






-Sylvan


Altered Reality


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




The recipient can breath normally while under water.
The recipient must begin submersion within 5 rounds (30 sec) of casting.
Spell ends when recipient breaths air or Duration ends. Soonest.
Recipient is not able to talk while breathing water.


CREATE:Water Breathing Leaf 
FOCUS:Duration X3 
COUNTER:Same Spell 
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP


| | | | | | | | | | | | | |
|-------|---|--------|---|-------|---------|-----------|------------|----------------|----------|----------|-------|---------|
| LEVEL | 5 | NAE'EM |  | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| | | | | 8 pts | 3 Marks | 1 Dolphin | 10 Minutes | 2 Hours | | | | |




Dolphin - Stats: HP:10 AC:15/10 Move:12 Sqs swim 25 sqs race
Caster creates the image of a Dolphin out of any Seaweed like materials.
Ribbons create a dolphin which act mostly like normal dolphins.
Ribbons dolphins are not as good as real dolphins.
Stats: HP:2 AC:15/10 Move:12 Sqs swim 24 sqs race


FOCUS:Range: 6 Marks 
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP


| | | | | | | | | | | | | |
|-------|---|--------|---|-------|------|------|------------|----------------|----------|----------|-------|---------|
| LEVEL | 6 | NAE'EM |  | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| | | | | 8 pts | Self | Self | 10 Minutes | 2 Hours | | | | |





Ribbons create a bat which act mostly like normal bats.
Bat - HP:2 AC:18/12 Move: 15 Sqs flight
Ribbons create a bat which act mostly like normal bats.
Ribbons bats are not as good as real bats.
Stats: HP:2 AC:18/12 Move:15 Sqs Flight

FOCUS:Low Light Vision 
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP


| | | | | | | | | | | | | |
|-------|---|--------|---|-------|------|------|------------|----------------|----------|----------|-------|---------|
| LEVEL | 7 | NAE'EM |  | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| | | | | 8 pts | Self | Self | 10 Minutes | 2 Hours | | | | |





Ribbons create a wolf which act mostly like normal wolf.
Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run
Ribbons create a wolf which act mostly like a normal wolf.
Ribbons wolves are not as good as real wolves.
Stats: HP:12 AC:16/12 Move:12 Sqs walk 20 sqs run

FOCUS:Attkc: 1x1 1d6 Dmg 
COUNTER:Same Spell 
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Damage +50% 8 SP


| | | | | | | | | | | | |
|-------|----|-------|---|--------|------------|----------------|----------|----------|-------|---------|--|
| LEVEL | 11 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | |
| | | | | 12 pts | 16 Squares | 1 Image | 1 Minute | 1 Hour | | | |




False of a bear.
caster to direct where the image is to go.
Caster can direct the illusion with general commands, run, attack, sleep...
Caster cannot give detailed commands like trip the enemy or stand on this stone...



FOCUS:Set mood 
COUNTER:Same Spell 
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP


Battle Actions/Prep


| | | | | | | | | | | | |
|-------|---|-------|---|-------|-------|----------------|----------|----------|--------|--------|---|
| LEVEL | 5 | STACK | 3 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | BRU: 2 |  |
| | | | | 8 pts | Touch | 2x2 Squares | 1 Minute | 4 Hours | Exited | | |





Caster throws ethereal vines into the AoE. The vines blend & wait for their victim.
This allows a trap to be sprung hours after the caster has left.
Root/vines/branches in area reach out and attempt to grab any moving creatures.
If no root/vine/branch are in the environment then brown ribbons reach out.
Save required to move from square to square until fully out.

FOCUS:Aoe: 3x3 
COUNTER:Same Spell 
ENHANCEMENTS:
Lvl 12 Rollout Init 12 SP
Lvl 14 Range At 3 Sqs 8 SP
Lvl 4 Aura Brightens -2 SP

| | | | | | | | | | | | |
|-------|----|-------|---|--------|-------|-----------------|-----------|----------|----------------|--------|---|
| LEVEL | 12 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 2 |  |
| | | | | 12 pts | Touch | 2x2x2 Sq Sphere | 2 Minutes | 1 Hour | Can pass thru. | | |

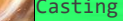




Barely visible sepia colored roots reach out to the camp border.
Animals crossing into or out of the circle must pass the MGC Save.
Does NOT allow any part of the 'Animal' to pass perimeter, if the Save failed.




FOCUS:Column +1 
COUNTER:Same Spell 
ENHANCEMENTS:
Lvl 12 Rollout Init 12 SP
Lvl 18 Duration X4 10 SP
Lvl 9 Duration +50% 6 SP

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Battle Defense


| | | | | | | | | | | | | | | |
|---|--|--|-------------|--|--------------|--|-----------------------|--|-----------------|--|-----------------|--|--------------|---------|
| LEVEL | 1 | | 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 | | | | | | | | | | | | |
|  | | | | <p>Recipient in the eye of storm. Wind gives AC+2 vs Ranged/Thrown.</p> <p>Recipient must be a Hunter by a Nae'Em to caster and must reside in only 1 sq.</p> <p>Wind Wall stays with Hunter.</p> <p>Skills aren't affected / blocked unless vulnerable to wind.</p> <p>This spell will not allow the Hunter to push into another occupied square.</p> | | | | | | | | | | | | | | | | |
| | | | | <div>FOCUS:Instant Rollout</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table> | | | | | | | | Lvl 12 | Range X2 | 8 SP | Lvl 14 | Duration X2 | 8 SP | Lvl 9 | Duration +50% | 6 SP |
| Lvl 12 | Range X2 | 8 SP | | | | | | | | | | | | | | | | | | |
| Lvl 14 | Duration X2 | 8 SP | | | | | | | | | | | | | | | | | | |
| Lvl 9 | Duration +50% | 6 SP | | | | | | | | | | | | | | | | | | |

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|--|---------------|--|--|-------|---|--------|-------|----------------|----------|------------|-------------------|--|---|--------|--------------|-------|--------|-------------|------|-------|---------------|------|
| LEVEL | 10 | | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 1 |  | | | | | | | | | |
| Tornado Wall | | | | | | 12 pts | Self | 3x3 Squares | 2 Rounds | 10 Minutes | Spell passes thru | | | | | | | | | | | |
|  | | <p>A wind whips small loose debris from area back and forth in front of caster.</p> <p>AC+4 vs Melee/Ranged/Thrown which protects the caster from attacks.</p> <p>All people in the adjacent squares to the casters take 1d4 damage each round.</p> <p>Melee attackers: Debris causes attackers to take 1d4 damage.</p> <p>Thrown/Ranged attackers: Does NOT affect attackers.</p> | | | | | | | | | | <div>COUNTER: Same Spell</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 12</td><td>Rollout Init</td><td>12 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table> | | Lvl 12 | Rollout Init | 12 SP | Lvl 14 | Duration X2 | 8 SP | Lvl 9 | Duration +50% | 6 SP |
| Lvl 12 | Rollout Init | 12 SP | | | | | | | | | | | | | | | | | | | | |
| Lvl 14 | Duration X2 | 8 SP | | | | | | | | | | | | | | | | | | | | |
| Lvl 9 | Duration +50% | 6 SP | | | | | | | | | | | | | | | | | | | | |

Battle Offense

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|--------|--|---|--|-------|----|-------|--|------------|--|----------------|--|------------|--|----------|--|------|--|--------|----------|------|-------|------------|------|
| LEVEL | 1 | | | STACK | 99 | COST | | RANGE | | AREA OF EFFECT | | ROLL OUT | | DURATION | | SAVE | No Save | | | | | | |
| | Rose Thorns | | | | | 4 pts | | 10 Squares | | 1 Target | | Initiative | | Instant | | | | | | | | | |
| |  | <p>The caster flicks their wrist to throw thorns at the target.</p> <p>A single ToHIT+4 for 2d6+ACU Bonus Thorns (1 Dmg each).</p> <p>The attack is directed to a single target via a ToHIT roll with a +4 bonus.</p> <p>Blunder rolls merely indicate the target was missed.</p> | | | | | | | | | | | | | | | <div><p>FOCUS:Total +10 ToHIT bonus</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 9</td><td>Range +50%</td><td>6 SP</td></tr></table></div> | Lvl 12 | Range X2 | 8 SP | Lvl 9 | Range +50% | 6 SP |
| Lvl 12 | Range X2 | 8 SP | | | | | | | | | | | | | | | | | | | | | |
| Lvl 9 | Range +50% | 6 SP | | | | | | | | | | | | | | | | | | | | | |

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|--|---|--|---|-------|--|-----------|--|----------------|--|------------|--|----------|--|-------|--|------------|--|
| LEVEL | 2 | STACK | 1 | COST | | RANGE | | AREA OF EFFECT | | ROLL OUT | | DURATION | | SAVE: | | RM: 2 | |
| Hail Attack | | | | 4 pts | | 8 Squares | | 1 Square | | Initiative | | Instant | | | | 1/2 Damage | |
|  <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> | | <div> FOCUS:+4d4 COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP </div> | | | | | | | | | | | | | | | |

LEVEL

8

STACK

1

COST

8 pts

RANGE

8 Squares

AREA OF EFFECT

2x2 Squares

ROLL OUT

Initiative


DURATION

Instant

SAVE:

RM: 2

1/2 Damage



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 X28 SP

Lvl 9 Range +50%6 SP

Lvl 14 Damage X212 SP

[illegible]


-Sylvan

Class Specialty

LEVEL

11

NAE'EM



STACK

1

COST

36 pts

RANGE

Touch

AREA OF EFFECT

1 Item

ROLL OUT


3 Days

DURATION


Permanent

SAVE:

RM: 3



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




Enchantments

| | | | | | | | | | | | | | | | | | | | |
|--|----------------|---|----|-------|-------|----------------|-----------|-----------|-------|-------------|---|----------------|------|--------|----------|-------|-------|---------------|------|
| LEVEL | 6 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 2 |  | | | | | | | | |
| Dispel Magic Spell | | | | 8 pts | Touch | 1 Item | 6 Minutes | Permanent | | Comparative | | | | | | | | | |
|  | | <p>List of spells that can be affected are in the Full Description list.</p> <p>GM determines the Save column for the item based on the nature of its power.</p> <p>Caster and GM both roll the Save. The greater success wins out. (Or least loss)</p> <p>Can be used to disrupt permanent magic.</p> <p>Doesn't affect non permanent spells, except as noted by each spell.</p> | | | | | | | | | | | | | | | | | |
| | | <p>COUNTER:Rollout Interruption Lvl:1 </p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 9</td><td>Range at 1 Sq</td><td>6 SP</td></tr></table> | | | | | | | | | Lvl 10 | Rollout Halved | 6 SP | Lvl 18 | Range X4 | 10 SP | Lvl 9 | Range at 1 Sq | 6 SP |
| Lvl 10 | Rollout Halved | 6 SP | | | | | | | | | | | | | | | | | |
| Lvl 18 | Range X4 | 10 SP | | | | | | | | | | | | | | | | | |
| Lvl 9 | Range at 1 Sq | 6 SP | | | | | | | | | | | | | | | | | |

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 | | | | | | | | | | | | |
|  <p>Brown roots grab and secure a lean-to to the ground.</p> <p>Requires a Nae'Em Hunter's Lean-To, hut, or shelter to be made first.</p> <p>Reinforces Hunters creation to be stronger and more water Tight.</p> <p>Allows for 2 more people.</p> | | | | | | | | | | | | |
| | | | | | | | | | | | FOCUS: COL+1 | |
| | | | | | | | | | | | COUNTER: None | |
| | | | | | | | | | | | ENHANCEMENTS: | |
| | | | | | | | | | | | Lvl 14 | Stacking +1 8 SP |
| | | | | | | | | | | | Lvl 18 | Duration X4 10 SP |
| | | | | | | | | | | | Lvl 9 | Duration +50% 6 SP |

Find or Reveal

| LEVEL | 5 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | RM: 2 | Target |
|--|---|-------|---|-------|-----------|----------------|-----------|----------|-------|-------|--|
| Detect Magic | | | | 8 pts | 2 Squares | 1-5 item | 5 Minutes | Instant | | | Sight |
|  <p>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.</p> | | | | | | | | | | | 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 |

LEVEL5

STACK1

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: Varv



Divining Water

8 pts


1/4 Mark

15 Sqs Deep

30 Minutes

Permanent

Found 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 10Rollout Halved6 SP



Lvl 12Range X28 SP

Lvl 20AOE X420 SP

LEVEL

9

NAE'EM



STACK

99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

RM: 2



Find Clues To True Name

24 pts


4 Squares

1 Item

2 Hours

Permanent

success



Bright Orange ribbons float to the object/person and fade as they surround them.
Caster attempts to locate clues to find a True Name.

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



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|-----------------------|---|--------|--|--|---|------|-------|----------------|----------|----------|-------|---|--|
| 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 | |
| | | | | 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 | |

| | | | | | | | | | | | | | |
|----------------------------|---|--|--|--|---|----------|-------|----------------|----------|------------|-------|---|--|
| Healing and Rest | | | | | | | | | | | | | |
| LEVEL | 1 | | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | |
| Forced Heal 1d6 HP (+more) | | | | 4 pts | | 1 Square | | 1 Target | | Initiative | | Permanent | |
| | | | | 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 | |

| | | | | | | | | | | | | | |
|------------------------------|---|--|--|--|---|------|-------|----------------|----------|----------|-------|---|--|
| LEVEL | 2 | | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | |
| Triggered Forced Healing 2d8 | | | | 6 pts | | Self | | Caster | | 1 Hour | | 3 Days | |
| | | | | 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 | 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 | |


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|-----------------|---|--------|--|--|---|-------|-------|----------------|----------|------------|-------|---|--|
| Hide or Obscure | | | | | | | | | | | | | |
| LEVEL | 9 | NAE'EM | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | |
| Hide in a Plant | | | | 12 pts | | Touch | | 1 Plant | | 10 Minutes | | 2 Hours | |
| | | | | 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 | |



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|----------------------|---|--|--|--------------------------------------|--|------|-------|----------------|----------|----------|-------|--|--|
| Light- | | | | | | | | | | | | | |
| 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 | |



-Sylvan

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



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|--|---|--|--|-------|----|------|--|-------|--|----------------|--|----------|--|----------|--|-------|---------|
| Light and Darkness | | | | | | | | | | | | | | | | | |
| LEVEL | 1 | | | STACK | 99 | COST | | RANGE | | AREA OF EFFECT | | ROLL OUT | | DURATION | | SAVE: | No Save |
| Light of Sylvan (Greenish) | | | | | | | | | | | | | | | | | |
| <div></div> <div>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.</div> | | | | | | | | | | | | | | | | | |
| <div>CREATE:</div> <div>FOCUS:Brighter by Tier</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 6 Subtle Casting 4 SP</div> <div>Lvl 18 Duration X4 10 SP</div> <div>Lvl 14 Duration X2 8 SP</div> | | | | | | | | | | | | | | | | | |

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|--|---|--|--|-------|----|------|--|-------|--|----------------|--|----------|--|----------|--|-------|---------|
| LEVEL | 4 | | | STACK | 99 | COST | | RANGE | | AREA OF EFFECT | | ROLL OUT | | DURATION | | SAVE: | No Save |
| Shadow of the Magi | | | | | | | | | | | | | | | | | |
| <div></div> <div>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.</div> | | | | | | | | | | | | | | | | | |
| <div>CREATE:Dust of Darkness</div> <div>FOCUS:Dur=20 Min (No conc)</div> <div>COUNTER:Dispel Magic Spell Lvl:1</div> <div>ENHANCEMENTS:</div> <div>Lvl 20 Rollout Instant 16 SP</div> <div>Lvl 14 Range At 3 Sqs 8 SP</div> <div>Lvl 9 Range at 1 Sq 6 SP</div> | | | | | | | | | | | | | | | | | |

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|--|---|--------|---|--|-------|---|------|--|-------|--|----------------|--|----------|--|----------|--|-------|---------|
| Nae'Ems | | | | | | | | | | | | | | | | | | |
| LEVEL | 2 | NAE'EM |  | | STACK | 2 | COST | | RANGE | | AREA OF EFFECT | | ROLL OUT | | DURATION | | SAVE: | No Save |
| Connect With A Hunter | | | | | | | | | | | | | | | | | | |
| <div></div> <div>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.</div> | | | | | | | | | | | | | | | | | | |
| <div>FOCUS:Healing through Nae'Em</div> <div>COUNTER:None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 12 Range X2 8 SP</div> | | | | | | | | | | | | | | | | | | |


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|---|---|--------|---|--|-------|---|------|--|-------|--|----------------|--|----------|--|----------|--|-------|-------------------|
| LEVEL | 7 | NAE'EM |  | | STACK | 3 | COST | | RANGE | | AREA OF EFFECT | | ROLL OUT | | DURATION | | SAVE: | SKL: 2 Created |
| Create Permanent Nae'Em | | | | | | | | | | | | | | | | | | |
| <div></div> <div>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.</div> | | | | | | | | | | | | | | | | | | |
| <div>FOCUS:SKL:1</div> <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> | | | | | | | | | | | | | | | | | | |


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|--|---|--|--|-------|---|------|--|-------|--|----------------|--|----------|--|----------|--|-------|---------|
| LEVEL | 8 | | | STACK | 1 | COST | | RANGE | | AREA OF EFFECT | | ROLL OUT | | DURATION | | SAVE: | No Save |
| Portal To Nae'Em | | | | | | | | | | | | | | | | | |
| <div></div> <div>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.</div> | | | | | | | | | | | | | | | | | |
| <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> | | | | | | | | | | | | | | | | | |


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



-Sylvan



Natural Environment



| | | | | | | | | | | | | | | | | | | | | | | |
|--|----------------|-------|--|-------|----|---|----------------------|----------------|----------|-----------|-------|---|--|--------|----------------|------|--------|--------|-------|--------|--------|------|
| LEVEL | 2 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | | | | | | | | | | |
| | | | | | | 4 pts | tes normal healthy g | 4x4 Sqs | 1 Hour | Permanent | | | | | | | | | | | | |
|  | | | | | | Barely visible olive colored roots Wind Around The Base Of The Plants. Promotes normal healthy growth. | | | | | | <div>CREATE:Healthy Plant Growth Pow</div> <div>FOCUS:1d4 Plant HP</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 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 10 | Rollout Halved | 6 SP | Lvl 20 | AOE X4 | 20 SP | Lvl 12 | AoE X2 | 6 SP |
| Lvl 10 | Rollout Halved | 6 SP | | | | | | | | | | | | | | | | | | | | |
| Lvl 20 | AOE X4 | 20 SP | | | | | | | | | | | | | | | | | | | | |
| Lvl 12 | AoE X2 | 6 SP | | | | | | | | | | | | | | | | | | | | |


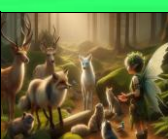
| | | | | | | | | | | | | | | | | | | | | | | |
|--|-------------|-------|--|-------|---|--|-----------|----------------|------------|-----------|-------|---|--|--------|-------------|------|--------|--------|-------|--------|--------|------|
| LEVEL | 2 | | | STACK | 0 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 2 Disease Gone | | | | | | | | | | |
| | | | | | | 4 pts | 4 Squares | 4x4 Squares | 10 Minutes | Permanent | | | | | | | | | | | | |
|  | | | | | | 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. | | | | | | <div>CREATE:Plant Disease Powder</div> <div>FOCUS:Removes All</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 14</td><td>Save -1 Col</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 14 | Save -1 Col | 8 SP | Lvl 20 | AOE X4 | 20 SP | Lvl 12 | AoE X2 | 6 SP |
| Lvl 14 | Save -1 Col | 8 SP | | | | | | | | | | | | | | | | | | | | |
| Lvl 20 | AOE X4 | 20 SP | | | | | | | | | | | | | | | | | | | | |
| Lvl 12 | AoE X2 | 6 SP | | | | | | | | | | | | | | | | | | | | |

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|--|----------------|------|--|-------|---|---|-------|----------------|----------|----------|-------|---|--|--------|----------------|------|
| LEVEL | 4 | | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 3 Weather Results | | | | |
| | | | | | | 4 pts | Self | Up to 5 Marks | 1 Hour | 1 Week | | | | | | |
|  | | | | | | 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. | | | | | | <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr></table> | | Lvl 10 | Rollout Halved | 6 SP |
| Lvl 10 | Rollout Halved | 6 SP | | | | | | | | | | | | | | |

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|---|-----------------|--------|---|-------|---|--|-------|----------------|-----------|----------|-------|--|--|--------|-------------|-------|-------|---------------|------|--------|-----------------|-------|
| LEVEL | 4 | NAE'EM |  | STACK | 7 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | | | | | | | | | | |
| | | | | | | 4 pts | Touch | 1 Animal | 5 Minutes | 4 Hours | | | | | | | | | | | | |
|  | | | | | | 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. | | | | | | <div>FOCUS:Recipient</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><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><tr><td>Lvl 18</td><td>AoE = 2 Targets</td><td>10 SP</td></tr></table> | | Lvl 18 | Duration X4 | 10 SP | Lvl 9 | Duration +50% | 6 SP | Lvl 18 | AoE = 2 Targets | 10 SP |
| Lvl 18 | Duration X4 | 10 SP | | | | | | | | | | | | | | | | | | | | |
| Lvl 9 | Duration +50% | 6 SP | | | | | | | | | | | | | | | | | | | | |
| Lvl 18 | AoE = 2 Targets | 10 SP | | | | | | | | | | | | | | | | | | | | |

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|--|-------------|--------|---|-------|---|--|-----------|----------------|----------|----------|-------|--|--|--------|-------------|------|--------|----------|-------|--------|----------|------|
| LEVEL | 6 | NAE'EM |  | STACK | 5 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 2 Ae'Em Created | | | | | | | | | | |
| | | | | | | 12 pts | 2 Squares | 1 Recipient | 4 Hours | EOY | | | | | | | | | | | | |
|  | | | | | | 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. | | | | | | <div>FOCUS:COL-1</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 14</td><td>Save -1 Col</td><td>8 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> | | Lvl 14 | Save -1 Col | 8 SP | Lvl 18 | Range X4 | 10 SP | Lvl 12 | Range X2 | 8 SP |
| Lvl 14 | Save -1 Col | 8 SP | | | | | | | | | | | | | | | | | | | | |
| Lvl 18 | Range X4 | 10 SP | | | | | | | | | | | | | | | | | | | | |
| Lvl 12 | Range X2 | 8 SP | | | | | | | | | | | | | | | | | | | | |

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|--|--------------|--------|---|-------|----|---|-------|----------------|----------|-----------|-------|---|--|--------|--------------|-------|--------|----------|------|-------|------------|------|
| LEVEL | 6 | NAE'EM |  | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | | | | | | | | | | |
| | | | | | | -4 pts | 4 Sqs | 1 Animal | 1 Minute | Permanent | | | | | | | | | | | | |
|  | | | | | | 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 | | | | | | <div>CREATE:Animal Healing Nutrients</div> <div>FOCUS:+4 HP</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 12</td><td>Rollout Init</td><td>12 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr></table> | | Lvl 12 | Rollout Init | 12 SP | Lvl 12 | Range X2 | 8 SP | Lvl 9 | Range +50% | 6 SP |
| Lvl 12 | Rollout Init | 12 SP | | | | | | | | | | | | | | | | | | | | |
| Lvl 12 | Range X2 | 8 SP | | | | | | | | | | | | | | | | | | | | |
| Lvl 9 | Range +50% | 6 SP | | | | | | | | | | | | | | | | | | | | |

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|--|-------------|--------|---|-------|----|--|------------|----------------|----------|----------|-------|---|--|-------|------------|------|--------|-------------|-------|--------|-------------|------|
| LEVEL | 6 | NAE'EM |  | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 2 Animal is calmed | | | | | | | | | | |
| | | | | | | 8 pts | 10 Squares | 1 Animal | 1 Minute | 8 Hours | | | | | | | | | | | | |
|  | | | | | | 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. | | | | | | <div>CREATE:Animal Nuggets</div> <div>FOCUS:Enraged/Frenzied okay.</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr><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></table> | | Lvl 9 | Range +50% | 6 SP | Lvl 18 | Duration X4 | 10 SP | Lvl 14 | Duration X2 | 8 SP |
| Lvl 9 | Range +50% | 6 SP | | | | | | | | | | | | | | | | | | | | |
| Lvl 18 | Duration X4 | 10 SP | | | | | | | | | | | | | | | | | | | | |
| Lvl 14 | Duration X2 | 8 SP | | | | | | | | | | | | | | | | | | | | |

-Sylvan

LEVEL

7

STACK

3

COST

8 pts

RANGE

12 Squares

AREA OF EFFECT

3x3 Sq Area

ROLL OUT

5 Minutes

DURATION

12 Hours

SAVE:

No Save



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 Halved6 SP

Lvl 18 Range X410 SP

Lvl 14 Duration X28 SP

LEVEL

7

NAE'EM



STACK

2

COST

8 pts

RANGE

12 Squares

AREA OF EFFECT

1 Animal / Tier

ROLL OUT

1 Minute

DURATION

1 Hour

SAVE:

SKL: 2





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 Halved6 SP

Lvl 12 Range X28 SP

Lvl 14 Duration X28 SP

LEVEL

7

NAE'EM



STACK

1

COST

8 pts

RANGE

PMP

AREA OF EFFECT

1 Ae'Em, 1 sq above

ROLL OUT

5 Minutes

DURATION

1 Hour

SAVE:

No Save



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 X410 SP

Lvl 14 Duration X28 SP

Lvl 9 Duration +50%6 SP

LEVEL

8

NAE'EM



STACK

1

COST

16 pts

RANGE

1 Square

AREA OF EFFECT

1 Sq Area

ROLL OUT

7 Days

DURATION

Permanent

SAVE:

SKL: 2



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 Halved6 SP

LEVEL

11

STACK

1

COST

12 pts

RANGE

18 Squares

AREA OF EFFECT

5x20 Sq Area

ROLL OUT

10 Minutes

DURATION

12 Hours

SAVE:

SKL: 3



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 Col8 SP

Lvl 12 Range X28 SP

Lvl 12 AoE X26 SP

Shape Change

LEVEL

1

STACK

1

COST

4 pts

RANGE

Touch

AREA OF EFFECT

Self

ROLL OUT

5 Rounds

DURATION

4 Hours

SAVE:

No Save



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 Init12 SP

LEVEL

6

STACK

1

COST

8 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

1 Round

DURATION

8 Hours

SAVE:

No Save



Barely visible green specks envelope caster as they morph into a cat or dog.

Alter Self - Domestic Dog/Cat

Spell casting can be done. But use of the Focus item can't be done.

Not able to talk outside of the animals natural ability.

No extra ability to speak with animals is given.

FOCUS:Move+6

COUNTER:Same Spell




ENHANCEMENTS:


Lvl 12 Rollout Init12 SP

Lvl 18 Duration X410 SP





Lvl 14 Duration X28 SP






-Sylvan




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|--|----------------|--------|--|--|---|---|-------|-------|----------------|------------|----------|-------|--|--|--------|----------------|------|--------|-------------|------|-------|---------------|------|
| 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 | | | | | | | | | | | | |
|  | | | | | <p>Wings sprout out of the creatures back.</p> <p>New Stats - Attk:x0x1 Init+6 ToHit+6 Dmg 1d10 AC 22/12 1 Mark/Day</p> <p>Creature gets the better of their natural battle stats or the New Stats.</p> | | | | | | | | <p>FOCUS:Civilized Person.</p> <p>COUNTER:Same Spell</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 14</td><td>Range At 3 Sqs</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 14 | Range At 3 Sqs | 8 SP | Lvl 14 | Duration X2 | 8 SP | Lvl 9 | Duration +50% | 6 SP |
| 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 | | |
|  <p>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.</p> | | | | | | FOCUS:+Recipient COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP | | | | | | |

Summon or Send


| | | | | | | | | | | | | | | |
|--|-------------|--------|---|------------------------|-------------|----------|-------|-------|----------------|----------|---------------|-------|--------------|---|
| LEVEL | 1 | NAE'EM |  | | STACK | Pet / Ti | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 2 |  |
| Invoke Pet | | | | | | | 4 pts | Self | 2 Marks | 1 Hour | 1 Week / Tier | | Pet Responds | |
|  <p>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.</p> | | | | FOCUS:See/Hear as pet. | | | | | | | | | |  |
| | | | | COUNTER: None | | | | | | | | | | |
| | | | | ENHANCEMENTS: | | | | | | | | | | |
| | | | | Lvl 14 | Stacking +1 | | | | | | | | | 8 SP |
| Lvl 18 | Duration X4 | | | | | | | | | 10 SP | | | | |
| Lvl 14 | Duration X2 | | | | | | | | | 8 SP | | | | |

| | | | | | | | | | | | | | | | | | | | | | | |
|---|------------|-------|--|-------|---|--|-----------|----------------|------------|----------|-------|----------|---|--------|----------|------|-------|------------|------|--------|-----------|-------|
| LEVEL | 4 | | | STACK | 2 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 2 |  | | | | | | | | | |
| Conjure Native Beetles | | | | | | 4 pts | 4 Squares | 1 Mark | Initiative | 2 Rounds | | Conjured | | | | | | | | | | |
|  | | | | | | <p>A swarm appears in a square adjacent to the target.</p> <p>Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.</p> <p>Will attack any living target. Even if the target is friendly to the caster.</p> <p>Save to conure.</p> | | | | | | | | | | | | | | | | |
| | | | | | | <div>CREATE:Beetleroot Granules </div> <div>FOCUS:Save +1 Col </div> <div>COUNTER:Same Spell </div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Damage X2</td><td>12 SP</td></tr></table> | | | | | | | | Lvl 12 | Range X2 | 8 SP | Lvl 9 | Range +50% | 6 SP | Lvl 14 | Damage X2 | 12 SP |
| Lvl 12 | Range X2 | 8 SP | | | | | | | | | | | | | | | | | | | | |
| Lvl 9 | Range +50% | 6 SP | | | | | | | | | | | | | | | | | | | | |
| Lvl 14 | Damage X2 | 12 SP | | | | | | | | | | | | | | | | | | | | |

| | | | | | | | | | | | | | | | | | | | |
|--|---------------|--------|---|---|---|-------|-------|-----------------|-----------|----------|-------|---|---|--------|---------------|------|--------|--------|------|
| LEVEL | 8 | NAE'EM |  | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 2 |  | | | | | | |
| Call Hunting Pack | | | | | | 8 pts | Self | 1/2 Mark / Tier | 5 Minutes | Instant | | | | | | | | | |
|  | | | | <p>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.</p> | | | | | | | | <p>FOCUS: +Urgency Save COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 16</td><td>Rollout 1 Min</td><td>8 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 12 | AoE X2 | 6 SP |
| Lvl 16 | Rollout 1 Min | 8 SP | | | | | | | | | | | | | | | | | |
| Lvl 12 | AoE X2 | 6 SP | | | | | | | | | | | | | | | | | |

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|--|-----------------|--------|---|--------------------|------------|-------|---------|----------------|----------|----------|-------|---------------|---|
| 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 | |
|  <p>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.</p> | | | | FOCUS: + Passenger | | | | | | | | |  |
| | | | | COUNTER: None | | | | | | | | | |
| | | | | ENHANCEMENTS: | | | | | | | | | |
| | | | | Lvl 9 | Range +50% | 6 SP | | | | | | | |
| Lvl 14 | Duration X2 | 8 SP | | | | | | | | | | | |
| Lvl 18 | AoE = 2 Targets | 10 SP | | | | | | | | | | | |

Traveling (PMP)

| | | | | | | | | | | | | | | | | | | | | |
|--|-----------------|---|--|-------|---------|-------|----------|----------------|-----------|----------|-------|---------|-----------------|-------|--------|-------------|------|--------|-----------------|-------|
| LEVEL | 2 | | | STACK | Per Tie | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | | | | | | | | |
| | | | | | | 4 pts | 1 Square | 1 Ribbon Horse | 4 Minutes | 8 Hours | | | | | | | | | | |
| Ribbon Horse | | | | | | | | | | | | | | | | | | | | |
|  | | <p>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.</p> | | | | | | | | | | | | | | | | | | |
| | | <p>FOCUS: Looks almost Real-ish.</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 20</td><td>Rollout Instant</td><td>16 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 18</td><td>AoE = 2 Targets</td><td>10 SP</td></tr></table> | | | | | | | | | | Lvl 20 | Rollout Instant | 16 SP | Lvl 14 | Duration X2 | 8 SP | Lvl 18 | AoE = 2 Targets | 10 SP |
| Lvl 20 | Rollout Instant | 16 SP | | | | | | | | | | | | | | | | | | |
| Lvl 14 | Duration X2 | 8 SP | | | | | | | | | | | | | | | | | | |
| Lvl 18 | AoE = 2 Targets | 10 SP | | | | | | | | | | | | | | | | | | |

-Sylvan

Utility or Misc

| | | | | | | | | | | | | |
|--|--|--|--|-------|----|------|-------|----------------|----------|----------|---|---------|
| LEVEL | 1 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| 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 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 |
| 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 |
| 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 QUADRIPLY the amount of Cumber meals. | | | | | | | | | | FOCUS:Ensures food is safe COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP | |
| LEVEL | 4 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| 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 |
| 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 | |