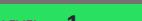


Battle Actions/Prep

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	

Battle Offense

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	1 Round		1/2 Damage	

Find or Reveal

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	Sight
				8 pts	2 Squares	1-5 item	5 Minutes	Instant			
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	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	Sight
				8 pts	1/4 Mark	15 Sqs Deep	30 Minutes	Permanent			
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

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

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).

(Strsyl)

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

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

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

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

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	1 Square	Up To 21 Meals	10 Minutes	1 Hour		
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

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				12 pts	4 Squares	Up To 150 Meals	2 Hours	Permanent		
Permanently Preserve Food										

Requires food to be put into sealed containers.

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

-Sylvan

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										

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.
Must have containers ready

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
				4 pts	1 Square	1 Target	Initiative	Permanent		
Basic Force Heal 1d4/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:	No Save
				4 pts	Touch	1 Creature	Initiative	Permanent		
Basic Forced Healing										

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
				8 pts	Touch	Recipient	30 Minutes	Til Damage		
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	
Lvl 14 Range At 3 Sq	

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.

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	4	NAE'EM	STACK	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

-Sylvan

LEVEL	7	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Portal To Nae'Em				12 pts		PMP		Self+1		4 Minutes		5 Minutes			

LEVEL	7	NAE'EM		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
View An Animal (Ae'Em)				8 pts	PMP	1 Ae'Em, 1 sq above		5 Minutes		1 Hour							
	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	4 pts	RANGE	tes normal healthy g	AREA OF EFFECT	4x4 Sq's /Tier	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
Remove Plant Disease															

LEVEL	3	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Water to Steam (Reversible)			4 pts	2 Squares per Tier	1 Square cube per Tier	Initiative	Permanent		

-Sylvan

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				

Partner Cooperations

LEVEL	3	NAE'EM		STACK	5	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Direct Rodent						4 pts		Self	20 Squares	1 Minute	30 Min		

A rodent (appropriate to the environment) appears. They are 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 Nae'Em. HP=6, AC=19, Attk=x1, Init/ToHit=0, Dmg=1d4.



-Sylvan

LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Waterproof A LeanTo						4 pts	Touch	1 Lean-To	10 Minutes	12 Hours		
	Brown roots grab and secure a lean-to to the ground. Requires a 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.										FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP	
Summon Feline Familiar				STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Nae'Em Kept
	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.					8 pts	1/2 Mile	Familiar	2 Days	Permanent		FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP
Summon Canine Familiar				STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL Familiar Found
	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.					16 pts	1/4 Mile	Familiar	1 Day	Permanent		FOCUS: Nae'Em break= fails COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP Lvl 9 Alter Hair/Whiskers/F 6 SP
Summon Equine Familiar				STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Nae'Em Kept
	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, Dmg:1d4, HP:80, Move=18 or burst of 30.					20 pts	2 Marks	Familiar	1d4 Days	Permanent		FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP Lvl 9 Alter Hair/Whiskers/F 6 SP
Call Corvus				STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	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, Move=18/24.					8 pts	self	1 Mark	20 Minutes	2 Hours		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
Aid Hunter vs Missiles				STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Hunter gains +2 to AC vs Missiles. No effect vs other kinds of attack.					8 pts	12 Squares	1 Target	2 Rounds	2 Hours		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
Call Wolverine Defender				STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	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 a Nae'Em. HP:50 AC:18/15 Attk:x2x2 Init&ToHit+6 Dmg:1d8 Move:12					8 pts	Within 6 Squares	1 Wolverine	1 Minute	2 Hours		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

Shape Change

LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shape Of A Deer				4 pts	Self	Self	2 Minutes	2 Hours		

LEVEL	5	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Shape Of A Dolphin				8 pts		Self		Self		1 Minute		1 Day			