

Battle Actions/Prep

LEVEL	7		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	2 Squares	2x2 Squares	3 Rounds	4 Hours		
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								

Battle Defense

Battle Offense

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Rose Thorns				4 pts	10 Squares	1 Target	Initiative	1 Round		
	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:Enhancements 1/2 level COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP								

Find or Reveal

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	Sight
				8 pts	2 Squares	1-5 item	5 Minutes	Instant			
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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	Sight
				8 pts	1/4 Mark	15 Sqs Deep	30 Minutes	Permanent			
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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
				8 pts	Touch	1 Target	2 Minutes	Permanent			
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	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 18 Range X4	10 SP
Lvl 9 Range at 1 Sq	6 SP

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

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	2	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	2 Squares	1-21 Meals	10 Minutes	Permanent		
Increase Food (x2)										

Barely visible red flames surrounds targetted prepared food.

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 QUADRUPLE the amount of Cumber meals.

FOCUS: Enhancements 1/2 level	
COUNTER: None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 12 Range X2	8 SP
Lvl 9 Range +50%	6 SP

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				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 rations (& 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 16 AoE X2	16 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										

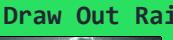
Each normal container within the AOE is sealed.

Max of 150 meals.

Only mundane foods can be preserved. No magical food or containers.

FOCUS: Enhancements 1/2 level	
COUNTER: None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 12 Range X2	8 SP
Lvl 16 AoE X2	16 SP

-Sylvan

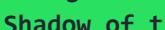
LEVEL	5			STACK	99	COST	8 pts	RANGE	Area of Effect	ROLL OUT	DURATION	SAVE:	No Save
Draw Out Rain Water  <p>Create a cloud to rain water down. 1 cubic square of drinkable water. Water pours from a magically created cloud and can be directed by the caster. Does allow caster to end spell prior to maximum effect.</p>													

Healing and Rest

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

Light and Darkness

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

 Stays fixed right above the caster.
Darkness continues for up to 4 rds after the concentration has stopped.
Caster 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.



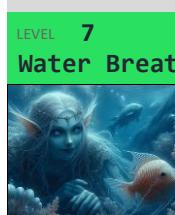
 CREATE:Dust of Darkness
 FOCUS:Dur=10 rds (No conc)
 COUNTER:Dispel Magic. Lvl:1
 ENHANCEMENTS:
 Lvl 20 Rollout Instant 16 SP
 Lvl 16 AoE X2 16 SP

Nae'ems

-Sylvan

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													
 <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>													
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)													
 <p>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.</p>													
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													
 <p>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.</p>													
LEVEL	7			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													
 <p>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.</p>													
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			
View An Animal (Ae'Em)													
 <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 limited communication through this spell. 1 word statements. but can be done with other spells.</p>													
Natural Environment													
LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	10 ft radius	Normal healthy plants	4x4 Sq's	1 Hour	Permanent		
Plant Growth													
 <p>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.</p>													
LEVEL	2			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
						4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent		Disease Gone	
Remove Plant Disease													
 <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>													

-Sylvan

LEVEL	3	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
			4 pts	2 Sqz per Tier	1 Sq cube per Tier	Initiative	Permanent		
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
LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
			4 pts	Self	Up to 5 Marks		1 Hour	1 Week	GM Weather Results
Predict Weather									
	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
			4 pts	2 Sqz per Tier	1 Sq cube per Tier		Initiative	Permanent	
Water to Ice (Reversible)									
	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	4 SP
								Lvl 20 Rollout Instant	16 SP
LEVEL	6	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT
						6 pts	4 Sqz	1 Animal	1 Minute
Animal Healing									
	Heal 2d8+4 to domestic or wild woodland animals. A minor bond is created and the caster attempts to use this temporary bond.							CREATE:Animal Healing Nutrients	
								FOCUS:Enhancements 1/2 level	
								COUNTER: None	
								ENHANCEMENTS:	
								Lvl 12 Rollout Init	12 SP
								Lvl 12 Range X2	8 SP
								Lvl 9 Range +50%	6 SP
LEVEL	6	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
			8 pts	12 Squares	3x3 Sq Area		5 Minutes	12 Hours	
Grow A Plant Canopy									
	Barely visible auburn roots grow into saplings creating a light leafy canopy. Plant Canopy can cover 1 to 4 people. High winds can bring down the canopy. Very useful for/with rain and needed shade.							FOCUS:Enhancements 1/2 level	
								COUNTER: None	
								ENHANCEMENTS:	
								Lvl 10 Rollout Halved	6 SP
								Lvl 18 Range X4	10 SP
								Lvl 14 Duration X2	8 SP
LEVEL	7	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
			8 pts	Self	Self		1 Minute	1 Day	
Water Breathing									
	Caster is able to breath while under water. But is NOT able to breath out of water! Can be used in fresh or sea water. But the water must be un-polluted. The caster to be able to talk when underwater.							CREATE:Water Breathing Leaf	
								FOCUS:Enhancements 1/2 level	
								COUNTER: None	
								ENHANCEMENTS:	
								Lvl 20 Rollout Instant	16 SP
								Lvl 12 Rollout Init	12 SP
								Lvl 6 AOE = Self +1	6 SP
Partner Cooperations									
LEVEL	1	NAE'EM		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT
						1 pt	Self	10 Square Radius	4 Minutes
Call & Direct Small Assistants									
	Caster calls small group of natural critters (3d4) to work as a group on single tasks. Example: Gather fire wood, open a door, look/crawl into small areas (non-dangerous). They can lift, push, pull, move a maximum of 20 lbs. The group cannot be set up to do 2 separate and divergent tasks. Caster communicates with the group via a Nae'Em (part of this spell).							FOCUS:Enhancements 1/2 level	
								COUNTER:Dispel Magic. Lvl:1	
								ENHANCEMENTS:	
								Lvl 6 Subtle Casting	4 SP
								Lvl 10 Rollout Halved	6 SP
								Lvl 9 Duration +50%	6 SP

LEVEL	2	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	5 squares Radius	5 Minutes	8 Hours		
Call & Post Yappy Camp Dog										
 <p>1d2+1 small dogs appear and will stay 'on guard' within the AOE.</p> <p>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	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Touch	1 Lean-To	10 Minutes	2 Hours		No Save
Assist Hunter's LeanTo										
 <p>Brownn 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	STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Self	20 Squares	1 Minute	30 Min + Ken		No Save
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	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	1/2 Mile	Familiar	2 Days	Permanent		Skill Nae'Em Kept
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	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				16 pts	1/4 Mile	Familiar	1 Day	Permanent		Resist (Skill/Non)
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	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				20 pts	2 Marks	Familiar	1d4 Days	Permanent		Skill Nae'Em Kept
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		
LEVEL	7	NAE'EM	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	self	1 Mark + Rep	20 Minutes	2 Hours		No Save
Call & Direct Corvus										
 <p>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.</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		

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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						

Shape Change

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)			

LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	No Save
Shape of A Familiar				8 pts	Self	Self	6 Minutes	4 Hours		
	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	

	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
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LEVEL	8	NAE'M		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Shape Of A Tree				8 pts		Touch		1 tree		10 Minutes		4 Hrs					