


## Battle Actions/Prep

LEVEL	5	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute	
<b>Entangle</b>				8 pts	2 Squares	2x2 Squares	1 Minute	4 Hours	Exited		



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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>UnEntangle</b>				8 pts	2 Squares	2x2 Squares	3 Rounds	4 Hours			



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 my 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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU	GM
<b>Protection vs Animals</b>				12 pts	Touch	3x3x3 Sq Sphere	Initiative	1 Hour	Can Move		



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

## Battle Defense

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	GM
<b>Wind Wall</b>				4 pts	Self	1 creature (self)	Initiative	4 Rounds	Old AC is used		



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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Wind Wall For Nae'Em Hunter</b>					4 pts	4 Sqs / Tier	1 Recipient	Initiative	4 Rounds		



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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
<b>Tornado Wall</b>				12 pts	Self	3x3 Squares	2 Rounds	10 Minutes			



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	
<b>Rose Thorns</b>				4 pts	10 Squares	1 Target	Initiative	1 Round			



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.

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

4 pts

RANGE

4 Squares

AREA OF EFFECT

1 Mark

ROLL OUT


Initiative

DURATION

2 Rounds

SAVE: Skill

HP=25



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

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

LEVEL

8

STACK

1

COST

8 pts

RANGE

12 Squares

AREA OF EFFECT

2x2 Squares

ROLL OUT


Initiative

DURATION

Permanent

SAVE: Resist (Skill/Non)

1/2 Damage



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

LEVEL

11

STACK

99

COST

2.4 pts

RANGE

10 Squares

AREA OF EFFECT

1 Target

ROLL OUT

Initiative

DURATION

1 Round

SAVE: Skill

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 & BEFORE damage is rolled.  
 The GM may have to make a call if the Class Power Attack proceeds too quickly.

COUNTER: None

LEVEL

12

STACK

99

COST

12 pts

RANGE

10 Squares

AREA OF EFFECT

1 Target

ROLL OUT

Initiative

DURATION

1 Round

SAVE: Skill

1/2 Damage

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.

FOCUS:Enhancements 1/2 level

COUNTER:Class Power Attack Duel Spell

ENHANCEMENTS:

Lvl 14	Save Roll -20	8 SP
Lvl 9	Range +50%	6 SP
Lvl 9	Damage +50%	8 SP

## Fences and Shelters

LEVEL

12

STACK

3

COST

12 pts

RANGE

8 Squares

AREA OF EFFECT

4 Sq High Tree


ROLL OUT

30 Minutes

DURATION

12 Hours

SAVE: No Save



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

## Find or Reveal

LEVEL

5

STACK

1

COST

8 pts

RANGE

2 Squares

AREA OF EFFECT

1-5 item

ROLL OUT


5 Minutes

DURATION

Instant

SAVE: Skill

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

8 pts

RANGE

1/4 Mark

AREA OF EFFECT

15 Sqs Deep

ROLL OUT


30 Minutes

DURATION

Permanent

SAVE: Skill

Found 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 8 pts

RANGE Touch


AREA OF EFFECT 1 Target

ROLL OUT 2 Minutes

DURATION Permanent

SAVE: Skill Varies

GM



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 24 pts


RANGE 4 Squares

AREA OF EFFECT 1 Item

ROLL OUT 2 Hours

DURATION Permanent

SAVE: Unskilled success



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

STACK 99

COST 4 pts


RANGE Touch

AREA OF EFFECT 2 Skins/Tier

ROLL OUT 10 Minutes

DURATION Permanent

SAVE: No Save



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



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 4 pts


RANGE 1 Square

AREA OF EFFECT 4 Meals

ROLL OUT 10 Minutes

DURATION 1 Hour

SAVE: No Save



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 12 pts


RANGE 4 Squares

AREA OF EFFECT 1 Square Cube

ROLL OUT 2 Hours

DURATION Permanent

SAVE: No Save



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 8 pts


RANGE Caster

AREA OF EFFECT 1 Square

ROLL OUT 1 Minute

DURATION Permanent

SAVE: No Save



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	4 pts	RANGE	1 Square	AREA OF EFFECT	1 Target	ROLL OUT	Initiative	DURATION	Permanent	SAVE:	No Save
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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	4 pts	RANGE	Touch	AREA OF EFFECT	1 Creature	ROLL OUT	Initiative	DURATION	Permanent	SAVE:	No Save
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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	8 pts	RANGE	Touch	AREA OF EFFECT	Recipient	ROLL OUT	30 Minutes	DURATION	Damage Taken	SAVE:	No Save
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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.

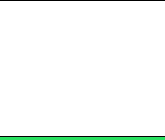
CREATE:Triggered Forced Health Dr  

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	12 pts	RANGE	15 or 22 sqs	AREA OF EFFECT	1 Target	ROLL OUT	Initiative	DURATION	Permanent	SAVE:	No Save
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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	4 pts	RANGE	Self	AREA OF EFFECT	Varies	ROLL OUT	Initiative	DURATION	2 Hours	SAVE:	No Save
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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	COST	4 pts	RANGE	Self	AREA OF EFFECT	3 Sq Dia Sphere	ROLL OUT	Initiative	DURATION	Conc +4 Rds	SAVE:	No Save
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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

# Nae'Ems

LEVEL	2	NAE'EM		STACK	99	COST	4 pts	RANGE	1 Square	AREA OF EFFECT	1 Recipient	ROLL OUT	2 Days	DURATION	Permanent	SAVE:	No Save
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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

COST


RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Skill



4 pts


Touch

1 Animal

5 Minutes

4 Hours

Can communicate



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

COST


RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Skill -20



12 pts


2 Squares

1 Recipient

4 Hours

EOY

Ae'Em Created



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

COST


RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save




16 pts

1 Square

1 Recipient

4 Days

Permanent



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

COST


RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save




12 pts

PMP

Self+1

4 Minutes

5 Minutes



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

COST


RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save




8 pts

PMP

1 Ae'Em, 1 sq above

5 Minutes

1 Hour



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)



36 pts


Touch

1 Item

4 Days

Permanent

Connected



Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollou  
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 2



STACK 99

COST


RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save




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

COST4 pts

RANGE4 Squares

AREA OF EFFECT4x4 Squares

ROLL OUT10 Minutes

DURATIONPermanent

SAVE: SkillDisease 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 3

STACK

COST4 pts

RANGE2 Sqs per Tier

AREA OF EFFECT1 Sq cube per Tier

ROLL OUTInitiative

DURATIONPermanent

SAVE: No Save

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.

COUNTER: None

ENHANCEMENTS:

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

LEVEL 4

STACK 1

COST4 pts

RANGESelf

AREA OF EFFECTUp to 5 Marks

ROLL OUT1 Hour

DURATION1 Week

SAVE: SkillWeather Results

GM

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
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LEVEL 4

STACK 1

COST4 pts

RANGE2 Sqs per Tier

AREA OF EFFECT1 Sq cube per Tier

ROLL OUTInitiative

DURATIONPermanent

SAVE: No Save

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 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

LEVEL 6

NAE'EM

STACK 99

COST6 pts

RANGE4 Sqs

AREA OF EFFECT1 Animal

ROLL OUT1 Minute

DURATIONPermanent

SAVE: No Save

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 Init	12 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL 6

STACK 3

COST8 pts

RANGE12 Squares

AREA OF EFFECT3x3 Sq Area

ROLL OUT5 Minutes

DURATION12 Hours

SAVE: No Save

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

COST8 pts

RANGESelf

AREA OF EFFECTSelf

ROLL OUT1 Minute

DURATION1 Day

SAVE: No Save

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

COST12 pts

RANGE18 Squares

AREA OF EFFECT5x20 Sq Area

ROLL OUT10 Minutes

DURATION12 Hours

SAVE: Skill  
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

COST1 pt

RANGESelf

AREA OF EFFECT10 Square Radius

ROLL OUT4 Minutes

DURATION8 Hours

SAVE: No Save



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 Casting 4 SP  
Lvl 10 Rollout Halved 6 SP  
Lvl 9 Duration +50% 6 SP

LEVEL 2

STACK 3

COST4 pts

RANGESelf

AREA OF EFFECT5 squares Radius

ROLL OUT5 Minutes

DURATION8 Hours

SAVE: No Save



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 X2 12 SP  
Lvl 16 AoE X2 16 SP

LEVEL 3

NAE'EM

STACK 1

COST4 pts

RANGETouch

AREA OF EFFECT1 Lean-To

ROLL OUT10 Minutes

DURATION2 Hours

SAVE: No Save



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

COST4 pts

RANGESelf

AREA OF EFFECT20 Squares

ROLL OUT1 Minute

DURATION30 Min + Ken

SAVE: No Save



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

COST8 pts

RANGE1/2 Mile

AREA OF EFFECTFamiliar

ROLL OUT2 Days

DURATIONPermanent

SAVE: Skill  
Nae'Em Kept



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

COST16 pts

RANGE1/4 Mile

AREA OF EFFECTFamiliar

ROLL OUT1 Day

DURATIONPermanent

SAVE: Resist (Skill/Non)





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	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
6		1	20 pts	2 Marks	Familiar	1d4 Days	Permanent	Skill Nae'Em Kept




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	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
7		3	8 pts	self	1 Mark + Rep	20 Minutes	2 Hours	No Save




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	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8		3	8 pts	Self	1 Wolverine	1 Minute	2 Hours	No Save




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	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8		1	8 pts	12 Squares	1 Target	2 Rounds	2 Hours	No Save




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	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
9		3	12 pts	16 Squares	1 Image	1 Minute	2 Hours	No Save



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	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1		1	4 pts	Self	Self	2 Minutes	8 Hours	No Save




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 whinning, 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	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
2		1	4 pts	Self	Self	10 Minutes	2 Hours	No Save



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



LEVEL3

STACK1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

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

LEVEL4

STACK1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

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

LEVEL5

STACK9

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

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

LEVEL7

STACK1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Shape Of A Wolf



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).

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 12

Rollout Init

12 SP

Lvl 10

Rollout Halved

6 SP

Lvl 18

Duration X4

10 SP

LEVEL8

NAE'EM



STACK1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Shape Of A Tree



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.)

FOCUS:Enhancements 1/2 level

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 20

Rollout Instant

16 SP

Lvl 10

Rollout Halved

6 SP

Lvl 14

Duration X2

8 SP

LEVEL9

STACK1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Shape Of A Bear



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).

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 4

Increase Aura

-2 SP

Lvl 9

Duration +50%

6 SP

LEVEL11

STACK99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Shape Of A Hawk



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).

FOCUS:Enhancements 1/2 level

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 16

Rollout 1 Min

8 SP

Lvl 14

Duration X2

8 SP