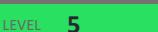


Battle Actions/Prep

| | | | | | | | | | | |
|----------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------|-------------------------------------------------------------------------------------|-------|-----------|----------------|----------|----------|--------|-------|
| LEVEL | 5 | STACK | 3 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | Brute |
| Entangle | | | | 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 |  | | | | | | | |

| | | | | | | | | | | | |
|-------------------|---|--|-------|-------|-----------|-------------|----------------|----------|----------|-------|---------|
| LEVEL | 7 | | STACK | 3 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| UnEntangle | | | | 8 pts | 2 Squares | 2x2 Squares | 3 Rounds | 4 Hours | | | |

Battle Defense

| | | | | | | | | | | | |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|-------|---|-------|-------|-------------------|------------|----------|-------|--------------------|----|
| LEVEL | 1 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | Resist (Skill/Non) | GM |
| | | | | 4 pts | Self | 1 creature (self) | Initiative | 4 Rounds | | Old AC is used | |
| Wind Wall | | | | | | | | | | | |
| 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</p> <p>ENHANCEMENTS:</p> <ul style="list-style-type: none"> 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 |
| Wind Wall For Nae'Em Hunter | | | | 4 pts | | 4 Sqs / Tier | | 1 Recipient | | Initiative | | 4 Rounds |

| | | | | | | | | | | | |
|--------------|----|-------|---|--------|-------|----------------|----------|------------|-------|--------------------|--|
| LEVEL | 10 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | Resist (Skill/Non) | |
| Tornado Wall | | | | 12 pts | Self | 3x3 Squares | 2 Rounds | 10 Minutes | | | |

Battle Offense

-Sylvan

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

| | | | | | | | | | | | |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|---|-------|------------|----------------|------------|-----------|-------|--------------------|--|
| LEVEL | 8 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | Resist (Skill/Non) | |
| Hail Stones | Attack | | | 8 pts | 12 Squares | 2x2 Squares | Initiative | Permanent | | 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 | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | Skill |  |
| Class Power Attack | Duel | | | 2.4 pts | | 10 Squares | 1 Target | Initiative | 1 Round | | | |

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  <p>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.</p> | | | | | | | | | | | | | | | |

Find or Reveal

| LEVEL | 6 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | Skill | GM |
|-------|---|-------|----|-------|-------|----------------|-----------|-----------|-------|--------|----|
| | | | | 8 pts | Touch | 1 Target | 2 Minutes | Permanent | | Varies | |

Dispel Magic (Strsyl)

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 | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | Unskilled |
|-------|----|--------|-------|----|--------|-----------|----------------|----------|-----------|-------|-----------|
| | | | | | 24 pts | 4 Squares | 1 Item | 2 Hours | Permanent | | GM |

Determine True Name

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 | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
|-------|---|-------|----|-------|-------|----------------|------------|-----------|-------|---------|
| | | | | 4 pts | Touch | 2 Skins/Tier | 10 Minutes | Permanent | | |

Draw Up Ground Water

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 |

Increase Food (x2)

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 |

Improve Food

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 |

Permanently Preserve Food

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 |

Draw Out Rain Water

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 | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
|---------------------------------|---|-------|---|-------|----------|----------------|------------|-----------|---------|
| | | | | 4 pts | 1 Square | 1 Target | Initiative | Permanent | No Save |
| Forced Heal 1d4 per Tier | | | | | | | | | |



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 Sq

8 SP

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



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 | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
|-------------------------------------|---|-------|---|-------|-------|----------------|------------|--------------|---------|
| | | | | 8 pts | Touch | Recipient | 30 Minutes | Damage Taken | No Save |
| Triggered Forced Healing 2d8 | | | | | | | | | |



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 Sq

8 SP

| LEVEL | 12 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
|---------------------------------------|----|-------|----|--------|--------------|----------------|------------|-----------|---------|
| | | | | 12 pts | 15 or 22 sqs | 1 Target | Initiative | Permanent | 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.
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

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



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

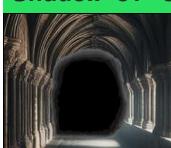
Lvl 18 Duration X4

10 SP

Lvl 14 Duration X2

8 SP

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



Stays fixed right above the caster.
Darkness continues for up to 4 rds after the concentration has stopped.
Caster 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

| LEVEL | 2 | NAE'EM | STACK | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
|---------------------------------------|---|--------|-------|-------|----------|----------------|----------|-----------|---------|
| | | | | 4 pts | 1 Square | 1 Recipient | 2 Days | Permanent | No Save |
| Connect With A Hunter (Nae'Em) | | | | | | | | | |



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

-Sylvan

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|----------------------------------|---|--------|--|-------|---|------|--------|-------|-----------|----------------|-------------|----------|---------|----------|-----|-------|-----------|--|
| LEVEL | 6 | NAC'EM | | STACK | 5 | COST | 12 pts | RANGE | 2 Squares | AREA OF EFFECT | 1 Recipient | ROLL OUT | 4 Hours | DURATION | EOY | SAVE: | Skill -20 | |
| Animal Connection (Ae'Em) | | | | | | | | | | | | | | | | | | |

| | | | | | | | | | | | | | | | | | | |
|----------------------------------------|----|--------|--|--------|---|-------|--|--------|--|----------------|--|-----------|--|-----------|--|-------|--------------------|--|
| LEVEL | 11 | NAE'EM | | STACK | 1 | COST | | RANGE | | AREA OF EFFECT | | ROLL OUT | | DURATION | | SAVE: | Resist (Skill/Non) | |
| Connect To An Arcane Focus Item | | | | 36 pts | | Touch | | 1 Item | | 4 Days | | Permanent | | Connected | | | | |

Natural Environment

-Sylvan

| LEVEL | 2 | STACK | 0 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | Skill | |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|--------|---|-------|----------------|--------------------|------------|----------------|----------|-----------------|---------|
| | | | | 4 pts | 4 Squares | 4x4 Squares | 10 Minutes | Permanent | | Disease Gone | |
| Remove Plant Disease  <p>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.</p> | | | | | | | | | | | |
| 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> | | | | | | | | | | | |
| LEVEL | 4 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | Skill | |
| | | | | 4 pts | Self | Up to 5 Marks | 1 Hour | 1 Week | | Weather Results | |
| Predict Weather  <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> | | | | | | | | | | | |
| 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)  <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 Dispelled by the 'Dispel Magic' spell.</p> | | | | | | | | | | | |
| LEVEL | 6 | NAF'EM | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
| | | | | | | 6 pts | 4 SqS | 1 Animal | 1 Minute | Permanent | No Save |
| Animal Healing  <p>Heal 2d8+4 to domestic or wild woodland animals. A minor bond is created and the caster attempts to use this temporary bond.</p> | | | | | | | | | | | |
| LEVEL | 6 | STACK | 3 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | |
| | | | | 8 pts | 12 Squares | 3x3 Sq Area | 5 Minutes | 12 Hours | | | |
| Grow A Plant Canopy  <p>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.</p> | | | | | | | | | | | |
| LEVEL | 7 | STACK | 9 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | |
| | | | | 8 pts | Self | Self | 1 Minute | 1 Day | | | |
| Water Breathing  <p>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.</p> | | | | | | | | | | | |

-Sylvan

Partner Cooperations

| | | | | | | | | | | | | |
|-------------------------------------------|---|--------|-----------------------------------------------------------------------------------|------------------|-----------|---------|--|-------|----------------|----------|----------|---------------|
| 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 | | | | | | |

| | | | | | | | | | | | | | |
|---------------------------------|----------|--------|-------------------------------------------------------------------------------------|------------|----------|--------------|--|-------|----------------|----------|----------|-------|---------|
| 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 | | | | | | | |

-Sylvan

| LEVEL | 6 | NAE'EM | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | Skill | Nae'Em Kept |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|--------|--|-------|---|--------|------------|----------------|------------|-----------|-------|---------|-------------|
| | | | | | | 20 pts | 2 Marks | Familiar | 1d4 Days | Permanent | | | |
| Summon Equine Familiar | | | | | | | | | | | | | |
| <p>Riding horse Nae'Em bonds to the caster.</p> <p>A standard light riding horse that is not known for aggression can be summoned.</p> <p>After Rollout the animal learns enough to attempt rough communication via the Nae'Em.</p> <p>AC:15/15, Attk 1x1, Init+0, ToHIT+0, Dmg:1d4, HP:10, Move=24 or burst of 30.</p> | | | | | | | | | | | | | |
| LEVEL | 7 | NAE'EM | | STACK | 3 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | |
| | | | | | | 8 pts | self | 1 Mark | 20 Minutes | 2 Hours | | | |
| Call & Direct Corvus | | | | | | | | | | | | | |
| <p>Calls a single bird to observe for the caster. Must be a Raven, Crow, or Corvus.</p> <p>This black bird can mingle with any flock of other like birds in the area.</p> <p>Rodent will stay within the AoE and follow directions via the weak Nae'Em.</p> <p>HP=15, AC=22, Attk=x1, Init/ToHit=0, Dmg=1d6.</p> | | | | | | | | | | | | | |
| LEVEL | 8 | NAE'EM | | STACK | 3 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | |
| | | | | | | 8 pts | Self | 1 Wolverine | 1 Minute | 2 Hours | | | |
| Call & Set Wolverine Defender | | | | | | | | | | | | | |
| <p>The spell calls a small bear-like weasel to defend the caster.</p> <p>This defender will only attack if they or the caster are physically attacked.</p> <p>Caster must have an Animal Ken Reputation of 1 or higher to cast.</p> <p>Wolverine will stay and follow directions via the weak Nae'Em.</p> <p>Ken >0 HP:50 AC:18/15 Attk:x2x2 Init&ToHit+6 Dmg:1d8+Ken Move:12</p> | | | | | | | | | | | | | |
| LEVEL | 8 | NAE'EM | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | |
| | | | | | | 8 pts | 12 Squares | 1 Target | 2 Rounds | 2 Hours | | | |
| Protect Hunter vs Missiles | | | | | | | | | | | | | |
| <p>Hunter gains +2 to AC vs Missiles and Thrown attacks.</p> <p>No effect vs other kinds of attack.</p> | | | | | | | | | | | | | |
| LEVEL | 9 | NAE'EM | | STACK | 3 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | |
| | | | | | | 12 pts | 16 Squares | 1 Image | 1 Minute | 2 Hours | | | |
| Call & Set Wolf Protector | | | | | | | | | | | | | |
| <p>The spell brings a wolf to defend the caster</p> <p>This defender will only attack if they or the caster are physically attacked.</p> <p>Caster must have an Animal Ken Reputation of 1 or higher to cast.</p> <p>Wolf will stay and follow directions via the weak Nae'Em.</p> <p>Ken >0 HP:80 AC:18/18 Attk:x2x2 Init&ToHit+8 Dmg:1d10 Move:15</p> | | | | | | | | | | | | | |
| Shape Change | | | | | | | | | | | | | |
| LEVEL | 1 | NAE'EM | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | |
| | | | | | | 4 pts | Self | Self | 2 Minutes | 8 Hours | | | |
| Shape Of A Dog | | | | | | | | | | | | | |
| <p>As this skill rolls out the Sylvan morphs into a medium sized common dog.</p> <p>The caster is physically changed into a dog and will not be able to cast spells.</p> <p>The changes include HP set to 20, AC set to 20. Biting attacks are 2 of 1d6.</p> <p>They will be able to hear well (+20 to Saves regarding hearing and smells).</p> <p>They will not be able to speak beyond barking and whining, except with Nae'Em use.</p> | | | | | | | | | | | | | |
| LEVEL | 2 | NAE'EM | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | |
| | | | | | | 4 pts | Self | Self | 10 Minutes | 2 Hours | | | |
| Shape Of A Deer | | | | | | | | | | | | | |
| <p>Caster Shifts into existing as a medium sized mundane deer (Buck or Doe).</p> <p>Deer: HP=30, AC=26/18, x1x1 +12/+0/1d6, Move=18 or burst at 22 (1/Minute)</p> <p>The changes include HP set to 30, AC set to 26/18. Biting attack: 1x 1d6.</p> <p>Loss of points beyond 30 will revert the caster back to normal form with that damage.</p> <p>They will be able to hear well (+20 to Saves regarding hearing and smells).</p> | | | | | | | | | | | | | |

-Sylvan

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| LEVEL 3 | | STACK 1 | COST 4 pts | RANGE Self | AREA OF EFFECT 1x2 Squares | ROLL OUT 1 Minute | DURATION 4 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.) | | | | | | | |
| LEVEL 4 | | STACK 1 | COST 8 pts | RANGE Self | AREA OF EFFECT Self | ROLL OUT 6 Minutes | DURATION 4 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 | | | | | | | |
| LEVEL 5 | | STACK 9 | 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). | | | | | | | |
| LEVEL 7 | | STACK 1 | COST 8 pts | RANGE Self | AREA OF EFFECT Self | ROLL OUT 10 Minutes | 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). | | | | | | | |
| LEVEL 8 NAE'M | | 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.) | | | | | | | |
| 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 +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). | | | | | | | |
| 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). | | | | | | | |