









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>									<p>FOCUS:Enhancements 1/2 level</p> <p>COUNTER:Dispel Magic. Lvl:1</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr><tr><td>Lvl 16</td><td>AoE = 2 Targets</td><td>12 SP</td></tr></table>	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP	Lvl 16	AoE = 2 Targets	12 SP
Lvl 14	Duration X2	8 SP																	
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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	
 <p>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.</p>				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		
 <p>Caster rolls a single ToHIT to be used for all thorns for this spell instance.</p> <p>Each spell instance creates 1d6 thorns per Tier. Each Thorn does 1 HP dmg.</p> <p>Each spell instance must be directed to a single target.</p> <p>Caster can lob this spell over and to a target.</p> <p>Blundered ToHITS are not rolled on the chart and merely miss the target.</p>											
											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										
		<p>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</p>																	
		<p>CREATE:Beetleeroot Granules </p> <p>FOCUS:Save Roll +20 </p> <p>COUNTER:No Counter Available. Lvl:</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Damage X2</td><td>12 SP</td></tr></table>									Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP	Lvl 14	Damage X2	12 SP
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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			
<div><div></div><div><h3>Draw Up Ground Water</h3><p>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.</p></div></div>													<div><div>FOCUS:-+2 Skins extra</div><div>COUNTER: None</div><div>ENHANCEMENTS:</div><div><div>Lvl 10 Rollout Halved6 SP</div><div>Lvl 16 Rollout 1 Min8 SP</div></div></div> <div></div>


LEVEL	2		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Increase Food (x2)					4 pts	2 Squares	1-21 Meals	10 Minutes	Permanent		
		<p>Barely visible red flames surrounds targetted prepared food.</p> <p>Doubles up to 21 meals in casters pack. Does not affect magically created food.</p> <p>All action is in a backpack: Food to be doubled and the resulting food.</p> <p>Does QUADRUPLE the amount of Cumber meals.</p>									

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	4 Meals	10 Minutes	1 Hour		
Improve Food												
				<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>								
				<div><div>FOCUS:Duration = 1 day</div><div>COUNTER: None</div><div>ENHANCEMENTS:</div><div><div>Lvl 10</div><div>Rollout Halved</div><div>6 SP</div></div><div><div>Lvl 14</div><div>Duration X2</div><div>8 SP</div></div><div><div>Lvl 16</div><div>AoE X2</div><div>16 SP</div></div></div>								

LEVEL4

STACK99

COST12 pts

RANGE4 Squares


AREA OF EFFECT1 Square Cube

ROLL OUT2 Hours

DURATIONPermanent

SAVE: No Save

Permanently Preserve Food



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:

Lvl10

Rollout Halved

6 SP

Lvl12

Range X2

8 SP

Lvl16

AoE X2

16 SP

Healing and Rest

LEVEL1

STACK1

COST4 pts

RANGE1 Square


AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATIONPermanent

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:

Lvl18

Range X4

10 SP

Lvl14

Range At 3 Sqs

8 SP

LEVEL1

STACK99

COST4 pts

RANGETouch


AREA OF EFFECT1 Creature

ROLL OUTInitiative

DURATIONPermanent

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:

Lvl18

Range X4

10 SP

Lvl12

Range X2

8 SP

Lvl9

Range at 1 Sq

6 SP

LEVEL2

STACK9

COST8 pts

RANGETouch


AREA OF EFFECTRecipient

ROLL OUT30 Minutes

DURATIONDamage Taken

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:

Lvl10

Rollout Halved

6 SP

Lvl14

Range At 3 Sqs

8 SP

Light and Darkness

LEVEL1

STACK99

COST4 pts

RANGESelf


AREA OF EFFECTVaries

ROLL OUTInitiative

DURATION2 Hours

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:

Lvl6

Subtle Casting

4 SP

Lvl18

Duration X4

10 SP

Lvl14

Duration X2

8 SP

LEVEL3

STACK99

COST4 pts

RANGESelf


AREA OF EFFECT3 Sq Dia Sphere

ROLL OUTInitiative

DURATIONConc +4 Rds

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:

Lvl20

Rollout Instant

16 SP

Lvl16

AoE X2

16 SP

Nae'Ems

LEVEL2

NAE'EM

STACK99

COST4 pts

RANGE1 Square


AREA OF EFFECT1 Recipient

ROLL OUT2 Days

DURATIONPermanent

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:

Lvl10



Rollout Halved


6 SP

Lvl12

Range X2

8 SP

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



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	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Plant Growth						4 pts	tes normal healthy g	4x4 Sqs	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	
Remove Plant Disease						4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent	Disease Gone	



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 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 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

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



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
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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	




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

Partner Cooperations												
LEVEL	1	NAE'EM		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Call & Direct Small Assistants						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

LEVEL2

STACK3

COST4 pts

RANGESelf


AREA OF EFFECT5 squares Radius

ROLL OUT5 Minutes

DURATION8 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

LEVEL3

NAE'EM

STACK1

COST4 pts

RANGETouch


AREA OF EFFECT1 Lean-To

ROLL OUT10 Minutes

DURATION2 Hours

SAVE: No Save

Assist Hunter's LeanTo



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.

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

LEVEL3

NAE'EM

STACK5

COST4 pts

RANGESelf


AREA OF EFFECT20 Squares

ROLL OUT1 Minute

DURATION30 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

LEVEL4

NAE'EM

STACK1

COST8 pts

RANGE1/2 Mile


AREA OF EFFECTFamiliar

ROLL OUT2 Days

DURATIONPermanent

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

Shape Change

LEVEL1

STACK1

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

LEVEL2

STACK1

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

LEVEL3

STACK1

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

COST

8 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

6 Minutes

DURATION

4 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

