















# -Sylvan

## Animal Ken

LEVEL	1	NAE'EM		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Call &amp; Direct Small Assistants</b>												
						1 pt	Self	10 Square Radius	30 Rds + Rep	8 Hours		
			small birds, rabbits, frogs, or squirrels eagerly aid the caster with minor tasks. Caster must maintain an Animal Ken Reputation of 1 or higher to cast. Multiply Animal Ken Reputation, if > 0, by 3 & reduce Rollout by that amount. The caster instructs the assistants through an automatic weak Nae'Em.								<b>COUNTER:</b> No counter is available Lvl:1 <b>ENHANCEMENTS:</b> Lvl 6 Subtle Casting 4 SP Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP	
LEVEL	2			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Call &amp; Post Yappy Camp Dog</b>												
						4 pts	Self	Ken + 5 (Radius)	5 Minutes	8 Hours		
			1d4+1 small dogs appear and will stay 'on guard' within the AoE/Camp. Caster must maintain an Animal Ken Reputation of 1 or higher to cast. These dogs will not engage unless they personally are not able to stay out of the fight. However, they also will not stop barking at intruders unless ordered down. Stats: 1-4+1 small Sized dogs. AC:13, HP:15, Attk:x1x1, Init:+0, ToHit:+0, Dmg:1d4.								<b>FOCUS:</b> Dogs stay @ camp <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 16 Rollout 1 Min 8 SP Lvl 9 Duration +50% 6 SP Lvl 12 AoE X2 6 SP	
LEVEL	3	NAE'EM		STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Call &amp; Direct Rodent</b>												
						4 pts	Self	20 Squares	1 Minute	30 Min + Ken		
			A rodent (appropriate to the environment) appears. They are often not noticed by others. This rodent can join and be accepted by other rodents of the same kind. caster must have an Animal Ken Reputation of 1 or higher to cast. Rodent will stay within the AoE and follow directions via the weak Nae'Em. Animal Ken >0. HP=6, AC=19, Attk=x1, Init/ToHit=0, Dmg=1d4.								<b>FOCUS:</b> AoE = 40 Sqs <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 6 Subtle Casting 4 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	
LEVEL	4	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Nae'Em Kept
<b>Summon Feline Familiar</b>												
						8 pts	1/2 Mile	Familiar	2 Days	Permanent		
			Timid common feline is bound to the caster. Any breed of common house cat that is not known for aggression can be summoned. After Rollout the animal learns enough to attempt communication via the Nae'Em. AC:15/15, Attk 1x1, Init+6, ToHit+6, Dmg:1d6, Move=15. Must maintain a reputation of 1 or higher to keep the Familiar. (Scale: -9 to 9)								<b>FOCUS:</b> Nae'Em Break= RM:1 <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 4 Aura Brightens -2 SP Lvl 9 Alter Hair/Whiskers/F 6 SP	
LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1 Nae'Em Kept
<b>Summon Canine Familiar</b>												
						16 pts	1/4 Mile	Familiar	1 Day	Permanent		
			Timid common canine is bound to the caster. Any breed of common dog that is not known for specifically aggression can be summoned. After Rollout the animal learns enough to attempt rough communication via the Nae'Em. AC:15/15, Attk 1x1, Init+4, ToHit+8, Dmg:1d6, Move=12. Must maintain a reputation of 1 or higher to keep the Familiar. (Scale: -9 to 9)								<b>FOCUS:</b> Nae'Em break= fails <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 4 Aura Brightens -2 SP Lvl 9 Alter Hair/Whiskers/F 6 SP	
LEVEL	6	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Nae'Em Kept
<b>Summon Equine Familiar</b>												
						20 pts	2 Marks	Familiar	1d4 Days	Permanent		
			Riding horse Nae'Em bonds to the caster. A standard light riding horse that is not known for aggression can be summoned. After Rollout the animal learns enough to attempt rough communication via the Nae'Em. AC:15/15, Attk 1x1, Init+0, ToHit+0, Dmg:1d4, HP:10, Move=24 or burst of 30. Must maintain an Animal Ken Reputation of 1 or higher to keep the Familiar.								<b>FOCUS:</b> Nae'Em Break= RM:1 <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 4 Aura Brightens -2 SP Lvl 9 Alter Hair/Whiskers/F 6 SP	
LEVEL	7	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Call &amp; Direct Corvus</b>												
						8 pts	self	1 Mark + Rep	20 Minutes	2 Hours		
			Calls a single bird to observe for the caster. Must be a Raven, Crow, or Corvus. This black bird can mingle with any flock of other like birds in the area. Caster must have an Animal Ken Reputation of 1 or higher to cast. Rodent will stay within the AoE and follow directions via the weak Nae'Em. Animal Ken >0. HP=15, AC=22, Attk=x1, Init/ToHit=0, Dmg=1d6.								<b>FOCUS:</b> 50% to draw birds <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	

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LEVEL	8	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Call & Set Wolverine Defender						8 pts	Self	1 Wolverine	1 Minute	2 Hours		




The spell calls a small bear-like weasel to defend the caster.  
This defender will only attack if they or the caster are physically attacked.  
Caster must have an Animal Ken Reputation of 1 or higher to cast.  
Wolverine will stay and follow directions via the weak Nae'Em.  
Ken >0 HP:50 AC:18/15 Attk:x2x2 Init&ToHit+6 Dmg:1d8+Ken Move:12


FOCUS:AoE= 2 Wolverines  
COUNTER:No counter is available Lvl:1

ENHANCEMENTS:

Lvl	6	Subtle Casting	4	SP
Lvl	12	Rollout Init	12	SP
Lvl	9	Duration +50%	6	SP

## Battle Actions/Prep

LEVEL	5			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2	
Entangle						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 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

## 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		





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	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		



Recipient in the eye of storm. Wind gives AC+2 vs Ranged/Thrown.  
Recipient must be a Hunter by a Nae'Em to caster and must reside in only 1 sq.  
Wind Wall stays with Hunter.  
Skills aren't affected / blocked unless vulnerable to wind.  
This spell will not allow the Hunter to push into another occupied square.


FOCUS:Instant Rollout  
COUNTER:Same Spell

ENHANCEMENTS:

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

## Battle Offense

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





Caster rolls a single ToHit to be used for all thorns for this spell instance.  
Each spell instance creates 1d6 thorns per Tier. Each Thorn does 1 HP dmg.  
Each spell instance must be directed to a single target.  
Caster can lob this spell over and to a target.  
Blundered ToHITS are not rolled on the chart and merely miss the target.

FOCUS:Total +10 ToHit bonus  
COUNTER:Same Spell

ENHANCEMENTS:

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

LEVEL	3			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Conjure Native Beetles						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	
Hail Stones Attack						8 pts	12 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



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## Creations

LEVEL	7	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				8 pts	Self	Self	1 Minute	1 Day			
Create Water Breathing Leaf											
XX											
XX											
XX											
				<div>CREATE:</div> <div>COUNTER: None</div> <div></div>							

## 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				
Assist Hunter's Lean-To												
Brown roots grab and secure a lean-to to the ground.												
Requires a Nae'Emed 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.												
				<div>FOCUS:COL+1</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Stacking +1 8 SP</div> <div>Lvl 18 Duration X4 10 SP</div> <div>Lvl 9 Duration +50% 6 SP</div>								

## 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		
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.											
				<div>CREATE:Scroll of Detect Magic</div> <div>FOCUS:Save Col -1</div> <div>COUNTER:Rollout Interruption Lvl:1</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Range X4 10 SP</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 9 Range +50% 6 SP</div>							

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: Varv	
				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.											
				<div>FOCUS:Save Col -1</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 20 AOE X4 20 SP</div>							

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 Spell											
List of spells that can be affected are in the Full Description list.											
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.											
				<div>COUNTER:Rollout Interruption Lvl:1</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 18 Range X4 10 SP</div> <div>Lvl 9 Range at 1 Sq 6 SP</div>							


## Food And Drink

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											
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 continously draw water from the same spot,											
Each repeat adds 10% to failure chance (1d100 roll).											
				<div>FOCUS:+2 Skins extra</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 16 Rollout 1 Min 8 SP</div> <div>Lvl 20 AOE X4 20 SP</div> <div>Lvl 12 AoE X2 6 SP</div>							

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LEVEL	3		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 QUADRIPLER 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
					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	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	4 Squares	1 Square Cube	2 Hours	Permanent		

**Permanently Preserve Food**




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		

**Draw 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

## Healing and Rest

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
					4 pts	Touch	1 Creature	Initiative	Permanent		

**Sylvan Forced Healing 1d6 HP**




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

LEVEL	2		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					6 pts	Self	Recipient	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 h  
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

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## Light and Darkness

<b>LEVEL</b>	<b>1</b>	<b>STACK</b>	99	<b>COST</b>		<b>RANGE</b>		<b>AREA OF EFFECT</b>		<b>ROLL OUT</b>		<b>DURATION</b>		<b>SAVE:</b>	No Save
<b>Light of Sylvan (Greenish)</b>				4 pts		Self		Varies		Initiative		4 Hours			
		<p>With a twirling of the fingers the caster brings about light!</p> <p>No Focus = Candle power. With Focus caster can set power.</p> <p>This spell does stay fixed in relation to the caster, right above them. Use a Focus item for control of light brightness.</p>													
		<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


DURATION

ROLL OUT

SAVE:

No Save

Shadow of the Magi



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.

4 pts

Self

3 Sq Dia Sphere

Initiative

Conc +4 Rds

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


Nae'Ems

LEVEL

2

NAE'EM





STACK

2

COST

4 pts

RANGE

1 Square

AREA OF EFFECT

1 Recipient

ROLL OUT

2 Days


DURATION

Permanent

SAVE:

No Save

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



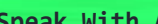
ENHANCEMENTS:






Lvl 10 Rollout Halved




6 SP


Lvl 12 Range X2

8 SP

LEVEL	4	N/A/E/M			STACK	7	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Speak With Animals							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>					<div> <div>FOCUS: Recipient</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 18</div> <div>Duration X4</div> <div>10 SP</div> </div> <div> <div>Lvl 9</div> <div>Duration +50%</div> <div>6 SP</div> </div> <div> <div>Lvl 18</div> <div>AoE = 2 Targets</div> <div>10 SP</div> </div> </div>													

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	
 <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>					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												

LEVEL	7	NAE'EM			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Create Permanent Nae'Em							12 pts	1 Square	1 Recipient	4 Days	Permanent			Created



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.



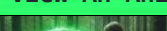
Recipient must Save for connection to work.

FOCUS:SKL:1

COUNTER:Rollout Interruption Lvl:1

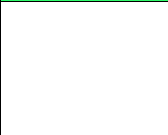
ENHANCEMENTS:


Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP

LEVEL	7	NAE'EM	 	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
						8 pts	PMP	1 Ae'Em, 1 sq above	5 Minutes	1 Hour											
<div><div><div><h3>View An Animal (Ae'Em)</h3><p>Portal opens to show the animal the caster has bonded to.</p><p>This is a top down view from about 1 square above the animal.</p><p>The spell stays with the animal as it moves.</p><p>There is no communication through this spell, but can be done with other spells.</p></div></div><div><p>COUNTER: None</p><p>ENHANCEMENTS:</p><table><tr><td>Lvl 18</td><td>Duration X4</td><td>10 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></div></div>													Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
Lvl 18	Duration X4	10 SP																			
Lvl 14	Duration X2	8 SP																			
Lvl 9	Duration +50%	6 SP																			









# -Sylvan


LEVEL	8		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Portal To Nae'Em					8 pts	Self	PMP	30 Minutes	5 Minutes		
 <p>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.</p>										<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved6 SP</div>	


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			
 <p>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.</p>										<div>FOCUS:Agility Saves +20</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved6 SP</div> <div>Lvl 9 Range +50%6 SP</div> <div>Lvl 14 Duration X28 SP</div>		


## Natural Environment

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Plant Growth						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. Does not heal diseased/Sickened plants. New growth progresses as if it were in the best conditions. Plants grow within 1 hour as if 4 weeks had passed. Allows healthy growth from/past unhealthy parts.</p>								<div>CREATE:Plant Growth Soil</div> <div>FOCUS:1d4 Plant HP</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved6 SP</div> <div>Lvl 20 AOE X420 SP</div> <div>Lvl 12 AoE X26 SP</div>	

LEVEL	2		STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Remove Plant Disease					4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent		Disease Gone	
<div></div> <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>												<div>CREATE:Plant Disease Powder</div> <div>FOCUS:Removes All</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save -1 Col8 SP</div> <div>Lvl 20 AOE X420 SP</div> <div>Lvl 12 AoE X26 SP</div>

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM	
Predict Weather						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.</p> <p>Predicts Weather patterns for a wk. GM rolls casters MGC:3</p> <p>Estimation of likely/known changes coming within the week.</p>									<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved6 SP</div>	

LEVEL	6	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Animal Healing					6 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>										<div>CREATE:Animal Healing Nutrients</div> <div>FOCUS:+4 HP</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Rollout Init12 SP</div> <div>Lvl 12 Range X28 SP</div> <div>Lvl 9 Range +50%6 SP</div>		

LEVEL	6			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.								
				<div>FOCUS:+ a Wall</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved6 SP</div> <div>Lvl 18 Range X410 SP</div> <div>Lvl 14 Duration X28 SP</div>								

# -Sylvan

## Shape Change

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	Self	2 Minutes	8 Hours		
		<p>As this skill rolls out the Sylvan morphs into a medium sized common dog. The caster is physically changes into a dog and will not be able to cast spells. The changes include HP set to 20, AC set to 20. Biting attacks are 2 of 1d6. They will be able to hear well (+20 to Saves regarding hearing and smells). They will not be able to speak beyond barking and whinning.</p>								<p>FOCUS:Move+6 COUNTER:Same spell/skill Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP</p>
LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	Self	10 Minutes	2 Hours		
		<p>Caster Shifts into existing as a medium sized mundane deer (Buck or Doe). Deer: HP=30, AC=26/18, x1x1 +12/+0/1d6, Move=18 or burst at 22 (1/Minute) The changes include HP set to 30, AC set to 26/18. Biting attack: 1x 1d6. Loss of points beyond 30 will revert the caster back to normal form with that damage. They will be able to hear well (+20 to Saves regarding hearing and smells).</p>								<p>FOCUS:Move Silent @ 12 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP</p>
LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	1x2 Squares	1 Minute	4 Hrs (Min 1 Hr)		
		<p>Caster changes into the shape of a plant that is The Armor Class becomes 8 and the Move becomes 0. But the HP is based on the caster. 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.)</p>								<p>COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP</p>
LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	Self	Self	6 Minutes	4 Hours		
		<p>Cast takes a form similar to (same creature type) a current Familiar. Caster keeps their own HP. Caster uses the Familiars #-attacks, Init, ToHit, Dmg, and movement. Casters are NOT able to use normal speech. Doubles the Range with current Familiars</p>								<p>FOCUS:Duration= 8 hrs COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP</p>
LEVEL	5	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	Self	Self	1 Minute	1 Day		
		<p>Caster becomes a medium sized mundane dolphin. HP=40, AC=25/22, x1x1 +0/+10/2d6, Move=15 or burst at 18 (1 per 10 Min) Recipient is not able to talk while breathing water. Bludgeon attack: 1x 2d6. Loss of points beyond 40 will revert the caster back to normal form with that damage.They will be able to hear underwater well (+20 to Saves regarding hearing and smells).</p>								<p>FOCUS:+1d6 Dmg COUNTER:Same spell/skill Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP</p>
LEVEL	7	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	Self	Self	10 Minutes	4 Hours		
		<p>As this skill rolls out the Sylvan morphs into a medium sized mundane wolf. HP=50, AC=22/20, x2x2 +8/+8/2d6, Move=15 or burst at 18 (1 per Minute) Loss of points beyond 50 will revert the caster back to normal form with that damage. They will be able to hear howling well (+30 to Saves regarding hearing any howls).</p>								<p>COUNTER:Same spell/skill Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP</p>