

Battle Defense

Battle Offense

Food And Drink

LEVEL	1	□ □	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Draw Up Ground Water					4 pts	Touch	2 Skins/Tier	10 Minutes	Permanent		

LEVEL	2		STACK	3	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Increase Food (x2)					4 pts		2 Squares	1-21 Meals	10 Minutes	Permanent		

LEVEL	4		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Improve Food					4 pts	1 Square	4 Meals	10 Minutes	1 Hour		

-Sylvan

Healing and Rest

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Sylvan	Forced Healing 1d6 HP			4 pts	Touch	1 Creature	Initiative	Permanent		

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	Damage Taken		

Light and Darkness

Nae'Em's

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

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

Natural Environment

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Plant Growth						4 pts	Normal healthy growth	4x4 Sq's	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
Remove Plant Disease						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	3			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Water to Steam (Reversible)						4 pts	2 Sqs per Tier	1 Sq cube per Tier	Initiative	Permanent		

Sylvan uses magic to change Water into Steam. Or Steam into Water.
 Creature may take damage from the resulting steam. Damage = 2 HP per caster Tier.
 Damage can only be applied to creatures within the AOE. Above or near is a safe area.
 If the steam is turned into water the water can capture a single 2 Square cube.
 Can be Dispelled by the 'Dispel Magic' spell.

COUNTER:None
 ENHANCEMENTS:
 Lvl 6 Subtle Casting 4 SP
 Lvl 20 Rollout Instant 16 SP

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Weather Results
Predict Weather						4 pts	Self	Up to 5 Marks	1 Hour	1 Week		

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

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Water to Ice (Reversible)						4 pts	2 Sqs per Tier	1 Sq cube per Tier	Initiative	Permanent		

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 capture 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	1	NAE'EM		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Call & Direct Small Assistants						1 pt	Self	10 Square Radius	4 Minutes	8 Hours		

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

-Sylvan

LEVEL	3	NAE'EM		STACK	5	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Call & Direct Rodent				4 pts		Self		20 Squares		1 Minute		30 Min + Ken					
				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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
Summon Feline Familiar						8 pts	1/2 Mile	Familiar	2 Days	Permanent	Nae'Em Kept	
 <p>Timid common feline is bound to the caster.</p>											FOCUS:Enhancements 1/2 level	
Any breed of common house cat that is not known for aggression can be summoned.											COUNTER:None	
After Rollout the animal learns enough to attempt communication via the Nae'Em.											ENHANCEMENTS:	
AC:15/15, Attk 1x1, Init+6, ToHIT+6, Dmg:1d6, Move=15.											Lvl 10 Rollout Halved	6 SP
											Lvl 4 Increase Aura	-2 SP

Shape Change

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

LEVEL 4



STACK 1

COST

8 pts

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