

## 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		
<b>Wind Wall</b>		<p>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>															
		<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</p>															

LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE
<b>Wind Wall For Nae'Em Hunter</b>				4 pts	4 Sqz / Tier	1 Recipient	Initiative	4 Rounds	No Save		

## Battle Offense

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

## Food And Drink

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

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LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				12 pts	4 Squares	1 Square Cube	2 Hours	Permanent	No Save
<b>Permanently Preserve Food</b>									



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

## 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
<b>Forced Heal 1d4 per Tier</b>									



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:
				4 pts	Touch	1 Creature	Initiative	Permanent	No Save
<b>Sylvan Forced Healing 1d6 HP</b>									



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
<b>Triggered Forced Healing 2d8</b>									



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:
				4 pts	Self	Varies	Initiative	2 Hours	No Save
<b>Swamp Lights (Greenish)</b>									



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
<b>Shadow of the Magi</b>									



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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	1 Square	1 Recipient	2 Days	Permanent	No Save
<b>Connect With A Hunter (Nae'Em)</b>									



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
<b>Speak With Animals</b>						4 pts	Touch	1 Animal	5 Minutes	4 Hours		

Spell starts after the rollout & continues as the casters remains in touch.  
 Speak and understand domesticated animals, large and small.  
 Domesticated = No Save. Non-Domesticated = Skill Save.  
 Animal will respond within the limits of their intellect.

FOCUS:Enhancements 1/2 level  
 COUNTER: None  
 ENHANCEMENTS:  
 Lvl 18 Duration X4 10 SP  
 Lvl 9 Duration +50% 6 SP  
 Lvl 12 AoE = 2 Recipients 10 SP

## Natural Environment

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Plant Growth</b>						4 pts	Normal healthy growth	4x4 Sq's	1 Hour	Permanent		

Natural plants will grow as if they were within the best of conditions.  
 Promotes normal healthy growth. Does not heal magically diseased/Sickened plants.  
 New growth progresses as if it were in the best conditions.  
 Plants grow within 1 hour as if 4 weeks had passed.  
 Allows healthy growth from/past unhealthy parts.

CREATE:Plant Growth Soil  
 FOCUS:Enhancements 1/2 level  
 COUNTER: None  
 ENHANCEMENTS:  
 Lvl 10 Rollout Halved 6 SP  
 Lvl 20 AOE X4 20 SP  
 Lvl 16 AoE X2 16 SP

LEVEL	2			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Disease Gone
<b>Remove Plant Disease</b>						4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent		

Caster moves about while casting to cover the AoE evenly.  
 Removes non-magic plant diseases and infestations with a Save.  
 Is able to remove a plant disease from a plant creature.  
 Doesn't affect plant monsters that are without disease.  
 This will not remove conditions brought on by harsh weather.

CREATE:Plant Disease Powder  
 FOCUS:Enhancements 1/2 level  
 COUNTER: None  
 ENHANCEMENTS:  
 Lvl 14 Save Roll +20 8 SP  
 Lvl 20 AOE X4 20 SP  
 Lvl 16 AoE X2 16 SP

LEVEL	3			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Water to Steam (Reversible)</b>						4 pts	2 Sqs per Tier	1 Sq cube per Tier	Initiative	Permanent		

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

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

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

Barely visible sepia colored roots rise into the air, hover, then float down.  
 Estimation of likely/known changes coming within the week.  
 Predicts Weather patterns for a wk. GM rolls Save for caster,  
 Save passed means info given to the caster is accurate.

FOCUS:Enhancements 1/2 level  
 COUNTER: None  
 ENHANCEMENTS:  
 Lvl 10 Rollout Halved 6 SP

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

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

FOCUS:Enhancements 1/2 level  
 COUNTER: None  
 ENHANCEMENTS:  
 Lvl 6 Subtle Casting 4 SP  
 Lvl 20 Rollout Instant 16 SP

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

Caster calls small group of natural critters (3d4) to work as a group on single tasks.  
 Example: Gather fire wood, open a door, look/crawl into small areas (non-dangerous).  
 They can lift, push, pull, move a maximum of 20 lbs.  
 The group cannot be set up to do 2 separate and divergent tasks.  
 Caster communicates with the group via a Nae'Em (part of this spell).

FOCUS:Enhancements 1/2 level  
 COUNTER: Dispel Magic Lvl:1  
 ENHANCEMENTS:  
 Lvl 6 Subtle Casting 4 SP  
 Lvl 10 Rollout Halved 6 SP  
 Lvl 9 Duration +50% 6 SP

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LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Assist Hunter's LeanTo</b>				4 pts	Touch	1 Lean-To	10 Minutes	2 Hours			
	<p>Brown roots grab and secure a lean-to to the ground.      Requires a Nae'Em 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>	<p>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</p>									

LEVEL	3	NAE'EM		STACK	5	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
<b>Call &amp; Direct Rodent</b>				4 pts		Self		20 Squares			1 Minute		30 Min + Ken				
<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> 																	
FOCUS:Enhancements 1/2 level																	
COUNTER: None																	
ENHANCEMENTS:																	
Lvl 6	Subtle Casting	4 SP															
Lvl 18	Duration X4	10 SP															
Lvl 14	Duration X2	8 SP															

LEVEL	4	NAE'EM		STACK	1	COST	8 pts	RANGE	1/2 Mile	AREA OF EFFECT	Familiar	ROLL OUT	2 Days	DURATION	Permanent	SAVE: Skill	
<b>Summon Feline Familiar</b>																	
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.																	
FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP																	

## Shape Change

LEVEL	2	STACK	1	COST	4 pts	RANGE	Self	AREA OF EFFECT	Self	ROLL OUT	10 Minutes	DURATION	2 Hours	SAVE:	No Save
<b>Shape Of A Deer</b>															

 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).

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LEVEL 4

STACK 1

COST

RANGE

## AREA OF EFFECT

ROLL OUT

## DURATION

**SAVE:** No Save

## Shape of A Familiar



Cast takes a form similar of (same creature type) a current Familiar.  
Caster keeps their own HP.  
Caster uses the Familiars #-attacks, Init, ToHit, Dmg, and movement.  
Casters are NOT able to use normal speech.  
Doubles the Range with current Familiars

FOCUS:Enhancements 1/2 level

COUNTER: None

## ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP