-Sylvan Altered Reality No Save 12 nts 16 Squares 1 Image 1 Minute 1 Hour 11 Illusional Bear False of a bear. caster to direct where the image is to go. Wand w/ Crystal Caster can direct the illusion with general commands, run, attack, sleep... Set mood Caster cannot give detailed commands like trip the enemy or stand on this stone... SAME SPELL WILL COUNTER. No Save 16 pts 8 Squares 1 Minute 2 Hours 13 Illusional Condor Barely visible copper colored roots rise into flight as it becomes a condor. Illusional Condor Wand w/ Crysta Set Mood SAME SPELL WILL COUNTER. ENHANCEMENT No Save 16 pts 8 Squares 1 Image 1 Minute 13 Illusional Dolphin Barely visible copper colored roots emerge from the casters hand and flows to the water as it Illusional Dolphin Wand w/ Crysta Barely visible copper colored roots emerge from the casters hand and flows to the water as Set mood it becomes a dolphin. SAME SPELL WILL COUNTER. Battle-Defense Self 4 pts 1 Square Initiative 4 Rounds 1 Tornado Wall Ghostly light brown roots rise and spiral around the caster. A single square whirlwind provides AC+2 vs Ranged/Thrown attacks. Wand w/ Crystal Tornado stays with caster as they move, but cannot push into occupied square. +2 AC SAME SPELL WILL COUNTER. 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. ENHANCEMENT No Save 4 Rounds 4 Sqs / Tier 1 Recipient Initiative 4 pts Tornado 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. NO FOCUS USE Tornado stays with Hunter. Skills aren't affected / blocked unless vulnerable to wind. SAME SPELL WILL COUNTER. This spell will not allow the Hunter to push into another occupied square. SKL:: 2 2 Rounds 10 Minutes 12 pts Self 1 Square 10 Wind Wall Wind pulls up small bits and debris then whips back and forth in front of the caster. AC+4 vs Melee/Ranged/Thrown which protects the caster from every non-flank direction. NO FOCUS USE SAME SPELL WILL COUNTER. 💍 12 pts Touch 2x2x2 Sq Sphere 2 Minutes 1 Hour 12 Circle of Animal Protection Barely visible sepia colored roots reach out to the camp border. Animals crossing must pass the MGC Save. Wand w/ Crystal Barely visible sepia colored roots reach out to the camp border. SAME SPELL WILL COUNTER. ENHANCEMENTS BRU:3 10 Minutes 4 Hours 12 pts 3 Sa Rad Circle Able to exit Circle 12 Circle of Containment Barely visible blue streams of light form a cage inside the circle. Drawn circle that stops creatures from exiting its area. Wand w/ Crystal % Can be used in/as a trap with Rogues skill "Set Up Eolas Spell Release (TRAP)". BRU:>95

SAME SPELL WILL COUNTER. (**)
ENHANCEMENTS: 4

Must Save to Exit.

-Sylvan

Battle-Offense No Save 4 nts 10 Squares 1 Target Initiative Instant 1 Rose Thorns The caster flicks their wrist to throw thorns at the target. A single ToHIT+4 for 2d6+ACU Bonus Thorns (1 Dmg each). Wand w/ Crystal The attack is directed to a single target via a ToHIT roll with a +4 bonus. Total +10 ToHIT bonus Blunder rolls merely indicate the target was missed. SAME SPELL WILL COUNTER. ENHANCEMENT RM· 2 Initiative 2 Hail Attack Mist from the caster creates a cloud above the target and hail pelts down to a square. Damage: 3d4 + ACU Bonus. Target Saves for 1/2 Damage. Wand w/ Crystal Mist from the caster creates a cloud above the target and hail pelts down to a square. +4d4 (No ToHIT) SAME SPELL WILL COUNTER. ENHANCEMENT SKI · 2 4 pts 4 Squares Initiative 2 Rounds Conjured 4 Conjure Native Beetles Arcane swarm appears in a square adjacent to the target. Beetleroot Granules Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg. Wand w/ Crystal Will attack any living target. Even if the target is friendly to the caster. Dmg set at 5 pts Save to conure. SAME SPELL WILL COUNTER. RM: 2 8 pts 8 Squares 2x2 Squares Initiative Instant 8 Hail Stones Barely visible rust colored roots, rise over the area, and throw down hail. (No ToHIT) Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage. Wand w/ Crystal Has a reduced effect against hot temperature targets. +1d6 Dmg Delivers the attack and damage from above the target. SAME SPELL WILL COUNTER. ENHANCEMENTS: ROLL OUT AREA OF EFFECT RM: 3 1 Round 1/2 Dmg if same 12 pts 8 Squares 1 Target Initiative 12 Class Power Attack Bolt of power: Dmg 4d10+ACU Bonus. Save for 1/2 dmg IF same class. SYL:Ice, STM:Elect, ORX:Force, EOL:Acid Wand w/ Crystal The power surges outward impacting the enemy. Knockback w/ RM:3 No ToHIT required. SAME SPELL WILL COUNTER. ENHANCEMEN AGL: 2 10 Squares 1/2 Damage 16 pts 1 Target Initiative Instant 13 Ice Spear Solid brown roots grow into a spear. ToHIT is required and this is lobbable. Dmg: 3d8+ACU Bonus +4. ToHIT +4. Target dodges (AGL) for 1/2 Damage. Wand w/ Crystal ToHIT is required and this is lobbable. Solid brown roots grow into a spear. Save Col +1 ENHANCEMENTS AGL: 2 16 pts 8 Squares 1 Square Initiative 3 Rounds 1/2 Damage 16 Water Blast Caster throws a blast of water at the enemy. This direct blast has no arc. (No ToHIT). 2nd Dmg 5d8 + ACU Bonus. Target dodges with AGL for 1/2 dmg. Wand w/ Crystal Caster throws a blast of water at the enemy. This direct blast has no arc. (No ToHIT). Put out Mgc fire and 3rd rounds allow concurrent casting. SAME SPELL WILL COUNTER. **ENHANCEMENTS** Battle-Prep ROLL OUT No Save 1 Hour 3 Days 2 Triggered Forced Healing Damage triggers 2d8 rolled. Damage first, then 2x Healing. Triggered Forced Health Draug In effect until duration is over or is used. Wand w/ Crystal Does NOT allow the choice to not use it. Stack+1 Only 1 triggered health can be in place at any time. SAME SPELL WILL COUNTER.

Environ-Nature STACK 0 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE No Save	Exited N UNTER MENTS: 6
Caster throws etheral 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. Environ-Nature 5TACK 0 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE NO Save Plant Healthy Growth 4 pts Self 4x4 Sqs 1 Hour Permanent Barely visible olive colored roots Wind Around The Base Of The Plants. Promotes normal healthy growth. STACK 0 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE NO Save Wand w/ Crystal 134 Plant HP ENHANCE 2 Remove Plant Disease 4 pts 4 Squares 4x4 Squares 10 Minutes Permanent CREATE: Remove Plant Disease Olive colored roots wind around the base of the plants. Remove Plant Disease Olive colored roots wind around the base of the plants. Remove Plant Disease April CREATE: Plant Disease Prowder Wand w/ Crystal 144 Permanent CREATE: Plant Disease Prowder Wand w/ Crystal 144 Permanent CREATE: Plant Disease Prowder Wand w/ Crystal 144 Permanent CREATE: Plant Disease Prowder Wand w/ Crystal 144 Permanent CREATE: Plant Disease Prowder Wand w/ Crystal 144 Permanent CREATE: Plant Disease Prowder Wand w/ Crystal 144 Permanent CREATE: Plant Disease Prowder Wand w/ Crystal 144 Permanent CREATE: Plant Disease Prowder Wand w/ Crystal 144 Permanent CREATE: Plant Disease Prowder Wand w/ Crystal 144 Permanent CREATE: Plant Disease Prowder Wand w/ Crystal 144 Permanent CREATE: Plant Disease Prowder Wand w/ Crystal 144 Permanent CREATE: ENHANCE APRIL DISEASE APRIL	MENTS: 6
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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. ENHANCE STACK 5 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SKL 12 pts Touch 1 Pociniont 1 Duration SAVE: Action	MENTS: 6
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12 pts Touch 1 Pociniont 4 Days Pormanent Aciem	MENTS: 2
6 Create Permanent Ae Em	2 ST
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. STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SKL- 11 Control Wind Sphere Barely visible tan roots Whip Into A Wind Column And drift away. Direction and general speed of wind within Sphere.	MENTS: 2
Barely visible tan roots Whip Into A Wind Column And drift away. SAME SPELL WILL CO ENHANCE	UNTER. (**) MENTS: 8
Find-Hide-Reveal	
STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 3 Shadow of the Magi 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 challs actions that do not state a proof to concentrate may be used. SAME SPELL WILL CO	***
LEVEL STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: RM: S Doct oct Marsin	UNTER. O
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	UNTER. O

-Svlvan ROLL OUT No Save LEVEL NAE'EM 12 nts 1 Plant 10 Minutes 2 Hours Touch 9 Hide in a Plant Brown ribbons join the caster and the plant as the caster enters the plant. Hide in a Plant of at least 1 sq high for min of 1 hr. Wand w/ Crystal Brown ribbons join the caster and the plant as the caster enters the plant. Can hear SAME SPELL WILL COUNTER. 12 pts Self 1 Mark 1 Day 4 Hours 9 Search for Arcane Focus Item Caster is soley able to detect a focus item within range. Caster chooses detection method: NO FOCUS USE Vibration: Caster feels a vibration which grows as they near the item. Audible: Caster hears a low siren which grows louder as they near the item. Visual: Caster sees a glowing dot which grows brighter as they near the item. No Save 1 Square 1 Square 12 Hours Permanent 16 Reveal True Name This uses all the clues the caster has gathered attempt to find the True Name. Use clues gathered to attempt to find the True Name. NO FOCUS USE ÿ. Caster states aloud all the clues during the rollout. Meerine Resulting in the direction and distance in marks if the Save is passed. The knowledge is NOT announced out loud. ENILLANCEMENTS. 6 Food-Water No Save 5 Minutes 2 Skins/Tier 4 pts Touch Permanent 1 Draw Up Ground Water Blue and Orange ribbons burrow into the ground. Pull water from ground. 2 skins per Tier. 1 skin in dry areas. Wand w/ Crystal Typical person requires 1 skin per day. Deserts mean 2 per day. +2 Skins extra Does NOT continously draw water from the same spot, Each repeat adds 10% to failure chance (1d100 roll) FNHANCEMENTS: 2 AREA OF EFFECT ROLL OUT No Save 1 Hour 4 pts 1 Square 4 Meals 10 Minutes 4 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. Wand w/ Crystal Does work on all non-poisoned / non-spoiled food. Duration = 1 day ENHANCEMENTS: No Save 2 Squares 1-21 Meals 10 Minutes Permanent 4 pts **Increase Food** Barely visible red flames surrounds targetted prepared food. Doubles up to 21 meals in casters pack. Wand w/ Crystal Barely visible red flames surrounds targetted prepared food. Ensures food is safe Does not affect magically created food. ENHANCEMENTS: 4 Caster 1 Square 1 Minute Permanent 8 pts 5 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 SKL: 4 Desert/Arid 1/4 Mark 6-15 Sqs Deep 30 Minutes Permanent 8 pts Divining Water 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. Wand w/ Crystal

Save Col -1

-Sylvan Health-Life-Death No Save 4 nts 1 Square 1 Target Initiative Permanent 1 Forced Heal 1d6 HP (+more) 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, Wand w/ Crystal Then apply as force damage to the target, if the target is dead next steps fail. Fragility Save - 1 Column Lastly, apply the full healing time two (x2) to the target. This becomes more powerful (and more costly) with the Enhancements No Save Permanent Sylvan Forced Healing 1d6 HP Spiritlike light brown roots envelope the wound and force the wound to heal. Roll 1d6. Damage x1 then Heal x2 Wand w/ Crystal (bite sized naan bread) +1 HP per die No Save 4 Sqs 1 Animal 1 Minute Permanent **Animal Healing** CREATE: Barely visible brown roots Grow At The Casters Feet Then Fades. Animal Treats Heal 2d8+4 to domestic or wild woodland animals. Wand w/ Crystal (treats for the animal to eat) +4 HP Caster GAINS 4 pts when casting this if the animal is healed. Max benefit gain of 20 SP No Save 12 pts 6 Squares 1 Target Initiative Permanent 12 Ranged Forced Healng 2d8+2 HP Barely visible Blue sparks and Orange ribbons wind around the recipient. Energy from throughout the body is force to an injury. NO FOCUS USE Roll dice and use the result to apply damage, the use double the same result and apply healing. ENHANCEMENTS: 6 Ae'Em-Animal SKL: 2 1 Week / Tier Pet Responds Self 1 Hour 4 pts 2 Marks 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. Wand w/ Crystal Makes noises & must rest as normal for its kind. Can touch/move items. See/Hear as pet 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. ENHANCEMENTS: 6 4 Hours 4 pts Touch 1 Animal 5 Minutes 4 Speak to Domesticated Animals Spell starts after the rollout & continues as the casters remains in touch. Speak and understand domesticated animals, large and small. Wand w/ Crystal Does not affect non-domesticated animals or monsters. Recipient Animal will respond within the limits of their intellect. ENHANCEMENTS: 5 SKL: >05 FVFI NAF'FM 10 Squares 1 Animal 1 Minute 8 Hours Animal is calmed 8 pts 6 Befriend An Animal Assists with other animal spells which untilize a connection of trust. Calms wild woodland and domestic animals. Sets any required Saves to >05. Wand w/ Crystal Does NOT work with monsters or civilized creatures. Enraged/Frenzed okay Does NOT affect animals currently enraged, frenzied, or conditioned to attack. SAME SPELL WILL COUNTER. Wait and assist the animal to calm then use this spell. ENHANCEMENTS

12 Squares

1 Animal

7 Speak With Wild Animals

Speak/understand wild animals

Wand w/ Crysta Stack x2

1 Hour

1 Minute

-Svlvan AREA OF EFFECT DURATION ROLL OUT No Save LEVEL NAE'EM 8 nts PMP 1 Ae'Em, 1 sq above 5 Minutes 1 Hour 7 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. NO FOCUS USE The spell stays with the animal as it moves. There is no communication through this spell, but can be done with other spells. ENHANCEMENTS SKI · 2 16 pts 1 Square 1 Sq Area 7 Days Permanent 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. Wand w/ Crystal After Rollout the animal learns enough to attempt rough communication. Hear/See thru anima AC:12/12, Attk 1x1, Init+6, HIT+6, Dmg:1d6, HP:20, Move=8 SKI . 2 1/2 Mark / Tier 5 Minutes Instant 8 Call Hunting Pack Pack animals are urged to respond to casters call. Caster audibly prods a pack for response. Wand w/ Crystal Casters call is projected throughout Aoe. Will be heard as sounds of that pack. +Urgency Save Possible Packs: Wild Dogs, Wolves, Hyenas, Lions. (led) SKL: 2 2 Marks 1 Hour 1 Day Mount arrives 1 Mount Convoke Animal Mount Barely visible copper colored roots Dissipate Into the Air. Call Animal Mount Wand w/ Crystal Caster choose mount breed and type. (Horses: riding, war, draft) + Passenger Choice of Horse, Pony, Camel, Llama, Zebra. SKI:2 LEVEL NAE'EM 16 pts 1 Mark 1 School 20 Minutes 2 Hours 13 Call Flock of Birds Calls a flock of birds within range. Caster must be outside in the flocks normal environment. Wand w/ Crystal Passing the Save draws a flock. COL-1 Save column can be reduced if the flock is close. Preditory birds will raise the column. ENHANCEMENTS STACK 16 pts 1 Mark 1 School 20 Minutes 2 Hours 13 Call School of Fish Calls a school of fish that is within range. Caster must be in or near water. Wand w/ Crystal Passing the Save draws a school of fish. COL-1 Save column can be reduced if a school is near. Preditory or aggressive fish are will raise the column. IEVEL NAF'EM 1 Mark 5 Minutes 4 Hours 16 pts Self 14 Call Woodland Animal Calls a woodland animal within range. Call a Deer, Wolf, Fox, Cougar, or Hawk. Wand w/ Crystal

Spiritlike auburn roots rise then dispurse into the air. Col -1 ENHANCEMENTS: 6

N Nae'Em-People

No Save 12 Squares 1 Target 2 Minutes 8 Hours 8 pts 8 Protect Nae'Em Hunter vs Missiles



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

-Sylvan

N Tae'Em-Thing No Save 4 nts 1 Square 1 Creation 5 Minutes 8 Hours 2 Ribbon Horse Shining olive colored roots create The Shape Of A Ribbon Light Riding Horse. Self w/carried items. Wand w/ Crystal Can carry 1 large person, 2 medium sized, or 3 small. Looks almost Real-is Has 20 lines for inventory... separate from ability to carry people. No Save 8 pts 3 Marks 1 Dolphin 10 Minutes 2 Hours 5 Seaweed Dolphin AC:15/10 Move:12 Sqs swim Dolphin - Stats: HP:10 25 sqs race Caster creates the image of a Dolphin out of any Seaweed like materials. Wand w/ Crystal Ribbons create a dolphin which act mostly like normal dolphins. Range: 5 Marks Ribbons dolphins are not as good as real dolphins. AC:15/10 Move:12 Sqs swim Stats: HP:2 24 sqs race No Save Self Self 10 Minutes 2 Hours 6 Ribbon Bat Ribbons create a bat which act mostly like normal bats. Bat - HP:2 AC:18/12 Move: 15 Sqs flight Wand w/ Crystal Ribbons create a bat which act mostly like normal bats. Low Light Ribbons bats are not as good as real bats. Stats: HP:2 AC:18/12 Move:15 Sqs Flight No Save 2 Hours 8 pts 10 Minutes 7 Vine Wolf Ribbons create a wolf which act mostly like normal wolf. Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run Wand w/ Crystal Ribbons create a wolf which act mostly like a normal wolf. Attck: 1x1 1d6 Dmg Ribbons wolves are not as good as real wolves. SAME SPELL WILL COUNTER. AC:16/12 Move:12 Sqs walk 20 sqs run Stats: HP:12 ENHANCEMENTS Personal-Connections No Save PMP 2 Days 4 pts 1 Recipient Permanent 2 Connect With A Hunter Caster creates a green glowing connection to the Hunter. Permanent mental bond allows either party to initiate and/or accept. Wand w/ Crystal Each person must be within the same PMP to communicate. Healing through Nae'Em Arcane (Ancient Magic) will erase the bonding. This spell will only support 2 (See Stack) connections to Hunters. 4 Days Permanent 12 pts Touch 1 Recipient 7 Create Permanent Nae'Em Bright yellow ribbons encircle the recipient. Permanent mental bond allows either party to initiate and/or accept. Wand w/ Crystal Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding. SKL:>05 This spell will only support 3 (See Stack) connections to another person. ENHANCEMENTS: 1 RM: 2 4 Squares 2 Hours Permanent 24 pts 1 Item success Find Clues To True Name Bright Orange ribbons float to the object/person and fade as they surround them. Caster attempts to locate clues to find a True Name. Wand w/ Crystal Rollout Halved RM: 3 3 Days 36 pts Permanent Connected 11 Connect To An Arcane Focus Item Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollou Creates a connection between the caster and the Arcane Focus Item. Wand w/ Crystal 1/2 Require the item to be of the highest quality. No current Focus Item

ENHANCEMENTS:

Caster must currently not have a Focus Item.

				-Sylv	an				
1 Disconne	ct An Arcane Focus	caster.	COST 36 pts	RANGE Touch	AREA OF EFFECT Current Item	ROLL OUT 20 Minutes	DURATION Permanent	SAVE: Co	SKL: 2
	Removes the connect: A creature that is					tion happens.		NO FOCUS USE	ENHANCEMENTS: 2
Shape Cha	inge								
vel 1 Small Do	mestic Pet Form	STACK 1	COST 4 pts	RANGE Touch	AREA OF EFFECT Self	ROLL OUT 5 Rounds	DURATION 4 Hours	SAVE:	No Save
	Caster morphs into Caster able to take Caster morphs into Move = 1/2 Move	the form	of a commor owly over 3	n domestic p				Wand w/ Crysta + 8 hours	
vel 5 Alter Se	lf - Medium Sized	STACK 1 Dog/Cat	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 1 Round	DURATION 8 Hours	SAVE:	No Save
	Barely visible gree Alter Self - Domest Spell casting can b Not able to talk ou No extra ability to	ic Dog/Cat e done. B tside of t	ut use of t he animals	the Focus it natural abi	em can't be done			Wand w/ Crysta Move+6 SAME SPI	ELL WILL COUNTER.
^{VEL} 2 Caster B	ecomes Ribbon Crea	stack ature	COST 12 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
	Caster Becomes Ribbo	on Creatur	2					NO FOCUS USE	
		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	CAME	ENHANCEMENTS: 3
	lf - Porpoise		16 pts	Self	Self	10 Minutes	3 Hours	SAVE:	No Save
	Barely visible brown AC:17 HP:Dbl Move: Barely visible brown	DblTime In	velope the it+12 ToHII	caster to b Γ+14 Dmg 2d6	Self ecome a porpoise +4 x0x1	·		NO FOCUS USE	ell Will Counter, 💍
4 Alter Se	Barely visible brown AC:17 HP:Dbl Move: Barely visible brown	DblTime In	velope the it+12 ToHII	caster to b Γ+14 Dmg 2d6	Self ecome a porpoise +4 x0x1	·		NO FOCUS USE	
4 Alter Se	Barely visible brown AC:17 HP:Dbl Move: Barely visible brown	DblTime In n roots en STACK 1 n roots en Dbl Init+8	velope the it+12 ToHIT velope the COST 16 pts velope the ToHIT+10 [caster to b F+14 Dmg 2d6 caster to b RANGE Self Caster to b Omg 2d6+4 x0	Self ecome a porpoise +4 x0x1 ecome a porpoise AREA OF EFFECT Self ecome a hawk. x1	· ROLL OUT	3 Hours DURATION	NO FOCUS USE	ELL WILL COUNTER & ENHANCEMENTS: 6
4 Alter Se	Barely visible brown AC:17 HP:Dbl Move: Barely visible brown If - Hawk Barely visible brown AC:18 HP:Dbl Move:	DblTime In n roots en STACK 1 n roots en Dbl Init+8	velope the it+12 ToHIT velope the COST 16 pts velope the ToHIT+10 [caster to b F+14 Dmg 2d6 caster to b RANGE Self Caster to b Omg 2d6+4 x0	Self ecome a porpoise +4 x0x1 ecome a porpoise AREA OF EFFECT Self ecome a hawk. x1	· ROLL OUT	3 Hours DURATION	NO FOCUS USE SAME SPI SAVE:	ELL WILL COUNTER & ENHANCEMENTS: 6
A Alter Se	Barely visible brown AC:17 HP:Dbl Move:I Barely visible brown Elf - Hawk Barely visible brown AC:18 HP:Dbl Move:I Barely visible brown	DblTime In n roots en STACK 1 n roots en Dbl Init+8	velope the it+12 ToHIT velope the COST 16 pts velope the ToHIT+10 [caster to b F+14 Dmg 2d6 caster to b RANGE Self Caster to b Omg 2d6+4 x0	Self ecome a porpoise +4 x0x1 ecome a porpoise AREA OF EFFECT Self ecome a hawk. x1	· ROLL OUT	3 Hours DURATION	NO FOCUS USE SAME SPI SAVE:	ELL WILL COUNTER © ENHANCEMENTS: 6 No Save
VEL S Alter Se VEL S Alter Se VEL S Alter Se	Barely visible brown AC:17 HP:Dbl Move:I Barely visible brown Elf - Hawk Barely visible brown AC:18 HP:Dbl Move:I Barely visible brown	DblTime In n roots en Dbl Init+8 n roots en DblTime In n roots en DblTime In n roots en DblTime In n roots en	velope the it+12 ToHIT velope the ToHIT+10 Evelope the COST 16 pts velope the total terms of the total terms of the terms	caster to b F+14 Dmg 2d6 caster to b RANGE Self caster to b Omg 2d6+4 x0 caster to b RANGE Self caster to b	Self ecome a porpoise +4 x0x1 ecome a porpoise AREA OF EFFECT Self ecome a hawk. x1 ecome a hawk. AREA OF EFFECT Self ecome a wolf. 4 x1x1	ROLL OUT 10 Minutes ROLL OUT 20 Minutes	DURATION 4 Hours	NO FOCUS USE SAME SPI NO FOCUS USE SAME SPI NO FOCUS USE	ELL WILL COUNTER © ENHANCEMENTS: 6 No Save ELL WILL COUNTER © ENHANCEMENTS: 6

1 Lean-To

10 Minutes

2 Hours

4 pts

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

Brownn roots grab and secure a lean-to to the ground.

3 Assist Hunter's Lean-To

Wand w/ Crystal COL+1

			-Sylv	an				
/EL	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Grow A Plant Canopy		8 pts	12 Squares	3x3 Sq Area	5 Minutes	12 Hours		
Plant Canopy ca	auburn roots g an cover 1 to 4 bring down the	people.	aplings crea	ting a light leaf	y canopy.		Wand w/ Cryst + a Wall	al
u e	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	ENHANCEMENTS
L	STACK 3	16 pts	8 Squares	4 Sq High Tree	30 Minutes	12 Hours	SAVE:	No Save
Tree House		10 pts	o squares	4 3q mgm mee	30 Williates		CREATE:	
Caster creates	brown roots wi planted seedli unds and lights	ngs that g	grow vines the		e a house.		Pine Seeds o Wand w/ Cryst Stairs or Lad	
avel-Mundane								
								_
L NAE'EM	STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Attach Wings To Anima	1	8 pts	Touch	AREA OF EFFECT 1 Creature	ROLL OUT 30 Minutes	DURATION 12 Hours	SAVE:	No Save
Attach Wings To Anima: Wings sprout of New Stats - Att	l ut of the creat tk:x0x1 Init+6	8 pts ures back. ToHIT+6	Touch Dmg 1d10 /		30 Minutes /Day	12 Hours	Wand w/ Cryst 2 Marks/Day	al
Attach Wings To Anima: Wings sprout of New Stats - Att	l ut of the creat tk:x0x1 Init+6	8 pts ures back. ToHIT+6	Touch Dmg 1d10 /	1 Creature AC 22/12 1 Mark	30 Minutes /Day	12 Hours	Wand w/ Cryst 2 Marks/Day	al / PELL WILL COUNTER.
Attach Wings To Anima: Wings sprout of New Stats - Att Creature gets to	l ut of the creat tk:x0x1 Init+6 the better of the stack 5	8 pts ures back. ToHIT+6 heir natur	Touch Dmg 1d10 / ral battle sta	1 Creature AC 22/12 1 Mark ats or the New St	30 Minutes /Day ats.	12 Hours	Wand w/ Cryst 2 Marks/Day SAME SI	al / PELL WILL COUNTER. ENHANCEMENTS
Wings sprout of New Stats - Att Creature gets to Personal Wings Of Fly: Brown, White, of New stats - Att non-battle flight	l ut of the creat tk:x0x1 Init+6 the better of the STACK 5	8 pts ures back. TOHIT+6 heir natur COST 12 pts rs sprout 8 TOHIT+8 2 hrs.	Touch Dmg 1d10 / ral battle sta RANGE Self from shoulder 3 Dmg:1d12	1 Creature AC 22/12 1 Mark ats or the New St AREA OF EFFECT Self rs and become bir AC:22/12	30 Minutes /Day ats. ROLL OUT 10 Minutes	12 Hours DURATION 4 Hours	Wand w/ Cryst 2 Marks/Day SAME SI	al / PELL WILL COUNTER. ENHANCEMENTS NO Save
Wings sprout of New Stats - Att Creature gets to Personal Wings Of Fly: Brown, White, of New stats= Att non-battle flig Casting while to the state of the state	ut of the create tk:x0x1 Init+6 the better of the STACK 5 ing or Black feather tk:x0x1 Init+6 ght = 2 marks/1	8 pts ures back. TOHIT+6 heir natur COST 12 pts rs sprout 8 TOHIT+8 2 hrs.	Touch Dmg 1d10 / ral battle sta RANGE Self from shoulder 3 Dmg:1d12	1 Creature AC 22/12 1 Mark ats or the New St AREA OF EFFECT Self rs and become bir AC:22/12	30 Minutes /Day ats. ROLL OUT 10 Minutes	12 Hours DURATION 4 Hours	Wand w/ Cryst 2 Marks/Day SAME SI SAVE:	al PELL WILL COUNTER. ENHANCEMENTS NO Save
Wings sprout of New Stats - Att Creature gets to Personal Wings Of Fly: Brown, White, of New stats= Att non-battle flig Casting while to the state of the state	ut of the create tk:x0x1 Init+6 the better of the STACK 5 ing or Black feather tk:x0x1 Init+6 ght = 2 marks/1	8 pts ures back. TOHIT+6 heir natur COST 12 pts rs sprout 8 TOHIT+8 2 hrs.	Touch Dmg 1d10 / ral battle sta RANGE Self from shoulder 3 Dmg:1d12	1 Creature AC 22/12 1 Mark ats or the New St AREA OF EFFECT Self rs and become bir AC:22/12	30 Minutes /Day ats. ROLL OUT 10 Minutes	12 Hours DURATION 4 Hours	Wand w/ Cryst 2 Marks/Day SAME SI SAVE:	al PELL WILL COUNTER. ENHANCEMENTS NO Save
Wings sprout of New Stats - Att Creature gets of Personal Wings Of Fly: Brown, White, of New stats = Att non-battle flig Casting while of tility-	ut of the create tk:x0x1 Init+6 the better of the STACK 5 ing or Black feather tk:x0x1 Init+6 ght = 2 marks/1 flying must be of	8 pts ures back. TOHIT+6 heir natur COST 12 pts rs sprout 8 ToHit+8 2 hrs. done with	Touch Dmg 1d10 / ral battle sta RANGE Self from shoulder 3 Dmg:1d12 a Focus Item	1 Creature AC 22/12 1 Mark ats or the New St AREA OF EFFECT Self rs and become bir AC:22/12	30 Minutes /Day ats. ROLL OUT 10 Minutes d wings.	DURATION 4 Hours DURATION 4 Hours	Wand w/ Cryst 2 Marks/Day SAME SI SAVE: Wand w/ Cryst +Recipient	al / PELL WILL COUNTER. ENHANCEMENTS NO Save al
Wings sprout of New Stats - Att Creature gets to Personal Wings Of Fly: Brown, White, or New stats - Att non-battle flig Casting while to tility- Arcane Light with Class	ut of the create tk:x0x1 Init+6 the better of the STACK 5 ing or Black feather tk:x0x1 Init+6 ght = 2 marks/1 flying must be of STACK 99 SS Hue	R pts ures back. TOHIT+6 heir natur cost 12 pts rs sprout TOHIT+8 2 hrs. done with	Touch Dmg 1d10 / ral battle sta RANGE Self from shoulder 3 Dmg:1d12 a Focus Item RANGE Self	1 Creature AC 22/12 1 Mark ats or the New St AREA OF EFFECT Self rs and become bir AC:22/12 AREA OF EFFECT Varies	30 Minutes /Day ats. ROLLOUT 10 Minutes d wings.	DURATION 4 Hours DURATION 4 Hours	Wand w/ Cryst 2 Marks/Day SAME SI SAVE: Wand w/ Cryst +Recipient SAVE: CREATE:	al / PELL WILL COUNTER. ENHANCEMENTS NO Save al ENHANCEMENTS No Save
New Stats - Att Creature gets to Personal Wings Of Fly: Brown, White, or New stats= Att non-battle flig Casting while tility- EL Arcane Light with Class With a twirling	ut of the create tk:x0x1 Init+6 the better of the STACK 5 ing or Black feather tk:x0x1 Init+6 ght = 2 marks/1 flying must be of STACK 99 SS Hue g of the finger:	R pts ures back. TOHIT+6 heir natur cost 12 pts rs sprout TOHIT+8 2 hrs. done with cost 4 pts s the cast	Touch Dmg 1d10 / ral battle sta RANGE Self from shoulder 3 Dmg:1d12 a Focus Item RANGE Self cer brings above	1 Creature AC 22/12 1 Mark ats or the New St AREA OF EFFECT Self rs and become bir AC:22/12 AREA OF EFFECT Varies out light!	30 Minutes /Day ats. ROLLOUT 10 Minutes d wings.	DURATION 4 Hours DURATION 4 Hours	Wand w/ Cryst 2 Marks/Day SAME SI SAVE: Wand w/ Cryst +Recipient SAVE: CREATE: Astral Candle	al PELL WILL COUNTER. ENHANCEMENTS NO Save al ENHANCEMENTS No Save
Wings sprout of New Stats - Att Creature gets to Personal Wings Of Fly: Brown, White, or New stats - Att non-battle flig Casting while - tility- EL Arcane Light with Class With a twirling No Focus = Candon State of Casting who with the class of Casting while - tility-	ut of the create tk:x0x1 Init+6 the better of the STACK 5 ing or Black feather tk:x0x1 Init+1 ght = 2 marks/1 flying must be of STACK 99 ss Hue g of the finger dle power. With	R pts ures back. TOHIT+6 heir natur cost 12 pts rs sprout 8 TOHit+8 2 hrs. done with cost 4 pts s the cast h Focus ca	Touch Dmg 1d10 / ral battle sta RANGE Self from shoulder 3 Dmg:1d12 a Focus Item RANGE Self ter brings about	1 Creature AC 22/12 1 Mark ats or the New St AREA OF EFFECT Self rs and become bir AC:22/12 AREA OF EFFECT Varies out light!	30 Minutes /Day ats. ROLLOUT 10 Minutes d wings. ROLLOUT Initiative	DURATION 4 Hours DURATION 4 Hours	Wand w/ Cryst 2 Marks/Day SAME SI SAVE: Wand w/ Cryst +Recipient SAVE: CREATE:	al / PELL WILL COUNTER. ENHANCEMENTS NO Save al ENHANCEMENTS NO Save