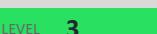


Battle Defense

LEVEL	3	NAE'EM		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Wind Wall For Hunter						4 pts		4 Sqs / Tier		1 Recipient		Initiative		4 Rounds			

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	3	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				4 pts	10 Squares	1 Mark	Initiative	1 Round	HP=	25
Conjure Native Beetles										
 <p>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.</p> <p>Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d6</p>										
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					

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		

LEVEL	4		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Improve Food					4 pts	1 Square	Up to 21 Meals	10 Minutes	1 Hour		
	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 Lvl 14 Duration X2 Lvl 16 AoE X2	

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				12 pts	4 Squares	Up To 150 Meals	2 Hours	Permanent	No Save
Permanently Preserve Food									



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 Halved 6 SP

Lvl 12 Range X2 8 SP

Lvl 16 AoE X2 16 SP

Healing and Rest

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	1 Square	1 Target	Initiative	Permanent	No Save
Basic Force Heal 1d4/Tier									



Roll 1d4 HP per Tier of the caster.

Healing energy drawn from all parts of the body are forced to the wounded area.

Then apply as force damage to the target, if the target is dead next step fails.

Lastly, apply the full healing times two (x2) to the target.

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 18 Range X4 10 SP

Lvl 14 Range At 3 Sqs 8 SP

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



Roll 1d6. Damage x1 then Heal x2

May knock out or even kill the recipient if the HP is drained too low.

First roll the dice (1d6) and note the result,

Next, apply the rolled result as DAMAGE,

Finally, apply TWICE the amount rolled result as healing to HP

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 18 Range X4 10 SP

Lvl 12 Range X2 8 SP

Lvl 9 Range at 1 Sq 6 SP

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



This is a delayed forced healing, triggered by taking damage,

In effect until duration is over or is used.

Does NOT allow the choice to not use it.

Only 1 triggered health can be in place per person at time.

Stacking allows multiple persons to have it simultaneously.

CREATE:Triggered Forced Health Dr.

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 14 Range At 3 Sqs 8 SP

Light and Darkness

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Self	Varies	Initiative	2 Hours	No Save
Swamp Lights (Greenish)									



With a twirling of the fingers the caster brings about light!

No Focus = Candle power. With Focus caster can set power.

This spell does stay fixed in relation to the caster, right above them.

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:
				4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds	No Save
Shadow of the Magi									



Stays fixed right above the caster.

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

Caster to creates darkness that will stay centered above them.

Keep darkness active by lightly concentrating on the spell,

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

CREATE:Dust of Darkness

FOCUS:Dur=10 rds (No conc)

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 20 Rollout Instant 16 SP

Lvl 16 AoE X2 16 SP

Nae'Ems

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

Natural Environment

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
2	99	4 pts	Normal healthy g	4x4 Sq's /Tier	1 Hour	Permanent	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.	<small>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</small>					
2	0	4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent	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.	<small>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</small>					
3	1	4 pts	2 Sq's per Tier	1 Sq cube per Tier	Initiative	Permanent	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.	<small>COUNTER:None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 20 Rollout Instant 16 SP</small>					
4	1	4 pts	Self	Up to 5 Marks	1 Hour	1 Week	Skill Weather Results GM
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.	<small>FOCUS:Enhancements 1/2 level COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP</small>					
4	1	4 pts	2 Sq's per Tier	1 Sq cube per Tier	Initiative	Permanent	No Save
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.	<small>FOCUS:Enhancements 1/2 level COUNTER:None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 20 Rollout Instant 16 SP</small>					
Partner Cooperations							
2	1	4 pts	Self	5 squares Radius	5 Minutes	8 Hours	No Save
Post Yappy Camp Dog							
	1d2+1 small dogs appear and will stay 'on guard' within the AOE. These dogs will not engage unless they personally are not able to stay out of the fight. However, they will not stop barking at intruders unless ordered by caster. Stats: 1 small Sized dog. AC:13, HP:15, Attk:x1x1, Dmg:1d4.	<small>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</small>					
3 NAE'EM	5	4 pts	Self	20 Squares	1 Minute	30 Min	No Save
Direct Rodent							
	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.	<small>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</small>					

-Sylvan

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		

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)		
										

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