

## Battle Actions/Prep

LEVEL	5	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	2 Squares	2x2 Squares	1 Minute	4 Hours	Brute Exited
Entangle									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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>UnEntangle</b>					8 pts	8 Squares	2x4 Squares	3 Rounds	10 Minutes		

LEVEL	11	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: BRU Can Move	GM
Sphere:Protection from Animals				12 pts	Touch	3x3x3 Sq Sphere	Initiative	1 Hour		

## Battle Defense

## Battle Offense

LEVEL	Stack	Cost	Range	Area of Effect	Roll Out	Duration	Save
1	99	4 pts	10 Squares	1 Target	Initiative	1 Round	No Save
<b>Rose Thorns</b>		Caster rolls a single ToHIT to be used for all thorns for this spell instance. Each spell instance creates 2d6 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.	FOCUS:Enhancements 1/2 level COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP				
3	2	4 pts	10 Squares	1 Mark	Initiative	1 Round	Skill HP=25
<b>Conjure Native Beetles</b>		A swarm may appear in a square adjacent to the target (if within AoE/Range). Conjures a swarm to attack nearest living creature, even if it is friendly. Beetles are NOT able to cross in/out of protection circles. Skill Save to increase the swarm HP from 15 to 25. Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d6	CREATE:Beetleroot Granules FOCUS:Save Roll +20 COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP				
8	1	8 pts	12 Squares	2x2 Squares	Initiative	1 Round	Resist (Skill/Non) 1/2 Damage
<b>Hail Stones Attack</b>		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 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				
11	99	2.4 pts	10 Squares	1 Target	Initiative	1 Round	No Save
<b>Power Attack Duel</b>		Power Types: SYL:Ice, STM:Elect, ORX:Force, EOL:Acid, DOK:Fire ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK. To be called AFTER this 'Class Power Attack' is mentioned & BEFORE damage is rolled. The GM may have to make a call if the Class Power Attack proceeds too quickly.	COUNTER: None				
12	99	18 pts	10 Squares	1 Target	Initiative	1 Round	Skill 1/2 Damage
<b>Ice Power Attack</b>		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 Wand 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.	FOCUS:Enhancements 1/2 level COUNTER:Class Power Attack Duel Spell				
12	3	12 pts	8 Squares	4 Sq High Tree	30 Minutes	12 Hours	No Save
<b>Tree House</b>		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.	CREATE:Pine Seeds of Tree House FOCUS:Enhancements 1/2 level COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 9 Duration +50% 6 SP				
13	99	16 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours	Brute Exit Circle
<b>Circle of Containment</b>		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.	FOCUS:Save Roll -20 COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP Lvl 16 AoE X2 16 SP				

## 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			
<b>Detect Magic</b>											

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			
<b>Divining Water</b>											

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			
<b>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).  
(Strsyl)

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	
<b>Determine True Name</b>													

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			
<b>Draw Up Ground Water</b>											

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			
<b>Increase Non-Magic Food</b>											

Barely visible red flames surrounds targetted prepared food.

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	Up to 21 Meals	10 Minutes	1 Hour			
<b>Improve Food</b>											

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

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				12 pts	4 Squares	Up To 150 Meals	2 Hours	Permanent	No Save
<b>Permanently Preserve Food</b>									
 <p>Requires food to be put into sealed containers. Max of 150 meals. Only mundane foods can be preserved. No magical food or containers.</p>									
									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:
				8 pts	Caster	1 Square	1 Minute	Permanent	No Save
<b>Draw Out Rain Water</b>									
 <p>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. Must have containers ready</p>									
									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
<b>Healing and Rest</b>									
LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	1 Square	1 Target	Initiative	Permanent	No Save
<b>Basic Force Heal 1d4/Tier</b>									
 <p>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.</p>									
									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:
				4 pts	Touch	1 Creature	Initiative	Permanent	No Save
<b>Basic Forced Healing</b>									
 <p>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</p>									
									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:
				8 pts	Touch	Recipient	30 Minutes	Til Damage	No Save
<b>Triggered Forced Healing 2d8</b>									
 <p>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.</p>									
									CREATE:Triggered Forced Health Dr. 1 🏠
									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:
				12 pts	15 Squares	1 Target	Initiative	Permanent	No Save
<b>Ranged Forced Healing 2d8+2 HP</b>									
 <p>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.</p>									
									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
<b>Light and Darkness</b>									
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Self	Varies	Initiative	2 Hours	No Save
<b>Swamp Lights (Greenish)</b>									
 <p>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.</p>									
									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	<b>3</b>		STACK	99	COST	4 pts	RANGE	Self	AREA OF EFFECT	3 Sq Dia Sphere	ROLL OUT	Initiative	DURATION	SAVE:	No Save
<b>Shadow of the Magi</b>															

Nae'ems

LEVEL	7	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Portal To Nae'Em				12 pts	PMP	Self+1	4 Minutes	5 Minutes		

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							

-Sylvan

## Natural Environment

LEVEL	3	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE
			4 pts	2 SqS per Tier	1 Sq cube per Tier	Initiative	Permanent	No Save
<b>Water to Steam (Reversible)</b>								

 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.

LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM
<b>Predict Weather</b>				4 pts	Self	Up to 5 Marks	1 Hour	1 Week	Weather Results	
	Barely visible sepia colored roots rise into the air, hover, then float down. Estimation of likely/known changes coming within the week. Predicts Weather patterns for a wk. GM rolls Save for caster, Save passed means info given to the caster is accurate.	FOCUS:Enhancements 1/2 level								

LEVEL	4	□ □	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE
<b>Water to Ice (Reversible)</b>					4 pts	2 Squares per Tier	1 Square cube per Tier	Initiative	Permanent	No Save

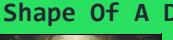
LEVEL	6	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Grow A Plant Canopy</b>				8 pts	12 Squares	3x3 Sq Area	5 Minutes	12 Hours		
	Barely visible auburn roots grow into saplings creating a light leafy canopy. Plant Canopy can cover 1 to 4 people. High winds can bring down the canopy. Very useful for/with rain and needed shade.								FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 14 Duration X2 8 SP	
LEVEL	7	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Water Breathing</b>				8 pts	Self	Self	1 Minute	1 Day		
	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 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 Disperse Spells
<b>Control Wind Sphere</b>				12 pts	18 Squares	5x20 Sq Area	10 Minutes	12 Hours		
	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	
LEVEL	15	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
<b>Control Water Currents</b>				16 pts	Self	4x4x4 SqS	10 Minutes	4 Hours		
	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 +20 8 SP Lvl 18 Range X4 10 SP Lvl 16 AoE X2 16 SP	
<b>Partner Cooperations</b>										
LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Post Yappy Camp Dog</b>				4 pts	Self	5 squares Radius	5 Minutes	8 Hours		
	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 small Sized dog. AC:13, HP:15, Attk:x1x1, Dmg:1d4.								FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 9 Duration +50% 6 SP Lvl 14 Damage X2 12 SP Lvl 16 AoE X2 16 SP	
LEVEL	3	NAE'EM	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Direct Rodent</b>				4 pts	Self	20 Squares	1 Minute	30 Min		
	A rodent (appropriate to the environment) appears. They are 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 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	3	NAE'EM	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Waterproof A LeanTo</b>				4 pts	Touch	1 Lean-To	10 Minutes	12 Hours		
	Brown roots grab and secure a lean-to to the ground. Requires a 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	

-Sylvan

## Shape Change

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE
<b>Shape Of A Dog</b>		4 pts	Self	Self	2 Minutes	8 Hours	No Save		

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

 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	3		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Shape Of A Plant</b>					4 pts	Self	1x2 Squares	1 Round	4 Hrs (Min 1 Hr)		

LEVEL	4		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Shape of A Familiar</b>					8 pts	Self	Self	6 Minutes	4 Hours		

LEVEL	8	NAE'M		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE	No Save
<b>Shape Of A Tree</b>						8 pts		Touch		1 tree		10 Minutes		4 Hrs			

