

## Altered Reality

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.1	15% Max	TIRO: Beauty Contestant:2nd Prize	Recipient becomes more attractive by their race's standards.	Self	Self	12 Hours	5 Minutes	none	99
End	0.1	20% Max	TIRO: Pie Fight!	Blocks vision with Save.	4 Squares	1 Target	1 Round	Initiative	RM 1	99
	0.3	10% Max	TIRO: 2 Rope Image	Roll Save to create illusion of a cut rope now 1 rope.	1 Rope	1 Rope	2 Hours	1 Minute	SKL 1	1

## Battle-Defense

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Wind Wall	Moves with caster. Not into occupied squares. AC+2.	Self	1 Square	4 Rounds	Initiative	none	1
	3	4 pts	Wind Wall For Nae'Em Hunter	Wind storm gives AC+2 vs Ranged/Thrown. (Not Melee)	4 Sqs / Tier	1 Recipient	4 Rounds	Initiative	none	1

## Battle-Offense

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.2	20% Max	TIRO: Fire Crack!	ToHit required. 1d3 Dmg. Metal armor requires Save.	6 Squares	1 Target	Instant	Initiative	RM 1	99
End	0.4	30% Max	TIRO: Quick Flash Fire	ToHIT needed. 1d12 Dmg. Save for no damage.	12 Squares	1 Target	Instant	Initiative	AGL 2	99
	1	4 pts	Rose Thorns	ToHIT+4, 2d6+ACU Dmg, Blunders=Only missed, No Counters.	10 Squares	1 Target	Instant	Initiative	none	99
End	2	4 pts	Hail Attack	No ToHIT. Damage: 3d4+ACU.	8 Squares	1 Square	Instant	Initiative	RM 2	1
	4	4 pts	Conjure Native Beetles	Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8	4 Squares	1 Mark	2 Rounds	Initiative	SKL 2	2
End	8	8 pts	Hail Stones	Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage.	8 Squares	2x2 Squares	Instant	Initiative	RM 2	1

## Battle-Prep

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.3	30% Max	TIRO: Armor of Light	AC = 16. Bright, sparkly magic armor around Caster.	Self	Self	4 Hours	1 Minute	none	99
End	2	4 pts	Triggered Forced Healing	Dmg triggers 2d8 rolled. Dmg first, then 2x Healing.	Self	Caster	3 Days	1 Hour	none	1
	5	8 pts	Entangle	Anyone within the AoE must Save to move a square until out.	Touch	2x2 Squares	4 Hours	1 Minute	BRU 2	3

## Call-Summon

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.3	30% Max	TIRO: I Have Your Item!	snatches item. Mgc armor: -1 Col.	4 Sqs	1 Item	1 Round	Initiative	RM 1	99

## Communication-

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.2	20% Max	TIRO: Amplify Own Speech	Amplifies caster's voice to range of 1d20+4 Squares.	Self	3x3x3 Sq	5 Minutes	Initiative	none	99
End	0.3	15% Max	TIRO: Colored Signal Flare	Random flare between Red, Blue, Yellow, and Green.	20 Squares	1 Flare	1 Minute	Initiative	none	0
	0.4	25% Max	TIRO: Sloppy Spying	1d5 for Taste, Smell, Hearing, Sight, or Touch to spy.	12 Squares	3x3x3 Sqs	5 Minutes	Initiative	none	99

## Creation-Meta

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.1	20% Max	TIRO: Water From A Plant	The caster enchants a plant to pour water. 1/2 skin.	1 Square	1 Plant	10 Minutes	Initiative	none	3
End	6	8 pts	Dispel Magic	Caster and GM both roll the Save.	Touch	1 Item	Permanent	10 Minutes	SKL 2	99

## Environ-Nature

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	2	4 pts	Plant Healthy Growth	Promotes normal healthy growth.	Promotes normal he	4x4 Sqs	Permanent	1 Hour	none	99
End	2	4 pts	Remove Plant Disease	x	4 Squares	4x4 Squares	Permanent	10 Minutes	SKL 2	0
	4	4 pts	Predict Weather	Estimated likely/known changes coming within the week.	Self	Up to 5 Marks	1 Week	1 Hour	SKL 3	1
End	6	12 pts	Animal Connection (Ae'Em)	Willing animal & caster connect. Save required.	2 Squares	1 Recipient	EOY	4 Hours	SKL 2	5

## Find-Hide-Reveal

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
--	-----	------	-------	-------------	-------	-----	----------	---------	----------	-------

End	5	8 pts	Detect Magic	Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind.	2 Squares	1-5 item	Instant	5 Minutes	RM 2	1
-----	---	-------	--------------	---	-----------	----------	---------	-----------	------	---

## Food-Water

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Draw Up Ground Water	Pull water from ground. 2 skins/Tier. Dry areas 1 skin.	Touch	2 Skins/Tier	Permanent	5 Minutes	none	99
End	4	4 pts	Improve Food	Food becomes nutritional.	1 Square	4 Meals	1 Hour	10 Minutes	none	99
	4	4 pts	Increase Food	All action is in a backpack: Food to be doubled and the resulting food.	2 Squares	1-21 Meals	Permanent	10 Minutes	none	3
End	5	8 pts	Bring Out Rain Water	Desert & hot environments limit this spell.	Caster	1 Square	Permanent	1 Minute	none	99
	5	8 pts	Divining Water	Save based on region/environ.	1/4 Mark	15 Sqs Deep	Permanent	30 Minutes	SKL Vary	1

## Health-Life-Death

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.1	30% Max	TIRO: Healing Bolus	1d12 HP healing.	1 Square	Recipient	Permanent	Initiative	none	99
End	1	4 pts	Forced Heal 1d6 HP (+more)	Roll dice. Apply as force damage. Apply x2 as healing.	1 Square	1 Target	Permanent	Initiative	none	1
	1	4 pts	Sylvan Forced Healing 1d6 HP	Roll 1d6. Damage x1 then Heal x2	Touch	1 Creature	Permanent	Initiative	none	99
End	6	-4 pts	Animal Healing	Heal 2d8+4 to domestic/wild woodland animals.	4 Sqs	1 Animal	Permanent	1 Minute	none	99

## Light-

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
End	0.4	10% Max	TIRO: Aural Spark	random color of sparks for 1d20 minutes.	10 Squares	2x2 Sqs	1d20 Minutes	Initiative	none	99

## N Ae'Em-Animal

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Invoke Pet	Timid Pet. HP:6. AC:12/12. Init:+6. HIT:-4. Dmg:1d3.	Self	2 Marks	1 Week / Tier	1 Hour	SKL 2	Pet / T
End	4	4 pts	Speak to Domesticated Animals	Speak and understand domesticated animals, large and small.	Touch	1 Animal	4 Hours	5 Minutes	none	7
	6	8 pts	Befriend An Animal	Connect with animals that aren't enraged or frenzied.	10 Squares	1 Animal	8 Hours	1 Minute	SKL 2	99
End	7	8 pts	Speak With A Wild Animal	Conversations with 1 animal per Tier.	12 Squares	1 Animal / Tier	1 Hour	1 Minute	SKL 2	2
	7	8 pts	View An Animal (Ae'Em)	Top down view from 1 sq above. Moves with animal.	PMP	1 Ae'Em, 1 sq above	1 Hour	5 Minutes	none	1
End	8	16 pts	Call A Kindred Spirit Animal	AC:12/12, Attk 1x1/Init+6/HIT+6/Dmg:1d6/HP:20/Move=8	1 Square	1 Sq Area	Permanent	7 Days	SKL 2	1
	8	8 pts	Call Hunting Pack	Pack animals urged to respond. Casters call projected.	Self	1/2 Mark / Tier	Instant	5 Minutes	SKL 2	1
End	8	8 pts	Convoke Animal Mount	Can choose from chart (no rolling)	2 Marks	1 Mount	1 Day	1 Hour	SKL 2	1

## N Nae'Em-People

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
End	8	8 pts	Protect Nae'Em Hunter vs Missiles	+2 to AC vs Missiles and Thrown attacks.	12 Squares	1 Target	8 Hours	2 Minutes	none	1

## N Tae'Em-Thing

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	2	4 pts	Ribbon Horse	Self w/carried items.	1 Square	1 Ribbon Horse	8 Hours	4 Minutes	none	Per Ti
End	5	8 pts	Seaweed Dolphin	Stats: HP:2 AC:15/10 Move:12 Sqs swim 24 sqs race	3 Marks	1 Dolphin	2 Hours	10 Minutes	none	1
	6	8 pts	Ribbon Bat	Bat - HP:2 AC:18/12 Move: 15 Sqs flight	Self	Self	2 Hours	10 Minutes	none	1
End	7	8 pts	Vine Wolf	Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run	Self	Self	2 Hours	10 Minutes	none	1

## Personal-Connections

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.2	40% Max	TIRO: Random Friendship	Potentially makes someone more tolerant of the caster.	10 Squares	1 Target	Special	Initiative	SKL 3	99
End	2	4 pts	Connect With A Hunter	4 Days casting creates a permanent bond. Same Plane.	1 Square	1 Recipient	Permanent	2 Days	none	2
	7	12 pts	Create Permanent Nae'Em	Willing person & caster connect. Save required.	1 Square	1 Recipient	Permanent	4 Days	SKL 2	3

Shape Change										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Small Domestic Pet Form	x	Touch	Self	4 Hours	5 Rounds	none	1
End	6	8 pts	Alter Self - Medium Sized Dog/Cat	x	Self	Self	8 Hours	1 Round	none	1

Shelter-Rest-Protection										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.2	20% Max	TIRO: Garish Pup Tent	xThe Caster creates a colorful tent.	8 Squares	1x2 Squares	8 Hours	1 Minute	none	99
End	3	4 pts	Assist Hunter's Lean-To	Lean-To first, then magic to make better.	Touch	1 Lean-To	2 Hours	10 Minutes	none	1
	7	8 pts	Grow A Plant Canopy	Plant Canopy covers 1 to 4 people. Save vs High winds.	12 Squares	3x3 Sq Area	12 Hours	5 Minutes	none	3

Tracking-										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.4	30% Max	TIRO: Tracking	Find and follow a trail while leaving an obvious trail.	Self	1 Trail	1 Hour	Initiative	none	99

Travel-Mundane										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	6	8 pts	Attach Wings To Animal	Attk:x0x1, Init & ToHIT+6, Dmg:1d10, AC 22/12, 1 Mark/Day	Touch	1 Creature	12 Hours	30 Minutes	none	7

Travel-Planes										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.1	20% Max	TIRO: Quick Jump	1d6 squares in direction indicated. Distance rolled.	1d6 Squares	Self	Instant	Initiative	none	99
End	0.3	40% Max	TIRO: Quick Push!	Caster moves an ally to a random spot 4 squares away.	4 Squares	1 Recipient	Instant	Initiative	BRU 2	99

Utility-										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.4	25% Max	TIRO: Tasty Cumber Meals	1d12 meals appear at waist height in front of the Caster	Touch	Varies	1 Hour	1 Minute	none	99
End	1	4 pts	Arcane Light with Class Hue	Default Light: Candle light	Self	Varies	4 Hours	Initiative	none	99
	3	4 pts	Breath Water	Breath water but no talking.	Touch	1 Creature	1 Day	5 Minutes	none	9
End	4	4 pts	Shadow of the Magi	Darkness centered just above caster.	Self	3 Sq Dia Sphere	Conc +4 Rds	Initiative	none	99