

Battle Actions/Prep									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
5	8 pts	Entangle	Vines blend & wait for their victim. Anyone within the AoE must Save to move a square until out.	2 Squares	2x2 Squares	4 Hours	1 Minute	Brute	3
7	8 pts	UnEntangle	Clears AOE of bramble. Some situations may require SKL Save.	8 Squares	2x4 Squares	10 Minutes	3 Rounds	none	3
11	12 pts	Sphere:Protection from Animals	Animal must pass Unskilled Save to enter/exit the sphere.	Touch	3x3x3 Sq Sphere	1 Hour	Initiative	BRU	1
14	16 pts	Call An Attack Bear	Calls a bear to be ready for a battle. HP:200 AC:16 Attk:x2 ToHit+12 Dmg:2d10 Move:15	Self	15 Squares	2 Hours	1 Minute	None	2

Battle Defense									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Wind Wall	Gives +4 AC protection vs Thrown & Ranged. Moves with caster. Not into occupied squares.	Self	1 creature (self)	4 Rounds	Initiative	Resist (Skill/N	1
3	4 pts	Wind Wall For Hunter	Creates wall of wind around the Hunter. Wind storm gives AC+2 vs Ranged/Thrown. (Not Melee)	4 Sqs / Tier	1 Recipient	4 Rounds	Initiative	None	1
10	12 pts	Tornado Wall	Adjacent squares to the casters take 1d4 damage each round. Caster gains +4 to AC to ALL normal attacks.	Self	3x3 Squares	10 Minutes	2 Rounds	Resist (Skill/N	1
End									

Battle Offense									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Rose Thorns	1 Target requires a ToHit +4 and can be lobbed. Delivers 2d6 Damage/Tier, Blunders=missed,	10 Squares	1 Target	1 Round	Initiative	None	99
3	4 pts	Conjure Native Beetles	Skill Save: Pass= HP 25, Fail=HP 15. Attk:x1x1, ToHit+4 AC:12, Dmg: 1d6. Cannot cross protection circles.	10 Squares	1 Mark	1 Round	Initiative	Skill	2
8	8 pts	Hail Stones Attack	A white cloud rises over the area, and throws down hail. Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage.	12 Squares	2x2 Squares	1 Round	Initiative	Resist (Skill/N	1
11	2.4 pts	Power Attack Duel	ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTAC INTERRUPT: SYL-Ice, STM-Elect, VEN-Force, DOK-Fire	10 Squares	1 Target	1 Round	Initiative	none	99
12	18 pts	Ice Power Attack	Direct Dmg 5d10+ACU. Dmg+ by Enhancement & Focus Staff. No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.	10 Squares	1 Target	1 Round	Initiative	Skill	99

Fences and Shelters									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
12	12 pts	Tree House	Requires a tree (not a sapling), to start the spell. 60 HP. When closed blocks most sounds & light. Houses 10 people.	8 Squares	4 Sq High Tree	12 Hours	30 Minutes	None	3
13	16 pts	Circle of Containment	Inhibits creatures from leaving the circle, not the caster. Those that are inside must Save to exit.	Touch	3 Sq Rad Circle	4 Hours	10 Minutes	Brute	99

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19	20 pts	Fort of Thorns	Temporary protected encampment. Walls 2 sq high x 1 deep. No roof. AC:8 HP:50/sq.	12 Squares	10x10 squares	12 Hours	30 Minutes	None	1
End									

Find or Reveal									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
5	8 pts	Detect Magic	Item glows if magical. Brightness depends on power of magic. Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind.	2 Squares	1-5 item	Instant	5 Minutes	Skill	1
5	8 pts	Divining Water	Age old method to find where to dig a well. Save Roll. . . Artic/Tropic: +20, Temperate: +0, Arid/Desert: -40.	1/4 Mark	15 Sqs Deep	Permanent	30 Minutes	Skill	1
6	8 pts	Dispel Magic	See the list of spells this affects in Full Descriptions	Touch	1 Target	Permanent	2 Minutes	Skill	99
10	24 pts	Determine True Name	Caster attempts to locate clues to find a True Name.	4 Squares	1 Item	Permanent	2 Hours	Unskilled	99

Food And Drink									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Draw Up Ground Water	Capture wanter in containers. Area=1/4 mark. Repeats may fail. Temp & Tropic= 2 skins/Tier. Arid & Arctic= 2 skins.	Touch	2 Skins/Tier	Permanent	10 Minutes	None	99
2	4 pts	Increase Non-Magic Food	All within backpack: Food x2 and the resulting food. Only mundane doubled. (not this food)	2 Squares	1-21 Meals	Permanent	10 Minutes	None	3
4	4 pts	Improve Food	Improve Quality/Taste of non-cumber food. Works on all non-poisoned / non-spoiled food.	1 Square	Up to 21 Meals	1 Hour	10 Minutes	None	99
4	12 pts	Permanently Preserve Food	Requires food to be put into sealed containers. Max 150 meals within sealed containers.	4 Squares	Up To 150 Meals	Permanent	2 Hours	None	99
5	8 pts	Draw Out Rain Water	Create a cloud to rain water down. Must have containers. Desert & hot environments limit this spell.	Caster	1 Square	Permanent	1 Minute	None	99
End									

Healing and Rest									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Basic Force Heal 1d4/Tier	roll 1d4 per caster Tier. Apply as force damage, then x2 as healing.	1 Square	1 Target	Permanent	Initiative	None	1
1	4 pts	Basic Forced Healing	Roll 1d6. Damage x1 then Heal x2 May knock out / kill the recipient if HP is brought too low.	Touch	1 Creature	Permanent	Initiative	None	99
2	8 pts	Triggered Forced Healing 2d8	This is a delayed forced healing, triggered by taking damage, Dmg triggers 2d8 rolled. Dmg first, then 2x Healing.	Touch	Recipient	Til Damage	30 Minutes	None	9
12	12 pts	Ranged Forced Healing 2d8+2 HP	Energy from throughout the body is force to an injury. Roll 2d8+2. Dmg x1. Then Heal x2.	15 Squares	1 Target	Permanent	Initiative	None	99

Light and Darkness									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack

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1	4 pts	Swamp Lights (Greenish)	'Candle' light. Candle= 1 sq	Self	Varies	2 Hours	Initiative	None	99
3	4 pts	Shadow of the Magi	Darkness centered just above caster. Duration of concentration + 4 rounds.	Self	3 Sq Dia Sphere	Conc +4 Rds	Initiative	None	99
End									

Nae'Ems

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
4	4 pts	Speak With Animals	Domesticated = No Save. Non-Domesticated = Skill Save. Speak and understand domesticated animals, large and small.	Touch	1 Animal	4 Hours	5 Minutes	Skill	1
6	12 pts	Create Animal Ae'Em	Willing animal & caster connect. Save required.	2 Squares	1 Recipient	EOY	4 Hours	Skill -20	3
7	16 pts	Create Permanent Nae'Em	Can mentally talk with a bonded person when on same plane. Resetting: 1 hr @ location or 2 days not @ location.	1 Square	1 Recipient	Permanent	4 Days	None	10
7	12 pts	Portal To Nae'Em	Caster or Nae'Em must be first to pass through. Can't be created unless Nae'Em agrees to the portal.	PMP	Self+1	5 Minutes	4 Minutes	None	1
7	8 pts	View An Animal (Ae'Em)	Top down view from about 1 square above the animal. Allows only 1 word basic communication.	PMP	1 Ae'Em, 1 sq abov	1 Hour	5 Minutes	None	1
11	36 pts	Connect to Focus Item	Creates connection between caster and a Arcane Focus Item.	Touch	1 Item	Permanent	4 Days	Resist (Skill/N	1
14	48 pts	Bestow House Authority	Keep your House Organized. Can tell if a follower is true. Creates A House for the character.	1 Recipient	1 Target	Permanent	1 Week	None	99
20	20 pts	Vae'Em Natural Landmark	Designate a Vae'Em to portal back to. Location becomes a destination for portals/scrys.	PMP	3x3 Squares	Permanent	4 Hours	None	99

Natural Environment

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
2	4 pts	Plant Growth	Growth will begin as if the conditions optimum. Growth of 4 weeks in 1 hour. Magic plants not affected.	Promotes normal he 4x4 Sqs /Tier		Permanent	1 Hour	None	99
2	4 pts	Remove Plant Disease	Removes non-magic plant diseases and infestations with a Save. Also can help plant creatures.	4 Squares	4x4 Squares	Permanent	10 Minutes	Skill	0
3	4 pts	Water to Steam (Reversible)	Sylvan Magic to change Water into Steam. Or Steam into Water. Resulting steam MAY cause 2 HP damage per caster Tier.	2 Sqs per Tier	1 Sq cube per Tier	Permanent	Initiative	None	
4	4 pts	Predict Weather	Gives best estimation current environment. Estimated likely/known changes coming within the week.	Self	Up to 5 Marks	1 Week	1 Hour	Skill	1
4	4 pts	Water to Ice (Reversible)	Almost instantly change Water to Ice, or vice sa versa. Resulting steam MAY cause 2 HP damage per caster Tier.	2 Sqs per Tier	1 Sq cube per Tier	Permanent	Initiative	None	1
6	6 pts	Animal Healing	A temporary minor bond is created during this spell. Heal 2d8+4 to domestic/wild woodland animals.	4 Sqs	1 Animal	Permanent	1 Minute	SKL	99
6	8 pts	Grow A Plant Canopy	Very useful for/with rain and needed shade. Plant Canopy covers 1 to 4 people. Save vs High winds.	12 Squares	3x3 Sq Area	12 Hours	5 Minutes	None	3

7	8 pts	Water Breathing	Can breath fresh/sea water and talk. Does not protect against polluted water.	Self	Self	1 Day	1 Minute	None	9
10	12 pts	Control Wind Sphere	Directions: N,NE,E,SE,S,SW,W, or NW. Speed: 1/4 to x2.	18 Squares	5x20 Sq Area	12 Hours	10 Minutes	Skill	1
15	16 pts	Control Water Currents	manage the general direction and speed of water Directions: N,NE,E,SE,S,SW,W, or NW. Speed: 1/4 to x2.	Self	4x4x4 Sqs	4 Hours	10 Minutes	Skill	1

Partner Cooperations									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
2	4 pts	Post Yappy Camp Dog	1 Dogs brought by the caster. w/AC:13, HP:15, Attk:1, Dmg:1d4, Move=6.	Self	5 squares Radius	8 Hours	5 Minutes	None	1
3	4 pts	Direct Rodent	A small, often un-noticed, rodent appears. HP=6, AC=19, Attk=x1, Init/ToHit=0, Dmg=1d4.	Self	20 Squares	30 Min	1 Minute	None	5
3	4 pts	Waterproof A LeanTo	LeanTo is dryer, stronger, and set for +2 ppl. Lean-To first, then magic to make it better.	Touch	1 Lean-To	12 Hours	10 Minutes	None	1
4	8 pts	Summon Feline Familiar	Medium sized mundane/common looking cat. HP=30, AC:15/15, Attk x1x1, Init+6, HIT+6, Dmg:1d6, Move=15	1/2 Mile	Familiar	Permanent	2 Days	Skill	1
5	16 pts	Summon Canine Familiar	Timid common canine is bound to the caster. HP=40, AC:15/15, Attk x1x1, Init+8, HIT+8, Dmg:1d6, Move=12	1/4 Mile	Familiar	Permanent	1 Day	SKL	1
6	20 pts	Summon Equine Familiar	Riding horse Nae'Em bonds to the caster. HP=80, AC:15/15, Attk x1x1, Init+0, HIT+0, Dmg:1d4, Move=24.	2 Marks	Familiar	Permanent	1d4 Days	Skill	1
7	8 pts	Call Corvus	Single bird to observe for the caster. HP=15, AC=22, Attk=x1, Init/ToHit=0, Dmg=1d6, Move=18/24	self	1 Mark	2 Hours	20 Minutes	None	1
8	8 pts	Aid Hunter vs Missiles	Hunter gains +2 to AC vs Missiles. No effect vs other kinds of attack.	12 Squares	1 Target	2 Hours	2 Rounds	None	3
8	8 pts	Call Wolverine Defender	A small bear-like weasel to defends the caster. HP:50 AC:18/15 Attk:x2x2 Init&ToHit+6 Dmg:1d8 Move:12	Within 6 Squares	1 Wolverine	2 Hours	1 Minute	None	3
9	12 pts	Call Wolf Protector	Brings a wolf to defend the caster. Move:15, HP:80 AC:19/18 Attk:x2x2 Init&ToHit+8 Dmg:1d10	16 Squares	1 Wolf	2 Hours	1 Minute	None	3

Shape Change									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Shape Of A Dog	Physically changes to a dog, no spell casting. HP:20. AC=20/18, Attkx2, Init & ToHit+8, Dmg=1d6, Move:18	Self	Self	8 Hours	2 Minutes	None	1
2	4 pts	Shape Of A Deer	Shifts into a medium sized mundane deer (Buck or Doe). HP=30, AC=26/18, Attk:x1, Init+12, Dmg=1d6, Move: 26/36	Self	Self	2 Hours	2 Minutes	None	1
3	4 pts	Shape Of A Plant	Plant form: 1x1 or 1x2. Verticle or Horizontal. Can hear/feel. Can NOT see/speak/cast. AC=8. HP=Caster	Self	1x2 Squares	4 Hrs (Min 1 Hr	1 Round	None	1
4	8 pts	Shape of A Familiar	Takes a form similar of a current Familiar. Casters HP. Familiars Attk, Init, ToHit, Dmg, and movement.	Self	Self	4 Hours	6 Minutes	None	1

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5	8 pts	Shape Of A Dolphin	Caster becomes a medium sized mundane dolphin HP=40, AC=25/22, Attkx1, Init+0, ToHit+10, Dmg=2d6, Move:15	Self	Self	1 Day	1 Minute	None	1
7	8 pts	Shape Of A Wolf	Shifts into a medium sized wolf. HP=50, AC=22/20, Attkx2, Init & ToHit+8, Dmg=2d6, Move:15/18	Self	Self	4 Hours	1 Minute	None	1
8	8 pts	Shape Of A Tree	Caster can allow others to hide with them. (1 per Tier) Can hear/feel. Can NOT see/speak/cast. AC=8. HP=Caster	Touch	1 tree	4 Hrs	10 Minutes	None	1
9	12 pts	Shape Of A Bear	Sylvan morphs into a medium sized common brown bear. HP=70, AC=25/20, Attksx2x3, Init/ToHit+8, Dmg=2d8, Move:15	Self	Self	2 Hours	5 Minutes	None	1
11	12 pts	Shape Of A Hawk	Shifts into a medium sized mundane Hawk. HP=25, AC=32/27, Attks:x1, Init & ToHit +0, Dmg=1d8, Fly=20	Self	Self	4 Hours	4 Minutes	None	99
13	16 pts	Shape Of A Satyr	Morphs into Satyr (Half man, Half Goat) Able to speak & cast. Move@ 150% sqs (1 hr / day). HP+10.	Self	Self	4 Hours	5 Minutes	None	1
15	16 pts	Shape Of A Centaur	Shifts into existing half horse, half man Able to speak & cast. Move@ 150% Marks. HP+20.	Self	Self	6 Hours	8 Minutes	None	1
16	16 pts	Shape Of A Mer Person	Morphs into a mer-creature. Gender as caster chooses. Able to speak & cast. Swim & breath water. HP+20.	Touch	Self	8 Hours	20 Minutes	None	1
18	20 pts	Shape Of A Harpy	Changes into a Harpy. (Haggard vulture-like bird / person) +30 HP. Can speak, & cast. Can fly/dive:18/24 (1/min).	self	self	2 Hours	8 Minutes	None	1