-Sylvan

Battle-Defense

LEVEL 1 | STACK 1 | COST 4 pts | RANGE Self | AREA OF EFFECT 1 Square | ROLL OUT Initiative | DURATION 4 Rounds | SAVE: No Save

Wind Wall

Ghostly light brown roots rise and spiral around the caster.
A single square whirlwind provides AC+2 vs Ranged/Thrown attacks.
Tornado stays with caster as they move, but cannot push into occupied square.
Casting is not affected by the tornado unless the spell is vulnerable to wind.
This can NOT be combined with other spells such as Heat Wave Wall.

FOCUS:+2 AC vs Rnged/Thrwn
COUNTER:Same Spell
ENHANCEMENTS:

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

LEVEL 3 | NAE'EM | STACK 1 | COST 4 pts | RANGE 4 Sqs / Tier | AREA OF EFFECT 1 Recipient | ROLL OUT Initiative | DURATION 4 Rounds | SAVE: No Save

Wind Wall For Nae'Em Hunter

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

Rose Thorns

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

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

Hail Attack

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

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

Conjure Native Beetles

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

Battle-Prep

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

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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Environ-Nature

LEVEL 2 | STACK 99 | COST 4 pts | RANGE tes normal healthy g | AREA OF EFFECT 4x4 Sqs | ROLL OUT 1 Hour | DURATION Permanent | SAVE: No Save

Plant Healthy Growth

Barely visible olive colored roots Wind Around The Base Of The Plants.
Promotes normal healthy growth.

CREATE:Healthy Plant Growth Powd
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 4 pts | RANGE 4 Squares | AREA OF EFFECT 4x4 Squares | ROLL OUT 10 Minutes | DURATION Permanent | SAVE: SKL: 2 Disease Gone

Remove Plant Disease

Caster moves about while casting to cover the AoE evenly.
Removes non-magic plant diseases and infestations with a Save.
Is able to remove a plant disease from a plant creature.
Doesn't affect plant monsters that are without disease.
This will not remove conditions brought on by harsh weather.

CREATE:Plant Disease Powder
FOCUS:Removes All
COUNTER: None
ENHANCEMENTS:
Lvl 14 Save -1 Col 8 SP
Lvl 20 AOE X4 20 SP
Lvl 12 AoE X2 6 SP

LEVEL 4 | STACK 1 | COST 4 pts | RANGE Self | AREA OF EFFECT Up to 5 Marks | ROLL OUT 1 Hour | DURATION 1 Week | SAVE: SKL: 3 Weather Results GM

Predict Weather

Barely visible sepia colored roots rise into the air, hover, then float down.
Predicts Weather patterns for a wk. GM rolls casters MGC:3
Estimation of likely/known changes coming within the week.

COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP

Food-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

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).

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 4 pts | RANGE 1 Square | AREA OF EFFECT 4 Meals | ROLL OUT 10 Minutes | DURATION 1 Hour | 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 4 pts | RANGE 2 Squares | AREA OF EFFECT 1-21 Meals | ROLL OUT 10 Minutes | DURATION Permanent | 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 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

Health-Life-Death

LEVEL 1 | STACK 1 | COST 4 pts | RANGE 1 Square | AREA OF EFFECT 1 Target | ROLL OUT Initiative | DURATION Permanent | SAVE: No Save

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

-Sylvan

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

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

N Ae'Em-Animal

LEVEL 1 | NAE'EM | STACK Pet / Ti | COST 4 pts | RANGE Self | AREA OF EFFECT 2 Marks | ROLL OUT 1 Hour | DURATION 1 Week / Tier | SAVE: SKL: 2 Pet Responds

Invoke Pet

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 4 pts | RANGE Touch | AREA OF EFFECT 1 Animal | ROLL OUT 5 Minutes | DURATION 4 Hours | SAVE: No Save

Speak to Domesticated Animals

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

N Tae'Em-Thing

LEVEL 2 | STACK Per Tie | COST 4 pts | RANGE 1 Square | AREA OF EFFECT 1 Ribbon Horse | ROLL OUT 4 Minutes | DURATION 8 Hours | SAVE: No Save

Ribbon Horse

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

FOCUS:Looks almost Real-ish.
COUNTER: None
ENHANCEMENTS:

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

Other-Counter

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

No Counter Available

DO NOT DELETE !!!! This is a counter

COUNTER: None
ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP

Personal-Connections

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

-Sylvan

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

Small Domestic Pet Form

Caster morphs into the pet slowly over 30 secs
Caster able to take the form of a common domestic pet.
Caster morphs into the pet slowly over 30 secs
Move = 1/2 Move No use of Spells/Skills in this form

FOCUS:+ 8 hours
COUNTER: None
ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP

Shelter-Rest-Protection

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

Assist Hunter's Lean-To

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

Utility-

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

Light of Class Color

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

CREATE:Astral Candle Light Powder
FOCUS:Brighter by Tier
COUNTER:Same Spell
ENHANCEMENTS:

Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP
Lvl 18	Duration - EOY	20 SP

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

Breath Water

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 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

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.

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