


-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/Thwrn

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>				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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Rose Thorns		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	

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



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 conjure.


CREATE:Beetleroot Granules



FOCUS:Save +1 Col



COUNTER:Same Spell



ENHANCEMENTS:

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

LEVEL

8

STACK

1

COST

8 pts

RANGE

8 Squares

AREA OF EFFECT

2x2 Squares

ROLL OUT

Initiative

DURATION


Instant

SAVE:

RM: 2

1/2 Damage

Hail Stones



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

Lvl 9 Range +50%



Lvl 14 Damage X2

8 SP

6 SP


12 SP

Battle-Pren

LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						6 pts	Self	Caster	1 Hour	3 Days		
Triggered Forced Healing 2d8												
	Damage triggers 2d8 rolled. Damage first, then 2x Healing.											
	In effect until duration is over or is used.											
	Does NOT allow the choice to not use it.											
	Only 1 triggered health can be in place at any time.											
										CREATE: Triggered Forced Health Dr  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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LEVEL	5	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2	Exited
Entangle				8 pts	Touch	2x2 Squares	1 Minute	4 Hours			



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

Creation-Meta

LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	Comparative
Dispel Magic				8 pts	Touch	1 Item	6 Minutes	Permanent			



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, except as noted by each spell.


COUNTER:Rollout Interruption Lvl:1

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	Disease Gone
Remove Plant Disease				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.

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	Weather Results
Predict Weather				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.

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 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
Animal Connection (Ae'Em)					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.

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	Sight
Detect Magic				8 pts	2 Squares	1-5 item	5 Minutes	Instant			



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:Rollout Interruption Lvl:1


ENHANCEMENTS:


Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP


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Food-Water

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent			
				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
				4 pts	1 Square	4 Meals	10 Minutes	1 Hour		
Improve Food										
				The caster focuses and yellow sparks streak to the food and swirls around it. Improve Food - Improve Quality/Taste of non-cumber food. Does work on all non-poisoned / non-spoiled food.						
				FOCUS:Duration = 1 day COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 12 AoE X2 6 SP						


LEVEL	4			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	2 Squares	1-21 Meals	10 Minutes	Permanent		
Increase Food												
				Barely visible red flames surrounds targetted prepared food. Doubles up to 21 meals in casters pack. Does not affect magically created food. All action is in a backpack: Food to be doubled and the resulting food. Does QUADRIPE 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	5			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save							
Bring Out Rain Water						8 pts	Caster	1 Square	1 Minute	Permanent									
				<p>Desert and hot environments may limit or inhibit this spell.</p> <p>1 cubic square of drinkable water.</p> <p>Water pours from a magically created cloud and can be directed by the caster.</p> <p>Does allow caster to end spell prior to maximum effect.</p>								<p>FOCUS:20lbs/9kg Pressure</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 6</td><td>Subtle Casting</td><td>4 SP</td></tr><tr><td>Lvl 12</td><td>Rollout Init</td><td>12 SP</td></tr></table>		Lvl 6	Subtle Casting	4 SP	Lvl 12	Rollout Init	12 SP
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Lvl 12	Rollout Init	12 SP																	





LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: Vary									
				8 pts	1/4 Mark	15 Sqs Deep	30 Minutes	Permanent		Found water									
<div><div></div><div><p>Caster uses a divining rod to find water and reveal if it's potable or not.</p><p>Column depends on region/envIRON. Auto fail in areas with water/ice everywhere.</p><p>SKL:1 to find water in a wet region.</p><p>SKL:4 to find water in a dry region.</p><p>SKL:>95 to find water in a desert region.</p></div></div>																			
<div><div></div><div><p>FOCUS:Save Col -1</p><p>COUNTER: None</p><p>ENHANCEMENTS:</p><table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 20</td><td>AOE X4</td><td>20 SP</td></tr></table></div></div>											Lvl 10	Rollout Halved	6 SP	Lvl 12	Range X2	8 SP	Lvl 20	AOE X4	20 SP
Lvl 10	Rollout Halved	6 SP																	
Lvl 12	Range X2	8 SP																	
Lvl 20	AOE X4	20 SP																	

Health-Life-Death





LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	1 Square	1 Target	Initiative	Permanent		
Forced Heal 1d6 HP (+more)										
				Healing energy drawn from all parts of the body are forced to the wounded area. First roll the dice and calculate full healing with enhancements, Then apply as force damage to the target, if the target is dead next steps fail. Lastly, apply the full healing time two (x2) to the target. This becomes more powerful (and more costly) with the Enhancements.						
				FOCUS:Fragility Save - 1 Column COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 14 Range At 3 Sqs 8 SP						


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1 Creature	Initiative	Permanent		
Sylvan Forced Healing 1d6 HP												
						Spiritlike light brown roots envelope the wound and force the wound to heal. Roll 1d6. Damage x1 then Heal x2 (bite sized naan bread)						
						FOCUS:+1 HP per die COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP						








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

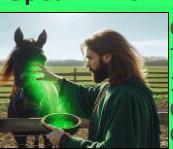

LEVEL	6	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Animal Healing												
						-4 pts	4 Sqs	1 Animal	1 Minute	Permanent		
												
Barely visible brown roots Grow At The Casters Feet Then Fades.												
Heal 2d8+4 to domestic or wild woodland animals.												
(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														
					4 pts	Self	2 Marks	1 Hour	1 Week / Tier	Pet Responds				
<div><div>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.</div></div>														
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											
					4 pts	Touch	1 Animal	5 Minutes	4 Hours		
<div></div> <div>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>											
										<div>FOCUS:Recipient</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Duration X4 10 SP</div> <div>Lvl 9 Duration +50% 6 SP</div> <div>Lvl 18 AoE = 2 Targets 10 SP</div>	



LEVEL	6	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Befriend An Animal														
					8 pts	10 Squares	1 Animal	1 Minute	8 Hours	Animal is calmed				
					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/Frenzed okay. </div> <div>COUNTER:Same Spell </div> <div>ENHANCEMENTS:</div> <div>Lvl 9 Range +50% 6 SP</div> <div>Lvl 18 Duration X4 10 SP</div> <div>Lvl 14 Duration X2 8 SP</div>														

LEVEL	7	NAE'EM			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2											
Speak With A Wild Animal					8 pts	12 Squares	1 Animal / Tier	1 Minute	1 Hour															
					<p>Can speak with a non-domesticated animal. 1 per tier.</p> <p>The animals will understand and can respond as their experience/view will allow.</p> <p>If done when there is no aggression or battle the Save may be waived.</p> <p>Caster can respond to others in common speech while using this spell.</p> <p>Can be used to connect with an animal and later 'View an An Animal' (Scry).</p>									<p>FOCUS:Rollout = Initiative </p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><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></table>		Lvl 10	Rollout Halved	6 SP	Lvl 12	Range X2	8 SP	Lvl 14	Duration X2	8 SP
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LEVEL	7	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
View An Animal (Ae'Em)				8 pts	PMP	1 Ae'Em, 1 sq above	5 Minutes	1 Hour													
			<p>Portal opens to show the animal the caster has bonded to.</p> <p>This is a top down view from about 1 square above the animal.</p> <p>The spell stays with the animal as it moves.</p> <p>There is no communication through this spell, but can be done with other spells.</p>								<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>		Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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LEVEL	8	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Call A Kindred Spirit Animal														
					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									
<div>FOCUS:Hear/See thru animal </div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div>														

-Sylvan

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			

Call Hunting Pack





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

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		

Convoke Animal Mount



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

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			

Protect Nae'Em Hunter vs Missiles



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

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

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			

Seaweed Dolphin




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			

Ribbon Bat




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			

Vine Wolf



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



-Sylvan

Other-Counter


LEVEL	0			STACK		COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
No Counter Available																	
DO NOT DELETE !!!! This is a counter																	
<div>COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</div>																	


Personal-Connections

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



LEVEL	7	NAE'EM			STACK	3	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	SKL: 2 Created
Create Permanent Nae'Em																		
<div><p>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.</p></div>																		
<div>FOCUS:SKL:1 COUNTER:Rollout Interruption Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP</div>																		

Shape Change


LEVEL	1				STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Small Domestic Pet Form																		
<div><p>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</p></div>																		
<div>FOCUS:+ 8 hours COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP</div>																		

LEVEL	6				STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Alter Self - Medium Sized Dog/Cat																		
<div><p>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.</p></div>																		
<div>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</div>																		



Shelter-Rest-Protection

LEVEL	3	NAE'EM			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Assist Hunter's Lean-To																		
<div><p>Brown roots grab and secure a lean-to to the ground. Requires a Nae'Em 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.</p></div>																		
<div>FOCUS:COL+1 COUNTER: None ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP</div>																		




-Sylvan






LEVEL	7			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	12 Squares	3x3 Sq Area	5 Minutes	12 Hours			
<div><div></div><div><p>Barely visible auburn roots grow into saplings creating a light leafy canopy.</p><p>Plant Canopy can cover 1 to 4 people.</p><p>High winds can bring down the canopy.</p></div></div>													<div><div>FOCUS:+ a Wall</div><div>COUNTER: None</div><div>ENHANCEMENTS:</div><div><div>Lvl 10</div><div>Rollout Halved</div><div>6 SP</div></div><div><div>Lvl 18</div><div>Range X4</div><div>10 SP</div></div><div><div>Lvl 14</div><div>Duration X2</div><div>8 SP</div></div></div>

Travel-Mundane

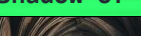
LEVEL	6	NAE'EM	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	Touch	1 Creature	30 Minutes	12 Hours		
<div> <div>  </div> <div> Wings sprout out of the creatures back. New Stats - Attk:x0x1 Init+6 ToHit+6 Dmg 1d10 AC 22/12 1 Mark/Day Creature gets the better of their natural battle stats or the New Stats. </div> </div>											
										<div> <div>FOCUS:2 Marks/Day</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Range At 3 Sqs 8 SP</div> <div>Lvl 14 Duration X2 8 SP</div> <div>Lvl 9 Duration +50% 6 SP</div> </div>	

Utility-

LEVEL	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Light of Class Color		4 pts	Self	Varies	Initiative	4 Hours		
	<p>With a twirling of the fingers the caster brings about light!</p> <p>No Focus = Candle power. With Focus caster can set power.</p> <p>This spell does stay fixed in relation to the caster, right above them.</p> <p>Use a Focus item for control of light brightness.</p>							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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Breath Water				4 pts	Touch	1 Creature	5 Minutes	1 Day		
 <p>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.</p>		<div> 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 </div>								

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		



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