




Battle Defense

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	GM									
Wind Wall						4 pts	Self	1 creature (self)	Initiative	4 Rounds	Old AC is used										
	<p>Ghostly light brown roots rise and spiral around the caster.</p> <p>A single square whirlwind provides AC+4 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>											<div><p>FOCUS:Enhancements 1/2 level</p><p>COUNTER:Dispel Magic. Lvl:1</p><p>ENHANCEMENTS:</p><table><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></div>	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP	Lvl 16	AoE = 2 Targets	12 SP
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LEVEL	3	N/A/E/M		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	4 Sqs / Tier	1 Recipient	Initiative	4 Rounds		
Wind Wall For Hunter  <p>Recipient in the eye of storm. Wind gives AC+2 vs Ranged/Thrown. Recipient must be a Hunter. Wind Wall stays with Hunter. Skills aren't affected / blocked unless vulnerable to wind. This spell will not allow the Hunter to push into another occupied square.</p>												
										FOCUS: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		

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		
	<p>Caster rolls a single ToHIT to be used for all thorns for this spell instance.</p> <p>Each spell instance creates 2d6 thorns per Tier. Each Thorn does 1 HP dmg.</p> <p>Each spell instance must be directed to a single target.</p> <p>Caster can lob this spell over and to a target.</p> <p>Blundered ToHITS are not rolled on the chart and merely miss the target.</p>										FOCUS:Enhancements 1/2 level COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP

LEVEL	3		STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
Conjure Native Beetles					4 pts	10 Squares	1 Mark	Initiative	1 Round	HP=25	

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:


ENHANCEMENTS:


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


Food And Drink


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						4 pts	Touch	2 Skins/Tier	10 Minutes	Permanent	
<div><div></div><div><h3>Draw Up Ground Water</h3><p>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.</p></div></div>											
<div><div>FOCUS:+2 Skins extra</div><div>COUNTER: None</div><div>ENHANCEMENTS:</div><div><div>Lvl 10 Rollout Halved6 SP</div><div>Lvl 16 Rollout 1 Min8 SP</div></div></div>											




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 Non-Magic Food  <p>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.</p>											
										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											
<div><div><div><h3>Improve Food</h3><p>The caster focuses and yellow sparks streak to the food and swirls around it.</p><p>Improve Food - Improve Quality/Taste of non rations (& non-cumber food).</p><p>Does work on all non-poisoned / non-spoiled food.</p></div></div><div><p>FOCUS: Duration = 1 day</p><p>COUNTER: None</p><p>ENHANCEMENTS:</p><table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 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></div></div>													Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP	Lvl 16	AoE X2	16 SP
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

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Permanently Preserve Food				12 pts	4 Squares	Up To 150 Meals	2 Hours	Permanent	No Save
 <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>				<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</p>					


LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Basic Force Heal 1d4/Tier				4 pts	1 Square	1 Target	Initiative	Permanent	No Save
 <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>				<p>FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 14 Range At 3 Sqs 8 SP</p>					

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Basic Forced Healing				4 pts	Touch	1 Creature	Initiative	Permanent	No Save
 <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>				<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</p>					




LEVEL	2	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Triggered Forced Healing 2d8				8 pts	Touch	Recipient	30 Minutes	Til Damage	No Save
 <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>				<p>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</p>					





LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Swamp Lights (Greenish)				4 pts	Self	Varies	Initiative	2 Hours	No Save
 <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>				<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</p>					


LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Shadow of the Magi				4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds	No Save
 <p>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.</p>				<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</p>					


LEVEL	4	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Speak With Animals				4 pts	Touch	1 Animal	5 Minutes	4 Hours	Skill Can communicate	
 <p>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.</p>				<p>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</p>						




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 /Tier	1 Hour	Permanent											
<div></div> <p>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.</p>									<div>CREATE:Plant Growth Soil </div> <div>FOCUS:Enhancements 1/2 level </div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 20</td><td>AOE X4</td><td>20 SP</td></tr><tr><td>Lvl 16</td><td>AoE X2</td><td>16 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 20	AOE X4	20 SP	Lvl 16	AoE X2	16 SP
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LEVEL	2	STACK	0	COST	4 pts	RANGE	4 Squares	AREA OF EFFECT	4x4 Squares	ROLL OUT	10 Minutes	DURATION	Permanent	SAVE: Skill	Disease Gone										
Remove Plant Disease																									
		<p>Caster moves about while casting to cover the AoE evenly.</p> <p>Removes non-magic plant diseases and infestations with a Save.</p> <p>Is able to remove a plant disease from a plant creature.</p> <p>Doesn't affect plant monsters that are without disease.</p> <p>This will not remove conditions brought on by harsh weather.</p>										<div>CREATE:Plant Disease Powder </div> <div>FOCUS:Enhancements 1/2 level </div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 14</td><td>Save Roll +20</td><td>8 SP</td></tr><tr><td>Lvl 20</td><td>AOE X4</td><td>20 SP</td></tr><tr><td>Lvl 16</td><td>AoE X2</td><td>16 SP</td></tr></table>					Lvl 14	Save Roll +20	8 SP	Lvl 20	AOE X4	20 SP	Lvl 16	AoE X2	16 SP
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
LEVEL	3	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save						
			4 pts	2 Sqs per Tier	1 Sq cube per Tier	Initiative	Permanent								
Water to Steam (Reversible)															
	<p>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 captured a single 2 Square cube. Can be Dispelled by the 'Dispel Magic' spell.</p>								<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 6</td><td>Subtle Casting</td><td>4 SP</td></tr><tr><td>Lvl 20</td><td>Rollout Instant</td><td>16 SP</td></tr></table>	Lvl 6	Subtle Casting	4 SP	Lvl 20	Rollout Instant	16 SP
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LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
Predict Weather				4 pts	Self	Up to 5 Marks	1 Hour	1 Week	Weather Results		
<div><div></div><div><p>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.</p></div></div>											
										<div>FOCUS:Enhancements 1/2 level</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved6 SP</div>	

LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				4 pts	2 Sqs per Tier	1 Sq cube per Tier	Initiative	Permanent			
Water to Ice (Reversible)											
<div></div> <p>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 captured a single 2 Square cube. Can be Dispell'd by the 'Dispel Magic' spell.</p>											
										FOCUS:Enhancements 1/2 level	
										COUNTER: None	
										ENHANCEMENTS:	
Lvl 6 Subtle Casting										4 SP	
Lvl 20 Rollout Instant										16 SP	

Partner Cooperations

LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
Post Yappy Camp Dog						4 pts	Self	5 squares Radius	5 Minutes	8 Hours												
				1d2+1 small dogs appear and will stay 'on guard' within the AOE.								<div>FOCUS:Enhancements 1/2 level</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Damage X2</td><td>12 SP</td></tr><tr><td>Lvl 16</td><td>AoE X2</td><td>16 SP</td></tr></table>		Lvl 9	Duration +50%	6 SP	Lvl 14	Damage X2	12 SP	Lvl 16	AoE X2	16 SP
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Lvl 14	Damage X2	12 SP																				
Lvl 16	AoE X2	16 SP																				
				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.																		

LEVEL	3	NAE'EM		STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
						4 pts	Self	20 Squares	1 Minute	30 Min											
Direct Rodent																					
				<p>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.</p>																	
<p>FOCUS:Enhancements 1/2 level</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 6</td><td>Subtle Casting</td><td>4 SP</td></tr><tr><td>Lvl 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 6	Subtle Casting	4 SP	Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP	
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LEVEL3

NAE'EM

STACK1

COST4 pts

RANGETouch


AREA OF EFFECT1 Lean-To

ROLL OUT10 Minutes

DURATION12 Hours

SAVE: No Save

Waterproof A LeanTo



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 +18 SP
Lvl 18 Duration X410 SP
Lvl 9 Duration +50%6 SP

LEVEL4

NAE'EM

STACK1

COST8 pts

RANGE1/2 Mile


AREA OF EFFECTFamiliar

ROLL OUT2 Days

DURATIONPermanent

SAVE: Skill Nae'Em Kept

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 Halved6 SP
Lvl 4 Increase Aura-2 SP

Shape Change

LEVEL1

STACK1

COST4 pts

RANGESelf


AREA OF EFFECTSelf

ROLL OUT2 Minutes

DURATION8 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 Init12 SP
Lvl 10 Rollout Halved6 SP
Lvl 14 Duration X28 SP

LEVEL2

STACK1

COST4 pts

RANGESelf


AREA OF EFFECTSelf

ROLL OUT2 Minutes

DURATION2 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 Halved6 SP
Lvl 18 Duration X410 SP
Lvl 14 Duration X28 SP

LEVEL3

STACK1

COST4 pts

RANGESelf


AREA OF EFFECT1x2 Squares

ROLL OUT1 Round

DURATION4 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 Halved6 SP
Lvl 9 Range +50%6 SP
Lvl 14 Duration X28 SP

LEVEL4

STACK1

COST8 pts

RANGESelf


AREA OF EFFECTSelf

ROLL OUT6 Minutes

DURATION4 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 Casting4 SP
Lvl 12 Rollout Init12 SP
Lvl 14 Duration X28 SP