCUS: Move+6</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 12</td> <td>Rollout Init</td> <td>12 SP</td> </tr> <tr> <td>Lvl 18</td> <td>Duration X4</td> <td>10 SP</td> </tr> </table> </div>										Lvl 6	Subtle Casting	4 SP	Lvl 12	Rollout Init	12 SP	Lvl 18	Duration X4	10 SP
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:	:
<div>Caster Becomes Ribbon Creature</div> <div> <div>Caster Becomes Ribbon Creature</div> <div> <div>COUNTER: None</div> <div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 6</div> <div>Subtle Casting</div> <div>4 SP</div> </div> <div> <div>Lvl 14</div> <div>Duration X2</div> <div>8 SP</div> </div> <div> <div>Lvl 9</div> <div>Duration +50%</div> <div>6 SP</div> </div> </div> </div> </div>									

## Shelter-Rest-Protection

LEVEL	3	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<div> <div>  </div> <div> <h3>Assist Hunter's Lean-To</h3> <p>Brown roots grab and secure a lean-to to the ground.</p> <p>Requires a Nae'Emed 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	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:									
7	3	8 pts	12 Squares	3x3 Sq Area	5 Minutes	12 Hours	No Save									
<h3>Grow A Plant Canopy</h3> <div>  <p>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.</p> </div> <div> <p>FOCUS: + a Wall</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 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														


## Travel-Mundane

LEVEL

6

NAE'EM





STACK

7

COST

8 pts

RANGE

Touch

AREA OF EFFECT

1 Creature

ROLL OUT

30 Minutes


DURATION

12 Hours

SAVE:

No Save

Attach Wings To Animal



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

Lvl 14 Duration X2




Lvl 9 Duration +50%





LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
12			12 pts	Self	Self	10 Minutes	4 Hours		
<b>Personal Wings Of Flying</b>									
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			
<div>  <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>																	
<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

COST

4 pts

RANGE

Touch

AREA OF EFFECT

1 Creature

ROLL OUT


5 Minutes

DURATION

1 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

COST

4 pts

RANGE

Self

AREA OF EFFECT

3 Sq Dia Sphere

ROLL OUT


Initiative

DURATION

Conc +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: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