

Battle Actions/Prep

LEVEL	5	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute	
				8 pts	2 Squares	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:Enhancements 1/2 level

COUNTER:Un-Entangle Spell Lvl:1

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 18	Range X4	10 SP
Lvl 16	AoE X2	16 SP

LEVEL	7	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	8 Squares	2x4 Squares	3 Rounds	10 Minutes		

Easily clears away natural materials, like roots, vines, branches, or brambles. If no root/vine/branch are in the environment then there are no changes and no SP cost. Often can remove the non-plant materials to clear out an Impedence trap, Some traps and situations may require a SKL Save for the spell to succeed.

FOCUS:Enhancements 1/2 level

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP
Lvl 16	AoE X2	16 SP

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	Old AC is used		

Ghostly light brown roots rise and spiral around the caster. A single square whirlwind provides AC+4 vs Ranged/Thrown attacks. Tornado stays with caster as they move, but cannot push into occupied square. Casting is not affected by the tornado unless the spell is vulnerable to wind. This can NOT be combined with other spells such as Heat Wave Wall.

FOCUS:Enhancements 1/2 level

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP
Lvl 16	AoE = 2 Targets	12 SP

LEVEL	3	NAE'M		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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. 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: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
				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 2d6 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: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	
				4 pts	10 Squares	1 Mark	Initiative	1 Round	HP=25		

A swarm may appear in a square adjacent to the target (if within AoE/Range). Conjures a swarm to attack nearest living creature, even if it is friendly. Beetles are NOT able to cross in/out of protection circles. Skill Save to increase the swarm HP from 15 to 25. Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d6

CREATE:Beetleroot Granules

FOCUS:Save Roll +20

COUNTER:No Counter Available. Lvl:

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:	Resist (Skill/Non	
				8 pts	12 Squares	2x2 Squares	Initiative	1 Round	1/2 Damage		

A white cloud rises over the area, and throws down hail. (No ToHIT) Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage. Has a increase effect against heat based targets (+4 damage). Delivers the attack and damage from above the target. No more or less damage vs non-heat based creatures that are heated or on fire

FOCUS:Enhancements 1/2 level

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP
Lvl 9	Damage +50%	8 SP

Find or Reveal

LEVEL5

STACK1

COST8 pts


RANGE2 Squares

AREA OF EFFECT1-5 item

ROLL OUT5 Minutes

DURATIONInstant

SAVE: SkillSight



Caster attempts to find out if an item/object is magical.
No Magic: No light means no magic found in/on item. (Best description in FULL report)
Minor Magic: Dim light (candle) shines if is has lower powered effects.
Major Magic: Bright light that dazes a character for 1 round if Save failed.
Diety Magic: Blazing light that will blind a char for 4 hrs if Save failed.

CREATE:Scroll of Detect Magic

FOCUS:Save Roll +20

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:
Lvl 18 Range X410 SP
Lvl 12 Range X28 SP
Lvl 9 Range +50%6 SP

LEVEL5

STACK1

COST8 pts


RANGE1/4 Mark

AREA OF EFFECT15 Sqs Deep

ROLL OUT30 Minutes

DURATIONPermanent

SAVE: SkillFound water



Caster uses a divining rod to find water and reveal if it's potable or not.
Auto fail in areas with water everywhere.
Wet/Tropic/Artic region Save: Skill Roll +20,
Temperate region Save: Skill Roll +0.
Desert/Arid region Save: Skill Roll -40.

FOCUS:Enhancements 1/2 level

COUNTER:None

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP
Lvl 12 Range X28 SP
Lvl 20 AOE X420 SP

LEVEL6

STACK99

COST8 pts

RANGETouch


AREA OF EFFECT1 Target

ROLL OUT2 Minutes

DURATIONPermanent

SAVE: SkillVaries

GM



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).
(Strs1y)

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP
Lvl 18 Range X410 SP
Lvl 9 Range at 1 Sq6 SP

Food And Drink

LEVEL1

STACK99

COST4 pts


RANGETouch

AREA OF EFFECT2 Skins/Tier

ROLL OUT10 Minutes

DURATIONPermanent

SAVE: No Save



Easily capture water in readied containers as the water sprays up.
Draws on the available water/moisture in the area. (1/4 of a Mark)
Temperate/Tropic Regions: 2 skins / Tier per spell (multiples: -1 skin per spell),
Arctic/Arid Regions: 2 skins spell (multiples: -1 skins per spell),
Multiples: each repeated spell in same area reduces the effectiveness.

FOCUS:+2 Skins extra

COUNTER:None

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP
Lvl 16 Rollout 1 Min8 SP

LEVEL2

STACK3

COST4 pts


RANGE2 Squares

AREA OF EFFECT1-21 Meals

ROLL OUT10 Minutes

DURATIONPermanent

SAVE: No Save



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 QUADRIPL the amount of Cumber meals.

FOCUS:Enhancements 1/2 level

COUNTER:None

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP
Lvl 12 Range X28 SP
Lvl 9 Range +50%6 SP

LEVEL4

STACK99

COST4 pts


RANGE1 Square

AREA OF EFFECTUp to 21 Meals

ROLL OUT10 Minutes

DURATION1 Hour

SAVE: No Save



The caster focuses and yellow sparks streak to the food and swirls around it.
Improve Food - Improve Quality/Taste of non rations (& non-cumber food).
Does work on all non-poisoned / non-spoiled food.

FOCUS:Duration = 1 day

COUNTER:None

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP
Lvl 14 Duration X28 SP
Lvl 16 AoE X216 SP

LEVEL4

STACK99

COST12 pts


RANGE4 Squares

AREA OF EFFECTUp To 150 Meals

ROLL OUT2 Hours

DURATIONPermanent

SAVE: No Save





Requires food to be put into sealed containers.
Max of 150 meals.
Only mundane foods can be preserved. No magical food or containers.


FOCUS:Enhancements 1/2 level




COUNTER:None




ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP
Lvl 12 Range X28 SP
Lvl 16 AoE X216 SP




LEVEL	5	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Draw Out Rain Water										
 <p>Create a cloud to rain water down. 1 cubic square of drinkable water. Water pours from a magically created cloud and can be directed by the caster. Does allow caster to end spell prior to maximum effect. Must have containers ready</p>										
<p>FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Rollout Init 12 SP Lvl 16 AoE X2 16 SP</p>										


LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Basic Force Heal 1d4/Tier										
 <p>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.</p>										
<p>FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 14 Range At 3 Sqs 8 SP</p>										



LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Basic Forced Healing										
 <p>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</p>										
<p>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</p>										


LEVEL	2	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Triggered Forced Healing 2d8										
 <p>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.</p>										
<p>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</p>										

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Swamp Lights (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.</p>										
<p>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</p>										

LEVEL	3	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 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>										
<p>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</p>										

LEVEL	4	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
Speak With Animals											
 <p>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.</p>											
<p>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</p>											

LEVEL	6	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill -20	
						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: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	10	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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
						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
						8 pts	PMP	1 Ae'Em, 1 sq above	5 Minutes	1 Hour		



Portal opens to show the animal the caster has bonded to.
 This is a top down view from about 1 square above the animal.
 The spell stays with the animal as it moves.
 There is limited communication through this spell. 1 word statements.
 but can be done with other spells.


COUNTER: None

ENHANCEMENTS:

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

Natural Environment

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	tes normal healthy g	4x4 Sqs /Tier	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	
						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
						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	GM			
				4 pts	Self	Up to 5 Marks	1 Hour	1 Week	Weather Results					
 <p>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.</p>				<p>FOCUS:Enhancements 1/2 level</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 10</td> <td>Rollout Halved</td> <td>6 SP</td> </tr> </table>								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							
				4 pts	2 Sqs per Tier	1 Sq cube per Tier	Initiative	Permanent									
 <p>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.</p>				<p>FOCUS:Enhancements 1/2 level</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 6</td> <td>Subtle Casting</td> <td>4 SP</td> </tr> <tr> <td>Lvl 20</td> <td>Rollout Instant</td> <td>16 SP</td> </tr> </table>								Lvl 6	Subtle Casting	4 SP	Lvl 20	Rollout Instant	16 SP
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Lvl 20	Rollout Instant	16 SP															


LEVEL	6	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL									
				6 pts	4 Sqs	1 Animal	1 Minute	Permanent												
<p>Heal 2d8+4 to domestic or wild woodland animals. A minor bond is created and the caster attempts to use this temporary bond.</p>				<p>CREATE:Animal Healing Nutrients</p> <p>FOCUS:Enhancements 1/2 level</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 12</td> <td>Rollout Init</td> <td>12 SP</td> </tr> <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> </table>								Lvl 12	Rollout Init	12 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP
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LEVEL	6	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
				8 pts	12 Squares	3x3 Sq Area	5 Minutes	12 Hours												
 <p>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.</p>				<p>FOCUS:Enhancements 1/2 level</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 10</td> <td>Rollout Halved</td> <td>6 SP</td> </tr> <tr> <td>Lvl 18</td> <td>Range X4</td> <td>10 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 18	Range X4	10 SP	Lvl 14	Duration X2	8 SP
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Lvl 14	Duration X2	8 SP																		

LEVEL	7	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
				8 pts	Self	Self	1 Minute	1 Day												
 <p>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.</p>				<p>CREATE:Water Breathing Leaf</p> <p>FOCUS:Enhancements 1/2 level</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 20</td> <td>Rollout Instant</td> <td>16 SP</td> </tr> <tr> <td>Lvl 12</td> <td>Rollout Init</td> <td>12 SP</td> </tr> <tr> <td>Lvl 6</td> <td>AOE = Self +1</td> <td>6 SP</td> </tr> </table>								Lvl 20	Rollout Instant	16 SP	Lvl 12	Rollout Init	12 SP	Lvl 6	AOE = Self +1	6 SP
Lvl 20	Rollout Instant	16 SP																		
Lvl 12	Rollout Init	12 SP																		
Lvl 6	AOE = Self +1	6 SP																		


Partner Cooperations

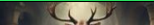
LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
				4 pts	Self	5 squares Radius	5 Minutes	8 Hours												
 <p>1d2+1 small dogs appear and will stay 'on guard' within the AOE. These dogs will not engage unless they personally are not able to stay out of the fight. However, they will not stop barking at intruders unless ordered by caster. Stats: 1 small Sized dog. AC:13, HP:15, Attk:x1x1, Dmg:1d4.</p>				<p>FOCUS:Enhancements 1/2 level</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 9</td> <td>Duration +50%</td> <td>6 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Damage X2</td> <td>12 SP</td> </tr> <tr> <td>Lvl 16</td> <td>AoE X2</td> <td>16 SP</td> </tr> </table>								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	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
				4 pts	Self	20 Squares	1 Minute	30 Min												
 <p>A rodent (appropriate to the environment) appears. They are not noticed by others. This rodent can join and be accepted by other rodents of the same kind. Rodent will stay within the AoE and follow directions via the Nae'Em. HP=6, AC=19, Attk=x1, Init/ToHit=0, Dmg=1d4.</p>				<p>FOCUS:Enhancements 1/2 level</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 6</td> <td>Subtle Casting</td> <td>4 SP</td> </tr> <tr> <td>Lvl 18</td> <td>Duration X4</td> <td>10 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Duration X2</td> <td>8 SP</td> </tr> </table>								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	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3		1	4 pts	Touch	1 Lean-To	10 Minutes	12 Hours	No Save
Waterproof A LeanTo								
			Brown roots grab and secure a lean-to to the ground. Requires a Hunter's Lean-To, hut, or shelter to be made first. Reinforces Hunters creation to be stronger and more water Tight. Allows for 2 more people.					FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP
LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4		1	8 pts	1/2 Mile	Familiar	2 Days	Permanent	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	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
5		1	16 pts	1/4 Mile	Familiar	1 Day	Permanent	SKL Familiar Found
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	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
6		1	20 pts	2 Marks	Familiar	1d4 Days	Permanent	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, Dmg:1d4, HP:80, Move=18 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	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
7		1	8 pts	self	1 Mark	20 Minutes	2 Hours	No Save
Call 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, Move=18/24.					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	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8		3	8 pts	12 Squares	1 Target	2 Rounds	2 Hours	No Save
Aid Hunter vs Missiles								
			Hunter gains +2 to AC vs Missiles. No effect vs other kinds of attack.					FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP
LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8		3	8 pts	Within 6 Squares	1 Wolverine	1 Minute	2 Hours	No Save
Call 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 a Nae'Em. HP:50 AC:18/15 Attk:x2x2 Init&ToHit+6 Dmg:1d8 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

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											
		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.								<div>FOCUS:Enhancements 1/2 level</div> <div>COUNTER:Dispel Magic. Lvl:1</div> <div>ENHANCEMENTS:</div> <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 14</td><td>Duration X2</td><td>8 SP</td></tr></table>	Lvl 12	Rollout Init	12 SP	Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP
Lvl 12	Rollout Init	12 SP																	
Lvl 10	Rollout Halved	6 SP																	
Lvl 14	Duration X2	8 SP																	

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

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 Round	4 Hrs (Min 1 Hr)												
				<p>Caster changes into the shape of a plant that is</p> <p>The Armor Class becomes 8 and the Move becomes 0. But the HP is based on the caster.</p> <p>Caster melds into the plant and can hear and feel. Can take damage when inside.</p> <p>Caster is NOT able to smell, see, speak, or cast while inside.</p> <p>Does not work on plants that are plant creatures. (Treants, etc.)</p>								<p>COUNTER: None </p> <p>ENHANCEMENTS:</p> <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

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

LEVEL

5

STACK

1

COST

8 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

1 Minute


DURATION

1 Day

SAVE:

No Save

Shape Of A Dolphin



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).

FOCUS:Enhancements 1/2 level

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 12 Rollout Init

12 SP

Lvl 10 Rollout Halved

6 SP

Lvl 18

Duration X4

10 SP

LEVEL

7

STACK

1

COST

8 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

1 Minute

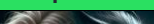
DURATION

4 Hours

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 Skill. Lvl:1



ENHANCEMENTS:

Lvl 12

Rollout Init

12 SP

Lvl 10

Rollout Halved

6 SP

Lvl 18


Duration X4

10 SP

LEVEL

8

NAE'EM



STACK

1

COST

8 pts

RANGE

Touch

AREA OF EFFECT

1 tree

ROLL OUT

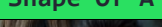
10 Minutes

DURATION

4 Hrs

SAVE:

No Save



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.)

FOCUS: Enhancements 1/2 level

COUNTER: Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 20

Rollout Instant

16 SP

Lvl 10

Rollout Hidden

6 SP