

-Sylvan

Altered Reality

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.</p> <p>The recipient must begin submersion within 5 rounds (30 sec) of casting.</p> <p>Spell ends when recipient breaths air or Duration ends. Soonest.</p> <p>Recipient is not able to talk while breathing water.</p>																	
		<p>CREATE:Water Breathing Leaf </p> <p>FOCUS:Duration X3 </p> <p>COUNTER:Same Spell </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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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											
		<p>Ghostly light brown roots rise and spiral around the caster.</p> <p>A single square whirlwind provides AC+2 vs Ranged/Thrown attacks.</p> <p>Tornado stays with caster as they move, but cannot push into occupied square.</p> <p>Casting is not affected by the tornado unless the spell is vulnerable to wind.</p> <p>This can NOT be combined with other spells such as Heat Wave Wall.</p>																	
		<p>FOCUS:+2 AC vs Rnged/Thwn </p> <p>COUNTER:Same Spell </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	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>																	
		<p>FOCUS:Instant Rollout </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 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
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Battle Offense

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>														
		<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>									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.</p> <p>No ToHIT required. Damage: 3d4 + ACU Bonus. Target Saves for 1/2 Damage.</p> <p>Delivers the attack and damage from above the target.</p> <p>No effect on creatures acclimated to cold weather/environments.</p> <p>No damage to flora due to frost/coldness.</p>																	
		<p>FOCUS:+4d4 </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 14</td><td>Damage X2</td><td>12 SP</td></tr><tr><td>Lvl 9</td><td>Damage +50%</td><td>8 SP</td></tr></table>									Lvl 12	Range X2	8 SP	Lvl 14	Damage X2	12 SP	Lvl 9	Damage +50%	8 SP
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Fences and Shelters


LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save							
Assist Hunter's Lean-To						4 pts	Touch	1 Lean-To	10 Minutes	2 Hours									
		<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>																	
		<p>FOCUS:COL+1 </p> <p>COUNTER:None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 14</td><td>Stacking +1</td><td>8 SP</td></tr><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></table>									Lvl 14	Stacking +1	8 SP	Lvl 18	Duration X4	10 SP	Lvl 9	Duration +50%	6 SP
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Healing and Rest

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.										<div>FOCUS:Fragility Save - 1 Column</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Range X410 SP</div> <div>Lvl 14 Range At 3 Sqs8 SP</div>	


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)										<div>FOCUS:+1 HP per die</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Range X410 SP</div> <div>Lvl 12 Range X28 SP</div> <div>Lvl 9 Range at 1 Sq6 SP</div>	


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.										<div>CREATE:Triggered Forced Health Dr</div> <div>FOCUS:Stack+1</div> <div>COUNTER:Rollout Interruption Lvl:1</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved6 SP</div> <div>Lvl 16 Healing +410 SP</div> <div>Lvl 18 Duration X410 SP</div>	

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										<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements0 SP</div>	


Light and Darkness

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	Varies	Initiative	4 Hours		
Light of Sylvan (Greenish)												
	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:</div> <div>FOCUS:Brighter by Tier</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 6 Subtle Casting4 SP</div> <div>Lvl 18 Duration X410 SP</div> <div>Lvl 14 Duration X28 SP</div>	


LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		
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.										<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 Instant16 SP</div> <div>Lvl 14 Range At 3 Sqs8 SP</div> <div>Lvl 9 Range at 1 Sq6 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												
						4 pts	1 Square	1 Recipient	2 Days	Permanent		
 <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>												
												FOCUS:Healing through Nae'Em COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP

Natural Environment


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		
 <p>Barely visible olive colored roots Wind Around The Base Of The Plants. Promotes normal healthy growth.</p>												
												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		
 <p>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.</p>												
												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		
 <p>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.</p>												
												COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 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		
 <p>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.</p>												
												FOCUS:Recipient COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP Lvl 18 AoE = 2 Targets 10 SP



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		
 <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>												
												FOCUS:+ 8 hours COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP


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Summon or Send


LEVEL	1	NAE'EM		STACK	Pet / Ti	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2										
						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>								<p>FOCUS:See/Hear as pet. COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 14</td><td>Stacking +1</td><td>8 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 14	Stacking +1	8 SP	Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP
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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										
				<p>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.</p>								<p>CREATE:Beetleroot Granules</p> <p>FOCUS:Save +1 Col 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>		Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP	Lvl 14	Damage X2	12 SP
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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												
				<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. 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
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Utility or Misc

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
						4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent												
				<p>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).</p>								<p>FOCUS:+2 Skins extra 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 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 16	Rollout 1 Min	8 SP	Lvl 20	AOE X4	20 SP	Lvl 12	AoE X2	6 SP
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						4 pts	1 Square	4 Meals	10 Minutes	1 Hour												
				<p>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.</p>								<p>FOCUS:Duration = 1 day COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 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 14	Duration X2	8 SP	Lvl 12	AoE X2	6 SP
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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												
				<p>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.</p>								<p>FOCUS:Ensures food is safe 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 9</td><td>Range +50%</td><td>6 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP
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						12 pts	4 Squares	1 Square Cube	2 Hours	Permanent												
				<p>Each normal container within the AOE is sealed. Max of 150 meals. Only mundane foods can be preserved. No magical food or containers.</p>								<p>FOCUS: 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 12</td><td>AoE X2</td><td>6 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 12	Range X2	8 SP	Lvl 12	AoE X2	6 SP
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