# -Sylvan

### **Altered Reality** No Save 12 pts 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. ENHANCEMENTS: 10 Battle-Defense AREA OF EFFECT **ROLL OUT** DURATION SKL: 2 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/ Crysta 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. SAME SPELL WILL COUNTER. This can NOT be combined with other spells such as Heat Wave Wall. No Save 4 pts 4 Sqs / Tier 1 Recipient Initiative 4 Rounds 3 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. SAME SPELL WILL COUNTER. Skills aren't affected / blocked unless vulnerable to wind. This spell will not allow the Hunter to push into another occupied square. ENHANCEMENTS SKI :: 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. Touch 12 pts 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. BRU:3 3 Sq Rad Circle 10 Minutes 4 Hours Able to exit Circle 12 pts Touch 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 Must Save to Exit. SAME SPELL WILL COUNTER. **ENHANCEMENTS** Battle-Offense No Save 4 pts 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 Instant 4 pts 8 Squares 1 Square



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. Mist from the caster creates a cloud above the target and hail pelts down to a square. (No ToHIT)

Wand w/ Crystal SAME SPELL WILL COUNTER.

### -Svlvan ROLL OUT 9 SKL: 2 4 nts 4 Squares 1 Mark Initiative 2 Rounds Conjured 4 Conjure Native Beetles Arcane swarm appears in a square adjacent to the target. 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 SAME SPELL WILL COUNTER. Save to conure. 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: RM: 3 12 pts 8 Squares 1 Target Initiative 1 Round 1/2 Dmg if same 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. ENHANCEMENTS Battle-Prep **ROLL OUT** No Save 3 Days 4 pts Self Caster 1 Hour 2 Triggered Forced Healing CREATE Damage triggers 2d8 rolled. Damage first, then 2x Healing. Triggered Forced Health Drag 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. ENHANCEMENTS: AREA OF EFFECT ROLL OUT BRU: 2 0 8 pts Touch 2x2 Squares 1 Minute 4 Hours Exited 5 **Entangle** 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. Wand w/ Crysta Root/vines/branches in area reach out and attempt to grab any moving creatures. Aoe: 3x3 SAME SPELL WILL COUNTER. 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. ENHANCEMENTS Environ-Nature No Save Self Permanent 4 pts 4x4 Sas 1 Hour 2 Plant Healthy Growth CREATE Barely visible olive colored roots Wind Around The Base Of The Plants. Healthy Plant Growth Po Promotes normal healthy growth. Wand w/ Crystal 1d4 Plant HP ENHANCEMENT 4x4 Squares 10 Minutes Permanent 4 pts 4 Squares 2 Remove Plant Disease CREATE Olive colored roots wind around the base of the plants. Plant Disease Powde Remove Plant Disease Wand w/ Crystal

Removes All ENHANCEMENTS: 6

No Save 1 Hour 1 Week 4 pts Up to 5 Marks 4 Predict Weather



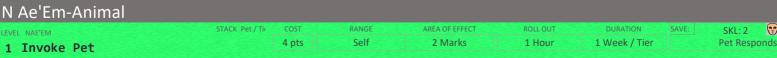
Barely visible sepia colored roots rise into the air, hover, then float down. Predicts Weather patterns for a wk. GM rolls casters MGC:3 Barely visible sepia colored roots rise into the air, hover, then float down.

NO FOCUS USE

ENHANCEMENTS:

				-Sylv	<i>r</i> an					
LEVEL NAE'EM		STACK 5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	•
6 Create Pe	rmanent Ae'Em		12 pts	Touch	1 Recipient	4 Days	Permanent		Ae'Em Cre	ated
	Glowing green ribbon This permanent menta A Save is required. Both must be in same The animal is NOT ab	l bond all The anima PMP. Arca	ows the call can only	ster to ini articulate t Magic) wi	tiate a connection from it's view. Il erase the bond	ding.		and w/ Crystal COL-1 NO COUNTER I:	S AVAILABLE. LV ENHANCEMEN	
LEVEL		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	<b>**</b>
11 Control W	ind Sphere		12 pts	18 Squares	5x20 Sq Area	10 Minutes	12 Hours			
	Barely visible tan r Direction and genera Barely visible tan r	l speed of	wind with	in Sphere.			NC	O FOCUS USE SAME SPEI	LL WILL COUNTE ENHANCEMEN	100
Find-Hide-R	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	REATE:		
	Stays fixed right ab Darkness to continue Caster to creates da Keep darkness active Other spells actions	s for up t rkness tha by lightl	o 4 rds af t will sta y concentr	y centered ating on th	above them. e spell,		W	Dust of Darkne and w/ Crystal Brighter by Tie SAME SPE		
LEVEL		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	<b>@</b>
5 Detect Ma	gic		8 pts	2 Squares	1 item	5 Minutes	Instant	REATE:		Sight
	Caster attempts to f Magic=Candle light. Requires a Save of a this will not enact nor does it reveal t	Mundane= ll in 20 s the powers he kind of	None. Epi qs if it i or magic, magic is	<pre>c=Blinding s powerful, in play.</pre>	Light, Save vs Bl	inds for 2d4 rd	s. Casting W	Scroll of Detect and w/ Crystal Save Col -1	ENHANCEMEN	TS: 3
LEVEL NAE'EM  9 Hide in a		STACK 1	12 pts	RANGE Touch	AREA OF EFFECT  1 Plant	ROLL OUT  10 Minutes	DURATION 2 Hours	SAVE:	No Save	
	Brown ribbons join t Hide in a Plant of a Brown ribbons join t	t least 1	sq high fo	r min of 1	hr.				LL WILL COUNTE	
LEVEL NAE'EM		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	•
9 Search fo	r Arcane Focus It	em	12 pts	Self	1 Mark	1 Day	4 Hours		Fo	ound
	Caster is soley able Caster chooses detect Vibration: Caster Audible: Caster he Visual: Caster see	tion metho feels a vi ars a low	od: .bration wh siren whic	ich grows a h grows lou	s they near the i	the item.	NC	O FOCUS USE	ENHANCEMEN	TS: 7
Food-Wate	r									
LEVEL 1 Draw Up G	round Water	STACK 99	COST 4 pts	RANGE Touch	AREA OF EFFECT  2 Skins/Tier	FOLL OUT 5 Minutes	DURATION Permanent	SAVE:	No Save	
	Blue and Orange ribb Pull water from grou Typical person requi Does NOT continously Each repeat adds 10%	nd. 2 sk res 1 skin draw wate	ins per Ti per day. er from the	er. 1 skin Deserts me same spot,	an 2 per day.			and w/ Crystal +2 Skins extra	ENHANCEMEN	<b>√</b> •
LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
4 Improve F	ood		4 pts	1 Square	4 Meals	10 Minutes	1 Hour			
	The caster focuses a Improve Food - Impro Does work on all non	ve Quality	/Taste of	non-cumber		around it.		and w/ Crystal Duration = 1 da	ay ENHANCEMEN	<b>0</b>

## -Sylvan AREA OF FEFECT ROLL OUT No Save 4 nts 1-21 Meals 10 Minutes Permanent 2 Squares 4 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 No Save Caster 1 Square 1 Minute Permanent 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 SKL: 4 8 pts 1/4 Mark 6-15 Sqs Deep 30 Minutes Permanent Desert/Arid 5 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 ENHANCEMENTS: 6 Health-Life-Death No Save 4 pts 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. ENHANCEMENTS: 8 No Save 4 pts Touch 1 Creature Initiative Permanent 1 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 IEVEL NAF'EM 4 Sqs 1 Minute Permanent -4 pts 1 Animal **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 ENHANCEMENTS: 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 N Ae'Em-Animal





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 AREA OF FEFE DURATION No Save LEVEL NAE'EM 1 Animal 5 Minutes 4 Hours 4 nts Touch 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. SKL: >05 Animal is calmed 8 pts 10 Squares 1 Animal 1 Minute 8 Hours 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. ENILANICEMENT 8 pts 12 Squares 1 Animal 1 Minute 1 Hour 7 Speak With Wild Animals Speak/understand wild animals Wand w/ Crystal Stack x2 ENHANCEMENTS. AREA OF EFFEC No Save **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. SKI:2 7 Days 16 pts 1 Square 1 Sq Area 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 animal AC:12/12, Attk 1x1, Init+6, HIT+6, Dmg:1d6, HP:20, Move=8 ENHANCEMENTS EVEL NAF'EM 1/2 Mark / Tier 8 pts Self 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. Meda ENHANCEMENTS SKL: 2 IEVEL NAF'EM 2 Marks 1 Hour 1 Day 8 pts 1 Mount Mount arrives 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. ENHANCEMENTS: 8 N Nae'Em-People No Save

12 Squares

8 pts

The recipient Hunter must be Nae-Em bonded to the caster.

Hunter gains +2 to AC vs Missiles and Thrown attacks.

Rust colored roots drift to surround the partner just before fading away.

Protect Nae'Em Hunter vs Missiles

1 Target

2 Minutes

8 Hours

Wand w/ Crystal Agility Saves +20

ENHANCEMENTS: 7

# -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				
VEL NAE'EM	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL:	
L Disconnect	t An Arcane Focus Item	36 pts	Touch	Current Item	20 Minutes	Permanent	Connection	п ргокег
	A weave engulfs the caster. Removes the connection betwee A creature that is currently				tion happens.	NO	O FOCUS USE	
							ENHANCE	EMENTS: 2
hape Chan								
EL Concill Down	estic Pet Form	COST 4 pts	RANGE Touch	AREA OF EFFECT Self	ROLL OUT  5 Rounds	4 Hours	SAVE: No Save	
Small Dome	Caster morphs into the pet so Caster able to take the form Caster morphs into the pet so	of a common lowly over	n domestic pe				/and w/ Crystal + 8 hours	
/EL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Alter Sel	f - Medium Sized Dog/Cat	t 8 pts	Self	Self	1 Round	8 Hours		
	Alter Self - Domestic Dog/Car Spell casting can be done. Not able to talk outside of No extra ability to speak wi	But use of the animals the animals to the second se	natural abil is given.	lity.				DUNTER.
EL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
	Caster Becomes Ribbon Creatu	re				NO	O FOCUS USE	
		re				No		MENTS:
nelter-Res	Caster Becomes Ribbon Creature t-Protection	re	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		
helter-Rest	t-Protection		RANGE Touch	AREA OF EFFECT 1 Lean-To	ROLL OUT  10 Minutes		ENHANCE	
helter-Rest	t-Protection	cost 4 pts a lean-to 1 2. Requires	Touch to the ground s a Hunter's	1 Lean-To i. Lean-To		DURATION 2 Hours	ENHANCE	
helter-Rest	t-Protection  STACK 1  nter's Lean-To  Brownn roots grab and secure  Stronger, Water Tight, Ppl +: Brownn roots grab and secure	cost 4 pts  a lean-to f  2. Requires a lean-to f	Touch to the ground s a Hunter's to the ground	1 Lean-To i. Lean-To i.	10 Minutes	DURATION 2 Hours	SAVE: No Save  /and w/ Crystal COL+1  ENHANCE	ements: 6
nelter-Rest Assist Hui	t-Protection  STACK 1  nter's Lean-To  Brownn roots grab and secure Stronger, Water Tight, Ppl +: Brownn roots grab and secure	cost 4 pts a lean-to 1 2. Requires	Touch to the ground s a Hunter's	1 Lean-To i. Lean-To		DURATION 2 Hours	SAVE: No Save  /and w/ Crystal COL+1	ements: (
helter-Rest Assist Hui	t-Protection  STACK 1  nter's Lean-To  Brownn roots grab and secure Stronger, Water Tight, Ppl +: Brownn roots grab and secure	a lean-to for a	Touch to the ground a Hunter's to the ground  RANGE 12 Squares	1 Lean-To i. Lean-To i.  AREA OF EFFECT 3x3 Sq Area	10 Minutes  ROLL OUT 5 Minutes	DURATION 2 Hours  W  DURATION 12 Hours	SAVE: No Save  /and w/ Crystal COL+1  ENHANCE	ements: 6
nelter-Rest  L NAE'EM  Assist Hui	t-Protection  STACK 1  Inter's Lean-To  Brownn roots grab and secure  Stronger, Water Tight, Ppl +:  Brownn roots grab and secure  STACK 3  ant Canopy  Barely visible auburn roots properties of the secure of the	a lean-to for a	Touch to the ground a Hunter's to the ground  RANGE 12 Squares	1 Lean-To i. Lean-To i.  AREA OF EFFECT 3x3 Sq Area	10 Minutes  ROLL OUT 5 Minutes	DURATION 2 Hours  W  DURATION 12 Hours	SAVE: No Save  /and w/ Crystal COL+1  ENHANCE SAVE: No Save  /and w/ Crystal + a Wall	ements: (
nelter-Rest	t-Protection  STACK 1  Inter's Lean-To  Brownn roots grab and secure Stronger, Water Tight, Ppl +: Brownn roots grab and secure  STACK 3  ant Canopy  Barely visible auburn roots in the secure of the	a lean-to for a	Touch to the ground a Hunter's to the ground  RANGE 12 Squares aplings creat	1 Lean-To i. Lean-To i.  AREA OF EFFECT 3x3 Sq Area ring a light lea	ROLL OUT 5 Minutes  afy canopy.	DURATION 2 Hours  W  DURATION 12 Hours	SAVE: No Save  /and w/ Crystal COL+1  ENHANCE SAVE: No Save  /and w/ Crystal + a Wall  ENHANCE	ements: (
helter-Rest	t-Protection  STACK 1  Inter's Lean-To  Brownn roots grab and secure Stronger, Water Tight, Ppl +: Brownn roots grab and secure  STACK 3  Ant Canopy  Barely visible auburn roots graph and canopy can cover 1 to a high winds can bring down the dane  dane	a lean-to for a	Touch to the ground a Hunter's to the ground  RANGE 12 Squares aplings creat	1 Lean-To i. Lean-To i.  AREA OF EFFECT 3x3 Sq Area sing a light lea	ROLL OUT 5 Minutes  rfy canopy.	DURATION 2 Hours  W  DURATION 12 Hours  W	SAVE: No Save  /and w/ Crystal COL+1  ENHANCE SAVE: No Save  /and w/ Crystal + a Wall	EMENTS: 6
helter-Rest	t-Protection  STACK 1  Inter's Lean-To  Brownn roots grab and secure Stronger, Water Tight, Ppl +: Brownn roots grab and secure  STACK 3  ant Canopy  Barely visible auburn roots plant Canopy can cover 1 to a High winds can bring down the dane  dane  STACK 7  Ings To Animal	a lean-to for a	Touch to the ground s a Hunter's to the ground  RANGE 12 Squares aplings creat	1 Lean-To i. Lean-To i.  AREA OF EFFECT 3x3 Sq Area ring a light lea	ROLL OUT 5 Minutes  afy canopy.	DURATION 2 Hours  W  DURATION 12 Hours	SAVE: No Save  /and w/ Crystal COL+1  ENHANCE SAVE: No Save  /and w/ Crystal + a Wall  ENHANCE	EMENTS: 6
helter-Resident NAFEM  Assist Hur  Grow A Pla  ravel-Mun	t-Protection  STACK 1  Inter's Lean-To  Brownn roots grab and secure Stronger, Water Tight, Ppl +: Brownn roots grab and secure  STACK 3  Ant Canopy  Barely visible auburn roots graph and canopy can cover 1 to a high winds can bring down the dane  dane	cost 4 pts  a lean-to f  2. Requires a lean-to f  8 pts  grow into sa 4 people. e canopy.  cost 8 pts  tures back. 6 ToHIT+6	Touch to the ground a Hunter's to the ground  RANGE 12 Squares aplings creat  RANGE Touch  Dmg 1d10	1 Lean-To i. Lean-To i.  AREA OF EFFECT 3x3 Sq Area ring a light lea  AREA OF EFFECT 1 Creature  AC 22/12 1 Mar	ROLL OUT 5 Minutes  Afy canopy.  ROLL OUT 30 Minutes	DURATION 2 Hours  W  DURATION 12 Hours  W  DURATION 12 Hours	SAVE: No Save  Vand w/ Crystal COL+1  ENHANCE SAVE: No Save  Vand w/ Crystal + a Wall  ENHANCE  SAVE: No Save  Vand w/ Crystal 2 Marks/Day SAME SPELL WILL CO	EMENTS: 6
A Assist Hur WEL Grow A Pla Travel-Mun	t-Protection  stack 1  nter's Lean-To  Brownn roots grab and secure Stronger, Water Tight, Ppl +: Brownn roots grab and secure  STACK 3  ant Canopy  Barely visible auburn roots plant Canopy can cover 1 to a High winds can bring down the dane  stack 7  ngs To Animal  Wings sprout out of the creat New Stats - Attk:x0x1 Init+	cost 4 pts  a lean-to f  2. Requires a lean-to f  8 pts  grow into sa 4 people. e canopy.  cost 8 pts  tures back. 6 ToHIT+6	Touch to the ground a Hunter's to the ground  RANGE 12 Squares aplings creat  RANGE Touch  Dmg 1d10	1 Lean-To i. Lean-To i.  AREA OF EFFECT 3x3 Sq Area ring a light lea  AREA OF EFFECT 1 Creature  AC 22/12 1 Mar	ROLL OUT 5 Minutes  Afy canopy.  ROLL OUT 30 Minutes	DURATION 2 Hours  W  DURATION 12 Hours  W  DURATION 12 Hours	SAVE: No Save  Vand w/ Crystal COL+1  ENHANCE SAVE: No Save  Vand w/ Crystal + a Wall  ENHANCE  SAVE: No Save  Vand w/ Crystal 2 Marks/Day SAME SPELL WILL CO	EMENTS: 9

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.

ENHANCEMENTS: 4

Wand w/ Crystal

+Recipient

# Utility LEVEL STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 1 Arcane Light with Class Hue 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.

ENHANCEMENT