

Battle Actions/Prep

LEVEL 5		STACK 3	COST 8 pts	RANGE 2 Squares	AREA OF EFFECT 2x2 Squares	ROLL OUT 1 Minute	DURATION 4 Hours	SAVE: Brutal Exited
Entangle		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:Enhancements 1/2 level COUNTER:Un-Entangle Spell Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 18 Range X4 10 SP Lvl 16 AoE X2 16 SP					
LEVEL 7		STACK 3	COST 8 pts	RANGE 2 Squares	AREA OF EFFECT 2x2 Squares	ROLL OUT 3 Rounds	DURATION 4 Hours	SAVE: No Save
UnEntangle		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 Impediment trap, Some traps and situations may require a Skill Save for the spell to succeed.	FOCUS:Enhancements 1/2 level COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP					
LEVEL 11		STACK 1	COST 12 pts	RANGE Touch	AREA OF EFFECT 3x3x3 Sq Sphere	ROLL OUT Initiative	DURATION 1 Hour	SAVE: BRU Can Move
Protection vs Animals		The animal must pass the Save to enter or exit the sphere, 'Animals' are uncivilized creatures found in real life.	FOCUS:Enhancements 1/2 level COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP					
LEVEL 14 NAE'EM		STACK 2	COST 16 pts	RANGE Self	AREA OF EFFECT 15 Squares	ROLL OUT 1 Minute	DURATION 2 Hours	SAVE: No Save
Call & Direct An Attack Bear		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&ToHit+12 Dmg:2d10 Move:15	FOCUS:Enhancements 1/2 level COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP					

Battle Defense

LEVEL 1		STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT 1 creature (self)	ROLL OUT Initiative	DURATION 4 Rounds	SAVE: Resist (Skill/Non) Old AC is used
Wind Wall		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.	FOCUS:Enhancements 1/2 level COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP Lvl 16 AoE = 2 Targets 12 SP					
LEVEL 3 NAE'EM		STACK 1	COST 4 pts	RANGE 4 Sqs / Tier	AREA OF EFFECT 1 Recipient	ROLL OUT Initiative	DURATION 4 Rounds	SAVE: No Save
Wind Wall For Nae'Em Hunter		Recipient in the eye of storm. Wind gives AC+2 vs Ranged/Thrown. Recipient must be a Hunter by a Nae'Em to caster and must reside in only 1 sq. Wind Wall stays with Hunter. Skills aren't affected / blocked unless vulnerable to wind. This spell will not allow the Hunter to push into another occupied square.	FOCUS:Enhancements 1/2 level COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP					
LEVEL 10		STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT 3x3 Squares	ROLL OUT 2 Rounds	DURATION 10 Minutes	SAVE: Resist (Skill/Non)
Tornado Wall		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.	FOCUS:Enhancements 1/2 level COUNTER:Control Wind Sphere Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP					

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	1 Round		

LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	<input checked="" type="checkbox"/>
				8 pts	12 Squares	2x2 Squares	Initiative	Permanent		1/2 Damage	
Hail Stones Attack											
	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										
									FOCUS:Enhancements 1/2 level		<input checked="" type="checkbox"/>
									COUNTER:No Counter Available. Lvl:1		
									ENHANCEMENTS:		
									Lvl 9 Range +50%	6 SP	
									Lvl 14 Damage X2	12 SP	
									Lvl 9 Damage +50%	8 SP	

LEVEL	11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
Class Power Attack	Duel		2.4 pts	10 Squares	1 Target		Initiative	1 Round			

Fences and Shelters

Find or Reveal

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Sight	
				8 pts	2 Squares	1-5 item	5 Minutes	Instant			
Detect Magic											

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 it 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 Found water	
				8 pts	1/4 Mark	15 Sqs Deep	30 Minutes	Permanent			
Divining Water											

Caster uses a divining rod to find water and reveal if it's potable or not.

Auto fail in areas with water everywhere.

Wet/Tropic/Artic region Save: Skill Roll +20,

Temperate region Save: Skill Roll +0.

Desert/Arid region Save: Skill Roll -40.

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	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
				8 pts	Touch	1 Target	2 Minutes	Permanent			
Dispel Magic (Strsyl)											

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).

COUNTER: No Counter Available. Lvl:1	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
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	
						24 pts	4 Squares	1 Item	2 Hours	Permanent		success	
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

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				4 pts	Touch	2 Skins/Tier	10 Minutes	Permanent			
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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				4 pts	2 Squares	1-21 Meals	10 Minutes	Permanent			
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			
Improve Food											

The caster focuses and yellow sparks streak to the food and swirls around it.

Improve Food - Improve Quality/Taste of non rations (& non-cumber food).

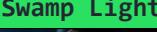
Does work on all non-poisoned / non-spoiled food.

FOCUS: Duration = 1 day	
COUNTER: None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 14 Duration X2	8 SP
Lvl 16 AoE X2	16 SP

-Sylvan

Healing and Rest

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:Calmng 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						

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LEVEL	3	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shadow of the Magi												
 <p>Stays fixed right above the caster. Darkness continues for up to 4 rds after the concentration has stopped. Caster 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.</p>												
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

Nae'ems

LEVEL 4 NAE'EM  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.

LEVEL 6 NAE'EM  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  Create Permanent Nae' Em

	<p>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.</p>	<p>FOCUS:Reset time 1/2 COUNTER:No Counter Available. Lvl:1</p> <p>ENHANCEMENTS:</p> <table><tbody><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr></tbody></table>	Lvl 10	Rollout Halved	6 SP	Lvl 18	Range X4	10 SP
Lvl 10	Rollout Halved	6 SP						
Lvl 18	Range X4	10 SP						

LEVEL 7

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  



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

-Sylvan

LEVEL	11	NAE'EM		STACK	1	COST	36 pts	RANGE	Touch	AREA OF EFFECT	1 Item	ROLL OUT	4 Days	DURATION	SAVE: Resist (Skill/Non) Connected
Connect To An Arcane Focus Item															
 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	FOCUS:Sense Alliegence COUNTER:None	%				

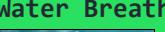
Natural Environment

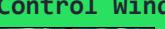
LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Plant Growth				4 pts	tes normal healthy g	4x4 SqS	1 Hour	Permanent		
	Natural plants will grow as if they were within the best of conditions. Promotes normal healthy growth. Does not heal magically diseased/Sickened plants. New 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
Remove Plant Disease											
	4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent		Disease Gone				
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	4	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	Skill Weather Results	GM
Predict Weather				4 pts	Self	Up to 5 Marks			1 Hour		1 Week					

-Sylvan

LEVEL	7	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Water Breathing				8 pts	Self	Self	1 Minute	1 Day		
		<p>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.</p>								
		CREATE:Water Breathing Leaf FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 12 Rollout Init 12 SP Lvl 6 AOE = Self +1 6 SP								

LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
Control Wind Sphere				12 pts	18 Squares	5x20 Sq Area	10 Minutes	12 Hours		Disperse Spells
	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 +20	8 SP
									Lvl 12 Range X2	8 SP
									Lvl 16 AoE X2	16 SP

Partner Cooperations

LEVEL	1	NAE'EM		STACK	7	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Call & Direct Small Assistants				1 pt		Self	10 Square Radius		4 Minutes		8 Hours						

LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Assist Hunter's LeanTo											
	Brown roots grab and secure a lean-to to the ground. Requires a Nae'Emed Hunter's Lean-To, hut, or shelter to be made first. Reinforces Hunters creation to be stronger and more water Tight. Allows for 2 more people.	FOCUS: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:
Call & 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:
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.	Skill Nae'Em Kept 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:
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.	Resist (Skill/Non) Nae'Em 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:
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.	Skill Nae'Em Kept 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:
Call & 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.	No Save 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:
Call & 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	No Save 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									

-Sylvan

Shape Change

LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shape Of A Deer				4 pts	Self	Self	10 Minutes	2 Hours		
 MagicSister										

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).

LEVEL	5	STACK	9	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE	No Save	Icon
Shape Of A Dolphin				8 pts	Self		Self		1 Minute		1 Day					
	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	Icon	COUNTER:Same Skill. Lvl:1	Icon	ENHANCEMENTS:	Lvl 12 Rollout Init	12 SP	Lvl 10 Rollout Halved	6 SP	Lvl 18 Duration X4	10 SP			Icon	

LEVEL	7	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
Shape Of A Wolf				8 pts	Self	Self	10 Minutes	4 Hours	No Save	
	<p>As this skill rolls out the Sylvan morphs into a medium sized mundane wolf. HP=50, AC=22/20, x2x2 +8/+8/2d6, Move=15 or burst at 18 (1 per Minute) Loss of points beyond 50 will revert the caster back to normal form with that damage. They will be able to hear howling well (+30 to Saves regarding hearing any howls).</p>									
Shape Of A Tree	8	NAE'EM		STACK 1	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 tree	ROLL OUT 10 Minutes	DURATION 4 Hrs	SAVE: No Save
	<p>Caster can allow others to hide with them. (1 per Tier) Caster can see, hear, feel, and take damage when inside. Emergence takes only 1 round. Caster is NOT able to smell, speak, or cast while inside. Tree: AC=8 & HP=caster. Does not work on trees that are also creatures. (Treants, etc.)</p>									
Shape Of A Bear	9			STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 5 Minutes	DURATION 2 Hours	SAVE: No Save
	<p>As this skill rolls out the Sylvan morphs into a medium sized common brown bear. HP=70, AC=25/20, x3x3 +4/+8/2d8, Move=15 Loss of points beyond 70 will revert the caster back to normal form with that damage. The Bear has heightened senses of hearing and smell. (+10 on related Saves).</p>									
Shape Of A Hawk	11			STACK 99	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 4 Minutes	DURATION 4 Hours	SAVE: No Save
	<p>Caster Shifts into existing as a medium sized mundane hawk with flight @ 3 x Marks. HP=25, AC=32/27, x1x1 +0/+0/1d8, Fly=20 or dive at 30 (1 per 10 Min) Loss of points beyond 25 will revert the caster back to normal form with that damage. The Hawk has heightened senses of sight. (+30 on related Saves).</p>									
Shape Of A Satyr	13			STACK 1	COST 16 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 10 Minutes	DURATION 4 Hours	SAVE: No Save
	<p>As this skill rolls out the Sylvan morphs into Satyr (Half man, Half Goat) In this form spells and speech are enabled. The caster can add 50% to their movement for up to an hour, but only once per day. Caster gains 10 HP while in this form. Damage taken follows back to normal form. It is possible for the caster to revert back and fall unconscious/dead.</p>									
Shape Of A Centaur	15			STACK 1	COST 16 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 10 Minutes	DURATION 6 Hours	SAVE: No Save
	<p>Caster Shifts into existing half horse, half man creature. A Centaur. In this form spells and speech are enabled. This form doubles daily travel, but does not increase lesser movements. (Battle moves). Caster gains 20 HP while in this form. Damage taken follows back to normal form. It is possible for the caster to revert back and fall unconscious/dead.</p>									
Shape Of A Mer Person	16			STACK 1	COST 16 pts	RANGE Touch	AREA OF EFFECT Self	ROLL OUT 20 Minutes	DURATION 8 Hours	SAVE: No Save
	<p>Caster morphs into a mer-creature. Gender as caster chooses. In this form spells and speech are enabled. This form allows swimming and breathing underwater. Caster gains 20 HP while in this form. Damage taken follows back to normal form. It is possible for the caster to revert back and fall unconscious/dead.</p>									