

Altered Reality

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	3	4 pts	Breath Water	Breath water but no talking.	Touch	1 Creature	1 Day	5 Minutes	none	9
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
	11	12 pts	Illusional Bear	False image of a bear.	16 Squares	1 Image	1 Hour	1 Minute	none	1
End	13	16 pts	Illusional Condor	x	8 Squares	1 Image	2 Hours	1 Minute	none	1
	13	16 pts	Illusional Dolphin	x	8 Squares	1 Image	2 Hours	1 Minute	none	1

Battle Actions/Prep

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	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
End	12	12 pts	Circle of Animal Protection	Going into or out of circle must pass the MGC Save.	Touch	2x2x2 Sq Sphere	1 Hour	2 Minutes	SKL 2	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
End	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
	10	12 pts	Tornado Wall	Caster gains +4 to AC to all normal attacks.	Self	3x3 Squares	10 Minutes	2 Rounds	SKL 1	1

Battle Offense

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	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
	8	8 pts	Hail Stones	Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage.	8 Squares	2x2 Squares	Instant	Initiative	RM 2	1
End	12	12 pts	Class Power Attack	Class Bolt Dmg 4d10+ACU. Save for 1/2 dmg IF same class.	8 Squares	1 Target	1 Round	Initiative	RM 3	99
	13	16 pts	Ice Spear	Lobbable and ToHIT +4. Damage: 3d8+ACU+4.	10 Squares	1 Target	Instant	Initiative	AGL 2	1
End	16	16 pts	Water Blast	Direct blast, no arc, no ToHIT. Damage: 5d8+ACU.	8 Squares	1 Square	3 Rounds	Initiative	AGL 2	3

Class Specialty

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	11	36 pts	Connect To An Arcane Focus Item	Creates connection between caster and a Arcane Focus Item.	Touch	1 Item	Permanent	3 Days	RM 3	1

Enchantments

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	6	8 pts	Dispel Magic Spell	List of spells that can be affected are in the Full Description list.	Touch	1 Item	Permanent	6 Minutes	SKL 2	99

Fences and Shelters

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	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
End	13	16 pts	Circle of Containment	Creatures from exiting its area. Must Save to Exit.	Touch	3 Sq Rad Circle	4 Hours	10 Minutes	BRU 3	99
	14	16 pts	Tree House	Tree: 60 HP with ladder/stairs.	8 Squares	4 Sq High Tree	12 Hours	30 Minutes	none	3
End	19	20 pts	Fort of Thorns	Walls 2 sq high x 1 deep. AC:8 HP:50.	12 Squares	10x10 squares	12 Hours	30 Minutes	none	1

Find or Reveal

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	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
End	5	8 pts	Divining Water	Save based on region/environ.	1/4 Mark	15 Sqs Deep	Permanent	30 Minutes	SKL Vary	1
	9	24 pts	Find Clues To True Name	Use of this spell will reveal clues about a True Name.	4 Squares	1 Item	Permanent	2 Hours	RM 2	99

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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
	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
End	12	12 pts	Personal Wings Of Flying	Attk:x0x1, Init & ToHit+8, Dmg:1d12, AC:22/12, Fly:2 Mks	Self	Self	4 Hours	10 Minutes	none	5
	14	16 pts	Alter Self - Porpoise	x	Self	Self	3 Hours	10 Minutes	none	1
End	15	16 pts	Alter Self - Hawk	x	Self	Self	4 Hours	10 Minutes	none	1
	15	16 pts	Alter Self - Wolf	x	Self	Self	4 Hours	20 Minutes	none	1
End	17	20 pts	Alter Self - Condor	x	Self	Self	2 Hours	5 Minutes	none	99
	18	20 pts	Alter Self - Bear	x	Self	Self	2 Hours	5 Minutes	none	1
End	18	20 pts	Alter Self - Stingray	x	Self	Self	2 Hours	5 Minutes	none	1

Summon or Send

	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	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
	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
	13	16 pts	Call Flock of Birds	Calls a flock of birds within range.	1 Mark	1 School	2 Hours	20 Minutes	SKL 2	1
End	13	16 pts	Call School of Fish	Calls a school of fish that is within range.	1 Mark	1 School	2 Hours	20 Minutes	SKL 3	1

Traveling (PMP)

	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

Utility or Misc

	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	4	12 pts	Permanently Preserve Food	Max 150 meals within sealed containers.	4 Squares	1 Square Cube	Permanent	2 Hours	none	99
End	5	8 pts	Bring Out Rain Water	Desert & hot environments limit this spell.	Caster	1 Square	Permanent	1 Minute	none	99