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	y	•	•	•	

Cost   Cost   S   Pts   S   S   Pts   Cost   S   Pts   S   S   Pts   S   S   Pts   S   S   S   S   S   S   S   S   S	Breath Water Seaweed Dolphin Ribbon Bat Vine Wolf Illusional Bear Illusional Condor Illusional Dolphin  Title Entangle Circle of Animal Protection  Title Wind Wall Wind Wall For Nae'Em Hunter Tornado Wall	Description Breath water but no talking. Stats: HP:2 AC:15/10 Move:12 Sqs swim 24 sqs race Bat - HP:2 AC:18/12 Move: 15 Sqs flight Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run False image of a bear.  x  x  Description Anyone within the AoE must Save to move a square until out. Going into or out of circle must pass the MGC Save.  Description Moves with caster. Not into occupied squares. AC+2. Wind storm gives AC+2 vs Ranged/Thrown. (Not Melee) Caster gains +4 to AC to all normal attacks.	Range Touch 3 Marks Self Self 16 Squares 8 Squares 8 Squares Range Touch Touch Range Self 4 Sqs / Tier	AoE 1 Creature 1 Dolphin Self Self 1 Image 1 Image 1 Image 2x2 Squares 2x2x2 Sq Sphere  AoE 1 Square	Duration 1 Day 2 Hours 2 Hours 2 Hours 1 Hour 2 Hours 2 Hours 1 Hours 1 Hours 1 Hours 4 Hours 1 Hour	RollOut 5 Minutes 10 Minutes 10 Minutes 10 Minutes 1 Minute 1 Minute 1 Minute 1 Minute 2 Minute 2 Minutes	Save Col none none none none none none Save Col BRU 2 SKL 2
3 4 pts 5 8 pts 6 8 pts 7 8 pts 11 12 pts 13 16 pts 13 16 pts 13 16 pts 5 8 pts 12 12 pts 14 pts 1 4 pts 3 4 pts 10 12 pts 14 pts 10 12 pts 16 Offense  LvI Cost 1 4 pts 3 4 pts 10 12 pts 11 4 pts 2 4 pts 8 8 pts 12 12 pts 13 16 pts 16 pts 16 pts 17 16 pts 18 18 pts 19 19 pts	Breath Water Seaweed Dolphin Ribbon Bat Vine Wolf Illusional Bear Illusional Condor Illusional Dolphin  Title Entangle Circle of Animal Protection  Title Wind Wall Wind Wall For Nae'Em Hunter Tornado Wall	Breath water but no talking.  Stats: HP:2 AC:15/10 Move:12 Sqs swim 24 sqs race Bat - HP:2 AC:18/12 Move: 15 Sqs flight Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run False image of a bear.  x  x  Description Anyone within the AoE must Save to move a square until out. Going into or out of circle must pass the MGC Save.  Description Moves with caster. Not into occupied squares. AC+2. Wind storm gives AC+2 vs Ranged/Thrown. (Not Melee)	Touch 3 Marks Self Self 16 Squares 8 Squares 8 Squares Range Touch Touch Range Self 4 Sqs / Tier	1 Creature 1 Dolphin Self Self 1 Image 1 Image 1 Image 2x2 Squares 2x2x2 Sq Sphere	1 Day 2 Hours 2 Hours 2 Hours 1 Hour 2 Hours 2 Hours 1 Hours 1 Hours Duration 4 Hours 1 Hour	5 Minutes 10 Minutes 10 Minutes 10 Minutes 1 Minute 1 Minute 1 Minute 1 Minute 2 Minute 2 Minutes	none none none none none none Save Col BRU 2 SKL 2
5 8 pts 6 8 pts 7 8 pts 11 12 pts 13 16 pts 13 16 pts 13 16 pts 5 8 pts 12 12 pts 14 pts 1 4 pts 3 4 pts 10 12 pts 16 Offense LvI Cost 1 4 pts 3 4 pts 10 12 pts 16 Offense LvI Cost 1 4 pts 3 4 pts 10 12 pts 16 Offense 17 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Seaweed Dolphin Ribbon Bat Vine Wolf Illusional Bear Illusional Condor Illusional Dolphin  Title Entangle Circle of Animal Protection  Title Wind Wall Wind Wall For Nae'Em Hunter Tornado Wall	Stats: HP:2 AC:15/10 Move:12 Sqs swim 24 sqs race  Bat - HP:2 AC:18/12 Move: 15 Sqs flight  Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run  False image of a bear.  x  x  Description  Anyone within the AoE must Save to move a square until out.  Going into or out of circle must pass the MGC Save.  Description  Moves with caster. Not into occupied squares. AC+2.  Wind storm gives AC+2 vs Ranged/Thrown. (Not Melee)	3 Marks Self Self 16 Squares 8 Squares 8 Squares Range Touch Touch Range Self 4 Sqs / Tier	1 Dolphin Self Self 1 Image 1 Image 1 Image 2x2 Squares 2x2x2 Sq Sphere	2 Hours 2 Hours 1 Hour 2 Hours 2 Hours 2 Hours 1 Hours 1 Hours Duration 4 Hours 1 Hour	10 Minutes 10 Minutes 10 Minutes 1 Minute 1 Minute 1 Minute 1 Minute 2 Minute 2 Minutes	none none none none none save Col BRU 2 SKL 2
6 8 pts 7 8 pts 11 12 pts 13 16 pts 13 16 pts 13 16 pts 14 pts 5 8 pts 12 12 pts 14 pts 1 4 pts 3 4 pts 10 12 pts 10 12 pts  e Offense  LvI Cost 1 4 pts 3 4 pts 10 12 pts 10 12 pts 11 4 pts 12 pts 12 pts 13 16 pts 14 pts 15 16 pts 16 16 pts	Ribbon Bat Vine Wolf Illusional Bear Illusional Condor Illusional Dolphin  Title Entangle Circle of Animal Protection  Title Wind Wall Wind Wall For Nae'Em Hunter Tornado Wall	Bat - HP:2 AC:18/12 Move: 15 Sqs flight  Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run  False image of a bear.  x  x  Description  Anyone within the AoE must Save to move a square until out.  Going into or out of circle must pass the MGC Save.  Description  Moves with caster. Not into occupied squares. AC+2.  Wind storm gives AC+2 vs Ranged/Thrown. (Not Melee)	Self Self Self 16 Squares 8 Squares 8 Squares Range Touch Touch Range Self 4 Sqs / Tier	Self Self 1 Image 1 Image 1 Image 2x2 Squares 2x2x2 Sq Sphere  AoE 1 Square	2 Hours 2 Hours 1 Hour 2 Hours 2 Hours  Uuration 4 Hours 1 Hour	10 Minutes 10 Minutes 1 Minute 1 Minute 1 Minute 1 Minute 2 Minute RollOut 1 Minute 2 Minutes	none none none none Save Col BRU 2 SKL 2
7 8 pts 11 12 pts 13 16 pts 13 16 pts 13 16 pts 14 pts 15 8 pts 12 12 pts 16 pts 17 12 pts 18 pts 19 12 pts 10 12 pts 10 12 pts 10 12 pts 10 12 pts 11 4 pts 12 pts 13 16 pts 14 pts 15 16 pts 16 16 pts	Vine Wolf Illusional Bear Illusional Condor Illusional Dolphin  Title Entangle Circle of Animal Protection  Title Wind Wall Wind Wall For Nae'Em Hunter Tornado Wall	Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run False image of a bear.  x x  X  Description Anyone within the AoE must Save to move a square until out. Going into or out of circle must pass the MGC Save.  Description Moves with caster. Not into occupied squares. AC+2. Wind storm gives AC+2 vs Ranged/Thrown. (Not Melee)	Self 16 Squares 8 Squares 8 Squares Range Touch Touch Range Self 4 Sqs / Tier	Self 1 Image 1 Image 1 Image 2x2 Squares 2x2x2 Sq Sphere  AoE 1 Square	2 Hours 1 Hour 2 Hours 2 Hours  Duration 4 Hours 1 Hour	10 Minutes 1 Minute 1 Minute 1 Minute 1 Minute RollOut 1 Minute 2 Minutes	none none none Save Col BRU 2 SKL 2
11 12 pts 13 16 pts 13 16 pts 13 16 pts 14 pts 15 8 pts 12 12 pts 16 pts 17 12 pts 18 pts 19 12 pts 10 12 pts 10 12 pts 10 12 pts 11 4 pts 11 16 pts 11 16 pts 11 16 pts	Illusional Bear Illusional Condor Illusional Dolphin  Title Entangle Circle of Animal Protection  Title Wind Wall Wind Wall For Nae'Em Hunter Tornado Wall	Palse image of a bear.  X  X  Description  Anyone within the AoE must Save to move a square until out.  Going into or out of circle must pass the MGC Save.  Description  Moves with caster. Not into occupied squares. AC+2.  Wind storm gives AC+2 vs Ranged/Thrown. (Not Melee)	16 Squares 8 Squares 8 Squares Range Touch Touch Range Self 4 Sqs / Tier	1 Image 1 Image 1 Image 2x2 Squares 2x2x2 Sq Sphere  AoE 1 Square	1 Hour 2 Hours 2 Hours Duration 4 Hours 1 Hour	1 Minute 1 Minute 1 Minute RollOut 1 Minute 2 Minutes	none none save Col BRU 2 SKL 2
13   16 pts   13   16 pts   13   16 pts   16 pts   16 pts   12 pts   12 pts   12 pts   12 pts   12 pts   14 pts   15 pts   16 p	Illusional Condor Illusional Dolphin  Title Entangle Circle of Animal Protection  Title Wind Wall Wind Wall For Nae'Em Hunter Tornado Wall	Description Anyone within the AoE must Save to move a square until out. Going into or out of circle must pass the MGC Save.  Description Moves with caster. Not into occupied squares. AC+2. Wind storm gives AC+2 vs Ranged/Thrown. (Not Melee)	8 Squares 8 Squares Range Touch Touch Range Self 4 Sqs / Tier	1 Image 1 Image 2x2 Squares 2x2x2 Sq Sphere AoE 1 Square	2 Hours 2 Hours Duration 4 Hours 1 Hour	1 Minute 1 Minute RollOut 1 Minute 2 Minutes	none none Save Col BRU 2 SKL 2
13   16 pts	Title Entangle Circle of Animal Protection  Title Wind Wall Wind Wall For Nae'Em Hunter Tornado Wall	Description Anyone within the AoE must Save to move a square until out. Going into or out of circle must pass the MGC Save.  Description Moves with caster. Not into occupied squares. AC+2. Wind storm gives AC+2 vs Ranged/Thrown. (Not Melee)	Range Touch Touch Range Self 4 Sqs / Tier	AoE 2x2 Squares 2x2x2 Sq Sphere  AoE 1 Square	2 Hours  Duration 4 Hours 1 Hour	1 Minute  RollOut 1 Minute 2 Minutes	save Col BRU 2 SKL 2
e Actions/Prep LvI Cost 5 8 pts 12 12 pts e Defense LvI Cost 1 4 pts 3 4 pts 10 12 pts e Offense LvI Cost 1 4 pts 2 4 pts 2 4 pts 8 8 pts 12 12 pts 13 16 pts 16 16 pts	Title Entangle Circle of Animal Protection  Title Wind Wall Wind Wall For Nae'Em Hunter Tornado Wall	Description Anyone within the AoE must Save to move a square until out. Going into or out of circle must pass the MGC Save.  Description Moves with caster. Not into occupied squares. AC+2. Wind storm gives AC+2 vs Ranged/Thrown. (Not Melee)	Range Touch Touch Range Self 4 Sqs / Tier	AoE 2x2 Squares 2x2x2 Sq Sphere  AoE 1 Square	Duration 4 Hours 1 Hour	RollOut 1 Minute 2 Minutes	Save Col BRU 2 SKL 2
Cost   S pts   12 pts	Entangle Circle of Animal Protection  Title Wind Wall Wind Wall For Nae'Em Hunter Tornado Wall	Anyone within the AoE must Save to move a square until out.  Going into or out of circle must pass the MGC Save.  Description Moves with caster. Not into occupied squares. AC+2.  Wind storm gives AC+2 vs Ranged/Thrown. (Not Melee)	Touch Touch  Range Self 4 Sqs / Tier	2x2 Squares 2x2x2 Sq Sphere  AoE 1 Square	4 Hours 1 Hour  Duration	1 Minute 2 Minutes	BRU 2 SKL 2
5 8 pts 12 12 pts  2 Defense  LvI Cost 1 4 pts 3 4 pts 10 12 pts  2 Offense  LvI Cost 1 4 pts 2 4 pts 2 4 pts 8 8 pts 12 12 pts 13 16 pts 16 pts	Entangle Circle of Animal Protection  Title Wind Wall Wind Wall For Nae'Em Hunter Tornado Wall	Anyone within the AoE must Save to move a square until out.  Going into or out of circle must pass the MGC Save.  Description Moves with caster. Not into occupied squares. AC+2.  Wind storm gives AC+2 vs Ranged/Thrown. (Not Melee)	Touch Touch  Range Self 4 Sqs / Tier	2x2 Squares 2x2x2 Sq Sphere  AoE 1 Square	4 Hours 1 Hour  Duration	1 Minute 2 Minutes	BRU 2 SKL 2
12 12 pts  2 Defense  LvI Cost 1 4 pts 3 4 pts 10 12 pts  2 Offense  LvI Cost 1 4 pts 2 4 pts 2 4 pts 8 8 pts 12 12 pts 13 16 pts 16 16 pts	Title Wind Wall Wind Wall For Nae'Em Hunter Tornado Wall	Description Moves with caster. Not into occupied squares. AC+2. Wind storm gives AC+2 vs Ranged/Thrown. (Not Melee)	Touch  Range Self 4 Sqs / Tier	2x2x2 Sq Sphere  AoE 1 Square	1 Hour  Duration	2 Minutes  RollOut	SKL 2
Lvi Cost 1 4 pts 3 4 pts 10 12 pts  2 Offense Lvi Cost 1 4 pts 2 4 pts 2 4 pts 8 8 pts 12 12 pts 13 16 pts 16 16 pts	Wind Wall Wind Wall For Nae'Em Hunter Tornado Wall	Moves with caster. Not into occupied squares. AC+2. Wind storm gives AC+2 vs Ranged/Thrown. (Not Melee)	Self 4 Sqs / Tier	1 Square			Save Col
1 4 pts 3 4 pts 10 12 pts  2 Offense  LvI Cost 1 4 pts 2 4 pts 8 8 pts 12 12 pts 13 16 pts 16 16 pts	Wind Wall Wind Wall For Nae'Em Hunter Tornado Wall	Moves with caster. Not into occupied squares. AC+2. Wind storm gives AC+2 vs Ranged/Thrown. (Not Melee)	Self 4 Sqs / Tier	1 Square			Save Col
3 4 pts 10 12 pts  Cost 1 4 pts 2 4 pts 8 8 pts 12 12 pts 13 16 pts 16 16 pts	Wind Wall For Nae'Em Hunter Tornado Wall	Wind storm gives AC+2 vs Ranged/Thrown. (Not Melee)	4 Sqs / Tier	· ·	4 Kounus	Initiativa	nono
10 12 pts  Cost 1 4 pts 2 4 pts 8 8 pts 12 12 pts 13 16 pts 16 16 pts	Tornado Wall	· · · · · · · · · · · · · · · · · · ·		1 Doggiont	4 Rounds	Initiative Initiative	none
Cost 1 4 pts 2 4 pts 8 8 pts 12 12 pts 13 16 pts 16 pts		Caster gains +4 to AC to all normal attacks.	Calt	1 Recipient			none
1 4 pts 2 4 pts 8 8 pts 12 12 pts 13 16 pts 16 pts	Title		Self	3x3 Squares	10 Minutes	2 Rounds	SKL 1
2 4 pts 8 8 pts 12 12 pts 13 16 pts 16 16 pts		Description	Range	AoE	Duration	RollOut	Save Col
8 8 pts 12 12 pts 13 16 pts 16 16 pts	Rose Thorns	ToHIT+4, 2d6+ACU Dmg, Blunders=Only missed, No Counters.	10 Squares	1 Target	Instant	Initiative	none
12 12 pts 13 16 pts 16 16 pts	Hail Attack	No ToHIT. Damage: 3d4+ACU.	8 Squares	1 Square	Instant	Initiative	RM 2
13 16 pts 16 16 pts	Hail Stones	Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage.	8 Squares	2x2 Squares	Instant	Initiative	RM 2
16 16 pts	Class Power Attack	Class Bolt Dmg 4d10+ACU. Save for 1/2 dmg IF same class.	8 Squares	1 Target	1 Round	Initiative	RM3
'	Ice Spear	Lobbable and ToHIT +4. Damage: 3d8+ACU+4.	10 Squares	1 Target	Instant	Initiative	AGL 2
Specialty	·	Direct blast, no arc, no ToHIT. Damage: 5d8+ACU.	8 Squares	1 Square	3 Rounds	Initiative	AGL 2
	Title	Description	Danas	A-5	Duration	Dell'Out	Sava Cal
11 Cost 36 pts		Description Creates connection between caster and a Arcane Focus Item.	Range Touch	AoE 1 Item	Duration Permanent	RollOut 3 Days	Save Col RM 3
antments	Title	Description	Danas	A-F	Duration	D-IIOt	Sava Cal
6 8 pts	Title Dispel Magic Spell	Description List of spells that can be affected are in the Full Description list.	Range Touch	AoE 1 Item	Duration Permanent	RollOut 6 Minutes	Save Col SKL 2
s and Shelters		List of spells that can be affected are in the Full Description list.	Toucit	i item	i eimanent	o iviiriutes	ONL Z
Lvl Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col
3 4 pts		Lean-To first, then magic to make better.	Touch	1 Lean-To	2 Hours	10 Minutes	none
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
14 16 pts	Tree House	Tree: 60 HP with ladder/stairs.	8 Squares	4 Sq High Tree	12 Hours	30 Minutes	none
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
or Reveal	Title	Description	Range	AoE	Duration	RollOut	Save Col
5 8 pts		Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind.	2 Squares	1-5 item	Instant	5 Minutes	RM 2
5 8 pts	DETECTIVIACIO	Save based on region/environ.	1/4 Mark	15 Sqs Deep	Permanent	30 Minutes	SKL Vary
9 24 pts		CATO DAJOU DI TOUIDITOTIVITOTI.	4 Squares	1 Item	Permanent	2 Hours	RM 2

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End	9	12 pts	Search for Focus Item	Detects focus item within range. Vibration/Audible/Visual.	Self	1 Mark	4 Hours	1 Day	SKL 2	1
	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
	10	O i pto	Novem True Hamo	This dood all the oldes to line the fraction.	roquaro	roquaro	Tomanone	12 110010	110110	00
Healir	ng and	Rest								
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	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
	2	6 pts	Triggered Forced Healing 2d8	Dmg triggers 2d8 rolled. Dmg first, then 2x Healing.	Self	Caster	3 Days	1 Hour	none	1
	12	12 pts	Ranged Forced Healing 2d8+2 HP	Roll 2d8+2. Dmg x1 then Heal x2	6 Squares	1 Target	Permanent	Initiative	none	99
Hide o	or Obs	cure								
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	9	12 pts	Hide in a Plant	Can hear/feel. Can NOT see/speak/cast. AC=8. HP=Caster	Touch	1 Plant	2 Hours	10 Minutes	none	1
End Light-										
Ligit	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	-1	pts	No Counter Available	X					none	
Light		arkness	Title	Description	Danas	AoE	Dometica	RollOut	Save Col	Ctook
	Lvl 1	Cost 4 pts	Title Light of Sylvan (Greenish)	Description Default Light: Candle light	Range Self	Varies	Duration 4 Hours	Initiative	none	Stack 99
	4	4 pts	Shadow of the Magi	Darkness centered just above caster.	Self	3 Sq Dia Sphere	Conc +4 Rds	Initiative	none	99
	7	+ pts	Shadow of the Magi	Darkiess centered just above caster.	OGII	3 oq Dia Opriere	OUTO 14 TOS	iiiidative	HOHE	33
Nae'E	ms									
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	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
	8	8 pts	Portal To Nae'Em	portal can't be opened/created unless Nae'Em agrees to the portal.	Self	PMP	5 Minutes	30 Minutes	None	1
	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
	15	16 pts	Create Permanent Location Tae'Em	Location becomes a teleport destination.	10 Squares	2x2 Sq Area	Permanent	1 Day	none	1
Natur	al Envi	ironment								
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	2	4 pts	Plant Healthy Growth	Promotes normal healthy growth.	Promotes normal he	e 4x4 Sqs	Permanent	1 Hour	none	99
	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
	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	12 pts	Animal Connection (Ae'Em)	Willing animal & caster connect. Save required.	2 Squares	1 Recipient	EOY	4 Hours	SKL 2	5
	6	-4 pts	Animal Healing	Heal 2d8+4 to domestic/wild woodland animals.	4 Sqs	1 Animal	Permanent	1 Minute	none	99
	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
	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
	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 abov	1 Hour	5 Minutes	none	1
	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
	11	12 pts	Control Wind Sphere	Directions: N,NE,E,SE,S,SW,W, or NW. Speed: 1/4 to x2.	18 Squares	5x20 Sq Area	12 Hours	10 Minutes	SKL 3	1
	14	16 pts	Call Woodland Animal	Call a Deer, Wolf, Fox, Cougar, or Hawk.	Self	1 Mark	4 Hours	5 Minutes	SKL 2	3
	17	20 pts	Control Water	Directions: N,NE,E,SE,S,SW,W, or NW. Speed: 1/4 to x2.	Self	4x4x4 Sqs	4 Hours	10 Minutes	SKL 3	1
	20	20 pts	Nae'Em Natural Landmark	Location becomes a destinaction for portals/scrys.	4 Square	1 Landmark	Permanent	2 Hours	none	99

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ape Chan	ge								
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Sta
1	4 pts	Small Domestic Pet Form	X	Touch	Self	4 Hours	5 Rounds	none	
6	8 pts	Alter Self - Medium Sized Dog/Cat	X	Self	Self	8 Hours	1 Round	none	•
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	
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	ţ
14	16 pts	Alter Self - Porpoise	X	Self	Self	3 Hours	10 Minutes	none	
15	16 pts	Alter Self - Hawk	X	Self	Self	4 Hours	10 Minutes	none	
15	16 pts	Alter Self - Wolf	X	Self	Self	4 Hours	20 Minutes	none	•
17	20 pts	Alter Self - Condor	X	Self	Self	2 Hours	5 Minutes	none	9
18	20 pts	Alter Self - Bear	X	Self	Self	2 Hours	5 Minutes	none	
18	20 pts	Alter Self - Stingray	X	Self	Self	2 Hours	5 Minutes	none	
nmon or	Send								
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	St
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	,e
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	
8	8 pts	Call Hunting Pack	Pack animals urged to respond. Casters call projected.	Self	1/2 Mark / Tier	Instant	5 Minutes	SKL 2	
8	8 pts	Convoke Animal Mount	Can choose from chart (no rolling)	2 Marks	1 Mount	1 Day	1 Hour	SKL 2	
13	16 pts	Call Flock of Birds	Calls a flock of birds within range.	1 Mark	1 School	2 Hours	20 Minutes	SKL 2	
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	
veling (P	MP)								
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Sta
2	4 pts	Ribbon Horse	Self w/carried items.	1 Square	1 Ribbon Horse	8 Hours	4 Minutes	none	Pe
ity or Mis	SC								
Lvl	Cost	Title	Description	Range	AoE (TT)	Duration	RollOut	Save Col	St
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	(
4	4 pts	Improve Food	Food becomes nutritional.	1 Square	4 Meals	1 Hour	10 Minutes	none	(
4	4 pts	Increase Food	All action is in a backpack: Food to be doubled and the resulting food.		1-21 Meals	Permanent	10 Minutes	none	
4	12 pts	Permanently Preserve Food	Max 150 meals within sealed containers.	4 Squares	1 Square Cube	Permanent	2 Hours	none	!
5	8 pts	Bring Out Rain Water	Desert & hot environments limit this spell.	Caster	1 Square	Permanent	1 Minute	none	Ć