

Animal Ken

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
1	1 pt	Call & Direct Small Assistants	3d4 critters for minor tasks. Animal Ken >0	Self	10 Square Radius	8 Hours	30 Rds + Rep	none	7
2	4 pts	Call & Post Yappy Camp Dog	1d4+1 Dogs w/AC:13, HP:15, Attk:1, Init&ToHit:+0, Dmg:1d4.	Self	Ken + 5 (Radius)	8 Hours	5 Minutes	none	3
3	4 pts	Call & Direct Rodent	Animal Ken >0. HP=6, AC=19, Attk=x1, Init/ToHit=0, Dmg=1d4.	Self	20 Squares	30 Min + Ken	1 Minute	none	5
4	8 pts	Summon Feline Familiar	HP=30, AC:15/15, Attk x1x1, Init+6, HIT+6, Dmg:1d6, Move=15	1/2 Mile	Familiar	Permanent	2 Days	RM 2	1
5	16 pts	Summon Canine Familiar	HP=40, AC:15/15, Attk x1x1, Init+4, HIT+8, Dmg:1d6, Move=12	1/4 Mile	Familiar	Permanent	1 Day	RM 1	1
6	20 pts	Summon Equine Familiar	HP=80, AC:15/15, Attk x1x1, Init+0, HIT+0, Dmg:1d4, Move=24.	2 Marks	Familiar	Permanent	1d4 Days	RM 2	1
7	8 pts	Call & Direct Corvus	Animal Ken >0. HP=15, AC=22, Attk=x1, Init/ToHit=0, Dmg=1d6.	self	1 Mark + Rep	2 Hours	20 Minutes	none	3
8	8 pts	Call & Set Wolverine Defender	Defend, HP:50, AC:16/12, Attk:x2x2, Init&ToHit+6, Dmg:1d8+Ken	Self	1 Wolverine	2 Hours	1 Minute	none	3
10	12 pts	Call & Set Wolf Protector	Ken >0 HP:80 AC:18/18 Attk:x2x2 Init&ToHit+8 Dmg:1d10 Move:15	16 Squares	1 Image	2 Hours	1 Minute	none	3
14	16 pts	Call & Direct An Attack Bear	Ken>0 HP:200 AC:16 Attk:x2 Init&ToHit+12 Dmg:2d10+Ken Move:15	Self	15 Squares	2 Hours	1 Minute	none	2

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
12	12 pts	Protection vs Animals	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
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 Dmg/Tier, Blunders=missed, 1 Target only.	10 Squares	1 Target	1 Round	Initiative	none	99
3	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	Hail Stones Attack	Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage.	12 Squares	2x2 Squares	Instant	Initiative	RM 2	1
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

Creations

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
7	8 pts	Create Water Breathing Leaf	Breath water but no talking.	Self	Self	1 Day	1 Minute	none	9

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
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
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
5	8 pts	Divining Water	Save based on region/enviro.	1/4 Mark	15 Sqs Deep	Permanent	30 Minutes	SKL Vary	1
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
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
10	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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End	17	80 pts	Reveal True Name	This uses all the clues to find the True Name.	1 Square	1 Square	Permanent	12 Hours	none	99
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Food And Drink

	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	3	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
	4	4 pts	Improve Food	Food becomes nutritional.	1 Square	4 Meals	1 Hour	10 Minutes	none	99
End	4	12 pts	Permanently Preserve Food	Max 150 meals within sealed containers.	4 Squares	1 Square Cube	Permanent	2 Hours	none	99
	5	8 pts	Draw Out Rain Water	Desert & hot environments limit this spell.	Caster	1 Square	Permanent	1 Minute	none	99

Healing 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
End	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	Recipient	3 Days	1 Hour	none	1
End	12	12 pts	Ranged Forced Healing 2d8+2 HP	Roll 2d8+2. Dmg x1 then Heal x2	12 Squares	1 Target	Permanent	Initiative	none	99

Light and Darkness

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Light of Sylvan (Greenish)	Default Light: Candle light	Self	Varies	4 Hours	Initiative	none	99
End	4	4 pts	Shadow of the Magi	Darkness centered just above caster.	Self	3 Sq Dia Sphere	Conc +4 Rds	Initiative	none	99

Nae'Ems

	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
End	4	4 pts	Speak With 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
End	7	12 pts	Create Permanent Nae'Em	Willing person & caster connect. Save required.	1 Square	1 Recipient	Permanent	4 Days	SKL 2	3
	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
End	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
End	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
	14	48 pts	Bestow House Authority	Creates A House the character owns. Can tell if a follower is true.	1 Recipient	1 Target	Permanent	1 Month	none	99
End	15	16 pts	Create Permanent Location Vae'Em	Location becomes a teleport destination.	10 Squares	2x2 Sq Area	Permanent	1 Day	none	1
	20	20 pts	Nae'Em Natural Landmark	Location becomes a destinaction for portals/scrys.	4 Square	1 Landmark	Permanent	2 Hours	none	99

Natural Environment

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	2	4 pts	Plant Growth	Promotes normal healthy growth.	Promotes normal h	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	6 pts	Animal Healing	Heal 2d8+4 to domestic/wild woodland animals.	4 Sqs	1 Animal	Permanent	1 Minute	none	99
	6	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
End	10	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
	16	16 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

Shape Change

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Shape Of A Dog	HP=20, AC=20/18, Attkx2, Init & ToHit+8, Dmg=1d6, Move:18	Self	Self	8 Hours	2 Minutes	none	1

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End	2	4 pts	Shape Of A Deer	HP=20, AC=26/18, Attk:x1, Init+12, Dmg=1d6, Move: 18/22	Self	Self	2 Hours	10 Minutes	none	1
	3	4 pts	Shape Of A Plant	Can hear/feel. Can NOT see/speak/cast. AC=8. HP=Caster	Self	1x2 Squares	4 Hrs (Min 1 Hr	1 Minute	none	1
End	4	8 pts	Shape of A Familiar	Casters HP. Familiars Attk, Init, ToHit, Dmg, and movement.	Self	Self	4 Hours	6 Minutes	None	1
	5	8 pts	Shape Of A Dolphin	HP=40, AC=25/22, Attkx1, Init+0, ToHit+10, Dmg=2d6, Move:15	Self	Self	1 Day	1 Minute	none	9
End	7	8 pts	Shape Of A Wolf	HP=50, AC=22/20, Attkx2, Init & ToHit+8, Dmg=2d6, Move:15/18	Self	Self	4 Hours	10 Minutes	none	1
	9	12 pts	Hide In A Tree	Can hear/feel. Can NOT see/speak/cast. AC=8. HP=Caster	Touch	1 tree	4 Hrs	10 Minutes	none	1
End	9	12 pts	Shape Of A Bear	HP=70, AC=25/20, Attksx2x3, Init+4 ToHit+8, Dmg=2d8, Move:15	Self	Self	2 Hours	5 Minutes	none	1
	11	12 pts	Shape Of A Hawk	HP=25, AC=32/27, Attkx:1, Init & ToHit +0, Dmg=1d8, Fly=20	Self	Self	4 Hours	4 Minutes	none	99
End	13	16 pts	Shape Of A Satyr	Able to speak & cast. Move@ 150% sqs (1 hr / day). HP+10.	Self	Self	4 Hours	10 Minutes	none	1
	15	16 pts	Shape Of A Centaur	Able to speak & cast. Move@ 150% Marks. HP+20.	Self	Self	6 Hours	10 Minutes	none	1
End	16	16 pts	Shape Of A Mer Person	Able to speak & cast. Swim & breath water. HP+20.	Touch	Self	8 Hours	20 Minutes	none	1
	18	20 pts	Shape Of A Harpy	+30 HP. Can speak, & cast. Can fly & dive (1/min).	self	self	2 Hours	20 Minutes	noen	1