


-Sylvan

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/Thrn

COUNTER:Same Spell

ENHANCEMENTS:

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

LEVEL	3	NAE'EM		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
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. 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.</p>				<div>FOCUS:Instant Rollout</div> <div>COUNTER:Same Spell </div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 14 Duration X2 8 SP</div> <div>Lvl 9 Duration +50% 6 SP</div>													

Battle-Offense

[illegible]

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

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LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2										
4			4 pts	4 Squares	1 Mark	Initiative	2 Rounds			Conjured									
<h3>Conjure Native Beetles</h3> <div><div><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 conjure.</p></div></div>										<div><p>CREATE:Beetleroot Granules </p><p>FOCUS:Save +1 Col </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><tr><td>Lvl 14</td><td>Damage X2</td><td>12 SP</td></tr></table></div>	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																	

Battle-Prep

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 Halved6 SP


Lvl 16 Healing +410 SP


Lvl 18 Duration X410 SP

-Sylvan


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	

N Ae'Em-Animal

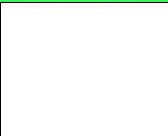
LEVEL	1	NAE'EM		STACK	Pet/ Ti	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	Pet Responds
						4 pts	Self	2 Marks	1 Hour	1 Week / Tier			
Invoke Pet													
		Timid domestic animal is bound to the caster. (Rat, Cat, Bird, Dog) Timid creature bonds with the caster. Shies from aggression 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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1 Animal	5 Minutes	4 Hours		
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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	1 Square	1 Ribbon Horse	4 Minutes	8 Hours		
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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					pts						
No Counter Available											
		DO NOT DELETE !!!! This is a counter								COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP	

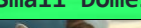
Personal-Connections

LEVEL	2	NAE'EM		STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	1 Square	1 Recipient	2 Days	Permanent		
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		

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Shape Change

LEVEL	1	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE	No Save
Small Domestic Pet Form				4 pts		Touch		Self		5 Rounds		4 Hours			



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



FOCUS:+ 8 hours

COUNTER: None





ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
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Shelter-Rest-Protection

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			
<h3>Assist Hunter's Lean-To</h3>												
		<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>									<div>FOCUS:COL+1</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Stacking +18 SP</div> <div>Lvl 18 Duration X410 SP</div> <div>Lvl 9 Duration +50%6 SP</div>	

Utility-

LEVEL	1	STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE	No Save
Light of Class Color		4 pts		Self		Varies		Initiative		4 Hours					
		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>CREATE:Astral Candle Light Powder</div> <div>FOCUS:Brighter by Tier</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Duration X28 SP</div> <div>Lvl 9 Duration +50%6 SP</div> <div>Lvl 18 Duration - EOY20 SP</div>			

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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shadow of the Magi						4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		
				<p>Stays fixed right above the caster.</p> <p>Darkness to continues for up to 4 rds after the concentration has stopped.</p> <p>Caster to creates darkness that will stay centered above them.</p> <p>Keep darkness active by lightly concentrating on the spell,</p> <p>Other spells actions that do not state a need to concentrate may be used.</p>								

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