

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

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				

LEVEL	11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
Class Power Attack Duel											

Fences and Shelters

LEVEL	13	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute
				16 pts		Touch	3 Sq Rad Circle	10 Minutes		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	8 SP
									Lvl 9 Duration +50%	6 SP
									Lvl 16 AoE X2	16 SP

Find or Reveal

LEVEL	5		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
Divining Water											
	8 pts	1/4 Mark	15 Sqs Deep	30 Minutes	Permanent		FOCUS:Enhancements 1/2 level	COUNTER: None			

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

Food And Drink

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

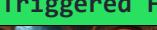
LEVEL	2	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	2 Squares	1-21 Meals	10 Minutes	Permanent		
Increase Food (x2)										
	Barely visible red flames surrounds targetted prepared food. Does not affect magically created food. All action is in a backpack: Food to be doubled 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								

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Improve Food				4 pts	1 Square	4 Meals	10 Minutes	1 Hour		
		<p>The caster focuses and yellow sparks streak to the food and swirls around it.</p> <p>Improve Food - Improve Quality/Taste of non rations (& non-cumber food).</p> <p>Does work on all non-poisoned / non-spoiled food.</p>								
										<p>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</p>

-Sylvan

Healing and Rest

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

LEVEL	2	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Triggered Forced Healing 2d8				8 pts	Touch	Recipient		30 Minutes	Damage Taken	
	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.  								

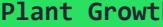
Light and Darkness

LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Shadow of the Magi				4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds			
	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
Connect With A Hunter (Nae'Em)				4 pts	1 Square	1 Recipient		2 Days	Permanent		
	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				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		
LEVEL	6	NAE'EM		STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill -20 Ae'Em Created
Animal Connection (Ae'Em)				12 pts	2 Squares	1 Recipient		4 Hours	EOY		
	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				16 pts	1 Square	1 Recipient		4 Days	Permanent		
	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				12 pts	PMP	Self+1		4 Minutes	5 Minutes		
	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)				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		

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LEVEL	11	NAF'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

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	tes normal healthy g	4x4 SqS	1 Hour	Permanent		
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								

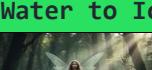
LEVEL	2	STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent		Disease Gone
	Remove Plant Disease									

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	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		

LEVEL	4	STACK	1	COST	1	RANGE	Area of Effect	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	Skill
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	1	RANGE	Area of Effect	ROLL OUT	BONUSES	SAVE	No Save
Water to Ice (Reversible)				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	

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LEVEL 6 NAE'EM 

STACK 99 COST 6 pts RANGE 4 SqS AREA OF EFFECT 1 Animal ROLL OUT 1 Minute DURATION Permanent 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

LEVEL 6  STACK 3 COST 8 pts RANGE 12 Squares AREA OF EFFECT 3x3 Sq Area ROLL OUT 5 Minutes DURATION 12 Hours 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

LEVEL 7  STACK 9 COST 8 pts RANGE Self AREA OF EFFECT Self ROLL OUT 1 Minute DURATION 1 Day 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

LEVEL 10  STACK 1 COST 12 pts RANGE 18 Squares AREA OF EFFECT 5x20 Sq Area ROLL OUT 10 Minutes DURATION 12 Hours SAVE: Skill Disperse Spells

Control Wind Sphere



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	8 SP
Lvl 12	Range X2	8 SP
Lvl 16	AoE X2	16 SP

LEVEL 15  STACK 1 COST 16 pts RANGE Self AREA OF EFFECT 4x4x4 SqS ROLL OUT 10 Minutes DURATION 4 Hours SAVE: Skill

Control Water Currents



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	8 SP
Lvl 18	Range X4	10 SP
Lvl 16	AoE X2	16 SP

Partner Cooperations

LEVEL 1 NAE'EM 

STACK 7 COST 1 pt RANGE Self AREA OF EFFECT 10 Square Radius ROLL OUT 4 Minutes DURATION 8 Hours 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 2  STACK 3 COST 4 pts RANGE Self AREA OF EFFECT 5 squares Radius ROLL OUT 5 Minutes DURATION 8 Hours SAVE: No Save

Call & Post Yappy Camp Dog



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.

FOCUS:Enhancements 1/2 level

COUNTER:None

ENHANCEMENTS:

Lvl 9	Duration +50%	6 SP
Lvl 14	Damage X2	12 SP
Lvl 16	AoE X2	16 SP

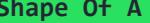
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LEVEL 3 NAE'EM		STACK 1	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Lean-To	ROLL OUT 10 Minutes	DURATION 2 Hours	SAVE: No Save
Assist Hunter's LeanTo								
	Brown roots grab and secure a lean-to to the ground. Requires a Nae'Emed Hunter's Lean-To, hut, or shelter to be made first. Reinforces Hunters creation to be stronger and more water Tight. Allows for 2 more people.	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						
LEVEL 3 NAE'EM		STACK 5	COST 4 pts	RANGE Self	AREA OF EFFECT 20 Squares	ROLL OUT 1 Minute	DURATION 30 Min + Ken	SAVE: No Save
Call & Direct Rodent								
	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.	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 Nae'Em Kept
Summon Feline Familiar								
	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						
LEVEL 5 NAE'EM		STACK 1	COST 16 pts	RANGE 1/4 Mile	AREA OF EFFECT Familiar	ROLL OUT 1 Day	DURATION Permanent	SAVE: Resist (Skill/Non) Nae'Em Kept
Summon Canine Familiar								
	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.	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						
LEVEL 6 NAE'EM		STACK 1	COST 20 pts	RANGE 2 Marks	AREA OF EFFECT Familiar	ROLL OUT 1d4 Days	DURATION Permanent	SAVE: Skill Nae'Em Kept
Summon Equine Familiar								
	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.	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						
LEVEL 7 NAE'EM		STACK 3	COST 8 pts	RANGE self	AREA OF EFFECT 1 Mark	ROLL OUT 20 Minutes	DURATION 2 Hours	SAVE: No Save
Call & Direct Corvus								
	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.	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 8 NAE'EM		STACK 3	COST 8 pts	RANGE Self	AREA OF EFFECT 1 Wolverine	ROLL OUT 1 Minute	DURATION 2 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						

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Shape Change

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shape Of A Dog				4 pts	Self	Self	2 Minutes	8 Hours		

LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Shape Of A Plant				4 pts	Self	1x2 Squares	1 Minute	4 Hrs (Min 1 Hr)	
									

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

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LEVEL 7		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	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).	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
LEVEL 8 NAE'EM		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	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.)	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
LEVEL 9		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	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).	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
LEVEL 11		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	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).	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
LEVEL 13		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: 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 can 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.	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
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.	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
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.	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save