

Battle Actions/Prep

LEVEL	7	<input type="checkbox"/>	<input type="checkbox"/>	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
Wind Wall				4 pts	Self	1 creature (self)	Initiative	4 Rounds		Old AC is used	
	<p>Ghostly light brown roots rise and spiral around the caster.</p> <p>A single square whirlwind provides AC+4 vs Ranged/Thrown attacks.</p> <p>Tornado stays with caster as they move, but cannot push into occupied square.</p> <p>Casting is not affected by the tornado unless the spell is vulnerable to wind.</p> <p>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
Wind Wall For Nae'Em Hunter				4 pts	4 Sqz / Tier	1 Recipient	Initiative	4 Rounds				

Battle Offense

LEVEL	1	STACK	99	COST	4 pts	RANGE	10 Squares	AREA OF EFFECT	1 Target	ROLL OUT	Initiative	DURATION	1 Round	SAVE:	No Save
Rose Thorns  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.															

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											

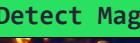
LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
Ice Class Power Attack				12 pts	10 Squares	1 Target	Initiative	1 Round		1/2 Damage	
	Sends icy stream directly to the target. No lobbing. Bolt of power: Dmg 5d10+ACU Bonus. Save for 1/2 damage. No ToHIT required. Enhancements and Focus Staff 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	13	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				16 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours	Brute Exit Circle
Circle of Containment									
	A pattern of light encloses or marks the AoE. After Rollout the light fades. Creatures are able to easily enter the AoE. Those that are inside must Save to exit. Can be used in/as a trap with Rogues skill "Set Up Spell Release (TRAP)". Does NOT inhibit the Caster from leaving the circle.								
									FOCUS:Save Roll -20 COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 14 Duration X2 Lvl 9 Duration +50% Lvl 16 AoE X2

-Sylvan

Find or Reveal

LEVEL	5	STACK	1	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	Skill
				8 pts		2 Squares	1-5 item	5 Minutes	Instant		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 it 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 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
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LEVEL 6

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 
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
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Food And Drink

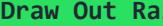
LEVEL 2

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: <table><tbody><tr><td>Lvl 10 Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 12 Range X2</td><td>8 SP</td></tr><tr><td>Lvl 9 Range +50%</td><td>6 SP</td></tr></tbody></table>	Lvl 10 Rollout Halved	6 SP	Lvl 12 Range X2	8 SP	Lvl 9 Range +50%	6 SP
Lvl 10 Rollout Halved	6 SP							
Lvl 12 Range X2	8 SP							
Lvl 9 Range +50%	6 SP							

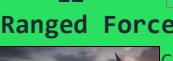
-Sylvan

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

LEVEL	5	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	Caster	1 Square		1 Minute		Permanent
Draw Out Rain Water										
	<p>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.</p>									
										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	99	COST	4 pts	RANGE	Touch	AREA OF EFFECT	1 Creature	ROLL OUT	Initiative	DURATION	Permanent	SAVE:	No Save
Sylvan Forced Healing 1d6 HP															

LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Ranged Forced Healing	2d8+2 HP			12 pts	15 or 22 sqs	1 Target	Initiative	Permanent		
	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								

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		
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
				4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		
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

Nae'Ems

LEVEL	2	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	1 Square	1 Recipient	2 Days	Permanent		
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

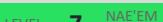
LEVEL	4	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
					4 pts	Touch	1 Animal	5 Minutes	4 Hours		Can communicate
Speak With Animals											



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
					12 pts	2 Squares	1 Recipient	4 Hours	EOY		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 its 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
					16 pts	1 Square	1 Recipient	4 Days	Permanent		Create Permanent Nae'Em
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	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	PMP	Self+1	4 Minutes	5 Minutes		Portal To Nae'Em
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 8 pts	RANGE PMP	AREA OF EFFECT 1 Ae'Em, 1 sq above	ROLL OUT 5 Minutes	DURATION 1 Hour	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		
LEVEL 11 NAE'EM		STACK 1	COST 36 pts	RANGE Touch	AREA OF EFFECT 1 Item	ROLL OUT 4 Days	DURATION Permanent	SAVE: Resist (Skill/Non)
Connect To An Arcane Focus Item								
	Multi Colored lights engulf both the caster and the Arcane Focus Item for the entire Rollout. 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			
LEVEL 14 NAE'EM		STACK 99	COST 48 pts	RANGE 1 Recipient	AREA OF EFFECT 1 Target	ROLL OUT 1 Week	DURATION Permanent	SAVE: No Save
Bestow House Authority								
	Character is able to draw followers to their banner. Character knows if the follower has acted properly according to House ideals. But, the creator of the House will NOT know the mind of the follower. This skill allows the character to create a house that they alone own. Only the character using the "House Authority" cause another to be a non-owner authority.	FOCUS:Sense Alliegence	COUNTER: None					
LEVEL 20 NAE'EM		STACK 99	COST 20 pts	RANGE PMP	AREA OF EFFECT 3x3 Squares	ROLL OUT 4 Hours	DURATION Permanent	SAVE: No Save
Vae'Em Natural Landmark								
	Caster glows lightly during the entire Rollout. A remembered image of location becomes a destination point for portals/scrys. Unlimited number of locations can be made, but MUST be documented. Caster needs to become very familiar with the location/venue. Requires a 3x3 sq area that is safe to stand in.	FOCUS:Enhancements 1/2 level	COUNTER: None	ENHANCEMENTS:	Lvl 6 Subtle Casting 4 SP	Lvl 10 Rollout Halved 6 SP	Lvl 16 AoE X2 16 SP	
Natural Environment								
LEVEL 2		STACK 99	COST 4 pts	RANGE 4x4 Squares	AREA OF EFFECT 4x4 Squares	ROLL OUT 1 Hour	DURATION Permanent	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 4 pts	RANGE 4 Squares	AREA OF EFFECT 4x4 Squares	ROLL OUT 10 Minutes	DURATION Permanent	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
LEVEL 3		STACK	COST 4 pts	RANGE 2 Sqs per Tier	AREA OF EFFECT 1 Sq cube per Tier	ROLL OUT Initiative	DURATION Permanent	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 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	GM
	Predict Weather			4 pts	Self	Up to 5 Marks	1 Hour	1 Week		Weather Results	
	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 Sq 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 Lvl 20 Rollout Instant	4 SP 16 SP	
LEVEL	6 NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
	Animal Healing			6 pts	4 Sqs	1 Animal	1 Minute	Permanent			
	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 Lvl 12 Range X2 Lvl 9 Range +50%	12 SP 8 SP 6 SP	
LEVEL	6	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
	Grow A Plant Canopy			8 pts	12 Squares	3x3 Sq Area	5 Minutes	12 Hours			
	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 Lvl 18 Range X4 Lvl 14 Duration X2	6 SP 10 SP 8 SP	
LEVEL	7	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
	Water Breathing			8 pts	Self	Self	1 Minute	1 Day			
	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 Lvl 12 Rollout Init Lvl 6 AOE = Self +1	16 SP 12 SP 6 SP	
LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
	Control Wind Sphere			12 pts	18 Squares	5x20 Sq Area	10 Minutes	12 Hours		Disperse Spells	
	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 Lvl 12 Range X2 Lvl 16 AoE X2	8 SP 8 SP 16 SP	
LEVEL	15	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
	Control Water Currents			16 pts	Self	4x4x4 Sqs	10 Minutes	4 Hours			
	Caster can manage the general direction and speed of water 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.								FOCUS:Enhancements 1/2 level COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll +20 Lvl 18 Range X4 Lvl 16 AoE X2	8 SP 10 SP 16 SP	

Partner Cooperations

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1		7	1 pt	Self	10 Square Radius	4 Minutes	8 Hours	No Save
Call & Direct Small Assistants								
 <p>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).</p>								
2		3	4 pts	Self	5 squares Radius	5 Minutes	8 Hours	No Save
Call & Post Yappy Camp Dog								
 <p>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: 1-4+1 small Sized dogs. AC:13, HP:15, Attk:x1x1, Init:+0, ToHIT:+0, Dmg:1d4.</p>								
3		1	4 pts	Touch	1 Lean-To	10 Minutes	2 Hours	No Save
Assist Hunter's LeanTo								
 <p>Brown roots grab and secure a lean-to to the ground. Requires a Nae'Emed 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.</p>								
3		5	4 pts	Self	20 Squares	1 Minute	30 Min + Ken	No Save
Call & Direct Rodent								
 <p>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.</p>								
4		1	8 pts	1/2 Mile	Familiar	2 Days	Permanent	Skill Nae'Em Kept
Summon Feline Familiar								
 <p>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.</p>								
5		1	16 pts	1/4 Mile	Familiar	1 Day	Permanent	Resist (Skill/Non)
Summon Canine Familiar								
 <p>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.</p>								
6		1	20 pts	2 Marks	Familiar	1d4 Days	Permanent	Skill Nae'Em Kept
Summon Equine Familiar								
 <p>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, 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:
						8 pts	self	1 Mark	20 Minutes	2 Hours	No Save
Call & Direct Corvus											
 <p>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.</p>											
LEVEL	8	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
						8 pts	Self	1 Wolverine	1 Minute	2 Hours	No Save
Call & Set Wolverine Defender											
 <p>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</p>											
LEVEL	8	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
						8 pts	12 Squares	1 Target	2 Rounds	2 Hours	No Save
Protect Hunter vs Missiles											
 <p>Hunter gains +2 to AC vs Missiles and Thrown attacks. No effect vs other kinds of attack.</p>											
LEVEL	9	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
						12 pts	16 Squares	1 Image	1 Minute	2 Hours	No Save
Call & Set Wolf Protector											
 <p>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:18/18 Attk:x2x2 Init&ToHit+8 Dmg:1d10 Move:15</p>											
Shape Change											
LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
						4 pts	Self	Self	2 Minutes	8 Hours	No Save
Shape Of A Dog											
 <p>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.</p>											
LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
						4 pts	Self	Self	10 Minutes	2 Hours	No Save
Shape Of A Deer											
 <p>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).</p>											
LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
						4 pts	Self	1x2 Squares	1 Minute	4 Hrs (Min 1 Hr)	No Save
Shape Of A Plant											
 <p>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.)</p>											

LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
				8 pts	Self	Self	6 Minutes	4 Hours	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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
				8 pts	Self	Self	1 Minute	1 Day	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		
LEVEL	7	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
				8 pts	Self	Self	10 Minutes	4 Hours	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).									
FOCUS:Same Skill. Lvl:1	ENHANCEMENTS:	Lvl 12 Rollout Init	12 SP	Lvl 10 Rollout Halved	6 SP	Lvl 18 Duration X4	10 SP			
LEVEL	8	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	Touch	1 tree	10 Minutes	4 Hrs	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 Instant	16 SP	Lvl 10 Rollout Halved	6 SP	Lvl 14 Duration X2	8 SP		
LEVEL	9	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
				12 pts	Self	Self	5 Minutes	2 Hours	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).									
FOCUS:Enhancements 1/2 level	COUNTER:None	ENHANCEMENTS:	Lvl 10 Rollout Halved	6 SP	Lvl 4 Increase Aura	-2 SP	Lvl 9 Duration +50%	6 SP		
LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
				12 pts	Self	Self	4 Minutes	4 Hours	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 Halved	6 SP	Lvl 16 Rollout 1 Min	8 SP	Lvl 14 Duration X2	8 SP		
LEVEL	13	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
				16 pts	Self	Self	10 Minutes	4 Hours	No Save	
Shape Of A Satyr										
	As this skill rolls out the Sylvan morphs into Satyr (Half man, Half Goat) In this form spells and speech are enabled. The caster to add 50% to their movement for up to an hour, but only once per day. Caster gains 10 HP while in this form. Damage taken follows back to normal form. It is possible for the caster to revert back and fall unconscious/dead.									
FOCUS:Enhancements 1/2 level	COUNTER:None	ENHANCEMENTS:	Lvl 12 Rollout Init	12 SP	Lvl 10 Rollout Halved	6 SP	Lvl 9 Duration +50%	6 SP		

LEVEL 15



STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Shape Of A Centaur

Caster Shifts into existing half horse, half man creature. A Centaur.

In this form spells and speech are enabled.

This form doubles daily travel, but does not increase lesser movements. (Battle moves).

Caster gains 20 HP while in this form. Damage taken follows back to normal form.

It is possible for the caster to revert back and fall unconscious/dead.

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

LEVEL 16



STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Shape Of A Mer Person

Caster morphs into a mer-creature. Gender as caster chooses.

In this form spells and speech are enabled.

This form allows swimming and breathing underwater.

Caster gains 20 HP while in this form. Damage taken follows back to normal form.

It is possible for the caster to revert back and fall unconscious/dead.

FOCUS:Enhancements 1/2 level

COUNTER:None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 14 Duration X2 8 SP

Lvl 9 Duration +50% 6 SP

LEVEL 18



STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Shape Of A Harpy

With this skill the caster changes into a Harpy. (Haggerd vulture-like bird / person)

In this form spells and speech are enabled. But speech will always have a screech to it.

Can fly & dive. Diving: 1 per min, No ToHit Bonuses, but additional 8 dmg to "Fist" dmg.

Caster gains 30 HP while in this form. Damage taken follows back to normal form.

It is possible for the caster to revert back and fall unconscious/dead.

FOCUS:Enhancements 1/2 level

COUNTER:None

ENHANCEMENTS:

Lvl 18 Range X4 10 SP

Lvl 12 Range X2 8 SP

Lvl 14 Duration X2 8 SP