

ANIMALWHISPER

Make a willpower vs. willpower check against an adjacent animal. If you win the roll, give the animal a command that it must follow, which cannot include making an attack. The command lasts for 1 round.

Enhance: The targets may make an attack

Enhance: Double the number of targets

Enhance: Double the duration of the spell

Preparation: Disadvantage to skill

DRYAD NIGHTMARE

Until the end of the round, after every initiative card, you may spend 1 mana to summon a dryad. When summoned, all the dryads can move 6 spaces and make an attack. A dryad is destroyed if hit with an attack. The dryads last until the end of the encounter and may make a major action when you take a major action but cannot take minor actions. All the dryads' stats are 0 and they do 1d4 damage

Enhance: Increase the dryads stats by 1

Enhance: Increase the size of the damage dice by 1 to a max of d12

Preparation: Disadvantage to skill

EARTH ROOTS

Choose 2 targets within 6 spaces. That target is grabbed by roots and cannot move until the end of the round. The target may take a major action to make a strength vs. willpower check to break free of the roots.

Enhance: Double the number of targets

Enhance: Do 1d6 damage to any target that fails to break free

Preparation: Disadvantage to skill

FAIRY RING (minor)

Choose a space within 6 spaces. A circle of mushrooms appears with a radius of 1 space, centered on the chosen space. Any creature within the fairy ring can reroll rolls from potions and healing spells. The fairy ring lasts for 1 day. When you cast fairy ring, any active fairy ring spells are ended. Any creature that can take a major action to destroy the fair ring.

Enhance: Double the duration of the spell

JUMP LIGHTNING

Choose a target within 6 spaces and line of sight and make an arcana vs. willpower attack against the creature. If you hit, the target takes 1d6 damage. Toughness from metal armor is ignored. After each attack performed with this spell, you may make the same attack against another creature within 6 spaces and line of sight of the previously attacked creature. Reduce the damage of each attack-by 1d6. Once you have no damage dice left to perform another attack, the spell ends. The spell cannot target the same creature twice.

Enhance: Add 1d6 damage

Preparation: Disadvantage to skill

LIGHTNING BOLT (minor)

Choose a creature within 6 spaces and make an arcana vs. willpower attack against the creature. If you hit, the target takes 1d6 damage. If the target is wearing metal armor, their toughness adds to the damage of the spell instead of subtracting from it.

Enhance: Add 1d6 damage

MIST CALLER (minor)

Choose a space within 6 spaces. All spaces within 3 spaces of the chosen space are covered by a thick mist that obscures vision. Ranged attacks shooting out of the mist, into it, or through it are at disadvantage. The mist lasts for one hour or until you choose to end the effect.

Enhance: Increase the distance by 6

Enhance: Increase the size of the mist by 3 spaces

SHAPESHIFT (minor)

Choose a small nonflying mammal to shapeshift into. The effect lasts for 1 hour. If you are attacked or sustain damage, you return to your normal form. You cannot make attacks while shapeshifted.

Enhance: Add 1 willing creature within 6 spaces to also shapeshift into the same creature

Enhance: Choose any small animal including flying and swimming animals

SOLAR FLARE (minor)

Make an arcana vs willpower attack against all creatures within line of sight of you up to a distance of 6 spaces. Any creature that you hit skips its next initiative card.

Enhance: Increase the range by 6 spaces

Enhance: Choose one creature to be shielded from the spell

TECTONIC TREMOR

Until the end of the next round, any creature within 6 spaces that makes a major move and moves over half of their movement speed must make an agility check against your arcana. If they fail this check, they fall prone and end their movement.

Enhance: Double the range of the spell

Preparation: Disadvantage to skill

THORN STRIKE

Choose a target within 6 spaces. Make an arcana vs willpower attack. If it hits, do 1d6 damage for each ally adjacent to the target (max 2).

Enhance: Add 1d6 damage for each ally adjacent to the target

Enhance: Increase max adjacent allies by 1

Preparation: Disadvantage to skill

THORN WALL (minor)

Create a wall of thorns 1 space wide by 2 spaces long and 10ft high that blocks movement and ranged attacks. Creatures can attack the wall with a strength vs. arcana attack to destroy a section of the wall. If they miss, they sustain 1d6 damage. Fire based attacks gain advantage to the attack roll and do double damage. The wall lasts until the end of the encounter or 1 minute, whichever is longer.

Enhance: Extend the wall by 2 spaces in a straight line

Enhance: Add 1 right angle turn in the wall

Enhance: Extend the duration of the spell effect by 10 times

VERDANT FURY (minor)

Change the weather in a one-mile radius from where you are standing for one hour. You raise your arms and call out in a chant, forcing the weather to change as you design. The changes in weather are not extreme, but can be anything from sunny with no clouds, cloudy and rainy, or even an intense thunderstorm. You cannot move while the spell is active. This spell can only be cast once per week.

Enhance: Increase the radius by one mile

Enhance: Increase the duration by one mile

WILD SPEAK (minor)

Place your hand on a plant such as a tree or bush and give it a command. This could be to grow in a certain direction, move a branch in a certain way in order to cover a path or hide something that is on the ground, or obscure a doorway. All plants within 1 space follow the command. The plants take 4 minutes to follow the order.

Enhance: Double the range of the spell such that all the plants within the range are affected

Enhance: Reduce the time the plants take to follow the command by half

WIND FURY

Choose a target within 6 spaces. The target and all adjacent creatures are pushed 4 spaces in any direction. If this push would cause the creature damage, they may attempt a willpower check against your arcana to prevent the push.

Enhance: Add 4 spaces to the distance pushed

Enhance: The target and all adjacent creatures cannot make minor move actions until the end of the round

Preparation: Disadvantage to skill

WOODLAND VENGEANCE (minor)

For the remainder of the encounter all creatures that willingly move into or out of melee range of you take 1d4 damage.

Enhance: Add 1d4 damage

Enhance: Extend the effect to adjacent allies