





## Battle Actions/Prep


LEVEL	5	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute										
<b>Entangle</b>																				
 <p>Caster throws ethereal vines into the AoE. The vines blend &amp; 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.</p>																				
<p>FOCUS:Enhancements 1/2 level COUNTER:Un-Entangle Spell Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 12</td> <td>Rollout Init</td> <td>12 SP</td> </tr> <tr> <td>Lvl 18</td> <td>Range X4</td> <td>10 SP</td> </tr> <tr> <td>Lvl 16</td> <td>AoE X2</td> <td>16 SP</td> </tr> </table>												Lvl 12	Rollout Init	12 SP	Lvl 18	Range X4	10 SP	Lvl 16	AoE X2	16 SP
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LEVEL	7	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
<b>UnEntangle</b>																				
 <p>Easily clears away natural materials, like roots, vines, branches, or brambles. If no root/vine/branch are in the environment then there are no changes and no SP cost. Often can remove the non-plant materials to clear out an Impedence trap, Some traps and situations may require a Skill Save for the spell to succeed.</p>																				
<p>FOCUS:Enhancements 1/2 level COUNTER:No Counter Available. Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 12</td> <td>Rollout Init</td> <td>12 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Duration X2</td> <td>8 SP</td> </tr> <tr> <td>Lvl 16</td> <td>AoE X2</td> <td>16 SP</td> </tr> </table>												Lvl 12	Rollout Init	12 SP	Lvl 14	Duration X2	8 SP	Lvl 16	AoE X2	16 SP
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LEVEL	11	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU	GM									
<b>Protection vs Animals</b>																				
 <p>The animal must pass the Save to enter or exit the sphere, 'Animals' are uncivilized creatures found in real life.</p>																				
<p>FOCUS:Enhancements 1/2 level COUNTER:Same Skill. Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 12</td> <td>Rollout Init</td> <td>12 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 12	Rollout Init	12 SP	Lvl 18	Duration X4	10 SP	Lvl 9	Duration +50%	6 SP
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LEVEL	14	NAE'EM	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
<b>Call &amp; Direct An Attack Bear</b>																				
 <p>Calls a bear to be ready for a battle. Requires the caster to fully concentrate on directing the bear when it is attacking. The bear will stay and follow directions via the Nae'Em. HP:200 AC:16 Attk:x2 Init&amp;ToHit+12 Dmg:2d10 Move:15</p>																				
<p>FOCUS:Enhancements 1/2 level COUNTER:No Counter Available. Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 12</td> <td>Rollout Init</td> <td>12 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 12	Rollout Init	12 SP	Lvl 12	Range X2	8 SP	Lvl 14	Duration X2	8 SP
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Lvl 14	Duration X2	8 SP																		


## Battle Defense


LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	GM									
<b>Wind Wall</b>																				
 <p>Ghostly light brown roots rise and spiral around the caster. A single square whirlwind provides AC+4 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.</p>																				
<p>FOCUS:Enhancements 1/2 level COUNTER:Dispel Magic. Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <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> <tr> <td>Lvl 16</td> <td>AoE = 2 Targets</td> <td>12 SP</td> </tr> </table>												Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP	Lvl 16	AoE = 2 Targets	12 SP
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Lvl 16	AoE = 2 Targets	12 SP																		


LEVEL	3	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
<b>Wind Wall For Nae'Em Hunter</b>																				
 <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>																				
<p>FOCUS:Enhancements 1/2 level COUNTER:Same Skill. Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <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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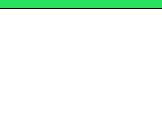
LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)										
<b>Tornado Wall</b>																				
 <p>A wind whips small loose debris from area back and forth in front of caster. AC+4 vs Melee/Ranged/Thrown/Spells which protects the caster from attacks. All people in the adjacent squares to the casters take 1d4 damage each round. Melee attackers: Debris causes attackers to take 1d4 damage. Thrown/Ranged attackers: Does NOT affect attackers.</p>																				
<p>FOCUS:Enhancements 1/2 level COUNTER:Control Wind Sphere Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 12</td> <td>Rollout Init</td> <td>12 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	Rollout Init	12 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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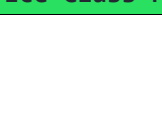
## Battle Offense

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save						
<div>  <div> <p><b>Rose Thorns</b></p> <p>Caster rolls a single ToHIT to be used for all thorns for this spell instance. Each spell instance creates 1d6 thorns per Tier. Each Thorn does 1 HP dmg. Each spell instance must be directed to a single target. Caster can lob this spell over and to a target. Blundered ToHITs are not rolled on the chart and merely miss the target.</p> </div> </div>																
<div> <p>FOCUS:Enhancements 1/2 level</p> <p>COUNTER:No Counter Available. Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <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> </div>											Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP
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LEVEL	3	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill									
<div>  <div> <p><b>Conjure Native Beetles</b></p> <p>A swarm may appear in a square adjacent to the target (if within AoE/Range). 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. Skill Save to increase the swarm HP from 15 to 25. Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8</p> </div> </div>																			
<div> <p>CREATE:Beetleroot Granules</p> <p>FOCUS:Save Roll +20</p> <p>COUNTER:No Counter Available. Lvl:</p> <p>ENHANCEMENTS:</p> <table border="1"> <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
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LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)									
<div>  <div> <p><b>Hail Stones Attack</b></p> <p>A white cloud rises over the area, and throws down hail. (No ToHIT) Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage. Has a increase effect against heat based targets (+4 damage). Delivers the attack and damage from above the target. No more or less damage vs non-heat based creatures that are heated or on fire</p> </div> </div>																			
<div> <p>FOCUS:Enhancements 1/2 level</p> <p>COUNTER:No Counter Available. Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <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> <tr> <td>Lvl 9</td> <td>Damage +50%</td> <td>8 SP</td> </tr> </table> </div>											Lvl 9	Range +50%	6 SP	Lvl 14	Damage X2	12 SP	Lvl 9	Damage +50%	8 SP
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LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
<div>  <div> <p><b>Class Power Attack Duel</b></p> <p>Power Types: SYL:Ice, STM:Elect, ORX:Force, EOL:Acid, DOK:Fire ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK. Duel to be called AFTER this 'Class Power Attack' is mentioned &amp; BEFORE damage is rolled. The GM may have to make a call if the Class Power Attack proceeds too quickly.</p> </div> </div>										
<div> <p>COUNTER: None</p> </div>										

LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill									
<div>  <div> <p><b>Ice Class Power Attack</b></p> <p>Sends icy stream directly to the target. No lobbing. Bolt of power: Dmg 5d10+ACU Bonus. Save for 1/2 damage. No ToHIT required. Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments. Another caster using the same power (Ice) may start a 'Class Power Attack Duel'. Class Power Attack Duels force 2 casters into a head to head personal battle.</p> </div> </div>																			
<div> <p>FOCUS:Enhancements 1/2 level</p> <p>COUNTER:Class Power Attack Duel Spell</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 14</td> <td>Save Roll -20</td> <td>8 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Range +50%</td> <td>6 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Damage +50%</td> <td>8 SP</td> </tr> </table> </div>											Lvl 14	Save Roll -20	8 SP	Lvl 9	Range +50%	6 SP	Lvl 9	Damage +50%	8 SP
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## Fences and Shelters

LEVEL	12	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
<div>  <div> <p><b>Tree House</b></p> <p>Requires a tree (not a sapling), to start the spell Has a retractable ladder and muffles most sounds. When closed up light is blocked, but is visible. Shelter has 60 HP. Houses up to 10 persons.</p> </div> </div>																			
<div> <p>CREATE:Pine Seeds of Tree House</p> <p>FOCUS:Enhancements 1/2 level</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <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>Duration +50%</td> <td>6 SP</td> </tr> </table> </div>											Lvl 10	Rollout Halved	6 SP	Lvl 12	Range X2	8 SP	Lvl 9	Duration +50%	6 SP
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LEVEL	13	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute									
<div>  <div> <p><b>Circle of Containment</b></p> <p>A pattern of light encloses or marks the AoE. After Rollout the light fades. Creatures are able to easily enter the AoE. Those that are inside must Save to exit. Can be used in/as a trap with Rogues skill "Set Up Spell Release (TRAP)". Does NOT inhibit the Caster from leaving the circle.</p> </div> </div>																			
<div> <p>FOCUS:Save Roll -20</p> <p>COUNTER:Same Skill. Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <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> <tr> <td>Lvl 16</td> <td>AoE X2</td> <td>16 SP</td> </tr> </table> </div>											Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP	Lvl 16	AoE X2	16 SP
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Lvl 16	AoE X2	16 SP																	

Find or Reveal

LEVEL5

STACK1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Skill

Detect Magic

8 pts


2 Squares

1-5 item

5 Minutes

Instant

Sight



Caster attempts to find out if an item/object is magical.

No Magic: No light means no magic found in/on item. (Best description in FULL report)

Minor Magic: Dim light (candle) shines if is has lower powered effects.

Major Magic: Bright light that dazes a character for 1 round if Save failed.

Diety Magic: Blazing light that will blind a char for 4 hrs if Save failed.

CREATE: Scroll of Detect Magic

FOCUS: Save Roll +20

COUNTER: No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 18

Range X4

10 SP

Lvl 12


Range X2


8 SP

Lvl 9

Range +50%

6 SP

LEVEL	5		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
					8 pts	1/4 Mark	15 Sqs Deep	30 Minutes	Permanent		Found water
 <p>Caster uses a divining rod to find water and reveal if it's potable or not.</p> <p>Auto fail in areas with water everywhere.</p> <p>Wet/Tropic/Artic region Save: Skill Roll +20,</p> <p>Temperate region Save: Skill Roll +0.</p> <p>Desert/Arid region Save: Skill Roll -40.</p>											
										FOCUS:Enhancements 1/2 level COUNTER: None  ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 20 AOE X4 20 SP	

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	GM									
6		8 pts	Touch	1 Target	2 Minutes	Permanent	Skill Varies										
<b>Strsyl Tcane Magic (Dispel Magic)</b>																	
 Many spells can be temporarily halted or entirely stopped by a Dispel Magic. Strumos & Sylvan are able to Rollout this spell out in 2 minutes (1 with the enhancement). The full description has the list. Also, there is a list in the players handbook (Spells chapter).																	
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Lvl 18	Range X4	10 SP															
Lvl 9	Range at 1 Sq	6 SP															

LEVEL	10	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Unskilled success
					24 pts	4 Squares	1 Item	2 Hours	Permanent	

**Determine True Name**

Caster attempts to locate clues to find a True Name.

100 minus all Clues:    Current Nae'Ems (-5 pts)                      Mementos (-2 pts)

                                    Current Focus Items (-20 pts)                      Past True Names (-10 pts)

Caster rolls 1d100, if higher than results from clues then True Name revealed.

NOTE: Age of clues may lower point values AND Current Nae'Em/Past True Names are 1 use.

FOCUS: Rollout Halved.

COUNTER: No Counter Available. Lvl: 1


ENHANCEMENTS:

Lvl 14	Save Roll +20	8 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range +50%	6 SP

## Food And Drink

LEVEL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
STACK	99																			
COST	4 pts																			
RANGE	Touch																			
AREA OF EFFECT	2 Skins/Tier																			
ROLL OUT	10 Minutes																			
DURATION	Permanent																			
SAVE:	No Save																			

### Draw Up Ground Water



Easily capture water in readied containers as the water sprays up. Draws on the available water/moisture in the area. (1/4 of a Mark)

Temperate/Tropic Regions: 2 skins / Tier per spell (multiples: -1 skin per spell),  
 Arctic/Arid Regions: 2 skins spell (multiples: -1 skins per spell),  
 Multiples: each repeated spell in same area reduces the effectiveness.

FOCUS:+2 Skins extra

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP

LEVEL 2

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 (x2)



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 QUADRUPLE the amount of Cumber meals.

FOCUS: Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	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	

LEVEL 4

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

12 pts


4 Squares

1 Square Cube

2 Hours

Permanent

### Permanently Preserve Food



Each normal container within the AOE is sealed.  
Max of 150 meals.  
Only mundane foods can be preserved. No magical food or containers.

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 12 Range X2 8 SP

Lvl 16 AoE X2 16 SP

LEVEL 5

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

8 pts


Caster

1 Square

1 Minute

Permanent

### Draw Out Rain Water



Create a cloud to rain water down.  
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:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 6 Subtle Casting 4 SP

Lvl 12 Rollout Init 12 SP

Lvl 16 AoE X2 16 SP

## 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 1d4 per Tier



Roll 1d4 HP per Tier of the caster.  
Healing energy drawn from all parts of the body are forced to the wounded area.  
Then apply as force damage to the target, if the target is dead next step fails.  
Lastly, apply the full healing times two (x2) to the target.

FOCUS:Enhancements 1/2 level

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



Roll 1d6. Damage x1 then Heal x2  
May knock out or even kill the recipient if the HP is drained too low.  
First roll the dice (1d6) and note the result,  
Next, apply the rolled result as DAMAGE,  
Finally, apply TWICE the amount rolled result as healing to HP

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 18 Range X4 10 SP

Lvl 12 Range X2 8 SP

Lvl 9 Range at 1 Sq 6 SP

LEVEL 2

STACK 9

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

8 pts


Touch

Recipient

30 Minutes

Damage Taken

### Triggered Forced Healing 2d8



This is a delayed forced healing, triggered by taking damage,  
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 per person at time.  
Stacking allows multiple persons to have it simultaneously.

CREATE:Triggered Forced Health Dr

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 14 Range At 3 Sqs 8 SP

LEVEL 12

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

12 pts

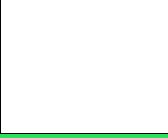
15 or 22 sqs

1 Target

Initiative

Permanent

### Ranged Forced Healing 2d8+2 HP



Cast from a distance away to shock (w/ damage) then heal.  
Roll dice (2d8+2) and use the result to apply damage,  
then use double the same result and apply healing.  
If the caster has a Focus Ring,  
Recipients that have a Nae'Em connection with the caster gain +1/Tier.

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 20 Rollout Instant 16 SP

Lvl 9 Range at 1 Sq 6 SP

Lvl 14 Duration X2 8 SP

## Light and Darkness

LEVEL 1

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

4 pts


Self

Varies

Initiative

2 Hours

### Swamp Lights (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.

CREATE:Calming Green Candle

FOCUS:Enhancements 1/2 level

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 6 Subtle Casting 4 SP

Lvl 18 Duration X4 10 SP

Lvl 14 Duration X2 8 SP



LEVEL 3

STACK 99

COST4 pts

RANGESelf


AREA OF EFFECT3 Sq Dia Sphere

ROLL OUTInitiative

DURATIONConc +4 Rds

SAVE: No Save

### Shadow of the Magi



Stays fixed right above the caster.  
Darkness 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=10 rds (No conc)  
COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
Lvl 16	AoE X2	16 SP

LEVEL 2

NAE'EM

STACK 99

COST4 pts

RANGE1 Square


AREA OF EFFECT1 Recipient

ROLL OUT2 Days

DURATIONPermanent

SAVE: No Save

### Connect With A Hunter (Nae'Em)



Permanent mental bond allows either party to initiate and/or accept.  
  
Each person must be within the same PMP to communicate.  
Arcane (Ancient Magic) may erase the bonding.

FOCUS:Enhancements 1/2 level  
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP

LEVEL 4

NAE'EM

STACK 1

COST4 pts

RANGETouch


AREA OF EFFECT1 Animal

ROLL OUT5 Minutes

DURATION4 Hours

SAVE: Skill  
Can communicate

### Speak With Animals



Spell starts after the rollout & continues as the casters remains in touch.  
Speak and understand domesticated animals, large and small.  
Domesticated = No Save. Non-Domesticated = Skill Save.  
Animal will respond within the limits of their intellect.

FOCUS:Enhancements 1/2 level  
COUNTER: None

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP
Lvl 12	AoE = 2 Recipients	10 SP

LEVEL 6

NAE'EM

STACK 5

COST12 pts

RANGE2 Squares


AREA OF EFFECT1 Recipient

ROLL OUT4 Hours

DURATIONEOY

SAVE: Skill -20  
Ae'Em Created

### Animal Connection (Ae'Em)



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:Enhancements 1/2 level  
COUNTER: None

ENHANCEMENTS:

Lvl 14	Save Roll +20	8 SP
Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP

LEVEL 7

NAE'EM

STACK 3

COST16 pts

RANGE1 Square


AREA OF EFFECT1 Recipient

ROLL OUT4 Days

DURATIONPermanent

SAVE: No Save

### Create Permanent Nae'Em



Caster mentally bonds and stays connected to another person when on the same plane.  
Permanent mental bond allows either party to initiate and/or accept.  
Resetting a connection:  
Can be re-established with 1 hour rollout when next to the Nae'Em,  
Can be re-established with a 2 day rollout while not near the Nae'Em.

FOCUS:Reset time 1/2  
COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP

LEVEL 7

STACK 1

COST12 pts

RANGEPMP


AREA OF EFFECTSelf+1

ROLL OUT4 Minutes

DURATION5 Minutes

SAVE: No Save

### Portal To Nae'Em



When Nae'Em agrees a portal can be created.  
If the Nae'Em does not respond the portal will fail.  
First to pass through must be either the Nae'Em or the caster.  
After the caster or Nae'Em one more may follow.

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	AOE +2	12 SP

LEVEL 7

NAE'EM

STACK 1

COST8 pts

RANGEPMP


AREA OF EFFECT1 Ae'Em, 1 sq above

ROLL OUT5 Minutes

DURATION1 Hour

SAVE: No Save

### View An Animal (Ae'Em)



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 limited communication through this spell. 1 word statements.  
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 11

NAE'EM

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Resist (Skill/Non) Connected

Connect To An Arcane Focus Item


36 pts

Touch

1 Item

4 Days

Permanent



Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollout. Creates a connection between the caster and the Arcane Focus Item. Require the item to be of the highest quality. Caster must currently not have a Focus Item.

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:  
Lvl 12 Range X2 8 SP  
Lvl 9 Range at 1 Sq 6 SP

LEVEL 14

NAE'EM

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Bestow House Authority


48 pts

1 Recipient

1 Target

1 Week

Permanent



Character is able to draw followers to their banner. Character knows if the follower has acted properly according to House ideals. But, the creator of the House will NOT know the mind of the follower. This skill allows the character to create a house that they alone own. Only the character using the "House Authority" cause another to be a non-owner authority.

FOCUS:Sense Alliegience

COUNTER: None

LEVEL 2

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Plant Growth


4 pts

tes normal healthy g

4x4 Sqs

1 Hour

Permanent



Natural plants will grow as if they were within the best of conditions. Promotes normal healthy growth. Does not heal magically diseased/Sickened plants. New growth progresses as if it were in the best conditions. Plants grow within 1 hour as if 4 weeks had passed. Allows healthy growth from/past unhealthy parts.

CREATE:Plant Growth Soil

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 20 AOE X4 20 SP  
Lvl 16 AoE X2 16 SP

LEVEL 2

STACK 0

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Skill 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:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:  
Lvl 14 Save Roll +20 8 SP  
Lvl 20 AOE X4 20 SP  
Lvl 16 AoE X2 16 SP

LEVEL 3

STACK

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Water to Steam (Reversible)


4 pts

2 Sqs per Tier

1 Sq cube per Tier

Initiative

Permanent



Sylvan uses magic to change Water into Steam. Or Steam into Water. Creature may take damage from the resulting steam. Damage = 2 HP per caster Tier. Damage can only be applied to creatures within the AOE. Above or near is a safe area. If the steam is turned into water the water can capture a single 2 Square cube. Can be Dispelled by the 'Dispel Magic' spell.

COUNTER: None

ENHANCEMENTS:  
Lvl 6 Subtle Casting 4 SP  
Lvl 20 Rollout Instant 16 SP

LEVEL 4

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Skill 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.

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP

LEVEL 4

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Water to Ice (Reversible)


4 pts

2 Sqs per Tier

1 Sq cube per Tier

Initiative

Permanent



Sylvan uses magic to change Water into Ice. Or Ice into Water. Creature may take damage from the resulting Ice. Damage = 2 HP per caster Tier. Damage can only be applied to creatures within the AOE. Even near AOE is a safe area. If the Ice is turned into water the water can capture a single 2 Square cube. Can be Dispelled by the 'Dispel Magic' spell.

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:  
Lvl 6 Subtle Casting 4 SP  
Lvl 20 Rollout Instant 16 SP

LEVEL6

NAE'EM

STACK99

COST

6 pts

RANGE

4 Sqs

AREA OF EFFECT

1 Animal

ROLL OUT

1 Minute

DURATION

Permanent

SAVE: No Save

Animal Healing



Heal 2d8+4 to domestic or wild woodland animals.  
A minor bond is created and the caster attempts to use this temporary bond.

CREATE:Animal Healing Nutrients

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:  
Lvl 12 Rollout Init12 SP  
Lvl 12 Range X28 SP  
Lvl 9 Range +50%6 SP

LEVEL6

STACK3

COST

8 pts

RANGE

12 Squares

AREA OF EFFECT

3x3 Sq Area

ROLL OUT

5 Minutes

DURATION

12 Hours

SAVE: No Save

Grow A Plant Canopy



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.  
Very useful for/with rain and needed shade.

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:  
Lvl 10 Rollout Halved6 SP  
Lvl 18 Range X410 SP  
Lvl 14 Duration X28 SP

LEVEL7

STACK9

COST

8 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

1 Minute

DURATION

1 Day

SAVE: No Save

Water Breathing



Caster is able to breath while under water. But is NOT able to breath out of water!  
Can be used in fresh or sea water. But the water must be un-polluted.  
The caster to be able to talk when underwater.

CREATE:Water Breathing Leaf

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:  
Lvl 20 Rollout Instant16 SP  
Lvl 12 Rollout Init12 SP  
Lvl 6 AoE = Self +16 SP

LEVEL10

STACK1

COST

12 pts

RANGE

18 Squares

AREA OF EFFECT

5x20 Sq Area

ROLL OUT

10 Minutes

DURATION

12 Hours

SAVE: Skill Disperse Spells

Control Wind Sphere



Barely visible tan roots Whip Into A Wind Column And drift away.  
Caster can manage the general direction and speed of wind within Sphere.  
Can do direction changes by compass directions (N,NE,E,SE,S,SW,W,NW).  
Can do speed changes from quarter speed to double speed.  
Does create enough air movement to clear most cloud spells and disperse them.

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:  
Lvl 14 Save Roll +208 SP  
Lvl 12 Range X28 SP  
Lvl 16 AoE X216 SP

LEVEL15

STACK1

COST

16 pts

RANGE

Self

AREA OF EFFECT

4x4x4 Sqs

ROLL OUT

10 Minutes

DURATION

4 Hours

SAVE: Skill

Control Water Currents



Caster can manage the general direction and speed of water within Sphere.  
Can do direction changes by compass directions (N,NE,E,SE,S,SW,W,NW).  
Can do speed changes from quarter speed to double speed.

FOCUS:Enhancements 1/2 level

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:  
Lvl 14 Save Roll +208 SP  
Lvl 18 Range X410 SP  
Lvl 16 AoE X216 SP

Partner Cooperations

LEVEL1

NAE'EM

STACK7

COST

1 pt

RANGE

Self

AREA OF EFFECT

10 Square Radius

ROLL OUT

4 Minutes

DURATION

8 Hours

SAVE: No Save

Call & Direct Small Assistants



Caster calls small group of natural critters (3d4) to work as a group on single tasks.  
Example: Gather fire wood, open a door, look/crawl into small areas (non-dangerous).  
They can lift, push, pull, move a maximum of 20 lbs.  
The group cannot be set up to do 2 separate and divergent tasks.  
Caster communicates with the group via a Nae'Em (part of this spell).

FOCUS:Enhancements 1/2 level

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:  
Lvl 6 Subtle Casting4 SP  
Lvl 10 Rollout Halved6 SP  
Lvl 9 Duration +50%6 SP

LEVEL2

STACK3

COST

4 pts

RANGE

Self

AREA OF EFFECT

5 squares Radius

ROLL OUT

5 Minutes

DURATION

8 Hours

SAVE: No Save

Call & Post Yappy Camp Dog



1d2+1 small dogs appear and will stay 'on guard' within the AOE.  
  
These dogs will not engage unless they personally are not able to stay out of the fight. However, they will not stop barking at intruders unless ordered by caster.  
Stats: 1-4+1 small Sized dogs. AC:13, HP:15, Attk:x1x1, Init:+0, ToHIT:+0, Dmg:1d4.

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:  
Lvl 9 Duration +50%6 SP  
Lvl 14 Damage X212 SP  
Lvl 16 AoE X216 SP

LEVEL 3

NAE'EM

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Assist Hunter's LeanTo



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.

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 14 Stacking +1 8 SP

Lvl 18 Duration X4 10 SP

Lvl 9 Duration +50% 6 SP

LEVEL 3

NAE'EM

STACK 5

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Call &amp; Direct Rodent



A rodent (appropriate to the environment) appears. They are often not noticed by others.  
This rodent can join and be accepted by other rodents of the same kind.  
Rodent will stay within the AoE and follow directions via the weak Nae'Em.  
HP=6, AC=19, Attk=x1, Init/ToHit=0, Dmg=1d4.

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 6 Subtle Casting 4 SP

Lvl 18 Duration X4 10 SP

Lvl 14 Duration X2 8 SP

LEVEL 4

NAE'EM

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Skill

Summon Feline Familiar



Timid common feline is bound to the caster.  
Any breed of common house cat that is not known for aggression can be summoned.  
After Rollout the animal learns enough to attempt communication via the Nae'Em.  
AC:15/15, Attk 1x1, Init+6, ToHit+6, Dmg:1d6, Move=15.

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 4 Increase Aura -2 SP

LEVEL 5

NAE'EM

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Resist (Skill/Non)

Summon Canine Familiar



Timid common canine is bound to the caster.  
Any breed of common dog that is not known for specifically aggression can be summoned.  
After Rollout the animal learns enough to attempt rough communication via the Nae'Em.  
AC:15/15, Attk 1x1, Init+4, ToHit+8, Dmg:1d6, Move=12.

FOCUS: Nae'Em break= fails

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 4 Increase Aura -2 SP

Lvl 9 Alter Hair/Whiskers/F 6 SP

LEVEL 6

NAE'EM

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Skill

Summon Equine Familiar



Riding horse Nae'Em bonds to the caster.  
A standard light riding horse that is not known for aggression can be summoned.  
After Rollout the animal learns enough to attempt rough communication via the Nae'Em.  
AC:15/15, Attk 1x1, Init+0, ToHit+0, Dmg:1d4, HP:10, Move=24 or burst of 30.

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 4 Increase Aura -2 SP

Lvl 9 Alter Hair/Whiskers/F 6 SP

LEVEL 7

NAE'EM

STACK 3

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Call &amp; Direct Corvus



Calls a single bird to observe for the caster. Must be a Raven, Crow, or Corvus.  
This black bird can mingle with any flock of other like birds in the area.  
Rodent will stay within the AoE and follow directions via the weak Nae'Em.  
HP=15, AC=22, Attk=x1, Init/ToHit=0, Dmg=1d6.

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 18 Duration X4 10 SP

Lvl 14 Duration X2 8 SP

LEVEL 8

NAE'EM

STACK 3

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Call &amp; Set Wolverine Defender



The spell calls a small bear-like weasel to defend the caster.  
This defender will only attack if they or the caster are physically attacked.  
Caster must have an Animal Ken Reputation of 1 or higher to cast.  
Wolverine will stay and follow directions via the weak Nae'Em.  
Ken >0 HP:50 AC:18/15 Attk:x2x2 Init&ToHit+6 Dmg:1d8+Ken Move:12

FOCUS:Enhancements 1/2 level

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 6 Subtle Casting 4 SP


Lvl 12 Rollout Init 12 SP

Lvl 9 Duration +50% 6 SP



LEVEL 8

NAE'EM



STACK 1

COST 8 pts

RANGE 12 Squares


AREA OF EFFECT 1 Target

ROLL OUT 2 Rounds

DURATION 2 Hours

SAVE: No Save

### Protect Hunter vs Missiles



Hunter gains +2 to AC vs Missiles and Thrown attacks.  
No effect vs other kinds of attack.


FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 9 Range +50% 6 SP  
Lvl 14 Duration X2 8 SP

LEVEL 9

NAE'EM



STACK 3

COST 12 pts

RANGE 16 Squares


AREA OF EFFECT 1 Image

ROLL OUT 1 Minute

DURATION 2 Hours

SAVE: No Save

### Call & Set Wolf Protector



The spell brings a wolf to defend the caster  
This defender will only attack if they or the caster are physically attacked.  
Caster must have an Animal Ken Reputation of 1 or higher to cast.  
Wolf will stay and follow directions via the weak Nae'Em.  
Ken >0 HP:80 AC:18/18 Attk:x2x2 Init&ToHit+8 Dmg:1d10 Move:15

FOCUS:Enhancements 1/2 level

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 18 Duration X4 10 SP  
Lvl 14 Duration X2 8 SP

## Shape Change

LEVEL 1

STACK 1

COST 4 pts

RANGE Self


AREA OF EFFECT Self

ROLL OUT 2 Minutes

DURATION 8 Hours

SAVE: No Save

### Shape Of A Dog



As this skill rolls out the Sylvan morphs into a medium sized common dog.  
The caster is physically changed into a dog and will not be able to cast spells.  
The changes include HP set to 20, AC set to 20. Biting attacks are 2 of 1d6.  
They will be able to hear well (+20 to Saves regarding hearing and smells).  
They will not be able to speak beyond barking and whinnying, except with Nae'Em use.

FOCUS:Enhancements 1/2 level

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:  
Lvl 12 Rollout Init 12 SP  
Lvl 10 Rollout Halved 6 SP  
Lvl 14 Duration X2 8 SP

LEVEL 2

STACK 1

COST 4 pts

RANGE Self


AREA OF EFFECT Self

ROLL OUT 10 Minutes

DURATION 2 Hours

SAVE: No Save

### Shape Of A Deer



Caster Shifts into existing as a medium sized mundane deer (Buck or Doe).  
Deer: HP=30, AC=26/18, x1x1 +12/+0/1d6, Move=18 or burst at 22 (1/Minute)  
The changes include HP set to 30, AC set to 26/18. Biting attack: 1x 1d6.  
Loss of points beyond 30 will revert the caster back to normal form with that damage.  
They will be able to hear well (+20 to Saves regarding hearing and smells).

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 18 Duration X4 10 SP  
Lvl 14 Duration X2 8 SP

LEVEL 3

STACK 1

COST 4 pts

RANGE Self


AREA OF EFFECT 1x2 Squares

ROLL OUT 1 Minute

DURATION 4 Hrs (Min 1 Hr)

SAVE: No Save

### Shape Of A Plant



Caster changes into the shape of a plant that is  
The Armor Class becomes 8 and the Move becomes 0. But the HP is based on the caster.  
Caster melds into the plant and can hear and feel. Can take damage when inside.  
Caster is NOT able to smell, see, speak, or cast while inside.  
Does not work on plants that are plant creatures. (Treants, etc.)

COUNTER: None

ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 9 Range +50% 6 SP  
Lvl 14 Duration X2 8 SP

LEVEL 4

STACK 1

COST 8 pts

RANGE Self


AREA OF EFFECT Self

ROLL OUT 6 Minutes

DURATION 4 Hours

SAVE: No Save

### Shape of A Familiar



Cast takes a form similar of (same creature type) a current Familiar.  
Caster keeps their own HP.  
Caster uses the Familiars #-attacks, Init, ToHit, Dmg, and movement.  
Casters are NOT able to use normal speech.  
Doubles the Range with current Familiars

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:  
Lvl 6 Subtle Casting 4 SP  
Lvl 12 Rollout Init 12 SP  
Lvl 14 Duration X2 8 SP

LEVEL 5

STACK 9

COST 8 pts

RANGE Self


AREA OF EFFECT Self

ROLL OUT 1 Minute

DURATION 1 Day

SAVE: No Save

### Shape Of A Dolphin



Caster becomes a medium sized mundane dolphin.  
HP=40, AC=25/22, x1x1 +0/+10/2d6, Move=15 or burst at 18 (1 per 10 Min)  
Recipient is not able to talk while breathing water. Bludgeon attack: 1x 2d6.  
Loss of points beyond 40 will revert the caster back to normal form with that damage.They will be able to hear underwater well (+20 to Saves regarding hearing and smells).

FOCUS:Enhancements 1/2 level

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:  
Lvl 12 Rollout Init 12 SP  
Lvl 10 Rollout Halved 6 SP  
Lvl 18 Duration X4 10 SP

LEVEL 7		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Shape Of A Wolf			8 pts	Self	Self	10 Minutes	4 Hours	
	<p>As this skill rolls out the Sylvan morphs into a medium sized mundane wolf.</p> <p>HP=50, AC=22/20, x2x2 +8/+8/2d6, Move=15 or burst at 18 (1 per Minute)</p> <p>Loss of points beyond 50 will revert the caster back to normal form with that damage.</p> <p>They will be able to hear howling well (+30 to Saves regarding hearing any howls).</p>							<p>COUNTER:Same Skill. Lvl:1</p> <p>ENHANCEMENTS:</p> <p>Lvl 12 Rollout Init 12 SP</p> <p>Lvl 10 Rollout Halved 6 SP</p> <p>Lvl 18 Duration X4 10 SP</p>
LEVEL 8	NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Shape Of A Tree			8 pts	Touch	1 tree	10 Minutes	4 Hrs	
	<p>Caster can allow others to hide with them. (1 per Tier)</p> <p>Caster can see, hear, feel, and take damage when inside. Emergence takes only 1 round.</p> <p>Caster is NOT able to smell, speak, or cast while inside. Tree: AC=8 &amp; HP=caster.</p> <p>Does not work on trees that are also creatures. (Treants, etc.)</p>							<p>FOCUS:Enhancements 1/2 level</p> <p>COUNTER:Same Skill. Lvl:1</p> <p>ENHANCEMENTS:</p> <p>Lvl 20 Rollout Instant 16 SP</p> <p>Lvl 10 Rollout Halved 6 SP</p> <p>Lvl 14 Duration X2 8 SP</p>
LEVEL 9		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Shape Of A Bear			12 pts	Self	Self	5 Minutes	2 Hours	
	<p>As this skill rolls out the Sylvan morphs into a medium sized common brown bear.</p> <p>HP=70, AC=25/20, x3x3 +4/+8/2d8, Move=15</p> <p>Loss of points beyond 70 will revert the caster back to normal form with that damage.</p> <p>The Bear has heightened senses of hearing and smell. (+10 on related Saves).</p>							<p>FOCUS:Enhancements 1/2 level</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 10 Rollout Halved 6 SP</p> <p>Lvl 4 Increase Aura -2 SP</p> <p>Lvl 9 Duration +50% 6 SP</p>
LEVEL 11		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Shape Of A Hawk			12 pts	Self	Self	4 Minutes	4 Hours	
	<p>Caster Shifts into existing as a medium sized mundane hawk with flight @ 3 x Marks.</p> <p>HP=25, AC=32/27, x1x1 +0/+0/1d8, Fly=20 or dive at 30 (1 per 10 Min)</p> <p>Loss of points beyond 25 will revert the caster back to normal form with that damage.</p> <p>The Hawk has heightened senses of sight. (+30 on related Saves).</p>							<p>FOCUS:Enhancements 1/2 level</p> <p>COUNTER:No Counter Available. Lvl:1</p> <p>ENHANCEMENTS:</p> <p>Lvl 10 Rollout Halved 6 SP</p> <p>Lvl 16 Rollout 1 Min 8 SP</p> <p>Lvl 14 Duration X2 8 SP</p>
LEVEL 13		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Shape Of A Satyr			16 pts	Self	Self	10 Minutes	4 Hours	
	<p>As this skill rolls out the Sylvan morphs into Satyr (Half man, Half Goat)</p> <p>In this form spells and speech are enabled.</p> <p>The caster to add 50% to their movement for up to an hour, but only once per day.</p> <p>Caster gains 10 HP while in this form. Damage taken follows back to normal form.</p> <p>It is possible for the caster to revert back and fall unconscious/dead.</p>							<p>FOCUS:Enhancements 1/2 level</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 12 Rollout Init 12 SP</p> <p>Lvl 10 Rollout Halved 6 SP</p> <p>Lvl 9 Duration +50% 6 SP</p>
LEVEL 15		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Shape Of A Centaur			16 pts	Self	Self	10 Minutes	6 Hours	
	<p>Caster Shifts into existing half horse, half man creature. A Centaur.</p> <p>In this form spells and speech are enabled.</p> <p>This form doubles daily travel, but does not increase lesser movements. (Battle moves).</p> <p>Caster gains 20 HP while in this form. Damage taken follows back to normal form.</p> <p>It is possible for the caster to revert back and fall unconscious/dead.</p>							<p>FOCUS:Enhancements 1/2 level</p> <p>COUNTER:No Counter Available. Lvl:1</p> <p>ENHANCEMENTS:</p> <p>Lvl 10 Rollout Halved 6 SP</p> <p>Lvl 18 Duration X4 10 SP</p> <p>Lvl 14 Duration X2 8 SP</p>
LEVEL 16		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Shape Of A Mer Person			16 pts	Touch	Self	20 Minutes	8 Hours	
	<p>Caster morphs into a mer-creature. Gender as caster chooses.</p> <p>In this form spells and speech are enabled.</p> <p>This form allows swimming and breathing underwater.</p> <p>Caster gains 20 HP while in this form. Damage taken follows back to normal form.</p> <p>It is possible for the caster to revert back and fall unconscious/dead.</p>							<p>FOCUS:Enhancements 1/2 level</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 10 Rollout Halved 6 SP</p> <p>Lvl 14 Duration X2 8 SP</p> <p>Lvl 9 Duration +50% 6 SP</p>