






-Sylvan

[illegible][illegible]

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
12 Class Power Attack			12 pts	8 Squares	1 Target	Initiative	1 Round		1/2 Dmg if same	
	Bolt of power: Dmg 4d10+ACU Bonus. Save for 1/2 dmg IF same class. SYL:Ice, STM:Elect, ORX:Force, EOL:Acid The power surges outward impacting the enemy. No ToHIT required.									
								Wand w/ Crystal		
								Knockback w/ RM:3		
								SAME SPELL WILL COUNTER		
								ENHANCEMENTS: 2		

Battle-Prep

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2	Triggered	Forced Healing	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 Draught

Wand w/ Crystal

Stack+1

SAME SPELL WILL COUNTER

ENHANCEMENTS: 4

LEVEL

5 Entangle

STACK 3

COST 8 pts

RANGE Touch

AREA OF EFFECT 2x2 Squares


ROLL OUT 1 Minute

DURATION 4 Hours

SAVE:

BRU: 2

 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.

Wand w/ Crystal

Aoe: 3x3

SAME SPELL WILL COUNTER

ENHANCEMENTS: 6

Environ-Nature

LEVEL

2

STACK

0

COST

4 pts

RANGE

Self

AREA OF EFFECT

4x4 Sqs

ROLL OUT

1 Hour


DURATION

Permanent

SAVE:

No Save

Plant Healthy Growth




Barely visible olive colored roots Wind Around The Base Of The Plants.
Promotes normal healthy growth.

CREATE:

Healthy Plant Growth Powder

Wand w/ Crystal

1d4 Plant HP



ENHANCEMENTS: 3

LEVEL

2 Remove Plant Disease

STACK

0

COST

4 pts

RANGE

4 Squares

AREA OF EFFECT

4x4 Squares

ROLL OUT


10 Minutes


DURATION

Permanent

SAVE:

SKL: 2





Olive colored roots wind around the base of the plants.


Remove Plant Disease

CREATE:

Plant Disease Powder


Wand w/ Crystal

Removes All



ENHANCEMENTS: 6

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4 Predict Weather			4 pts	Self	Up to 5 Marks	1 Hour	1 Week		


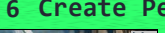




Barely visible sepia colored roots rise into the air, hover, then float down.
 Predicts Weather patterns for a wk. GM rolls casters MGC:3
 Barely visible sepia colored roots rise into the air, hover, then float down.


NO FOCUS USE

ENHANCEMENTS: 2

-Sylvan


LEVEL	NAE'EM	STACK	5	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		SKL: 2	
6	Create Permanent Ae'Em			12 pts		Touch		1 Recipient		4 Days		Permanent				Ae'Em Created	
	<p>Glowing green ribbons encircle the recipient and caster.</p> <p>This permanent mental bond allows the caster to initiate a connection.</p> <p>A Save is required. The animal can only articulate from it's view.</p> <p>Both must be in same PMP. Arcane (Ancient Magic) will erase the bonding.</p> <p>The animal is NOT able to send any mental images, but can describe things.</p>																
														Wand w/ Crystal			
														COL-1			
														NO COUNTER IS AVAILABLE. Lvl:5			
																ENHANCEMENTS: 2	

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
11 Control Wind Sphere		12 pts	18 Squares	5x20 Sq Area	10 Minutes	12 Hours			

 Barely visible tan roots Whip Into A Wind Column And drift away.
Direction and general speed of wind within Sphere.




Barely visible tan roots Whip Into A Wind Column And drift away.

NO FOCUS USE

SAME SPELL WILL COUNTER 


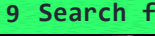
ENHANCEMENTS: 8

Find-Hide-Reveal



LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3 Shadow of the Magi			4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		
	<p>Stays fixed right above the caster.</p> <p>Darkness to continues for up to 4 rds after the concentration has stopped.</p> <p>Caster to creates darkness that will stay centered above them.</p> <p>Keep darkness active by lightly concentrating on the spell,</p> <p>Other spells actions that do not state a need to concentrate may be used.</p>								CREATE:  Dust of Darkness  Wand w/ Crystal Brighter by Tier
								SAME SPELL WILL COUNTER	ENHANCEMENTS:

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	Sight
5 Detect Magic	1	8 pts	2 Squares	1 item	5 Minutes	Instant			
Caster attempts to find out if an item/object is magical. Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind. Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. Casting this will not enact the powers or magic, nor does it reveal the kind of magic is in play.								CREATE: Scroll of Detect Magic Wand w/ Crystal Save Col -1	
ENHANCEMENTS: 3									

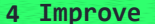
[illegible]

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
9 Search for Arcane Focus Item				12 pts	Self	1 Mark	1 Day	4 Hours			Found
 <p>Caster is solely able to detect a focus item within range.</p> <p>Caster chooses detection method:</p> <p>Vibration: Caster feels a vibration which grows as they near the item.</p> <p>Audible: Caster hears a low siren which grows louder as they near the item.</p> <p>Visual: Caster sees a glowing dot which grows brighter as they near the item.</p> <p>NO FOCUS USE</p> <p>ENHANCEMENTS: 7</p>											

Food-Water

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1 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>								Wand w/ Crystal +2 Skins extra	 ENHANCEMENTS: 2

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4 Improve Food			4 pts	1 Square	4 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-cumber food.
 Does work on all non-poisoned / non-spoiled food.

Wand w/ Crystal


Duration = 1 day

0

ENHANCEMENTS: 7

-Sylvan

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



Barely visible red flames surrounds targetted prepared food.
Doubles up to 21 meals in casters pack.
Barely visible red flames surrounds targetted prepared food.
Does not affect magically created food.

Wand w/ Crystal
Ensures food is safe

ENHANCEMENTS: 4

LEVEL

5

STACK

99

COST

8 pts

RANGE

Caster

AREA OF EFFECT

1 Square

ROLL OUT

1 Minute


DURATION

Permanent

SAVE:

No Save

Bring Out Rain Water




Desert and hot environments may limit or inhibit this spell.

1 cubic square of drinkable water.


Wand w/ Crystal


20lbs/9kg Pressure


ENHANCEMENTS: 2


LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 4
5 Divining Water	1	8 pts	1/4 Mark	6-15 Sqs Deep	30 Minutes	Permanent		Desert/Arid
 <p>Caster uses a divining rod to find water and reveal if it's potable or not. Save Column depends on region/envIRON. Reveals potable or not.</p> <div>Wand w/ Crystal Save Col -1</div>								
ENHANCEMENTS: 6								

Health-Life-Death

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1			4 pts	1 Square	1 Target	Initiative	Permanent		
<div><div></div><div><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><div>Wand w/ Crystal</div><div>Fragility Save - 1 Column</div></div></div></div> <div>ENHANCEMENTS: 8</div>									

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1 Sylvan Forced Healing 1d6 HP		4 pts	Touch	1 Creature	Initiative	Permanent		
 <p>Spiritlike light brown roots envelope the wound and force the wound to heal. Roll 1d6. Damage x1 then Heal x2 (bite sized naan bread)</p>							Wand w/ Crystal +1 HP per die	
ENHANCEMENTS: 2								

LEVEL	NAE'EM	STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION	SAVE:	No Save
6 Animal Healing				-4 pts		4 Sqs		1 Animal		1 Minute		Permanent		
	<p>Barely visible brown roots Grow At The Casters Feet Then Fades.</p> <p>Heal 2d8+4 to domestic or wild woodland animals.</p> <p>(treats for the animal to eat)</p> <p>Caster GAINS 4 pts when casting this if the animal is healed.</p> <p>Max benefit gain of 20 SP</p>													

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
12 Ranged Forced Healing 2d8+2 HP			12 pts	6 Squares	1 Target	Initiative	Permanent		
 <p>Barely visible Blue sparks and Orange ribbons wind around the recipient. Energy from throughout the body is force to an injury. Roll dice and use the result to apply damage, the use double the same result and apply healing.</p>									
								NO FOCUS USE	
ENHANCEMENTS: 6									

N Ae'Em-Animal

LEVEL

NAE'EM

STACK

Pet/Tier

COST

4 pts

RANGE

Self

AREA OF EFFECT

2 Marks

ROLL OUT

1 Hour

DURATION

1 Week / Tier


SAVE:

SKL: 2

Pet Responds

1

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.

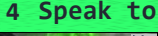
Wand w/ Crystal

See/Hear as pet.

ENHANCEMENTS: 6

-Sylvan

LEVEL	NAE'EM	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4	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.

Wand w/ Crystal
Recipient

ENHANCEMENTS: 5

LEVEL

NAE'EM

STACK

99

COST

8 pts

RANGE

10 Squares

AREA OF EFFECT

1 Animal

ROLL OUT

1 Minute


DURATION

8 Hours


SAVE:

Animal is calmed

SKL: >05



6 Befriend An Animal



Assists with other animal spells which utilize a connection of trust.

Calms wild woodland and domestic animals. Sets any required Saves to >05.

Does NOT work with monsters or civilized creatures.


Does NOT affect animals currently enraged, frenzied, or conditioned to attack.

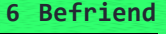
Wait and assist the animal to calm then use this spell.

Wand w/ Crystal

Enraged/Frenzied okay.

SAME SPELL WILL COUNTER.





ENHANCEMENTS: 4

LEVEL

NAE'EM

STACK

2

COST

8 pts

RANGE

12 Squares

AREA OF EFFECT

1 Animal

ROLL OUT


1 Minute

DURATION


1 Hour

SAVE:

SKL: 2




7 Speak With Wild Animals



Speak/understand wild animals



Wand w/ Crystal


Stack x2



ENHANCEMENTS: 5

[illegible]

	LEVEL NAE'EM	STACK 1	COST 16 pts	RANGE 1 Square	AREA OF EFFECT 1 Sq Area	ROLL OUT 7 Days	DURATION Permanent	SAVE:	SKL: 2 Animal arrives
	8 Call A Kindred Spirit Animal								
	Timid animal is bound to the caster. Any kind of domestic or wild animal that is not known for aggression. After Rollout the animal learns enough to attempt rough communication. AC:12/12, Attk 1x1, Init+6, HIT+6, Dmg:1d6, HP:20, Move=8								
								Wand w/ Crystal Hear/See thru animal	
								ENHANCEMENTS: 1	

LEVEL	NAE'M	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
8	Call Hunting Pack		8 pts	Self	1/2 Mark / Tier	5 Minutes	Instant		
 <p>Pack animals are urged to respond to casters call. Caster audibly prods a pack for response. Casters call is projected throughout AoE. Will be heard as sounds of that pack. Possible Packs: Wild Dogs, Wolves, Hyenas, Lions.</p> <p>Wand w/ Crystal +Urgency Save</p> <p>ENHANCEMENTS: 7</p>									

LEVEL

NAE'EM

STACK

1

COST

8 pts

RANGE

2 Marks

AREA OF EFFECT

1 Mount

ROLL OUT

1 Hour

DURATION

1 Day

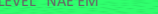
SAVE:

SKL: 2

Mount arrives

8

Convoke Animal Mount



Barely visible copper colored roots Dissipate Into the Air.

Call Animal Mount

Caster choose mount breed and type. (Horses: riding, war, draft)

Choice of Horse, Pony, Camel, Llama, Zebra.


Wand w/ Crystal

+ Passenger

ENHANCEMENTS: 8

N Nae'Em-People

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



Rust colored roots drift to surround the partner just before fading away. The recipient Hunter must be Nae-Em bonded to the caster. Hunter gains +2 to AC vs Missiles and Thrown attacks.

Wand w/ Crystal
Agility Saves +20

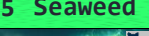
ENHANCEMENTS: 7

-Sylvan

N Tae'Em-Thing

LEVEL	STACK	Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2			4 pts	1 Square	1 Creation	5 Minutes	8 Hours		

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5	Seaweed Dolphin			8 pts	3 Marks	1 Dolphin	10 Minutes	2 Hours		



Dolphin - Stats: HP:10 AC:15/10 Move:12 Sqs swim 25 sqs race

Caster creates the image of a Dolphin out of any Seaweed like materials.

Ribbons create a dolphin which act mostly like normal dolphins.

Ribbons dolphins are not as good as real dolphins.

Stats: HP:2 AC:15/10 Move:12 Sqs swim 24 sqs race

Wand w/ Crystal

Range: 5 Marks

ENHANCEMENTS: 8

LEVEL

NAE'EM

STACK

1

COST

8 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

10 Minutes

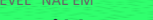
DURATION

2 Hours

SAVE:

No Save

6 Ribbon Bat



Ribbons create a bat which act mostly like normal bats.

Bat - HP:2 AC:18/12 Move: 15 Sqs flight

Ribbons create a bat which act mostly like normal bats.

Ribbons bats are not as good as real bats.


Stats: HP:2 AC:18/12 Move:15 Sqs Flight

Wand w/ Crystal

Low Light

ENHANCEMENTS: 8

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
7 Vine Wolf				8 pts	Self	Self	10 Minutes	2 Hours		



Ribbons create a wolf which act mostly like normal wolf.
 Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run
 Ribbons create a wolf which act mostly like a normal wolf.
 Ribbons wolves are not as good as real wolves.
 Stats: HP:12 AC:16/12 Move:12 Sqs walk 20 sqs run

Wand w/ Crystal
 Attkc: 1x1 1d6 Dmg

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 8

Personal-Connections

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


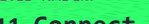

LEVEL	Nae'Em	STACK	3	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
7 Create Permanent Nae'Em				12 pts		Touch		1 Recipient		4 Days		Permanent			

Bright yellow ribbons encircle the recipient.
 Permanent mental bond allows either party to initiate and/or accept.
 Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding.
 This spell will only support 3 (See Stack) connections to another person.

Wand w/ Crystal
SKL>Q5

ENHANCEMENTS: 1

[illegible]

LEVEL	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
11 Connect To An Arcane Focus Item				36 pts	Touch	1 Item	3 Days	Permanent		Connected	
		<p>Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollou</p> <p>Creates a connection between the caster and the Arcane Focus Item.</p> <p>Require the item to be of the highest quality.</p> <p>Caster must currently not have a Focus Item.</p>									
										<div>Wand w/ Crystal</div> <div>No current Focus Item.</div>	
<div>ENHANCEMENTS: 5</div>											

-Sylvan

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
11	Disconnect An Arcane Focus Item	99	36 pts	Touch	Current Item	20 Minutes	Permanent			Connection broken



A weave engulfs the caster.
Removes the connection between all creatures and the focus item.
A creature that is currently connected will know when the disconnection happens.

NO FOCUS USE

ENHANCEMENTS: 2

Shape Change

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1	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

Wand w/ Crystal
+ 8 hours



LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6	Alter Self - Medium Sized Dog/Cat	8 pts	Self	Self	1 Round	8 Hours		



Barely visible green specks envelope caster as they morph into a cat or dog.
Alter Self - Domestic Dog/Cat
Spell casting can be done. But use of the Focus item can't be done.
Not able to talk outside of the animals natural ability.
No extra ability to speak with animals is given.

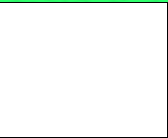
Wand w/ Crystal
Move+6



SAME SPELL WILL COUNTER.

ENHANCEMENTS: 7

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
12	Caster Becomes Ribbon Creature	12 pts						



Caster Becomes Ribbon Creature

NO FOCUS USE

ENHANCEMENTS: 3

Shelter-Rest-Protection

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



Brown roots grab and secure a lean-to to the ground.
Stronger, Water Tight, Ppl +2. Requires a Hunter's Lean-To
Brown roots grab and secure a lean-to to the ground.

Wand w/ Crystal
COL+1



ENHANCEMENTS: 6

LEVEL	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
7	Grow A Plant Canopy		8 pts	12 Squares	3x3 Sq Area	5 Minutes	12 Hours		



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.

Wand w/ Crystal
+ a Wall



ENHANCEMENTS: 9

Travel-Mundane

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6	Attach Wings To Animal	7	8 pts	Touch	1 Creature	30 Minutes	12 Hours		



Wings sprout out of the creatures back.
New Stats - Attk:x0x1 Init+6 ToHit+6 Dmg 1d10 AC 22/12 1 Mark/Day
Creature gets the better of their natural battle stats or the New Stats.

Wand w/ Crystal
2 Marks/Day



SAME SPELL WILL COUNTER.

ENHANCEMENTS: 7

LEVEL	STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
12	Personal Wings Of Flying		12 pts	Self	Self	10 Minutes	4 Hours		



Brown, White, or Black feathers sprout from shoulders and become bird wings.
New stats= Attk:x0x1 Init+8 ToHit+8 Dmg:1d12 AC:22/12
non-battle flight = 2 marks/12 hrs.
Casting while flying must be done with a Focus Item.

Wand w/ Crystal
+Recipient



ENHANCEMENTS: 4

Utility-

LEVEL

1

STACK

99

COST

4 pts

RANGE

Self

AREA OF EFFECT

Varies

ROLL OUT

Initiative

DURATION

4 Hours

SAVE:

No Save



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

Wand w/ Crystal

Brighter by Tier

SAME SPELL WILL COUNTER:

ENHANCEMENTS:

7