





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 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	
UnEntangle											
				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		


Battle Defense


LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	GM
Wind Wall											
				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
Wind Wall For Nae'Em Hunter											
				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		

Battle Offense

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Rose Thorns											
				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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
Conjure Native Beetles											
				4 pts	4 Squares	1 Mark	Initiative	2 Rounds	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	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		

Find or Reveal

LEVEL5

STACK1

COST8 pts


RANGE2 Squares

AREA OF EFFECT1-5 item

ROLL OUT5 Minutes

DURATIONInstant

SAVE: SkillSight



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 X410 SP
Lvl 12 Range X28 SP
Lvl 9 Range +50%6 SP

LEVEL5

STACK1

COST8 pts


RANGE1/4 Mark

AREA OF EFFECT15 Sqs Deep

ROLL OUT30 Minutes

DURATIONPermanent

SAVE: SkillFound 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 Halved6 SP
Lvl 12 Range X28 SP
Lvl 20 AOE X420 SP

LEVEL6

STACK99

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).

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP
Lvl 18 Range X410 SP
Lvl 9 Range at 1 Sq6 SP

Food And Drink

LEVEL1

STACK99

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 Halved6 SP
Lvl 16 Rollout 1 Min8 SP

LEVEL2

STACK3

COST4 pts


RANGE2 Squares

AREA OF EFFECT1-21 Meals

ROLL OUT10 Minutes

DURATIONPermanent

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 QUADRIPL the amount of Cumber meals.

FOCUS:Enhancements 1/2 level

COUNTER:None

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP
Lvl 12 Range X28 SP
Lvl 9 Range +50%6 SP

LEVEL4

STACK99

COST4 pts


RANGE1 Square

AREA OF EFFECT4 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 Halved6 SP
Lvl 14 Duration X28 SP
Lvl 16 AoE X216 SP

LEVEL4

STACK99

COST12 pts


RANGE4 Squares

AREA OF EFFECT1 Square Cube

ROLL OUT2 Hours

DURATIONPermanent

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 Halved6 SP
Lvl 12 Range X28 SP
Lvl 16 AoE X216 SP

LEVEL	5	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
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:	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 Sqs 8 SP						

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	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:	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 Sqs 8 SP						

Light and Darkness

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	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:	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 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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	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							

LEVEL 4

NAE'EM

STACK 1

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

SAVE: Skill

Can communicate

Speak With Animals



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

Ae'Em Created

Animal Connection (Ae'Em)



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

Create Permanent Nae'Em



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

Portal To Nae'Em



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

View An Animal (Ae'Em)



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

Natural Environment

LEVEL 2

STACK 99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Plant Growth



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



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

LEVEL3

STACK

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: 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

LEVEL4

STACK1

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

SAVE: Skill Weather Results

GM

Predict Weather



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

LEVEL4

STACK1

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: 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

LEVEL6

NAE'EM

STACK99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

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

LEVEL6

STACK3

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: 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

LEVEL7

STACK9

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: 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

Partner Cooperations

LEVEL1

NAE'EM

STACK7

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Call & Direct Small Assistants



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 8

NAE'EM

STACK 3

COST8 pts

RANGESelf


AREA OF EFFECT1 Wolverine

ROLL OUT1 Minute

DURATION2 Hours

SAVE: No Save

Call & Set Wolverine Defender



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 8

NAE'EM

STACK 1

COST8 pts

RANGE12 Squares


AREA OF EFFECT1 Target

ROLL OUT2 Rounds

DURATION2 Hours

SAVE: No Save

Protect Hunter vs Missiles



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

Shape Change

LEVEL 1

STACK 1

COST4 pts

RANGESelf


AREA OF EFFECTSelf

ROLL OUT2 Minutes

DURATION8 Hours

SAVE: No Save

Shape Of A Dog



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 2

STACK 1

COST4 pts

RANGESelf


AREA OF EFFECTSelf

ROLL OUT10 Minutes

DURATION2 Hours

SAVE: No Save

Shape Of A Deer



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 3

STACK 1

COST4 pts

RANGESelf


AREA OF EFFECT1x2 Squares

ROLL OUT1 Minute

DURATION4 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.)

COUNTER:None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 9

Range +50%

6 SP

Lvl 14

Duration X2

8 SP

LEVEL 4

STACK 1

COST8 pts

RANGESelf


AREA OF EFFECTSelf

ROLL OUT6 Minutes

DURATION4 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

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 9

COST8 pts

RANGESelf


AREA OF EFFECTSelf

ROLL OUT1 Minute

DURATION1 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 Init

12 SP

Lvl 10

Rollout Halved

6 SP

Lvl 18

Duration X4

10 SP

LEVEL7

STACK1

COST8 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUT10 Minutes

DURATION4 Hours

SAVE:No Save



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

LEVEL8

NAE'EM

STACK1

COST8 pts


RANGETouch

AREA OF EFFECT1 tree

ROLL OUT10 Minutes

DURATION4 Hrs

SAVE:No Save



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