




-Sylvan


Altered Reality



LEVEL	0.1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Beauty Contestant:2nd Prize				15% Max	Self	Self	5 Minutes	12 Hours		
	Recipient becomes more attractive by their race's standards. Caster lets colorful sparks cover the part they wish to change, which fade after a moment.									COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP

LEVEL	0.1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1 Blocks Vision
TIRO: Pie Fight!				20% Max	4 Squares	1 Target	Initiative	1 Round		
	Glowing Pie appears as thrown pie to block vision. The caster makes a throwing gesture and a pie made out of colorful light appears, flying towards the target									COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP


LEVEL	0.3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 Rope not cut
TIRO: 2 Rope Image				10% Max	1 Rope	1 Rope	1 Minute	2 Hours		
	The caster conjures a rope that looks like two short ropes made out of colorful ribbons. Does allow the Caster to roll a Save to merge the ropes into one. Any use or actions with the rope after conjuring reveals it as single length of 4 squares.									COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP


Battle-Defense

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Wind Wall				4 pts	Self	1 Square	Initiative	4 Rounds		
	Ghostly light brown roots rise and spiral around the caster. A single square whirlwind provides AC+2 vs Ranged/Thrown attacks. Tornado stays with caster as they move, but cannot push into occupied square. Casting is not affected by the tornado unless the spell is vulnerable to wind. This can NOT be combined with other spells such as Heat Wave Wall.									FOCUS:+2 AC vs Rnged/Thwn COUNTER:Same Spell ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP

LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Wind Wall For Nae'Em Hunter						4 pts	4 Sqs / Tier	1 Recipient	Initiative	4 Rounds		
				Recipient in the eye of storm. Wind gives AC+2 vs Ranged/Thrown. Recipient must be a Hunter by a Nae'Em to caster and must reside in only 1 sq. Wind Wall stays with Hunter. Skills aren't affected / blocked unless vulnerable to wind. This spell will not allow the Hunter to push into another occupied square.							FOCUS:Instant Rollout COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	


Battle-Offense

LEVEL	0.2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1 Damage taken
TIRO: Fire Crack!				20% Max	6 Squares	1 Target	Initiative	Instant		
	Bright Multi Colored flashes appear in the caster's hand. (ToHIT Required) Caster rolls a Thrown ToHit. 1d3 Damage. Metal armor requires Save.									COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP

LEVEL	0.4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2 No Damage
TIRO: Quick Flash Fire				30% Max	12 Squares	1 Target	Initiative	Instant		
	Colorful embers appear in the caster's palm. ToHIT Required. 1d12 Damage. Save for half damage.									COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP

-Sylvan

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	10 Squares	1 Target	Initiative	Instant		




The caster flicks their wrist to throw thorns at the target.
A single ToHIT+4 for 2d6+ACU Bonus Thorns (1 Dmg each).
The attack is directed to a single target via a ToHIT roll with a +4 bonus.
Blunder rolls merely indicate the target was missed.

FOCUS:Total +10 ToHIT bonus
COUNTER:Same Spell

ENHANCEMENTS:

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

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




Mist creates a cloud above the target. Hail pelts down to a square.
No ToHIT required. Damage: 3d4 + ACU Bonus. Target Saves for 1/2 Damage.
Delivers the attack and damage from above the target.
No effect on creatures acclimated to cold weather/environments.
No damage to flora due to frost/coldness.

FOCUS:+4d4
COUNTER:Same Spell

ENHANCEMENTS:

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

LEVEL	4			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Conjured
						4 pts	4 Squares	1 Mark	Initiative	2 Rounds		



A swarm appears in a square adjacent to the target.
Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.
Will attack any living target. Even if the target is friendly to the caster.
Save to conjure.

CREATE:Beetleroot Granules

FOCUS:Save +1 Col


COUNTER:Same Spell

ENHANCEMENTS:

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

Battle-Prep

LEVEL	0.3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						30% Max	Self	Self	1 Minute	4 Hours		




Solid Multi Colored flashes and surrounds the Caster.
AC becomes 16. Image of bright, sparkly magic armor around Caster.

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
-------	-----------------	------

LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	Caster	1 Hour	3 Days		



Damage triggers 2d8 rolled. Damage first, then 2x Healing.
In effect until duration is over or is used.
Does NOT allow the choice to not use it.
Only 1 triggered health can be in place at any time.

CREATE:Triggered Forced Health Dr

FOCUS:Stack+1


COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Healing +4	10 SP
Lvl 18	Duration X4	10 SP

Call-Summon

LEVEL	0.3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1 Item grabbed.
						30% Max	4 Sqs	1 Item	Initiative	1 Round		



Bright Multi Colored flashes travel towards the item and snatches it.
Random object (No magic/metal/crystalline). Metal armor = 1 worse Save.
Save to retrieve item.


COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
-------	-----------------	------

Communication-

LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						20% Max	Self	3x3x3 Sq	Initiative	5 Minutes		




The caster takes a deep breath and speaks at an amplified volume.
Amplifies sound out up to a 3 Square wide Cube.
Amplify even whispers.
Doesn't affect anyone but the caster.
As normal for the resulting volume it does carry over walls/barriers.


COUNTER:Same Spell

ENHANCEMENTS:


Lvl 0	No Enhancements	0 SP
-------	-----------------	------

-Sylvan



LEVEL	0.3			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Colored Signal Flare				15% Max	20 Squares	1 Flare	Initiative	1 Minute				
				A colored signal flare. Random between Red, Blue, Yellow, and Green. Roll 1d20								
				1 - 5 is bright red,								
				5 - 10 is bright blue,								
				10 - 15 is bright yellow,								
				15 - 20 is bright green.								
COUNTER: Same Spell												
ENHANCEMENTS:												
Lvl 0 No Enhancements 0 SP												


LEVEL	0.4	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Sloppy Spying			25% Max		12 Squares		3x3x3 Sqs		Initiative		5 Minutes		
			<p>Ghostly Multi Colored flashes surround the caster for the duration.</p> <p>Caster is the only one that sees the effects of this spell.</p> <p>Others have no indication beyond a lot of multi colored magic floating around.</p>										
COUNTER: None													
ENHANCEMENTS:													
Lvl 0 No Enhancements 0 SP													


Creation-Meta

LEVEL	0.1			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
TIRO: Water From A Plant					20% Max	1 Square	1 Plant	Initiative	10 Minutes				
				<p>The caster enchants a plant to pour water. Water pours as if from a spout, but instead it is from the plant. This only creates enough water to fill up a waterskin throughout the Duration. Does NOT have any affect against plant creatures.</p>								<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 0 No Enhancements 0 SP</p>	


Environ-Nature

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save		
Plant Healthy Growth						4 pts	tes normal healthy g	4x4 Sqs	1 Hour	Permanent				
				Barely visible olive colored roots Wind Around The Base Of The Plants. Promotes normal healthy growth.								CREATE:Healthy Plant Growth Pow 		
												FOCUS:1d4 Plant HP		
												COUNTER: None		
												ENHANCEMENTS:		
												Lvl 10	Rollout Halved	6 SP
												Lvl 20	AOE X4	20 SP
												Lvl 12	AoE X2	6 SP

LEVEL	2			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2										
Remove Plant Disease						4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent		Disease Gone										
				<p>Caster moves about while casting to cover the AoE evenly.</p> <p>Removes non-magic plant diseases and infestations with a Save.</p> <p>Is able to remove a plant disease from a plant creature.</p> <p>Doesn't affect plant monsters that are without disease.</p> <p>This will not remove conditions brought on by harsh weather.</p>									<p>CREATE: Plant Disease Powder</p> <p>FOCUS: Removes All</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 14</td><td>Save -1 Col</td><td>8 SP</td></tr><tr><td>Lvl 20</td><td>AOE X4</td><td>20 SP</td></tr><tr><td>Lvl 12</td><td>AoE X2</td><td>6 SP</td></tr></table>	Lvl 14	Save -1 Col	8 SP	Lvl 20	AOE X4	20 SP	Lvl 12	AoE X2	6 SP
Lvl 14	Save -1 Col	8 SP																				
Lvl 20	AOE X4	20 SP																				
Lvl 12	AoE X2	6 SP																				

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

Food-Water

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	5 Minutes	Permanent												
				<p>Blue and Orange ribbons burrow into the ground. Pull water from ground. 2 skins per Tier. 1 skin in dry areas. Typical person requires 1 skin per day. Deserts mean 2 per day. Does NOT continuously draw water from the same spot, Each repeat adds 10% to failure chance (1d100 roll).</p>								<p>FOCUS: +2 Skins extra</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 16</td><td>Rollout 1 Min</td><td>8 SP</td></tr><tr><td>Lvl 20</td><td>AOE X4</td><td>20 SP</td></tr><tr><td>Lvl 12</td><td>AoE X2</td><td>6 SP</td></tr></table>		Lvl 16	Rollout 1 Min	8 SP	Lvl 20	AOE X4	20 SP	Lvl 12	AoE X2	6 SP
Lvl 16	Rollout 1 Min	8 SP																				
Lvl 20	AOE X4	20 SP																				
Lvl 12	AoE X2	6 SP																				

-Sylvan

LEVEL

4

STACK

99

COST

4 pts

RANGE

1 Square

AREA OF EFFECT

4 Meals

ROLL OUT

10 Minutes


DURATION

1 Hour

SAVE:

No Save

Improve Food



The caster focuses and yellow sparks streak to the food and swirls around it.

Improve Food - Improve Quality/Taste of non-cumber food.

Does work on all non-poisoned / non-spoiled food.

FOCUS:Duration = 1 day

COUNTER: None


ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 14 Duration X2 8 SP

Lvl 12 AoE X2 6 SP

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



Increase Food

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


FOCUS: Ensures food is safe


COUNTER: None

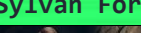
ENHANCEMENTS:

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


Health-Life-Death

LEVEL	0.1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
TIRO: Healing Bolus		30% Max	1 Square	Recipient	Initiative	Permanent					
		A rainbow of colors surrounds the person being healed. 1d12 HP healing. Does heal 1d12 painlessly. Does NOT heal Undead or Living Dead. Does NOT heal any sicknesses, diseases or other ailments. Does NOT deal any damage prior to healing the Recipient.							COUNTER: None		
									ENHANCEMENTS:		
									Lvl 0	No Enhancements	0 SP

LEVEL	1		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Forced Heal 1d6 HP (+more)					4 pts	1 Square	1 Target	Initiative	Permanent		
		<p>Healing energy drawn from all parts of the body are forced to the wounded area. First roll the dice and calculate full healing with enhancements, Then apply as force damage to the target, if the target is dead next steps fail. Lastly, apply the full healing time two (x2) to the target. This becomes more powerful (and more costly) with the Enhancements.</p>								<div>FOCUS:Fragility Save - 1 Column</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Range X410 SP</div> <div>Lvl 14 Range At 3 Sqs8 SP</div>	

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Touch	1 Creature	Initiative	Permanent		
<div>  <div> Sylvan Forced Healing 1d6 HP <p>Spiritlike light brown roots envelope the wound and force the wound to heal.</p> <p>Roll 1d6. Damage x1 then Heal x2</p> <p>(bite sized naan bread)</p> </div> </div>										
										FOCUS: +1 HP per die COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP

Light-


LEVEL	0.4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Aural Spark		10% Max	10 Squares	2x2 Sqs	Initiative	1d20 Minutes				
 <p>Colorful lights surround an area. Non-flammable point of low light. 1 of 5 colors.</p>		<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements 0 SP</div>								


N Ae'Em-Animal

LEVEL

1

NAE'EM





STACK

Pet / Tir

COST

4 pts

RANGE

Self

AREA OF EFFECT

2 Marks

ROLL OUT

1 Hour

DURATION


1 Week / Tier

SAVE:

SKL: 2

Pet Responds

Invoke Pet



Timid domestic animal is bound to the caster. (Rat, Cat, Bird, Dog)

Timid creature bonds with the caster. Shies from aggression and battle.

Makes noises & must rest as normal for its kind. Can touch/move items.

After 1 day pet learns the casters ways enough to attempt rough communication.

Visible. AC:12/12. Attk 1x1. Init:+6 HIT:-4 Dmg:1d3. HP:6. Death @ 0 HP.

FOCUS:See/Hear as pet.

COUNTER: None

ENHANCEMENTS:

Lvl 14 Stacking +1

8 SP


Lvl 18 Duration X4


10 SP

Lvl 14 Duration X2

8 SP

-Sylvan

LEVEL	4	NAE'EM		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Speak to Domesticated Animals						4 pts	Touch	1 Animal	5 Minutes	4 Hours		



Spell starts after the rollout & continues as the casters remains in touch.
Speak and understand domesticated animals, large and small.
Does not affect non-domesticated animals or monsters.
Animal will respond within the limits of their intellect.

FOCUS: Recipient


COUNTER: None

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP
Lvl 18	AoE = 2 Targets	10 SP

N Tae'Em-Thing

LEVEL	2			STACK	Per Tie	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Ribbon Horse						4 pts	1 Square	1 Ribbon Horse	4 Minutes	8 Hours		



Shining olive colored roots create The Shape Of A Ribbon Light Riding Horse.
Self w/carried items.
Can carry 1 large person, 2 medium sized, or 3 small.
Has 20 lines for inventory... separate from ability to carry people.

FOCUS: Looks almost Real-ish.


COUNTER: None

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
Lvl 14	Duration X2	8 SP
Lvl 18	AoE = 2 Targets	10 SP

Personal-Connections

LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
TIRO: Random Friendship						40% Max	10 Squares	1 Target	Initiative	Special	Friends!	





Colorful heart-shaped sparkles around casters hands.
Potentially makes someone more tolerant of the caster.
Does last only 10 minutes (outside of battle) or one round (in battle).
Does allow the Target to make a Save.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
-------	-----------------	------

LEVEL	2	NAE'EM		STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Connect With A Hunter						4 pts	1 Square	1 Recipient	2 Days	Permanent		



Caster creates a green glowing connection to the Hunter.
Permanent mental bond allows either party to initiate and/or accept.
Each person must be within the same PMP to communicate.
Arcane (Ancient Magic) will erase the bonding.
This spell will only support 2 (See Stack) connections to Hunters.

FOCUS: Healing through Nae'Em


COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP

Shape Change

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Small Domestic Pet Form						4 pts	Touch	Self	5 Rounds	4 Hours		



Caster morphs into the pet slowly over 30 secs
Caster able to take the form of a common domestic pet.
Caster morphs into the pet slowly over 30 secs
Move = 1/2 Move No use of Spells/Skills in this form

FOCUS: + 8 hours


COUNTER: None

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
--------	--------------	-------

Shelter-Rest-Protection

LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Garish Pup Tent						20% Max	8 Squares	1x2 Squares	1 Minute	8 Hours		




Bright Multi Colored flashes form a broken down colorful tent.
Bright multicolored pup tent. 2 participants.


COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
-------	-----------------	------

-Sylvan

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



Brown roots grab and secure a lean-to to the ground.
Requires a Nae'Em Hunter's Lean-To, hut, or shelter to be made first.
Reinforces Hunters creation to be stronger and more water Tight.
Allows for 2 more people.

FOCUS:COL+1


COUNTER: None

ENHANCEMENTS:

Lvl 14	Stacking +1	8 SP
Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP

Tracking-

LEVEL	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Tracking						30% Max	Self	1 Trail	Initiative	1 Hour		



Solid Multi Colored flashes to show everyone in sight where path is.
Find and follow a trail while leaving an obvious trail with signposts.


COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
-------	-----------------	------

Travel-Planes

LEVEL	0.1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Quick Jump						20% Max	1d6 Squares	Self	Initiative	Instant		




Colorful glow appears under caster's feet & follows them as they jump.
1d6 squares in direction indicated.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
-------	-----------------	------

LEVEL	0.3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2 Not moved
TIRO: Quick Push!						40% Max	4 Squares	1 Recipient	Initiative	Instant		



Bright Multi Colored flashes travel towards the Target and surround them.
Recipient forced to random spot up to 4 Squares away.


COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
-------	-----------------	------

Utility-

LEVEL	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Tasty Cumber Meals						25% Max	Touch	Varies	1 Minute	1 Hour		




Multi Colored flashes extend from Caster's hand and form into consumable food.
1d12 meals appear at waist height of the Caster.

COUNTER: None


ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
-------	-----------------	------


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Arcane Light with Class Hue						4 pts	Self	Varies	Initiative	4 Hours		



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:Astral Candle Light Powder 


FOCUS:Brighter by Tier

COUNTER:Same Spell 


ENHANCEMENTS:

Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP
Lvl 18	Duration - EOY	20 SP


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



Stays fixed right above the caster.
Darkness to continues for up to 4 rds after the concentration has stopped.
Caster to creates darkness that will stay centered above them.
Keep darkness active by lightly concentrating on the spell,
Other spells actions that do not state a need to concentrate may be used.

CREATE:Dust of Darkness 

FOCUS:Dur=20 Min (No conc)

COUNTER:Same Spell 

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
Lvl 14	Range At 3 Sqs	8 SP
Lvl 9	Range at 1 Sq	6 SP