















-Sylvan


Animal Ken

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	30 Rds + Rep	8 Hours		
			small birds, rabbits, frogs, or squirrels eagerly aid the caster with minor tasks. Caster must maintain an Animal Ken Reputation of 1 or higher to cast. Multiply Animal Ken Reputation, if > 0, by 3 & reduce Rollout by that amount. The caster instructs the assistants through an automatic weak Nae'Em.								COUNTER: No counter is available 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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Call & Post Yappy Camp Dog												
						4 pts	Self	Ken + 5 (Radius)	5 Minutes	8 Hours		
			1d4+1 small dogs appear and will stay 'on guard' within the AoE/Camp. Caster must maintain an Animal Ken Reputation of 1 or higher to cast. These dogs will not engage unless they personally are not able to stay out of the fight. However, they also will not stop barking at intruders unless ordered down. Stats: 1-4+1 small Sized dogs. AC:13, HP:15, Attk:x1x1, Init:+0, ToHit:+0, Dmg:1d4.								FOCUS: Dogs stay @ camp COUNTER: None ENHANCEMENTS: Lvl 16 Rollout 1 Min 8 SP Lvl 9 Duration +50% 6 SP Lvl 12 AoE X2 6 SP	
LEVEL	3	NAE'EM		STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Call & Direct Rodent												
						4 pts	Self	20 Squares	1 Minute	30 Min + Ken		
			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. caster must have an Animal Ken Reputation of 1 or higher to cast. Rodent will stay within the AoE and follow directions via the weak Nae'Em. Animal Ken >0. HP=6, AC=19, Attk=x1, Init/ToHit=0, Dmg=1d4.								FOCUS: AoE = 40 Sqs 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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Nae'Em Kept
Summon Feline Familiar												
						8 pts	1/2 Mile	Familiar	2 Days	Permanent		
			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. Must maintain a reputation of 1 or higher to keep the Familiar. (Scale: -9 to 9)								FOCUS: Nae'Em Break= RM:1 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Aura Brightens -2 SP Lvl 9 Alter Hair/Whiskers/F 6 SP	
LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1 Nae'Em Kept
Summon Canine Familiar												
						16 pts	1/4 Mile	Familiar	1 Day	Permanent		
			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. Must maintain a reputation of 1 or higher to keep the Familiar. (Scale: -9 to 9)								FOCUS: Nae'Em break= fails COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Aura Brightens -2 SP Lvl 9 Alter Hair/Whiskers/F 6 SP	
LEVEL	6	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Nae'Em Kept
Summon Equine Familiar												
						20 pts	2 Marks	Familiar	1d4 Days	Permanent		
			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. Must maintain an Animal Ken Reputation of 1 or higher to keep the Familiar.								FOCUS: Nae'Em Break= RM:1 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Aura Brightens -2 SP Lvl 9 Alter Hair/Whiskers/F 6 SP	
LEVEL	7	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Call & Direct Corvus												
						8 pts	self	1 Mark + Rep	20 Minutes	2 Hours		
			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. Caster must have an Animal Ken Reputation of 1 or higher to cast. Rodent will stay within the AoE and follow directions via the weak Nae'Em. Animal Ken >0. HP=15, AC=22, Attk=x1, Init/ToHit=0, Dmg=1d6.								FOCUS: 50% to draw birds COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	


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LEVEL	8	NAE'EM	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Call & Set Wolverine Defender					8 pts	Self	1 Wolverine	1 Minute	2 Hours		
					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:AoE= 2 Wolverines COUNTER:No counter is available Lvl:1 ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Rollout Init 12 SP Lvl 9 Duration +50% 6 SP	

LEVEL	10	NAE'EM	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Call & Set Wolf Protector					12 pts	16 Squares	1 Image	1 Minute	2 Hours		
					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					FOCUS:Set mood COUNTER:No counter is available Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	


LEVEL	14	NAE'EM	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Call & Direct An Attack Bear					16 pts	Self	15 Squares	1 Minute	2 Hours		
					A bear appears in front of the caster and will attack as directed within the AoE. When/If the bear dies the casters Ken will drop by 1. (If not released before death) Caster must have an Animal Ken Reputation of 1 or higher to cast. The bear will stay and follow directions via the weak Nae'Em. Ken>0 HP:200 AC:16/16 Attk:x2x2 Init&ToHit+12 Dmg:2d10 Move:15					FOCUS:Set Mood COUNTER:No counter is available Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP	


Battle Actions/Prep

LEVEL	5		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2
Entangle					8 pts	Touch	2x2 Squares	1 Minute	4 Hours	Exited	
					Caster throws ethereal vines into the AoE. The vines blend & wait for their victim. This allows a trap to be sprung hours after the caster has left. Root/vines/branches in area reach out and attempt to grab any moving creatures. If no root/vine/branch are in the environment then brown ribbons reach out. Save required to move from square to square until fully out.					FOCUS:Aoe: 3x3 COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 4 Aura Brightens -2 SP	


LEVEL	12		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Protection vs Animals					12 pts	Touch	2x2x2 Sq Sphere	2 Minutes	1 Hour	Can pass thru.	
					Barely visible sepia colored roots reach out to the camp border. Animals crossing into or out of the circle must pass the MGC Save. Does NOT allow any part of the 'Animal' to pass perimeter, if the Save failed.					FOCUS:Column +1 COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP	


Battle Defense

LEVEL	1		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Wind Wall					4 pts	Self	1 Square	Initiative	4 Rounds		
					Ghostly light brown roots rise and spiral around the caster. A single square whirlwind provides AC+2 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:+2 AC vs Rnged/Thwn COUNTER:Same Spell ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 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		
					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.					FOCUS:Instant Rollout COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	

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LEVEL	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
						12 pts	Self	3x3 Squares	2 Rounds	10 Minutes	Spell passes thru		




A wind whips small loose debris from area back and forth in front of caster.
AC+4 vs Melee/Ranged/Thrown which protects the caster from attacks.
All people in the adjacent squares to the casters take 1d4 damage each round.
Melee attackers: Debris causes attackers to take 1d4 damage.
Thrown/Ranged attackers: Does NOT affect attackers.



COUNTER: Same Spell 
ENHANCEMENTS:
Lvl 12 Rollout Init 12 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	
						4 pts	10 Squares	1 Target	Initiative	1 Round			






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.


FOCUS: Total +10 ToHIT bonus 
COUNTER: Same Spell 
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:	SKL: 2	
						4 pts	4 Squares	1 Mark	Initiative	2 Rounds	Conjured		





A swarm appears in a square adjacent to the target.
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.
Save to conjure.


CREATE: Beetleroot Granules 
FOCUS: Save +1 Col 
COUNTER: Same Spell 
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP
Lvl 14 Damage X2 12 SP


LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
						8 pts	12 Squares	2x2 Squares	Initiative	Instant	1/2 Damage		





Barely visible rust colored roots, rise over the area, and throw down hail. (No ToHIT)
Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage.
Has a reduced effect against hot temperature targets.
Delivers the attack and damage from above the target.

FOCUS: Set AoE to 3x3 
COUNTER: Same Spell 
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP
Lvl 14 Damage X2 12 SP

LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
						12 pts	8 Squares	1 Target	Initiative	1 Round	1/2 Dmg if same		



Power surges towards the enemy. Type-> SYL:Ice, STM:Elect, ORX:Force, EOL:Acid
Bolt of power: Dmg 4d10+ACU Bonus. No ToHIT required.
Save for 1/2 dmg IF same class. Use comparison Save.

FOCUS: Knockback w/ RM:3 
COUNTER: Same Spell 
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP

Creations


LEVEL	7			STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	Self	Self	1 Minute	1 Day			




XX
XX
XX


CREATE:
COUNTER: None 

Fences and Shelters

LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Touch	1 Lean-To	10 Minutes	2 Hours			




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 Hunter's creation to be stronger and more water tight.
Allows for 2 more people.

FOCUS: COL+1 
COUNTER: None
ENHANCEMENTS:
Lvl 14 Stacking +1 8 SP
Lvl 18 Duration X4 10 SP
Lvl 9 Duration +50% 6 SP

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LEVEL 13	<div></div> <div></div>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 3	
Circle of Containment			16 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours	Exit Circle		



Barely visible blue streams of light form a cage inside the circle. Creatures are able to easily enter the AoE with no issues. Drawn circle that stops creatures from exiting its area. Can be used in/as a trap with Rogues skill "Set Up Eolas Spell Release (TRAP)". Must Save to Exit.


FOCUS:BRU:>95

COUNTER:Dispell Magic Spell Lvl:1

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL 14	<div></div> <div></div>	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Tree House			16 pts	8 Squares	4 Sq High Tree	30 Minutes	12 Hours		



Barely visible brown roots wind up into the trees branches and create a house. Caster creates planted seedlings that grow vines then into a tree. Does muffle sounds and lights within the closed house.

CREATE:Pine Seeds of Tree House


FOCUS:Stairs or Ladder.

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL 19	NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Fort of Thorns			20 pts	12 Squares	10x10 squares	30 Minutes	12 Hours		



Creates a 2 sq high walls of thorns 1 square deep. Each square= AC:8 HP:50 Each melee attack to the thorn wall delivers 1d6 damage to the attacker. No roof but has a wooden door where the caster places it. Fire damages the walls: Mundane 2d8 per round. Magical fire as per the spell. This is functional even in non-temperate environments.

FOCUS:Adds a roof


COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

Find or Reveal

LEVEL 5	<div></div> <div></div>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	GM
Detect Magic			8 pts	2 Squares	1-5 item	5 Minutes	Instant	Sight		



Caster attempts to find out if an item/object is magical. Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind. Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. Casting this will not enact the powers or magic, nor does it reveal the kind of magic is in play.

CREATE:Scroll of Detect Magic


FOCUS:Save Col -1

COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL 5	<div></div> <div></div>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: Vary	
Divining Water			8 pts	1/4 Mark	15 Sqs Deep	30 Minutes	Permanent	Found water		



Caster uses a divining rod to find water and reveal if it's potable or not. Column depends on region/environ. Auto fail in areas with water/ice everywhere. SKL:1 to find water in a wet region. SKL:4 to find water in a dry region. SKL:>95 to find water in a desert region.


FOCUS:Save Col -1

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 20	AOE X4	20 SP

LEVEL 6	<div></div> <div></div>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Dispel Magic Spell			8 pts	Touch	1 Item	6 Minutes	Permanent	Comparative		




List of spells that can be affected are in the Full Description list. GM determines the Save column for the item based on the nature of its power. Caster and GM both roll the Save. The greater success wins out. (Or least loss) Can be used to disrupt permanent magic. Doesn't affect non permanent spells, except as noted by each spell.

COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range at 1 Sq	6 SP

LEVEL 9	NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Search for Focus Item			12 pts	Self	1 Mark	1 Day	4 Hours	Found		



Caster is soley able to detect a focus item within range. Caster chooses detection method:

Vibration: Caster feels a vibration which grows as they near the item.

Audible: Caster hears a low siren which grows louder as they near the item.

Visual: Caster sees a glowing dot which grows brighter as they near the item.

COUNTER:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

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LEVEL	10	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
					24 pts	4 Squares	1 Item	2 Hours	Permanent			success

Find Clues To True Name



Bright Orange ribbons float to the object/person and fade as they surround them.
Caster attempts to locate clues to find a True Name.

FOCUS:Rollout Halved.	
COUNTER:Rollout Interruption Lvl:1	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 18 Range X4	10 SP
Lvl 9 Range +50%	6 SP

LEVEL	17	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					80 pts	1 Square	1 Square	12 Hours	Permanent			

Reveal True Name



This uses all the clues the caster has gathered attempt to find the True Name.
Use clues gathered to attempt to find the True Name.
Caster states aloud all the clues during the rollout.
Resulting in the direction and distance in marks if the Save is passed.
The knowledge is NOT announced out loud.

COUNTER:Rollout Interruption Lvl:1	
ENHANCEMENTS:	
Lvl 18 Range X4	10 SP
Lvl 12 Range X2	8 SP
Lvl 9 Range +50%	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	5 Minutes	Permanent			

Draw Up Ground Water



Blue and Orange ribbons burrow into the ground.
Pull water from ground. 2 skins per Tier. 1 skin in dry areas.
Typical person requires 1 skin per day. Deserts mean 2 per day.
Does NOT continously draw water from the same spot,
Each repeat adds 10% to failure chance (1d100 roll).

FOCUS:+2 Skins extra	
COUNTER: None	
ENHANCEMENTS:	
Lvl 16 Rollout 1 Min	8 SP
Lvl 20 AOE X4	20 SP
Lvl 12 AoE X2	6 SP

LEVEL	3		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



Barely visible red flames surrounds targetted prepared food.
Doubles up to 21 meals in casters pack. Does not affect magically created food.
All action is in a backpack: Food to be doubled and the resulting food.
Does QUADRIPL the amount of Cumber meals.

FOCUS:Ensures food is safe	
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



The caster focuses and yellow sparks streak to the food and swirls around it.
Improve Food - Improve Quality/Taste of 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 12 AoE X2	6 SP

LEVEL	4		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					12 pts	4 Squares	1 Square Cube	2 Hours	Permanent			

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:	
COUNTER: None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 12 Range X2	8 SP
Lvl 12 AoE X2	6 SP

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





Desert and hot environments may limit or inhibit this spell.
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.


FOCUS:20lbs/9kg Pressure	
COUNTER: None	
ENHANCEMENTS:	
Lvl 6 Subtle Casting	4 SP
Lvl 12 Rollout Init	12 SP


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Healing and Rest


LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save								
Forced Heal 1d6 HP (+more)																		
 <p>Healing energy drawn from all parts of the body are forced to the wounded area. First roll the dice and calculate full healing with enhancements, Then apply as force damage to the target, if the target is dead next steps fail. Lastly, apply the full healing time two (x2) to the target. This becomes more powerful (and more costly) with the Enhancements.</p>																		
<div> <div> <p>FOCUS: Fragility Save - 1 Column</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 18</td> <td>Range X4</td> <td>10</td> <td>SP</td> </tr> <tr> <td>Lvl 14</td> <td>Range At 3 Sqs</td> <td>8</td> <td>SP</td> </tr> </table> </div> </div>											Lvl 18	Range X4	10	SP	Lvl 14	Range At 3 Sqs	8	SP
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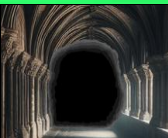
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save												
Sylvan Forced Healing 1d6 HP																						
 <p>Spiritlike light brown roots envelope the wound and force the wound to heal. Roll 1d6. Damage x1 then Heal x2 (bite sized naan bread)</p>																						
<div> <div> <p>FOCUS: +1 HP per die</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 18</td> <td>Range X4</td> <td>10</td> <td>SP</td> </tr> <tr> <td>Lvl 12</td> <td>Range X2</td> <td>8</td> <td>SP</td> </tr> <tr> <td>Lvl 9</td> <td>Range at 1 Sq</td> <td>6</td> <td>SP</td> </tr> </table> </div> </div>											Lvl 18	Range X4	10	SP	Lvl 12	Range X2	8	SP	Lvl 9	Range at 1 Sq	6	SP
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Lvl 12	Range X2	8	SP																			
Lvl 9	Range at 1 Sq	6	SP																			

LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save												
Triggered Forced Healing 2d8																						
 <p>Damage triggers 2d8 rolled. Damage first, then 2x Healing. 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 at any time.</p>																						
<div> <div> <p>CREATE: Triggered Forced Health Dr</p> <p>FOCUS: Stack+1</p> <p>COUNTER: Rollout Interruption Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 10</td> <td>Rollout Halved</td> <td>6</td> <td>SP</td> </tr> <tr> <td>Lvl 16</td> <td>Healing +4</td> <td>10</td> <td>SP</td> </tr> <tr> <td>Lvl 18</td> <td>Duration X4</td> <td>10</td> <td>SP</td> </tr> </table> </div> </div>											Lvl 10	Rollout Halved	6	SP	Lvl 16	Healing +4	10	SP	Lvl 18	Duration X4	10	SP
Lvl 10	Rollout Halved	6	SP																			
Lvl 16	Healing +4	10	SP																			
Lvl 18	Duration X4	10	SP																			


LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save												
Ranged Forced Healing 2d8+2 HP																						
 <p>Barely visible Blue sparks and Orange ribbons wind around the recipient. Energy from throughout the body is force to an injury. Roll dice and use the result to apply damage, the use double the same result and apply healing.</p>																						
<div> <div> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 20</td> <td>Rollout Instant</td> <td>16</td> <td>SP</td> </tr> <tr> <td>Lvl 9</td> <td>Range at 1 Sq</td> <td>6</td> <td>SP</td> </tr> <tr> <td>Lvl 14</td> <td>Duration X2</td> <td>8</td> <td>SP</td> </tr> </table> </div> </div>											Lvl 20	Rollout Instant	16	SP	Lvl 9	Range at 1 Sq	6	SP	Lvl 14	Duration X2	8	SP
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												
Light of Sylvan (Greenish)																						
 <p>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.</p>																						
<div> <div> <p>CREATE: Brighter by Tier</p> <p>FOCUS: Brighter by Tier</p> <p>COUNTER: Same Spell</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 6</td> <td>Subtle Casting</td> <td>4</td> <td>SP</td> </tr> <tr> <td>Lvl 18</td> <td>Duration X4</td> <td>10</td> <td>SP</td> </tr> <tr> <td>Lvl 14</td> <td>Duration X2</td> <td>8</td> <td>SP</td> </tr> </table> </div> </div>											Lvl 6	Subtle Casting	4	SP	Lvl 18	Duration X4	10	SP	Lvl 14	Duration X2	8	SP
Lvl 6	Subtle Casting	4	SP																			
Lvl 18	Duration X4	10	SP																			
Lvl 14	Duration X2	8	SP																			

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save												
Shadow of the Magi																						
 <p>Stays fixed right above the caster. Darkness to 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.</p>																						
<div> <div> <p>CREATE: Dust of Darkness</p> <p>FOCUS: Dur=20 Min (No conc)</p> <p>COUNTER: Dispel Magic Spell Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 20</td> <td>Rollout Instant</td> <td>16</td> <td>SP</td> </tr> <tr> <td>Lvl 14</td> <td>Range At 3 Sqs</td> <td>8</td> <td>SP</td> </tr> <tr> <td>Lvl 9</td> <td>Range at 1 Sq</td> <td>6</td> <td>SP</td> </tr> </table> </div> </div>											Lvl 20	Rollout Instant	16	SP	Lvl 14	Range At 3 Sqs	8	SP	Lvl 9	Range at 1 Sq	6	SP
Lvl 20	Rollout Instant	16	SP																			
Lvl 14	Range At 3 Sqs	8	SP																			
Lvl 9	Range at 1 Sq	6	SP																			


Nae'Ems

LEVEL	2	NAE'EM	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save								
Connect With A Hunter																			
 <p>Caster creates a green glowing connection to the Hunter. Permanent mental bond allows either party to initiate and/or accept. Each person must be within the same PMP to communicate. Arcane (Ancient Magic) will erase the bonding. This spell will only support 2 (See Stack) connections to Hunters.</p>																			
<div> <div> <p>FOCUS: Healing through Nae'Em</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 10</td> <td>Rollout Halved</td> <td>6</td> <td>SP</td> </tr> <tr> <td>Lvl 12</td> <td>Range X2</td> <td>8</td> <td>SP</td> </tr> </table> </div> </div>												Lvl 10	Rollout Halved	6	SP	Lvl 12	Range X2	8	SP
Lvl 10	Rollout Halved	6	SP																
Lvl 12	Range X2	8	SP																

-Sylvan

LEVEL	4	NAE'EM			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Speak With Animals					4 pts	Touch	1 Animal	5 Minutes	4 Hours				
 <p>Spell starts after the rollout & continues as the casters remains in touch. Speak and understand domesticated animals, large and small. Does not affect non-domesticated animals or monsters. Animal will respond within the limits of their intellect.</p>					<div> <div>FOCUS: Recipient</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 18</div> <div>Duration X4</div> <div>10 SP</div> </div> <div> <div>Lvl 9</div> <div>Duration +50%</div> <div>6 SP</div> </div> <div> <div>Lvl 18</div> <div>AoE = 2 Targets</div> <div>10 SP</div> </div> </div>								

LEVEL	6	NAE'EM		STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Animal Connection (Ae'Em)				12 pts	2 Squares	1 Recipient	4 Hours	EOY	Ae'Em Created				



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:COL-1

COUNTER: None


ENHANCEMENTS:


Lvl 14	Save -1 Col	8 SP
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP

LEVEL

7

NAE'EM





STACK

3

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 2



Create Permanent Nae'Em

12 pts

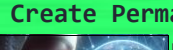
1 Square

1 Recipient

4 Days

Permanent

Created



Bright yellow ribbons encircle the recipient.

Permanent mental bond allows either party to initiate and/or accept.

Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding.

This spell will only support 3 (See Stack) connections to another person.

Recipient must Save for connection to work.


FOCUS:SKL:1



COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:




Lvl 10Rollout Halved6 SP

Lvl 18Range X410 SP



LEVEL	7	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	PMP	1 Ae'Em, 1 sq above	5 Minutes	1 Hour		
<h3>View An Animal (Ae'Em)</h3> <div>  <p>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 no communication through this spell, but can be done with other spells.</p> </div>											
										COUNTER: None	
										ENHANCEMENTS:	
Lvl 18										Duration X4	10 SP
Lvl 14										Duration X2	8 SP
Lvl 9										Duration +50%	6 SP

LEVEL	8			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Portal To Nae'Em						8 pts		Self		PMP		30 Minutes		5 Minutes			
<p>portal can't be opened/created unless Nae'Em agrees to the portal.</p> <p>portal can't be opened/created unless Nae'Em agrees to the portal.</p> <p>the caster and one other person can pass through. Or Nae'Em and one other person can pass through. First to pass through must be either the Nae'Em or the caster.</p>																	
<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div>																	

LEVEL	8	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
Protect Nae'Em Hunter vs Missiles					8 pts	12 Squares	1 Target	2 Minutes	8 Hours														
					<p>Rust colored roots drift to surround the partner just before fading away.</p> <p>The recipient Hunter must be Nae-Em bonded to the caster.</p> <p>Hunter gains +2 to AC vs Missiles and Thrown attacks.</p>								<div>FOCUS:Agility Saves +20</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 9	Range +50%	6 SP	Lvl 14	Duration X2	8 SP
Lvl 10	Rollout Halved	6 SP																					
Lvl 9	Range +50%	6 SP																					
Lvl 14	Duration X2	8 SP																					

LEVEL	11	NAE'EM		STACK	1	COST	36 pts	RANGE	Touch	AREA OF EFFECT	1 Item	ROLL OUT	3 Days	DURATION	Permanent	SAVE:	RM: 3		Connected
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Connect To An Arcane Focus Item

Multi Colored lights engulfs 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.



FOCUS: No current Focus Item.


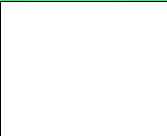
COUNTER: Rollout Interruption Lvl: 1



ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range at 1 Sq	6 SP



-Sylvan



LEVEL	14	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Bestow House Authority						48 pts	1 Recipient	1 Target	1 Month	Permanent		
 <p>Character is able to draw followers to their banner The Character is able to know 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 Eolas using the "House Authority" cause another to be a non-owner authority.</p>											<div>CREATE:</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements 0 SP</div>	



LEVEL	15	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create Permanent Location Vae'Em						16 pts	10 Squares	2x2 Sq Area	1 Day	Permanent		
 <p>Caster creates a Nae'Em of a location to be used for teleportation travel. Location becomes a teleport destination.</p>											<div>FOCUS:Casual</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 9 Range +50% 6 SP</div>	



LEVEL	20	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Nae'Em Natural Landmark						20 pts	4 Square	1 Landmark	2 Hours	Permanent		
 <p>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.</p>											<div>FOCUS:Close to Landmark</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 18 Range X4 10 SP</div> <div>Lvl 12 Range X2 8 SP</div>	

Natural Environment

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		
 <p>Barely visible olive colored roots Wind Around The Base Of The Plants. Promotes normal healthy growth. Does not heal 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.</p>											<div>CREATE:Plant Growth Soil</div> <div>FOCUS:1d4 Plant HP</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 20 AOE X4 20 SP</div> <div>Lvl 12 AoE X2 6 SP</div>	

LEVEL	2			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Disease Gone
Remove Plant Disease						4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent		
 <p>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.</p>											<div>CREATE:Plant Disease Powder</div> <div>FOCUS:Removes All</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save -1 Col 8 SP</div> <div>Lvl 20 AOE X4 20 SP</div> <div>Lvl 12 AoE X2 6 SP</div>	


LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 Weather Results
Predict Weather						4 pts	Self	Up to 5 Marks	1 Hour	1 Week		
 <p>Barely visible sepia colored roots rise into the air, hover, then float down. Predicts Weather patterns for a wk. GM rolls casters MGC:3 Estimation of likely/known changes coming within the week.</p>											<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div>	

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		
 <p>Barely visible brown roots Grow At The Casters Feet Then Fades. Heal 2d8+4 to domestic or wild woodland animals. (treats for the animal to eat) Caster GAINS 4 pts when casting this if the animal is healed. Max benefit gain of 20 SP</p>											<div>CREATE:Animal Healing Nutrients</div> <div>FOCUS:+4 HP</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Rollout Init 12 SP</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 9 Range +50% 6 SP</div>	

-Sylvan

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


FOCUS:+ a Wall
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 14	Duration X2	8 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
10	1	12 pts	18 Squares	5x20 Sq Area	10 Minutes	12 Hours	SKL: 3 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 Spell

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 12	Range X2	8 SP
Lvl 12	AoE X2	6 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
16	1	16 pts	Self	4x4x4 Sqs	10 Minutes	4 Hours	SKL: 3

Control Water



Barely visible amber roots rise at the casters feet and fade away.
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.
Does create enough air movement to clear most water spells and disperse them.

COUNTER:Same Spell


ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 18	Range X4	10 SP
Lvl 12	AoE X2	6 SP

Shape Change

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

Shape Of A Dog



As this skill rolls out the Sylvan morphs into a medium sized common dog.
The caster is physically changes 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.


FOCUS:Move+6
COUNTER:Same spell/skill Lvl:1

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
2	1	4 pts	Self	Self	10 Minutes	2 Hours	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:Move Silent @ 12
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3	1	4 pts	Self	1x2 Squares	1 Minute	4 Hrs (Min 1 Hr)	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	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4	1	8 pts	Self	Self	6 Minutes	4 Hours	No Save

Shape of A Familiar







Cast takes a form similar to (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:Duration= 8 hrs
COUNTER: None

ENHANCEMENTS:


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

-Sylvan

LEVEL	5			STACK	9	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save	
Shape Of A Dolphin						8 pts		Self		Self		1 Minute		1 Day				
 <p>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).</p>				<div> FOCUS:+1d6 Dmg  COUNTER:Same spell/skill Lvl:1  ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP </div>														

LEVEL	7	8	9	10	11	12	13	14	15	16	17	18	19	20
STACK	1	2	3	4	5	6	7	8	9	10	11	12	13	14
COST	7	8	9	10	11	12	13	14	15	16	17	18	19	20
RANGE	Self	Self	Self	Self	Self	Self	Self	Self	Self	Self	Self	Self	Self	Self
AREA OF EFFECT	Self	Self	Self	Self	Self	Self	Self	Self	Self	Self	Self	Self	Self	Self
ROLL OUT	10 Minutes	10 Minutes	10 Minutes	10 Minutes	10 Minutes	10 Minutes	10 Minutes	10 Minutes	10 Minutes	10 Minutes	10 Minutes	10 Minutes	10 Minutes	10 Minutes
DURATION	4 Hours	4 Hours	4 Hours	4 Hours	4 Hours	4 Hours	4 Hours	4 Hours	4 Hours	4 Hours	4 Hours	4 Hours	4 Hours	4 Hours
SAVE:	No Save	No Save	No Save	No Save	No Save	No Save	No Save	No Save	No Save	No Save	No Save	No Save	No 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).

COUNTER: Same spell/skill Lvl:1

ENHANCEMENTS:

Lvl 12	Rollout Init	12	SP
Lvl 10	Rollout Halved	6	SP
Lvl 18	Duration X4	10	SP

LEVEL	9	NAME	HIDE IN A TREE	STACK	1	COST	12 pts	RANGE	Touch	AREA OF EFFECT	1 tree	ROLL OUT	10 Minutes	DURATION	4 Hrs	SAVE:	No Save
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Caster can allow other Sylvan and FRIENDS to hide with them. (Max of 4 persons)

Caster must designate the tree and entry point when using a Class Focus item.

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:Dur: Hrs become Days


COUNTER:Same Spell

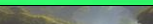
ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Duration X2	8 SP

LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shape Of A Bear						12 pts	Self	Self	5 Minutes	2 Hours		
				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:1st & 2nd? then +1d8 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 4 Cast from below level 5/Lvl SP								

LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	Self	Self	4 Minutes	4 Hours		
Shape Of A Hawk  <p>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).</p>												
										FOCUS: Fly @ 4 x Mark COUNTER: No counter is 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:	No Save								
						16 pts	Self	Self	10 Minutes	4 Hours										
<h3>Shape Of A Satyr</h3> <div><p>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.</p></div> <div><p>FOCUS:Dur: +2 Hrs</p><p>COUNTER: None</p><p>ENHANCEMENTS:</p><table><tr><td>Lvl 12</td><td>Rollout Init</td><td>12 SP</td></tr><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table></div>												Lvl 12	Rollout Init	12 SP	Lvl 10	Rollout Halved	6 SP	Lvl 9	Duration +50%	6 SP
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						16 pts	Self	Self	10 Minutes	6 Hours		
				<p>Caster Shifts into existing half horse, half man creature. A Centaur.</p> <p>In this form spells and speech are enabled.</p> <p>This form doubles daily travel, but does not increase lesser movements. (Battle moves).</p> <p>Caster gains 20 HP while in this form. Damage taken follows back to normal form.</p> <p>It is possible for the caster to revert back and fall unconscious/dead.</p>								
<div><div>FOCUS:Rollout = 1 Min</div><div>COUNTER:No counter is available Lvl:1</div><div>ENHANCEMENTS:</div><div><div>Lvl 10Rollout Halved6 SP</div><div>Lvl 18Duration X410 SP</div><div>Lvl 14Duration X28 SP</div></div></div>												

-Sylvan

LEVEL16

STACK1

COST16 pts


RANGETouch

AREA OF EFFECTSelf

ROLL OUT20 Minutes

DURATION8 Hours

SAVE:No Save



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:Rollout = 2 Min

COUNTER:None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL18

STACK1

COST20 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUT20 Minutes

DURATION2 Hours

SAVE:noon:



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:Sing vs Screech

COUNTER:None

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP