





Battle Actions/Prep


LEVEL	5	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute Exited	
				8 pts	2 Squares	2x2 Squares	1 Minute	4 Hours			
 <p>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.</p>											
										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	
				8 pts	8 Squares	2x4 Squares	3 Rounds	10 Minutes			
 <p>Easily clears away natural materials, like roots, vines, branches, or brambles. If no root/vine/branch are in the environment then there are no changes and no SP cost. Often can remove the non-plant materials to clear out an Impedence trap, Some traps and situations may require a SKL Save for the spell to succeed.</p>											
										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 Can Move	GM
				12 pts	Touch	3x3x3 Sq Sphere	Initiative	1 Hour			
 <p>The animal must pass the Save vs Unskilled to enter or exit the sphere, 'Animals' are uncivilized creatures found in real life.</p>											
										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) Old AC is used	GM
				4 pts	Self	1 creature (self)	Initiative	4 Rounds			
 <p>Ghostly light brown roots rise and spiral around the caster. A single square whirlwind provides AC+4 vs Ranged/Thrown attacks. Tornado stays with caster as they move, but cannot push into occupied square. Casting is not affected by the tornado unless the spell is vulnerable to wind. This can NOT be combined with other spells such as Heat Wave Wall.</p>											
										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
					4 pts	4 Sqs / Tier	1 Recipient	Initiative	4 Rounds		
 <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	

LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
				12 pts	Self	3x3 Squares	2 Rounds	10 Minutes			
 <p>A wind whips small loose debris from area back and forth in front of caster. AC+4 vs Melee/Ranged/Thrown/Spells which protects the caster from attacks. All people in the adjacent squares to the casters take 1d4 damage each round. Melee attackers: Debris causes attackers to take 1d4 damage. Thrown/Ranged attackers: Does NOT affect attackers.</p>											
										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	
				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. 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.</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 4 pts	RANGE 10 Squares	AREA OF EFFECT 1 Mark	ROLL OUT Initiative	DURATION 1 Round	SAVE: Skill HP=25	
Conjure Native Beetles 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

LEVEL 8		STACK 1	COST 8 pts	RANGE 12 Squares	AREA OF EFFECT 2x2 Squares	ROLL OUT Initiative	DURATION 1 Round	SAVE: Resist (Skill/Non) 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 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: No Save	
Power Attack Duel 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

LEVEL 12		STACK 99	COST 18 pts	RANGE 10 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: Skill 1/2 Damage	
Ice Power Attack 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 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	
Tree House 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	
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 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	
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

COST8 pts

RANGETouch


AREA OF EFFECT1 Target

ROLL OUT2 Minutes

DURATIONPermanent

SAVE: SkillVaries

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). (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

COST24 pts

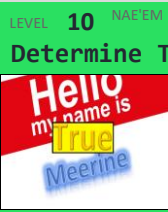
RANGE4 Squares

AREA OF EFFECT1 Item

ROLL OUT2 Hours

DURATIONPermanent

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

LEVEL 1

STACK 99

COST4 pts


RANGETouch

AREA OF EFFECT2 Skins/Tier

ROLL OUT10 Minutes

DURATIONPermanent

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

COST4 pts


RANGE2 Squares

AREA OF EFFECT1-21 Meals

ROLL OUT10 Minutes

DURATIONPermanent

SAVE: No Save



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

COST4 pts


RANGE1 Square

AREA OF EFFECTUp to 21 Meals

ROLL OUT10 Minutes

DURATION1 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

COST12 pts


RANGE4 Squares

AREA OF EFFECTUp To 150 Meals

ROLL OUT2 Hours

DURATIONPermanent

SAVE: No Save



Requires food to be put into sealed containers. 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

COST8 pts


RANGECaster

AREA OF EFFECT1 Square

ROLL OUT1 Minute

DURATIONPermanent

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. Must have containers ready


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		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1		1						No Save
Basic Force Heal 1d4/Tier								
			4 pts	1 Square	1 Target	Initiative	Permanent	
		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: <div> Lvl 18 Range X4 10 SP Lvl 14 Range At 3 Sqs 8 SP </div>

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Basic Forced Healing						4 pts	Touch	1 Creature	Initiative	Permanent		
<div>  <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> </div>												
											FOCUS: Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP	

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

LEVEL

12

STACK

99

COST

12 pts

RANGE

15 Squares

AREA OF EFFECT

1 Target

ROLL OUT

Initiative


DURATION

Permanent

SAVE:

No Save

Ranged Forced Healing 2d8+2 HP



Cast from a distance away to shock (w/ damage) then heal.

Roll dice (2d8+2) and use the result to apply damage, then use double the same result and apply healing.

FOCUS:Enhancements 1/2 level

COUNTER: None


ENHANCEMENTS:

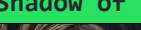
Lvl 20 Rollout Instant 16 SP

Lvl 9 Range at 1 Sq 6 SP

Lvl 14 Duration X2 8 SP

Light and Darkness

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Self	Varies	Initiative	2 Hours			
						<p>With a twirling of the fingers the caster brings about light!</p> <p>No Focus = Candle power. With Focus caster can set power.</p> <p>This spell does stay fixed in relation to the caster, right above them.</p>						<div>CREATE:Calming Green Candle</div> <div>FOCUS:Enhancements 1/2 level</div> <div>COUNTER:Dispel Magic. Lvl:1</div> <div>ENHANCEMENTS:</div> <div>Lvl 6 Subtle Casting4 SP</div> <div>Lvl 18 Duration X410 SP</div> <div>Lvl 14 Duration X28 SP</div>	


LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Shadow of the Magi				4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds	
 <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>				<div> <div>CREATE: Dust of Darkness</div> <div>FOCUS: Dur=10 rds (No conc)</div> <div>COUNTER: Dispel Magic. Lvl:1</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 20 Rollout Instant</div> <div>Lvl 16 AoE X2</div> </div> <div> <div>16 SP</div> <div>16 SP</div> </div> </div>					

Nae'Ems

LEVEL

4

NAE'EM



STACK

1

COST

4 pts

RANGE

Touch

AREA OF EFFECT

1 Animal

ROLL OUT


5 Minutes

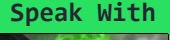
DURATION

4 Hours

SAVE: Skill

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	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill -20 Ae'Em Created
						12 pts	2 Squares	1 Recipient	4 Hours	EOY	




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	10	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) Connected
						36 pts	Touch	1 Item	4 Days	Permanent	



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

Natural Environment

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						4 pts	tes normal healthy g	4x4 Sqs /Tier	1 Hour	Permanent	



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

CREATE:Plant Growth Soil


FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 20	AOE X4	20 SP
Lvl 16	AOE X2	16 SP

LEVEL	2			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Disease Gone
						4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent	



Caster moves about while casting to cover the AoE evenly.
 Removes non-magic plant diseases and infestations with a Save.
 Is able to remove a plant disease from a plant creature.
 Doesn't affect plant monsters that are without disease.
 This will not remove conditions brought on by harsh weather.

CREATE:Plant Disease Powder

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

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

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3			4 pts	2 Sqs per Tier	1 Sq cube per Tier	Initiative	Permanent	No Save
Water to Steam (Reversible)								
			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
4		1	4 pts	Self	Up to 5 Marks	1 Hour	1 Week	Skill Weather Results GM
Predict Weather								
			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 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP
4		1	4 pts	2 Sqs per Tier	1 Sq cube per Tier	Initiative	Permanent	No Save
Water to Ice (Reversible)								
			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
6	NAE'EM 	99	6 pts	4 Sqs	1 Animal	1 Minute	Permanent	SKL
Animal Healing								
			Heal 2d8+4 to domestic or wild woodland animals. A minor bond is created and the caster attempts to use this temporary bond.					CREATE:Animal Healing Nutrients FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP
6		3	8 pts	12 Squares	3x3 Sq Area	5 Minutes	12 Hours	No Save
Grow A Plant Canopy								
			Barely visible auburn roots grow into saplings creating a light leafy canopy. Plant Canopy can cover 1 to 4 people. High winds can bring down the canopy. Very useful for/with rain and needed shade.					FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 14 Duration X2 8 SP
7		9	8 pts	Self	Self	1 Minute	1 Day	No Save
Water Breathing								
			Caster is able to breath while under water. But is NOT able to breath out of water! Can be used in fresh or sea water. But the water must be un-polluted. The caster to be able to talk when underwater.					CREATE:Water Breathing Leaf FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 12 Rollout Init 12 SP Lvl 6 AOE = Self +1 6 SP
10		1	12 pts	18 Squares	5x20 Sq Area	10 Minutes	12 Hours	Skill Disperse Spells
Control Wind Sphere								
			Barely visible tan roots Whip Into A Wind Column And drift away. Caster can manage the general direction and speed of wind within Sphere. Can do direction changes by compass directions (N,NE,E,SE,S,SW,W,NW). Can do speed changes from quarter speed to double speed. Does create enough air movement to clear most cloud spells and disperse them.					COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 12 Range X2 8 SP Lvl 16 AoE X2 16 SP

Partner Cooperations

LEVEL 2

STACK 1

COST4 pts

RANGESelf


AREA OF EFFECT5 squares Radius

ROLL OUT5 Minutes

DURATION8 Hours

SAVE: No Save

Post Yappy Camp Dog



1d2+1 small dogs appear and will stay 'on guard' within the AoE.

These dogs will not engage unless they personally are not able to stay out of the fight. However, they will not stop barking at intruders unless ordered by caster.

Stats: 1 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

STACK 5

COST4 pts

RANGESelf


AREA OF EFFECT20 Squares

ROLL OUT1 Minute

DURATION30 Min

SAVE: No Save

Direct Rodent



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

STACK 1

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 +1	8 SP
Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP

LEVEL 4

NAE'EM

STACK 1

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 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: SKL

Familiar Found

Summon Canine Familiar



Timid common canine is bound to the caster.

Any breed of common dog that is not known for specifically aggression can be summoned.

After Rollout the animal learns enough to attempt rough communication via the Nae'Em.

AC:15/15, Attk 1x1, Init+4, ToHit+8, Dmg:1d6, Move=12.

FOCUS: Nae'Em break= fails

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 4	Increase Aura	-2 SP
Lvl 9	Alter Hair/Whiskers/F	6 SP

LEVEL 6

NAE'EM

STACK 1

COST20 pts

RANGE2 Marks

AREA OF EFFECTFamiliar


ROLL OUT1d4 Days

DURATIONPermanent

SAVE: Skill

NAe'Em Kept

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, Dmg:1d4, HP:80, Move=18 or burst of 30.

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 4	Increase Aura	-2 SP
Lvl 9	Alter Hair/Whiskers/F	6 SP

LEVEL 7

NAE'EM

STACK 1

COST8 pts

RANGEself


AREA OF EFFECT1 Mark

ROLL OUT20 Minutes

DURATION2 Hours

SAVE: No Save

Call 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, Move=18/24.


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	12 Squares	1 Target	2 Rounds	2 Hours	No Save




Hunter gains +2 to AC vs Missiles.
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:
8		3	8 pts	Within 6 Squares	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 a Nae'Em.
HP:50 AC:18/15 Attk:x2x2 Init&ToHit+6 Dmg:1d8 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:
9		3	12 pts	16 Squares	1 Wolf	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:19/18 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 whinnying, except with Nae'Em use.


FOCUS:Enhancements 1/2 level

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

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

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
2		1	4 pts	Self	Self	2 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

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3		1	4 pts	Self	1x2 Squares	1 Round	4 Hrs (Min 1 Hr)	No Save





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

COUNTER: None

ENHANCEMENTS:

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

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4		1	8 pts	Self	Self	6 Minutes	4 Hours	No Save



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

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

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

LEVEL

5

STACK

1

COST

8 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

1 Minute

DURATION

1 Day

SAVE: No Save

Shape Of A Dolphin



Caster becomes a medium sized mundane dolphin.

HP=40, AC=25/22, x1x1 +0/+10/2d6, Move=15 or burst at 18 (1 per 10 Min)

Recipient is not able to talk while breathing water. Bludgeon attack: 1x 2d6.

Loss of points beyond 40 will revert the caster back to normal form with that damage.They will be able to hear underwater well (+20 to Saves regarding hearing and smells).

FOCUS:Enhancements 1/2 level

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 12 Rollout Init12 SP

Lvl 10 Rollout Halved6 SP

Lvl 18 Duration X410 SP

LEVEL

7

STACK

1

COST

8 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

1 Minute

DURATION

4 Hours

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 Init12 SP

Lvl 10 Rollout Halved6 SP

Lvl 18 Duration X410 SP

LEVEL

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

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 Instant16 SP

Lvl 10 Rollout Halved6 SP

Lvl 14 Duration X28 SP

LEVEL

9

STACK

1

COST

12 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

5 Minutes

DURATION

2 Hours

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 +8/+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 Halved6 SP

Lvl 4 Increase Aura-2 SP

Lvl 9 Duration +50%6 SP

LEVEL

11

STACK

99

COST

12 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

4 Minutes

DURATION

4 Hours

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 Halved6 SP

Lvl 16 Rollout 1 Min8 SP

Lvl 14 Duration X28 SP