

Battle Actions/Prep

LEVEL 5		STACK 3	COST 8 pts	RANGE 2 Squares	AREA OF EFFECT 2x2 Squares	ROLL OUT 1 Minute	DURATION 4 Hours	SAVE: Brutal Exited
Entangle		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 8 pts	RANGE 2 Squares	AREA OF EFFECT 2x2 Squares	ROLL OUT 3 Rounds	DURATION 4 Hours	SAVE: No Save
UnEntangle		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 Impediment trap, Some traps and situations may require a Skill 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					
LEVEL 11		STACK 1	COST 12 pts	RANGE Touch	AREA OF EFFECT 3x3x3 Sq Sphere	ROLL OUT Initiative	DURATION 1 Hour	SAVE: BRU Can Move
Protection vs Animals		The animal must pass the Save to enter or exit the sphere, 'Animals' are uncivilized creatures found in real life.	FOCUS:Enhancements 1/2 level COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP					
LEVEL 14 NAE'EM		STACK 2	COST 16 pts	RANGE Self	AREA OF EFFECT 15 Squares	ROLL OUT 1 Minute	DURATION 2 Hours	SAVE: No Save
Call & Direct An Attack Bear		Calls a bear to be ready for a battle. Requires the caster to fully concentrate on directing the bear when it is attacking. The bear will stay and follow directions via the Nae'Em. HP:200 AC:16 Attk:x2 Init&ToHit+12 Dmg:2d10 Move:15	FOCUS:Enhancements 1/2 level COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP					

Battle Defense

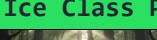
LEVEL 1		STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT 1 creature (self)	ROLL OUT Initiative	DURATION 4 Rounds	SAVE: Resist (Skill/Non) Old AC is used
Wind Wall		Ghostly light brown roots rise and spiral around the caster. A single square whirlwind provides AC+4 vs Ranged/Thrown attacks. Tornado stays 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'EM		STACK 1	COST 4 pts	RANGE 4 Sqs / Tier	AREA OF EFFECT 1 Recipient	ROLL OUT Initiative	DURATION 4 Rounds	SAVE: No Save
Wind Wall For Nae'Em Hunter		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: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					
LEVEL 10		STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT 3x3 Squares	ROLL OUT 2 Rounds	DURATION 10 Minutes	SAVE: Resist (Skill/Non)
Tornado Wall		A wind whips small loose debris from area back and forth in front of caster. AC+4 vs Melee/Ranged/Thrown/Spells 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.	FOCUS:Enhancements 1/2 level COUNTER:Control Wind Sphere Lvl:1 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
Rose Thorns				4 pts	10 Squares	1 Target	Initiative	1 Round		

LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
Hail Stones Attack											

LEVEL	11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
Class Power Attack	Duel			2.4 pts	10 Squares	1 Target	Initiative		1 Round		

LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	Skill												
Ice Class Power Attack		12 pts	10 Squares	1 Target		Initiative	1 Round		1/2 Damage													
	<p>Sends icy stream directly to the target. No lobbing.</p> <p>Bolt of power: Dmg 5d10+ACU Bonus. Save for 1/2 damage. No ToHIT required.</p> <p>Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments.</p> <p>Another caster using the same power (Ice) may start a 'Class Power Attack Duel'.</p> <p>Class Power Attack Duels force 2 casters into a head to head personal battle.</p>																					
FOCUS:Enhancements 1/2 level																						
COUNTER:Class Power Attack Duel Spell																						
ENHANCEMENTS:																						
Lvl 14	Save Roll -20			8 SP																		
Lvl 9	Range +50%			6 SP																		
Lvl 9	Damage +50%			8 SP																		

Fences and Shelters

-Sylvan

LEVEL	19	NAE'M		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			

Find or Reveal

LEVEL	5	STACK	1	COST	8 pts	RANGE	2 Squares	AREA OF EFFECT	1-5 item	ROLL OUT	5 Minutes	DURATION	SAVE: Skill Sight
Detect Magic													

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

LEVEL	5	STACK	1	COST	8 pts	RANGE	1/4 Mark	AREA OF EFFECT	15 Sqs Deep	ROLL OUT	30 Minutes	DURATION	Permanent	SAVE:	Skill Found water	
Divining 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 Halved 6 SP Lvl 12 Range X2 8 SP Lvl 20 AOE X4 20 SP																

LEVEL	6	STACK	99	COST	8 pts	RANGE	Touch	AREA OF EFFECT	1 Target	ROLL OUT	2 Minutes	DURATION	Permanent	SAVE	Skill	GM
Dispel Magic (Strsyl)		Many spells can be temporarily halted or entirely stopped by a Dispel Magic. Strumos & Sylvan are able to Rollout this spell out in 2 minutes (1 with the enhancement). The full description has the list. Also, there is a list in the players handbook (Spells chapter).												COUNTER:	No Counter Available.	Lvl:1

Food And Drink

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Draw Up Ground Water		4 pts	Touch	2 Skins/Tier	10 Minutes	Permanent				
	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 Halved 6 SP Lvl 16 Rollout 1 Min 8 SP	%

LEVEL	5	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Draw Out Rain Water		8 pts	Caster	1 Square	1 Minute	Permanent				

 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.

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

Healing and Rest

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Sylvan Forced Healing	1d6 HP			4 pts	Touch	1 Creature	Initiative	Permanent		

LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE
Ranged Forced Healing 2d8+2 HP											
		12 pts	15 or 22 sqs	1 Target	Initiative	Permanent					

Light and Darkness

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	Varies	Initiative	2 Hours		
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:	
Lvl 6 Subtle Casting	4 SP
Lvl 18 Duration X4	10 SP
Lvl 14 Duration X2	8 SP

LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		
Shadow of the Magi										



Stays fixed right above the caster.

Darkness continues for up to 4 rds after the concentration has stopped.

Caster creates darkness that will stay centered above them.

Keep darkness active by lightly concentrating on the spell,

Other spells actions that do not state a need to concentrate may be used.

CREATE:Dust of Darkness	
FOCUS:Dur=10 rds (No conc)	
COUNTER:Dispel Magic. Lvl:1	
ENHANCEMENTS:	
Lvl 20 Rollout Instant	16 SP
Lvl 16 AoE X2	16 SP

Nae'Ems

LEVEL	2	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	1 Square	1 Recipient	2 Days	Permanent		
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:	
Lvl 10 Rollout Halved	6 SP
Lvl 12 Range X2	8 SP

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



Spell starts after the rollout & continues as the casters remains in touch.

Speak and understand domesticated animals, large and small.

Domesticated = No Save. Non-Domesticated = Skill Save.

Animal will respond within the limits of their intellect.

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

LEVEL	6	NAE'EM	STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill -20
					12 pts	2 Squares	1 Recipient	4 Hours	EOY		Ae'Em Created
Animal Connection (Ae'Em)											



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 its view.

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

The animal is NOT able to send any mental images, but can describe things.

FOCUS:Enhancements 1/2 level	
COUNTER:None	
ENHANCEMENTS:	
Lvl 14 Save Roll +20	8 SP
Lvl 10 Rollout Halved	6 SP
Lvl 12 Range X2	8 SP

LEVEL	7	NAE'EM	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					16 pts	1 Square	1 Recipient	4 Days	Permanent		
Create Permanent Nae'Em											



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	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	PMP	Self+1	4 Minutes	5 Minutes		
Portal To Nae'Em											



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

-Sylvan

LEVEL 7 NAE'EM		STACK 1	COST 8 pts	RANGE PMP	AREA OF EFFECT 1 Ae'Em, 1 sq above	ROLL OUT 5 Minutes	DURATION 1 Hour	SAVE: No Save
View An Animal (Ae'Em)								
	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						
LEVEL 11 NAE'EM		STACK 1	COST 36 pts	RANGE Touch	AREA OF EFFECT 1 Item	ROLL OUT 4 Days	DURATION Permanent	SAVE: Resist (Skill/Non)
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.	COUNTER: No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP						
LEVEL 14 NAE'EM		STACK 99	COST 48 pts	RANGE 1 Recipient	AREA OF EFFECT 1 Target	ROLL OUT 1 Week	DURATION Permanent	SAVE: No Save
Bestow House Authority								
	Character is able to draw followers to their banner. Character knows 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 character using the "House Authority" cause another to be a non-owner authority.	FOCUS:Sense Allegience COUNTER: None						
LEVEL 20 NAE'EM		STACK 99	COST 20 pts	RANGE PMP	AREA OF EFFECT 3x3 Squares	ROLL OUT 4 Hours	DURATION Permanent	SAVE: No Save
Vae'Em Natural Landmark								
	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.	FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 10 Rollout Halved 6 SP Lvl 16 AoE X2 16 SP						
<h2>Natural Environment</h2>								
LEVEL 2		STACK 99	COST 4 pts	RANGE 10 ft normal healthy g	AREA OF EFFECT 4x4 Sq's	ROLL OUT 1 Hour	DURATION Permanent	SAVE: No Save
Plant Growth								
	Natural plants will grow as if they were within the best of conditions. Promotes normal healthy growth. Does not heal magically diseased/Sickened plants. New growth progresses as if it were in the best conditions. Plants grow within 1 hour as if 4 weeks had passed. Allows healthy growth from/past unhealthy parts.	CREATE:Plant Growth Soil FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 20 AoE X4 20 SP Lvl 16 AoE X2 16 SP						
LEVEL 2		STACK 0	COST 4 pts	RANGE 4 Squares	AREA OF EFFECT 4x4 Squares	ROLL OUT 10 Minutes	DURATION Permanent	SAVE: Skill Disease Gone
Remove Plant Disease								
	Caster moves about while casting to cover the AoE evenly. Removes non-magic plant diseases and infestations with a Save. Is able to remove a plant disease from a plant creature. Doesn't affect plant monsters that are without disease. This will not remove conditions brought on by harsh weather.	CREATE:Plant Disease Powder FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 20 AoE X4 20 SP Lvl 16 AoE X2 16 SP						
LEVEL 3		STACK	COST 4 pts	RANGE 2 Sq's per Tier	AREA OF EFFECT 1 Sq cube per Tier	ROLL OUT Initiative	DURATION Permanent	SAVE: No Save
Water to Steam (Reversible)								
	Sylvan uses magic to change Water into Steam. Or Steam into Water. Creature may take damage from the resulting steam. Damage = 2 HP per caster Tier. Damage can only be applied to creatures within the AOE. Above or near is a safe area. If the steam is turned into water the water can capture a single 2 Square cube. Can be Dispelled by the 'Dispel Magic' spell.	COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 20 Rollout Instant 16 SP						

-Sylvan

LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	Weather Results
	Predict Weather			4 pts	Self	Up to 5 Marks	1 Hour	1 Week			
	Barely visible sepia colored roots rise into the air, hover, then float down. Estimation of likely/known changes coming within the week. Predicts Weather patterns for a wk. GM rolls Save for caster, Save passed means info given to the caster is accurate.								FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved	6 SP	
LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
	Water to Ice (Reversible)			4 pts	2 Sqs per Tier	1 Sq cube per Tier	Initiative	Permanent			
	Sylvan uses magic to change Water into Ice. Or Ice into Water. Creature may take damage from the resulting Ice. Damage = 2 HP per caster Tier. Damage can only be applied to creatures within the AOE. Even near AOE is a safe area. If the Ice is turned into water the water can capture a single 2 Square cube. Can be Dispelled by the 'Dispel Magic' spell.								FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting Lvl 20 Rollout Instant	4 SP 16 SP	
LEVEL	6	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Animal Healing			6 pts	4 Sqs	1 Animal	1 Minute	Permanent		No Save	
	Heal 2d8+4 to domestic or wild woodland animals. A minor bond is created and the caster attempts to use this temporary bond.								CREATE:Animal Healing Nutrients FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init Lvl 12 Range X2 Lvl 9 Range +50%	12 SP 8 SP 6 SP	
LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Grow A Plant Canopy			8 pts	12 Squares	3x3 Sq Area	5 Minutes	12 Hours		No Save	
	Barely visible auburn roots grow into saplings creating a light leafy canopy. Plant Canopy can cover 1 to 4 people. High winds can bring down the canopy. Very useful for/with rain and needed shade.								FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved Lvl 18 Range X4 Lvl 14 Duration X2	6 SP 10 SP 8 SP	
LEVEL	7			STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Water Breathing			8 pts	Self	Self	1 Minute	1 Day		No Save	
	Caster is able to breath while under water. But is NOT able to breath out of water! Can be used in fresh or sea water. But the water must be un-polluted. The caster to be able to talk when underwater.								CREATE:Water Breathing Leaf FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant Lvl 12 Rollout Init Lvl 6 AOE = Self +1	16 SP 12 SP 6 SP	
LEVEL	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Control Wind Sphere			12 pts	18 Squares	5x20 Sq Area	10 Minutes	12 Hours		Skill	Disperse Spells
	Barely visible tan roots Whip Into A Wind Column And drift away. Caster can manage the general direction and speed of wind within Sphere. Can do direction changes by compass directions (N,NE,E,SE,S,SW,W,NW). Can do speed changes from quarter speed to double speed. Does create enough air movement to clear most cloud spells and disperse them.								COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll +20 Lvl 12 Range X2 Lvl 16 AoE X2	8 SP 8 SP 16 SP	
LEVEL	15			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Control Water Currents			16 pts	Self	4x4x4 Sqs	10 Minutes	4 Hours		Skill	
	Caster can manage the general direction and speed of water within Sphere. Can do direction changes by compass directions (N,NE,E,SE,S,SW,W,NW). Can do speed changes from quarter speed to double speed.								FOCUS:Enhancements 1/2 level COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll +20 Lvl 18 Range X4 Lvl 16 AoE X2	8 SP 10 SP 16 SP	

Partner Cooperations

LEVEL	NAE'EM	ICON	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	NAE'EM		7	1 pt	Self	10 Square Radius	4 Minutes	8 Hours	No Save
Call & Direct Small Assistants									
 <p>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).</p>									
FOCUS:Enhancements 1/2 level	COUNTER:Dispel Magic. Lvl:1								
ENHANCEMENTS:									
Lvl 6	Subtle Casting	4 SP							
Lvl 10	Rollout Halved	6 SP							
Lvl 9	Duration +50%	6 SP							
LEVEL	2		3	4 pts	Self	5 squares Radius	5 Minutes	8 Hours	No Save
Call & Post Yappy Camp Dog									
 <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: 1-4+1 small Sized dogs. AC:13, HP:15, Attk:x1x1, Init:+0, ToHIT:+0, Dmg:1d4.</p>									
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							
LEVEL	3	NAE'EM		1	4 pts	Touch	1 Lean-To	10 Minutes	2 Hours
Assist Hunter's LeanTo									
 <p>Brown roots grab and secure a lean-to to the ground. Requires a Nae'Emed Hunter's Lean-To, hut, or shelter to be made first. Reinforces Hunters creation to be stronger and more water Tight. Allows for 2 more people.</p>									
FOCUS:Enhancements 1/2 level	COUNTER:None								
ENHANCEMENTS:									
Lvl 14	Stacking +1	8 SP							
Lvl 18	Duration X4	10 SP							
Lvl 9	Duration +50%	6 SP							
LEVEL	3	NAE'EM		5	4 pts	Self	20 Squares	1 Minute	30 Min + Ken
Call & Direct Rodent									
 <p>A rodent (appropriate to the environment) appears. They are often not noticed by others. This rodent can join and be accepted by other rodents of the same kind. Rodent will stay within the AoE and follow directions via the weak Nae'Em. HP=6, AC=19, Attk=x1, Init/ToHit=0, Dmg=1d4.</p>									
FOCUS:Enhancements 1/2 level	COUNTER:None								
ENHANCEMENTS:									
Lvl 6	Subtle Casting	4 SP							
Lvl 18	Duration X4	10 SP							
Lvl 14	Duration X2	8 SP							
LEVEL	4	NAE'EM		1	8 pts	1/2 Mile	Familiar	2 Days	Permanent
Summon Feline Familiar									
 <p>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.</p>									
FOCUS:Enhancements 1/2 level	COUNTER:None								
ENHANCEMENTS:									
Lvl 10	Rollout Halved	6 SP							
Lvl 4	Increase Aura	-2 SP							
LEVEL	5	NAE'EM		1	16 pts	1/4 Mile	Familiar	1 Day	Permanent
Summon Canine Familiar									
 <p>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.</p>									
FOCUS: Nae'Em break= fails	COUNTER:None								
ENHANCEMENTS:									
Lvl 10	Rollout Halved	6 SP							
Lvl 4	Increase Aura	-2 SP							
Lvl 9	Alter Hair/Whiskers/F	6 SP							
LEVEL	6	NAE'EM		1	20 pts	2 Marks	Familiar	1d4 Days	Permanent
Summon Equine Familiar									
 <p>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.</p>									
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							

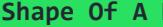
-Sylvan

LEVEL	8	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Call & Set Wolverine Defender												
	The spell calls a small bear-like weasel to defend the caster. This defender will only attack if they or the caster are physically attacked. Caster must have an Animal Ken Reputation of 1 or higher to cast. Wolverine will stay and follow directions via the weak Nae'Em. Ken >0 HP:50 AC:18/15 Attk:x2x2 Init&ToHit+6 Dmg:1d8+Ken Move:12	8 pts	Self	1 Wolverine	1 Minute	2 Hours	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

LEVEL	8	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Protect Hunter vs Missiles				8 pts	12 Squares	1 Target	2 Rounds	2 Hours			

Shape Change

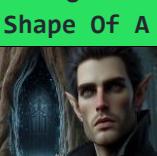
LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	Self	2 Minutes	8 Hours		
Shape Of A Dog										

 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.

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

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

-Sylvan

LEVEL 4		Shape of A Familiar	STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 6 Minutes	DURATION 4 Hours	SAVE: No Save
 <p>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</p>									
LEVEL 5		Shape Of A Dolphin	STACK 9	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 1 Minute	DURATION 1 Day	SAVE: No Save
 <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>									
LEVEL 7		Shape Of A Wolf	STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 10 Minutes	DURATION 4 Hours	SAVE: No Save
 <p>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).</p>									
LEVEL 8 NAE'EM		Shape Of A Tree	STACK 1	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 tree	ROLL OUT 10 Minutes	DURATION 4 Hrs	SAVE: No Save
 <p>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.)</p>									
LEVEL 9		Shape Of A Bear	STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 5 Minutes	DURATION 2 Hours	SAVE: No Save
 <p>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).</p>									
LEVEL 11		Shape Of A Hawk	STACK 99	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 4 Minutes	DURATION 4 Hours	SAVE: No Save
 <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>									
LEVEL 13		Shape Of A Satyr	STACK 1	COST 16 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 10 Minutes	DURATION 4 Hours	SAVE: No Save
 <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>									

LEVEL 15



STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Shape Of A Centaur

Caster Shifts into existing half horse, half man creature. A Centaur.

In this form spells and speech are enabled.

This form doubles daily travel, but does not increase lesser movements. (Battle moves).

Caster gains 20 HP while in this form. Damage taken follows back to normal form.

It is possible for the caster to revert back and fall unconscious/dead.

FOCUS:Enhancements 1/2 level

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 18 Duration X4 10 SP

Lvl 14 Duration X2 8 SP

LEVEL 16



STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Shape Of A Mer Person

Caster morphs into a mer-creature. Gender as caster chooses.

In this form spells and speech are enabled.

This form allows swimming and breathing underwater.

Caster gains 20 HP while in this form. Damage taken follows back to normal form.

It is possible for the caster to revert back and fall unconscious/dead.

FOCUS:Enhancements 1/2 level

COUNTER:None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 14 Duration X2 8 SP

Lvl 9 Duration +50% 6 SP

LEVEL 18



STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Shape Of A Harpy

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:Enhancements 1/2 level

COUNTER:None

ENHANCEMENTS:

Lvl 18 Range X4 10 SP

Lvl 12 Range X2 8 SP

Lvl 14 Duration X2 8 SP