-Sylvan

Battle-Defense

Wind Wall
LEVEL 1

STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	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/Thrwn
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 14   Duration X2   8 SP
Lvl 9   Duration +50%   6 SP

Wind Wall For Nae'Em Hunter
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		

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

Rose Thorns
LEVEL 1

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

The caster flicks their wrist to throw thorns at the target.
A single ToHIT+4 for 2d6+ACU Bonus Thorns (1 Dmg each).
The attack is directed to a single target via a ToHIT roll with a +4 bonus.
Blunder rolls merely indicate the target was missed.

FOCUS:Total +10 ToHIT bonus
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 12   Range X2   8 SP
Lvl 9   Range +50%   6 SP

Hail Attack
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

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:
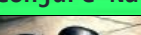Lvl 12   Range X2   8 SP
Lvl 14   Damage X2   12 SP
Lvl 9   Damage +50%   8 SP

Conjure Native Beetles
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 conure.

CREATE:Beetleroot Granules
FOCUS:Save +1 Col
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 12   Range X2   8 SP
Lvl 9   Range +50%   6 SP
Lvl 14   Damage X2   12 SP

Hail Stones
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

Battle-Prep

Triggered Forced Healing
LEVEL 2

STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	4 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:Same Spell
ENHANCEMENTS:
Lvl 10   Rollout Halved   6 SP
Lvl 16   Healing +4   10 SP
Lvl 18   Duration X4   10 SP

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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 etheral 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
Dispel Magic						8 pts	Touch	1 Item	10 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.

COUNTER: None
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
Plant Healthy Growth						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

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

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
Predict Weather						4 pts	Self	Up to 5 Marks	1 Hour	1 Week		Weather Results

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
Animal Connection (Ae'Em)						12 pts	2 Squares	1 Recipient	4 Hours	EOY		Ae'Em Created

Glowing green ribbons encircle the recipient and caster.
This permanent mental bond allows the caster to initiate a connection.
A Save is required. The animal can only articulate from it's view.
Both must be in same PMP. Arcane (Ancient Magic) will erase the bonding.
The animal is NOT able to send any mental images, but can describe things.

FOCUS:COL-1
COUNTER:No Counter Available. Lvl:5
ENHANCEMENTS:
Lvl 14   Save -1 Col   8 SP
Lvl 18   Range X4   10 SP
Lvl 12   Range X2   8 SP

Find-Hide-Reveal

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

Caster attempts to find out if an item/object is magical.
Magic=Candle light.   Mundane=None. Epic=Blinding Light, Save vs Blind.
Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. Casting
this will not enact the powers or magic,
nor does it reveal the kind of magic is in play.

CREATE:Scroll of Detect Magic
FOCUS:Save Col -1
COUNTER: None
ENHANCEMENTS:
Lvl 18   Range X4   10 SP
Lvl 12   Range X2   8 SP
Lvl 9   Range +50%   6 SP

-Sylvan

Food-Water

Draw Up Ground Water
LEVEL 1 | STACK 99 | COST 4 pts | RANGE Touch | AREA OF EFFECT 2 Skins/Tier | ROLL OUT 5 Minutes | DURATION Permanent | SAVE: No Save

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).

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

Improve Food
LEVEL 4 | STACK 99 | COST 4 pts | RANGE 1 Square | AREA OF EFFECT 4 Meals | ROLL OUT 10 Minutes | DURATION 1 Hour | SAVE: No Save

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

Increase Food
LEVEL 4 | STACK 3 | COST 4 pts | RANGE 2 Squares | AREA OF EFFECT 1-21 Meals | ROLL OUT 10 Minutes | DURATION Permanent | SAVE: No Save

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 QUADRIPLE 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

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

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

Divining Water
LEVEL 5 | STACK 1 | COST 8 pts | RANGE 1/4 Mark | AREA OF EFFECT 15 Sqs Deep | ROLL OUT 30 Minutes | DURATION Permanent | SAVE: SKL: Vary / 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 10   Rollout Halved   6 SP
Lvl 12   Range X2   8 SP
Lvl 20   AOE X4   20 SP

Health-Life-Death

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

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

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

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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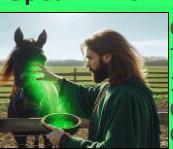
LEVEL 6	NAE'EM		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save

Animal Healing

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
-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

N Ae'Em-Animal

LEVEL 1	NAE'EM		STACK Pet / Ti	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 2

Invoke Pet

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE
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

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
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

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE
8 pts	10 Squares	1 Animal	1 Minute	8 Hours	Animal is calmed

Assists with other animal spells which untilize 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

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
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)

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
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

LEVEL 8	NAE'EM		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 2

Call A Kindred Spirit Animal

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE
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

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Call Hunting Pack

LEVEL 8	NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
			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

Convoke Animal Mount

LEVEL 8	NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
			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

Protect Nae'Em Hunter vs Missiles

LEVEL 8	NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
			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

Ribbon Horse

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	

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

Seaweed Dolphin

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

Ribbon Bat

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

Vine Wolf

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: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

-Sylvan

Other-Counter

LEVEL 0
No Counter Available

		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
			pts						

DO NOT DELETE !!!!   This is a counter

COUNTER: None
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP

LEVEL 0
Unable To Continue

		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		0	pts	0	0	0	0		

Missing from compact report
COUNTER ACTION: Person is unable to continue
xx

COUNTER: None
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP

Personal-Connections

LEVEL 2   NAE'EM
Connect With A Hunter

		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		2	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
Create Permanent Nae'Em

		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
		3	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: None
ENHANCEMENTS:
Lvl 10   Rollout Halved   6 SP
Lvl 18   Range X4   10 SP

Shape Change

LEVEL 1
Small Domestic Pet Form

		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		1	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

LEVEL 6
Alter Self - Medium Sized Dog/Cat

		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		1	8 pts	Self	Self	1 Round	8 Hours		

Barely visible green specks envelope caster as they morph into a cat or dog.
Alter Self - Domestic Dog/Cat
Spell casting can be done. But use of the Focus item can't be done.
Not able to talk outside of the animals natural ability.
No extra ability to speak with animals is given.

FOCUS:Move+6
COUNTER:SAME SPELL WILL COUNTER.
ENHANCEMENTS:
Lvl 6   Subtle Casting   4 SP
Lvl 12   Rollout Init   12 SP
Lvl 18   Duration X4   10 SP

-Sylvan

Shelter-Rest-Protection

Assist Hunter's Lean-To
LEVEL 3   NAE'EM
STACK 1 | COST 4 pts | RANGE Touch | AREA OF EFFECT 1 Lean-To | ROLL OUT 10 Minutes | DURATION 2 Hours | SAVE: No Save

Brownn 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.

FOCUS:COL+1
COUNTER: None
ENHANCEMENTS:
Lvl 14   Stacking +1   8 SP
Lvl 18   Duration X4   10 SP
Lvl 9   Duration +50%   6 SP

Grow A Plant Canopy
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 Halved   6 SP
Lvl 18   Range X4   10 SP
Lvl 14   Duration X2   8 SP

Travel-Mundane

Attach Wings To Animal
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

Wings sprout out of the creatures back.
New Stats - Attk:x0x1 Init+6 ToHIT+6 Dmg 1d10   AC 22/12   1 Mark/Day
Creature gets the better of their natural battle stats or the New Stats.

FOCUS:2 Marks/Day
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 14   Range At 3 Sqs   8 SP
Lvl 14   Duration X2   8 SP
Lvl 9   Duration +50%   6 SP

Utility-

Arcane Light with Class Hue
LEVEL 1
STACK 99 | COST 4 pts | RANGE Self | AREA OF EFFECT Varies | ROLL OUT Initiative | DURATION 4 Hours | SAVE: No Save

With a twirling of the fingers the caster brings about light!
No Focus = Candle power. With Focus caster can set power.
This spell does stay fixed in relation to the caster, right above them.
Use a Focus item for control of light brightness.

CREATE:Astral Candle Light Powder
FOCUS:Brighter by Tier
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 14   Duration X2   8 SP
Lvl 9   Duration +50%   6 SP
Lvl 18   Duration - EOY   20 SP

Breath Water
LEVEL 3
STACK 9 | 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

Shadow of the Magi
LEVEL 4
STACK 99 | 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:Same Spell
ENHANCEMENTS:
Lvl 20   Rollout Instant   16 SP
Lvl 14   Range At 3 Sqs   8 SP
Lvl 9   Range at 1 Sq   6 SP