Altered Reality

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK		ENH
11	12 pts		**Illusional Bear**	16 Squares	1 Image	1 Hour	1 Minute	none	1		10
		Set mood with Item/Kit.	False of a bear.								
13	16 pts		**Illusional Condor**	8 Squares	1 Image	2 Hours	1 Minute	none	1		11
		Set Mood with Item/Kit.	x								
13	16 pts		**Illusional Dolphin**	8 Squares	1 Image	2 Hours	1 Minute	none	1		11
		Set mood with Item/Kit.	x								

Battle-Defense

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK		ENH
3	4 pts		**Tornado Wall For Nae'Em Hunter**	4 Sqs / Tier	1 Recipient	4 Rounds	Initiative	none	1		4
			Wind storm gives AC+2 vs Ranged/Thrown. (Not Melee)								
10	12 pts		**Wind Wall**	Self	1 Square	10 Minutes	2 Rounds	SKL: 2	1		5
			x								
12	12 pts		**Circle of Animal Protection**	Touch	2x2x2 Sq Sphere	1 Hour	2 Minutes	SKL 2	1		7
		Column +1 with Item/Kit.	x								
12	12 pts		**Circle of Containment**	Touch	3 Sq Rad Circle	4 Hours	10 Minutes	BRU 3	99		4
		BRU:>95 with Item/Kit.	Creatures from exiting its area. Must Save to Exit.					Able to exit Circle			
1	4 pts		**Tornado Wall**	Self	1 Square	4 Rounds	Initiative	SKL 2	1		2
		+2 AC with Item/Kit.	Pass the Save								

Battle-Offense

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK		ENH
1	4 pts		**Rose Thorns**	10 Squares	1 Target	Instant	Initiative	none	99		2
			Total +10 ToHIT bonus with Item/Kit. ToHIT+4, 2d6+ACU Dmg, Blunders=Only missed, No Counters.								
4	4 pts		**Conjure Native Beetles**	4 Squares	1 Mark	2 Rounds	Initiative	SKL 2	2		7
			Dmg set at 5 pts with Item/Kit. Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8					Conjured			
8	8 pts		**Hail Stones**	8 Squares	2x2 Squares	Instant	Initiative	RM 2	1		6
			+1d6 Dmg with Item/Kit. Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage.								
13	16 pts		**Ice Spear**	10 Squares	1 Target	Instant	Initiative	AGL 2	1		3
			Save Col +1 with Item/Kit. x					1/2 Damage			
16	16 pts		**Water Blast**	8 Squares	1 Square	3 Rounds	Initiative	AGL 2	3		4
			Put out Mgc fire with Item/Kit. x					1/2 Damage			
2	4 pts		**Hail Attack**	8 Squares	1 Square	Instant	Initiative	RM 2	1		3
			+4d4 with Item/Kit. x								
12	12 pts		**Class Power Attack**	8 Squares	1 Target	1 Round	Initiative	RM 3	99		2
			Knockback w/ RM:3 with Item/Kit. Class Bolt Dmg 4d10+ACU. Save for 1/2 dmg IF same class.					1/2 Dmg if same			

Battle-Prep

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK		ENH
5	8 pts		**Entangle**	Touch	2x2 Squares	4 Hours	1 Minute	BRU 2	3		6
			Aoe: 3x3 with Item/Kit. Anyone within the AoE must Save to move a square until out.					Exited			
2	4 pts		**Triggered Forced Healing**	Self	Caster	3 Days	1 Hour	none	1		4
			Stack+1 with Item/Kit. Dmg triggers 2d8 rolled. Dmg first, then 2x Healing.								

Environ-Nature

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	ENH
11	12 pts		**Control Wind Sphere** x	18 Squares	5x20 Sq Area	12 Hours 🕐	10 Minutes ⏳ 😐	SKL 3	1	🔄 8
4	4 pts		**Predict Weather** x	Self	Up to 5 Marks	1 Week 🌙	1 Hour 🕐	none	1	2
6	12 pts	🖊️	**Create Permanent Ae'Em** COL-1 with Item/Kit. Willing animal & caster connect. Save required.	Touch	1 Recipient	Permanent ∞	4 Days 🌙 😐 Ae'Em Created	SKL 2	5	2
2	4 pts	🖊️	**Plant Healthy Growth** 1d4 Plant HP with Item/Kit. x	Self	4x4 Sqs	Permanent ∞	1 Hour 🕐	none	0	3
2	4 pts	🖊️	**Remove Plant Disease** Removes All with Item/Kit. x	4 Squares	4x4 Squares	Permanent ∞	10 Minutes ⏳ 😐	SKL 2	0	6
17	20 pts		**Control Water** x	Self	4x4x4 Sqs	4 Hours 🕐	10 Minutes ⏳ 😐	SKL 3	1	🔄 9

Find-Hide-Reveal

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	ENH
5	8 pts	🖊️	**Detect Magic** Save Col -1 with Item/Kit. Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind.	2 Squares	1 item	Instant 💥	5 Minutes ⏳ 🎯 Sight	RM 2	1	3
9	12 pts	🖊️	**Hide in a Plant** Can hear with Item/Kit. x	Touch	1 Plant	2 Hours 🕐	10 Minutes ⏳	none	1	🔄 11
3	4 pts	🖊️	**Shadow of the Magi** Brighter by Tier with Item/Kit. Darkness centered just above caster.	Self	3 Sq Dia Sphere	Conc +4 Rds 2 RDS	Initiative ✴️	none	99	🔄 7
16	64 pts	🖊️	**Reveal True Name** This uses all the clues to find the True Name.	1 Square	1 Square	Permanent ∞	12 Hours 🕐 😐	none	99	6
9	12 pts		**Search for Arcane Focus Item** Detects focus item within range. Vibration/Audible/Visual.	Self	1 Mark	4 Hours 🕐	1 Day 🌙 😐 Found	SKL 2	1	7

Food-Water

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
5	8 pts		**Divining Water**	1/4 Mark	6-15 Sqs Deep	Permanent ∞	30 Minutes ⏳	SKL 4	1	ENH 6
			Save Col -1 with Item/Kit. x					😈 Desert/Arid		
4	4 pts		**Increase Food**	2 Squares	1-21 Meals	Permanent ∞	10 Minutes ⏳	none	3	ENH 4
			Ensures food is safe with Item/Kit. x							
5	8 pts		**Bring Out Rain Water**	Caster	1 Square	Permanent ∞	1 Minute ⏳	none	99	ENH 2
			20lbs/9kg Pressure with Item/Kit. Desert & hot environments limit this spell.							
4	4 pts		**Improve Food**	1 Square	4 Meals	1 Hour 🕐	10 Minutes ⏳	none	99	ENH 7
			Duration = 1 day with Item/Kit. Food becomes nutritional.							
1	4 pts		**Draw Up Ground Water**	Touch	2 Skins/Tier	Permanent ∞	5 Minutes ⏳	none	99	ENH 2
			+2 Skins extra with Item/Kit. Pull water from ground. 2 skins/Tier. Dry areas 1 skin.							

Health-Life-Death

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
12	12 pts		**Ranged Forced Healng 2d8+2 HP**	6 Squares	1 Target	Permanent ∞	Initiative ✹	none	99	ENH 6
			Roll 2d8+2. Dmg x1 then Heal x2							
1	4 pts		**Forced Heal 1d6 HP (+more)**	1 Square	1 Target	Permanent ∞	Initiative ✹	none	1	ENH 8
			Fragility Save - 1 Column with Item/Kit. Roll dice. Apply as force damage. Apply x2 as healing.							
1	4 pts		**Sylvan Forced Healing 1d6 HP**	Touch	1 Creature	Permanent ∞	Initiative ✹	none	99	ENH 2
			+1 HP per die with Item/Kit. x							
6	-4 pts		**Animal Healing**	4 Sqs	1 Animal	Permanent ∞	1 Minute ⏳	none	99	ENH 5
			+4 HP with Item/Kit. Heal 2d8+4 to domestic/wild woodland animals.							

N Ae'Em-Animal

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
7	8 pts		**View An Animal (Ae'Em)**	PMP	1 Ae'Em, 1 sq ab	1 Hour	5 Minutes	none	1	ENH 6
			Top down view from 1 sq above. Moves with animal.							
1	4 pts		**Invoke Pet**	Self	2 Marks	1 Week / Tier	1 Hour	SKL 2	Pet / T	ENH 6
			See/Hear as pet. with Item/Kit. Timid Pet. HP:6. AC:12/12. Init:+6. HIT:-4. Dmg:1d3.					Pet Responds		
14	16 pts		**Call Woodland Animal**	Self	1 Mark	4 Hours	5 Minutes	SKL 2	3	ENH 6
			Col -1 with Item/Kit.							
7	8 pts		**Speak With Wild Animals**	12 Squares	1 Animal	1 Hour	1 Minute	SKL 2	2	ENH 5
			Stack x2 with Item/Kit. x							
8	8 pts		**Convoke Animal Mount**	2 Marks	1 Mount	1 Day	1 Hour	SKL 2	1	ENH 8
			+ Passenger with Item/Kit. Can choose from chart (no rolling)					Mount arrives		
4	4 pts		**Speak to Domesticated Animals**	Touch	1 Animal	4 Hours	5 Minutes	none	7	ENH 5
			Recipient with Item/Kit. Speak and understand domesticated animals, large and small.							
13	16 pts		**Call Flock of Birds**	1 Mark	1 School	2 Hours	20 Minutes	SKL 2	1	ENH 6
			COL-1 with Item/Kit. Calls a flock of birds within range.							
8	8 pts		**Call Hunting Pack**	Self	1/2 Mark / Tier	Instant	5 Minutes	SKL 2	1	ENH 7
			+Urgency Save with Item/Kit. Pack animals urged to respond. Casters call projected.							
13	16 pts		**Call School of Fish**	1 Mark	1 School	2 Hours	20 Minutes	SKL 3	1	ENH 6
			COL-1 with Item/Kit. Calls a school of fish that is within range.							
6	8 pts		**Befriend An Animal**	10 Squares	1 Animal	8 Hours	1 Minute	SKL >05	99	ENH 4
			Enraged/Frenzed okay. with Item/Kit. Connect with animals that aren't enraged or frenzied.					Animal is calmed		
8	16 pts		**Call A Kindred Spirit Animal**	1 Square	1 Sq Area	Permanent	7 Days	SKL 2	1	ENH 1
			Hear/See thru animal with Item/Kit. AC:12/12, Attk 1x1/Init+6/HIT+6/Dmg:1d6/HP:20/Move=8					Animal arrives		

N Nae'Em-People

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
8	8 pts		**Protect Nae'Em Hunter vs Missiles**	12 Squares	1 Target	8 Hours	2 Minutes	none	1	ENH 7
			Agility Saves +20 with Item/Kit. +2 to AC vs Missiles and Thrown attacks.							

N Tae'Em-Thing

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
2	4 pts		**Ribbon Horse**	1 Square	1 Creation	8 Hours	5 Minutes	none	Tier	ENH 4
			Looks almost Real-ish. with Item/Kit. Self w/carried items.							
5	8 pts		**Seaweed Dolphin**	3 Marks	1 Dolphin	2 Hours	10 Minutes	none	1	ENH 8
			Range: 5 Marks with Item/Kit. Stats: HP:2 AC:15/10 Move:12 Sqs swim 24 sqs race							
7	8 pts		**Vine Wolf**	Self	Self	2 Hours	10 Minutes	none	1	ENH 8
			Attck: 1x1 1d6 Dmg with Item/Kit. Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run							
6	8 pts		**Ribbon Bat**	Self	Self	2 Hours	10 Minutes	none	1	ENH 8
			Low Light with Item/Kit. Bat - HP:2 AC:18/12 Move: 15 Sqs flight							

N Vae'Em-Venue Site

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
20	20 pts		**Nae'Em Natural Landmark**	PMP	1 Landmark	Permanent	2 Hours	none	99	ENH 4
			Close to Landmark with Item/Kit. x							

Personal-Connections

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
2	4 pts		**Connect With A Hunter**	PMP	1 Recipient	Permanent	2 Days	none	2	ENH 3
			Healing through Nae'Em with Item/Kit. 4 Days casting creates a permanent bond. Same Plane.							
9	24 pts		**Find Clues To True Name**	4 Squares	1 Item	Permanent	2 Hours	RM 2	99	ENH 6
			Rollout Halved. with Item/Kit. Use of this spell will reveal clues about a True Name.					success		
11	36 pts		**Connect To An Arcane Focus Item**	Touch	1 Item	Permanent	3 Days	RM 3	99	ENH 5
			No current Focus Item. with Item/Kit. Creates connection between caster and a Arcane Focus Item.					Connected		
7	12 pts		**Create Permanent Nae'Em**	Touch	1 Recipient	Permanent	4 Days	none	3	ENH 1
			SKL:>05 with Item/Kit. Willing person & caster connect. Save required.							
11	36 pts		**Disconnect An Arcane Focus Item**	Touch	Current Item	Permanent	20 Minutes	SKL 2	99	ENH 2
			Removes connection between all creatures and focus item.					Connection broken		

Shape Change

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK		ENH
17	20 pts		**Alter Self - Condor** x	Self	Self	2 Hours	5 Minutes	none	99		6
1	4 pts		**Small Domestic Pet Form** + 8 hours with Item/Kit. x	Touch	Self	4 Hours	5 Rounds	none	1		
14	16 pts		**Alter Self - Porpoise** x	Self	Self	3 Hours	10 Minutes	none	1		6
12	12 pts		**Caster Becomes Ribbon Creature** x								3
15	16 pts		**Alter Self - Hawk** x	Self	Self	4 Hours	10 Minutes	none	1		6
15	16 pts		**Alter Self - Wolf** x	Self	Self	4 Hours	20 Minutes	none	1		6
18	20 pts		**Alter Self - Bear** +1d6 Dmg with Item/Kit. x	Self	Self	2 Hours	5 Minutes	none	1		3
18	20 pts		**Alter Self - Stingray** x	Self	Self	2 Hours	5 Minutes	none	1		8
6	8 pts		**Alter Self - Medium Sized Dog/Cat** Move+6 with Item/Kit. x	Self	Self	8 Hours	1 Round	none	1		7

Shelter-Rest-Protection

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK		ENH
19	20 pts		**Circle of Thorns (3 sq x 3 sq)** Adds a roof with Item/Kit. xx	12 Squares	10x10 squares	12 Hours	30 Minutes	SKL 2	1		8
14	16 pts		**Tree House** Stairs or Ladder. with Item/Kit. Tree: 60 HP with ladder/stairs.	8 Squares	4 Sq High Tree	12 Hours	30 Minutes	none	3		5
7	8 pts		**Grow A Plant Canopy** + a Wall with Item/Kit. Plant Canopy covers 1 to 4 people. Save vs High winds.	12 Squares	3x3 Sq Area	12 Hours	5 Minutes	none	3		9
3	4 pts		**Assist Hunter's Lean-To** COL+1 with Item/Kit. x	Touch	1 Lean-To	2 Hours	10 Minutes	none	1		6

Travel-Mundane

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK		ENH
6	8 pts		**Attach Wings To Animal**	Touch	1 Creature	12 Hours	30 Minutes	none	7		7
			2 Marks/Day with Item/Kit. Attk:x0x1, Init & ToHIT+6, Dmg:1d10, AC 22/12, 1 Mark/Day								
12	12 pts		**Personal Wings Of Flying**	Self	Self	4 Hours	10 Minutes	none	5		4
			+Recipient with Item/Kit. Attk:x0x1, Init & ToHit+8, Dmg:1d12, AC:22/12, Fly:2 Mks								

Utility-

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK		ENH
1	4 pts		**Arcane Light with Class Hue**	Self	Varies	4 Hours	Initiative	none	99		7
			Brighter by Tier with Item/Kit. Default Light: Candle light								