

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/envirom.	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

-Sylvan

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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

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	Caster	3 Days	1 Hour	none	1
End	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 or Obscure

	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

Light-

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0	pts	No Counter Available	x					none	

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	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
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
	15	16 pts	Create Permanent Location Tae'Em	Location becomes a teleport destination.	10 Squares	2x2 Sq Area	Permanent	1 Day	none	1

Natural Environment

	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	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
End	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
End	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
End	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
End	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
End	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

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