PROTECTIVE WINDS

Air Arcana (Novice)

SPELL TYPE	MP COST
Defense	4
CASTING TIME	**TARGET NUMBER**
Major Action	10
TEST	
None	

You summon up a whipping wind that circles about you and protects you from harm. You gain a +2 to your Defense vs. ranged attacks. Anyone adjacent to you (friend or foe) suffers a –1 penalty when making melee attacks. *Protective Winds* last until the end of the encounter.

VOICES ON THE WIND

Air Arcana (Novice)

SPELL TYPE	MP COST
Utility	4+
CASTING TIME	**TARGET NUMBER**
1 Minute	11
TEST	
None	

You can focus in on any conversation happening within 100 yards of you that you can see. The wind carries the conversation to your ears and you can hear it as clearly as if you were sitting next to the participants. You can switch to a different conversation as a major action. *Voices on the Wind* lasts for 10 minutes, and you can extend it for 10 minutes for each 2 MP you spend.

WIND BLAST

Air Arcana (Journeyman)

SPELL TYPE	MP COST
Attack	8
CASTING TIME	**TARGET NUMBER**
Major Action	14
TEST	
Strength (Might) vs. Spellpower	

You send a powerful gust of wind from your outstretched hands or arcane device. The *Wind Blast* is 6 yards long and 4 yards wide. Anyone caught inside it must make a Strength (Might) test vs. your Spellpower or be knocked prone. The wind will also send light objects flying, blow out candles, etc.

WINDS OF FLIGHT

Air Arcana (Master)

SPELL TYPE	MP COST
Utility	10+
CASTING TIME	**TARGET NUMBER**
Major Action	15
TEST	
None	

You summon winds that bear you aloft. You gain a flying Speed of 8 + Willpower. You must use the rules for flying found in Chapter 2: Basic Rules of the Core Rulebook, though you retain your land speed while on the ground. *Winds of Flight* lasts for 1 hour and you can extend it for up to 5 hours for a cost of 2 MP per hour.
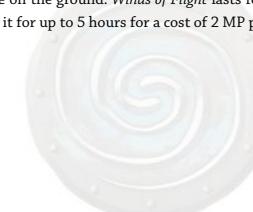
BLOODHOUND

Divination Arcana (Novice)

SPELL TYPE	MP COST
Utility	4+
CASTING TIME	**TARGET NUMBER**
1 Minute	11
TEST	
None	

You can divine the presence of an object you have put a *Blood Mark* on or a living creature whose blood you have a sample of. You can get a sample of blood from any weapon that has damaged the target in combat. When you first cast the spell, you will know if the target is within a mile of you and if so, what direction. This lasts for 10 minutes and you can keep it active for 2 MP per further 10 minutes. While the spell is active, you will know what direction the target is from you. This acts like a beacon but the spell has no intelligence behind it. It can't tell you how to navigate a maze to find the target, for example—only that the target is "that way."
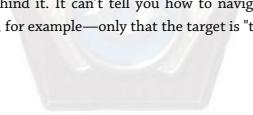
BLOOD MARK

Divination Arcana (Novice)

SPELL TYPE	MP COST
Utility	3
CASTING TIME	**TARGET NUMBER**
1 Minute	9
TEST	
None	

You inscribe an object with an arcane mark unique to you that remains until you dismiss it (a free action). It requires a drop of your blood, although the mark itself is invisible to the naked eye. Once an object has a *Blood Mark* on it, you can track it with the *Bloodhound* spell. You can maintain a number of blood marks equal to your Willpower at any one time.

ILL OMENS

Divination Arcana (Journeyman)

SPELL TYPE	MP COST
Attack	8
CASTING TIME	**TARGET NUMBER**
1 Minute	14
TEST	
Willpower (Faith) vs. Spellpower	

Your knowledge of the future makes one target vulnerable. When you meet the target in any type of encounter during the following 24 hours, you can choose to use Ill Omens as a free action. For the remainder of the encounter, the target suffers a –2 penalty on ability tests based on one ability of your choice (Communication, Dexterity, etc.). Stunts based on that ability also generate –2 stunt points. If the target makes a successful Willpower (Faith) test vs. your Spellpower, the ability test and stunt point penalties are only –1. Ill omens is only effective for a single encounter and it cannot be cast again on the same target until the full 24 hours have passed.
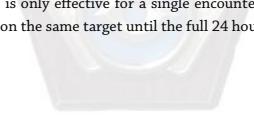
GOOD OMENS

Divination Arcana (Master)

SPELL TYPE	MP COST
Defense	10
CASTING TIME	**TARGET NUMBER**
1 Minute	15
TEST	
None	

Your knowledge of the future provides good fortune to your party. In the next combat encounter, you and your allies gain two benefits. First, each of you can re-roll your Initiative tests and take the better result. Second, you and your allies gain a +1 to your Defense for the whole encounter.

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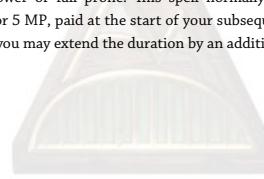
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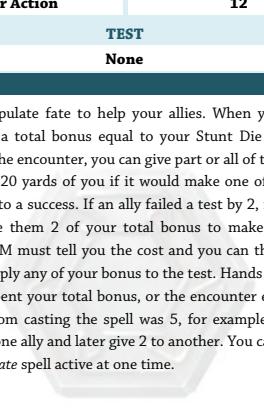
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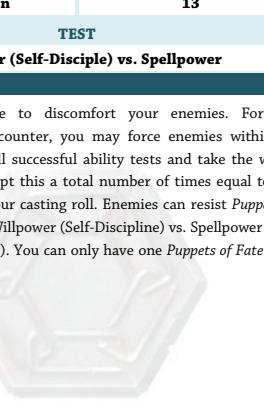
Rock Blast
Earth Arcana (Novice)

SPELL TYPE	MP COST
Attack	4
CASTING TIME	TARGET NUMBER
Major Action	12
TEST	
Constitution (Stamina) vs. Spellpower	

A blast of small rocks burst from your hand or arcane device at a visible enemy within 20 yards. They inflict 1d6 + Willpower penetrating damage and the target is knocked prone. If the target makes a successful Constitution (Stamina) test vs. your Spellpower, *Rock Blast* only inflicts 1d6 penetrating damage and the target remains standing.

FANTASY AGE
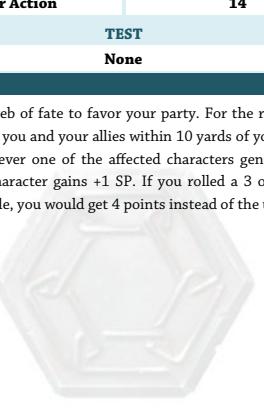
Stone Cloak
Earth Arcana (Novice)

SPELL TYPE	MP COST
Defense	3
CASTING TIME	TARGET NUMBER
1 Minute	12
TEST	
None	

Your clothing takes on the toughness of stone while remaining pliable. Stone cloak gives you an Armor Rating equal to your Willpower ability for 1 hour. If you are wearing regular armor, *Stone Cloak* has no effect. You can only cast this on yourself.

FANTASY AGE
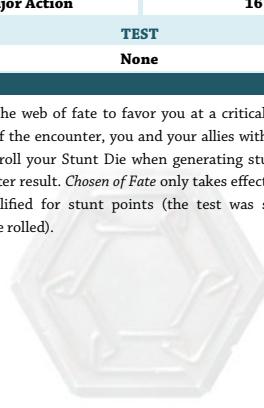
Earth Speed
Earth Arcana (Journeyman)

SPELL TYPE	MP COST
Utility	6
CASTING TIME	TARGET NUMBER
Major Action	13
TEST	
None	

You let the earth swallow and transport you, re-emerging anywhere within 30 yards that you can see. You must be standing on dirt when you cast the spell and you must emerge from the dirt as well.

FANTASY AGE

Earthquake
Earth Arcana (Master)

SPELL TYPE	MP COST
Attack	11+
CASTING TIME	TARGET NUMBER
Major Action	17
TEST	
Dexterity (Acrobatics) vs. Spellpower	

The ground bucks and rolls in an area with a 6-yard radius anywhere you choose within 30 yards. Anyone caught in the area suffers a –2 penalty to Defense and a –5 penalty to Speed for one round. They must also succeed on a Dexterity (Acrobatics) test vs. your Spellpower or fall prone. This spell normally lasts for one round but for 5 MP, paid at the start of your subsequent turns as a free action, you may extend the duration by an additional round.

FANTASY AGE

Hands of Fate
Fate Arcana (Novice)

SPELL TYPE	MP COST
Enhancement	4
CASTING TIME	TARGET NUMBER
Major Action	12
TEST	
None	

You can manipulate fate to help your allies. When you cast this spell, you get a total bonus equal to your Stunt Die +1. For the remainder of the encounter, you can give part or all of this bonus to an ally within 20 yards of you if it would make one of their failed ability tests into a success. If an ally failed a test by 2, for example, you could give them 2 of your total bonus to make that into a success. The GM must tell you the cost and you can then decide if you want to apply any of your bonus to the test. *Hands of Fate* lasts until you've spent your total bonus, or the encounter ends. If your total bonus from casting the spell was 5, for example, you might give 3 of it to one ally and later give 2 to another. You can only have one *Hands of Fate* spell active at one time.

FANTASY AGE

Puppets of Fate
Fate Arcana (Novice)

SPELL TYPE	MP COST
Attack	6
CASTING TIME	TARGET NUMBER
Major Action	13
TEST	
Willpower (Self-Disciple) vs. Spellpower	

You manipulate fate to discomfort your enemies. For the remainder of the encounter, you may force enemies within 12 yards of you to re-roll successful ability tests and take the worse result. You can attempt this a total number of times equal to the Stunt Die result of your casting roll. Enemies can resist *Puppets of Fate* with successful Willpower (Self-Discipline) vs. Spellpower tests (test for each attempt). You can only have one *Puppets of Fate* spell active at one time.

FANTASY AGE

Strings of Fate
Fate Arcana (Journeyman)

SPELL TYPE	MP COST
Enhancement	8
CASTING TIME	TARGET NUMBER
Major Action	14
TEST	
None	

You pull the web of fate to favor your party. For the remainder of the encounter, you and your allies within 10 yards of you benefit as follows. Whenever one of the affected characters generates stunt points, that character gains +1 SP. If you rolled a 3 on the Stunt Die, for example, you would get 4 points instead of the usual 3.

FANTASY AGE

Chosen of Fate
Fate Arcana (Master)

SPELL TYPE	MP COST
Enhancement	12
CASTING TIME	TARGET NUMBER
Major Action	16
TEST	
None	

You weave the web of fate to favor you at a critical time. For the remainder of the encounter, you and your allies within 10 yards of you may re-roll your Stunt Die when generating stunt points and take the better result. *Chosen of Fate* only takes effect if the original die roll qualified for stunt points (the test was successful and doubles were rolled).

FANTASY AGE

Arcane Lantern

Fire Arcana (Novice)

SPELL TYPE	MP COST
Utility	2 per hour
CASTING TIME	**TARGET NUMBER**
Major Action	8
TEST	
None	

You illuminate the area around you with a steady light similar to that of a lantern. The spell illuminates a 10 yard radius centered on you. Arcane Lantern lasts for one hour, but can be extended for 2 MP per additional hour.

Flame Blast

Fire Arcana (Novice)

SPELL TYPE	MP COST
Attack	4
CASTING TIME	**TARGET NUMBER**
Major Action	12
TEST	
Dexterity (Acrobatics) vs. Spellpower	

Gouts of blazing fire erupt from your outstretched hands or arcane device, burning nearby targets. The *Flame Blast* is 8 yards long and 2 yards wide. Anyone hit by the blast takes 2d6+1 damage. Targets that make a successful Dexterity (Acrobatics) test vs. your Spellpower only take 1d6+1 damage.
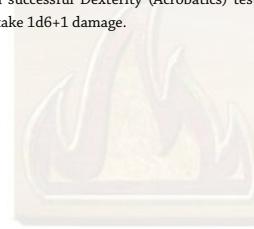
Burning Shield

Fire Arcana (Journeyman)

SPELL TYPE	MP COST
Defense	6
CASTING TIME	**TARGET NUMBER**
Major Action	12
TEST	
None	

You surround yourself with an aura of fire. Any adjacent enemy that makes a melee attack against you takes 2 penetrating damage. *Burning Shield* lasts for a number of minutes equal to your Willpower.

Firestorm

Fire Arcana (Master)

SPELL TYPE	MP COST
Attack	11
CASTING TIME	**TARGET NUMBER**
Major Action	15
TEST	
Dexterity (Acrobatics) vs. Spellpower	

You create an explosive firestorm with a 4-yard radius anywhere within 50 yards of you. Anyone caught in the area takes 3d6+Willpower damage and may be knocked prone. Those who make a successful Dexterity (Acrobatics) test vs. your Spellpower remain standing.
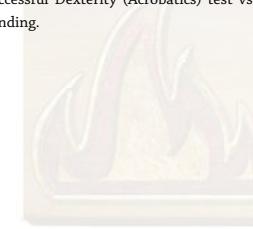
Healing Touch

Healing Arcana (Novice)

SPELL TYPE	MP COST
Utility	1-3
CASTING TIME	**TARGET NUMBER**
Major Action	10
TEST	
None	

Your touch seals wounds and restores vigor to one wounded target. You can choose to spend up to 3 MPs when you cast the spell. For each MP spent, the target gets back 1d6 Health. You can cast this on yourself.

Revival

Healing Arcana (Novice)

SPELL TYPE	MP COST
Utility	5
CASTING TIME	**TARGET NUMBER**
Major Action	14
TEST	
None	

Your touch helps restore the grievously wounded or fallen. A dying character adjacent to you immediately regains 10 + their Constitution + your Willpower in Health. Since dying characters cannot take actions, you cannot cast this spell on yourself.
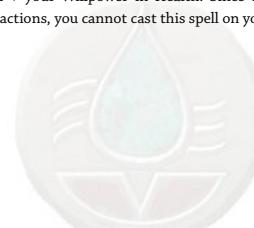
Healing Aura

Healing Arcana (Journeyman)

SPELL TYPE	MP COST
Utility	3-9
CASTING TIME	**TARGET NUMBER**
Major Action	15
TEST	
None	

Waves of healing energy radiate from you and aid your nearby allies. You can pick a number of targets up to twice your Willpower, all of whom must be within 10 yards of you. All targets regain 1d6 Health per 3 MP you spend (to a maximum of 3d6 Health for 9 MP). You can designate yourself as one of the targets.

Restoration
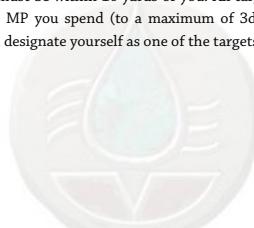
Healing Arcana (Master)

SPELL TYPE	MP COST
Utility	15
CASTING TIME	**TARGET NUMBER**
1 Minute	17
TEST	
None	

You can restore a gravely injured character to health, though this spell takes 1 minute to cast and is thus most useful outside of combat encounters. You must remain adjacent to the target throughout the casting. If successful, the target regains Health equal to your Willpower × 10.
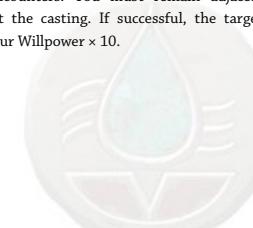
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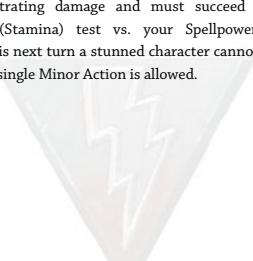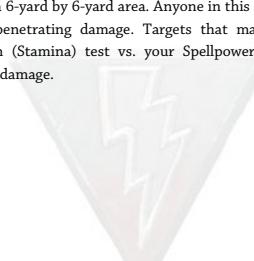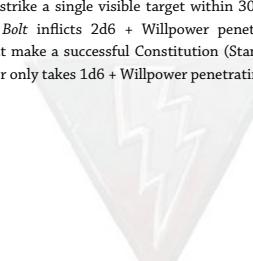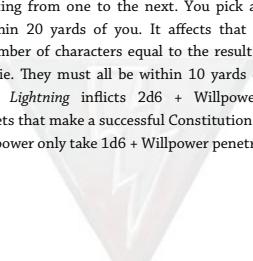
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HERO'S INSPIRATION
Heroic Arcana (Novice)

SPELL TYPE	MP COST
Enhancement	3
CASTING TIME	TARGET NUMBER
Major Action	10
TEST	
None	

Your arcane power gives confidence to a number of targets equal to your Willpower. They must be within 6 yards of you when the spell is cast but may then move freely and still enjoy its effects. Those with *Hero's Inspiration* gain a +2 bonus on the next ability test they take (whatever it is). If they have not used this bonus by the end of the encounter, the benefit is lost. You can designate yourself as one of the targets.

HERO'S MIGHT
Heroic Arcana (Novice)

SPELL TYPE	MP COST
Enhancement	5
CASTING TIME	TARGET NUMBER
Major Action	12
TEST	
None	

Your arcane power infuses a number of targets equal to your Willpower. They must be within 6 yards of you when the spell is cast but may then move freely and still enjoy its effects. Until the end of the encounter, those enhanced with *Hero's Might* gain a +1 bonus to damage when making melee and ranged attacks. You can designate yourself as one of the targets.

HERO'S AEGIS
Heroic Arcana (Journeyman)

SPELL TYPE	MP COST
Defense	6
CASTING TIME	TARGET NUMBER
Major Action	13
TEST	
None	

Your power protects a number of targets equal to your Willpower. They must be within 6 yards of you when the spell is cast but may then move freely and still enjoy its effects. Until the end of the encounter, those under the *Hero's Aegis* gain a +1 bonus to Defense. You can designate yourself as one of the targets.

HERO'S SPIRIT
Heroic Arcana (Master)

SPELL TYPE	MP COST
Enhancement	8
CASTING TIME	TARGET NUMBER
Major Action	14
TEST	
None	

You bolster yourself and nearby allies with arcane power. You and your allies within 10 yards of you get +1 SP when generating stunt points. *Hero's Spirit* lasts until the end of the encounter.

JOLT
Lightning Arcana (Novice)

SPELL TYPE	MP COST
Attack	3
CASTING TIME	TARGET NUMBER
Major Action	11
TEST	
Constitution (Stamina) vs. Spellpower	

You jolt one visible character within 10 yards of you. The target takes 2 penetrating damage and must succeed in a TN 11 Constitution (Stamina) test vs. your Spellpower or become stunned. On his next turn a stunned character cannot take a Major Action; only a single Minor Action is allowed.

SHOCK BLAST
Lightning Arcana (Novice)

SPELL TYPE	MP COST
Attack	4
CASTING TIME	TARGET NUMBER
Major Action	13
TEST	
Constitution (Stamina) vs. Spellpower	

Electricity arcs from your hands or your arcane device, shocking enemies in a 6-yard by 6-yard area. Anyone in this area takes 1d6 + Willpower penetrating damage. Targets that make a successful Constitution (Stamina) test vs. your Spellpower only take 1d6 penetrating damage.

LIGHTNING BOLT
Lightning Arcana (Journeyman)

SPELL TYPE	MP COST
Attack	7
CASTING TIME	TARGET NUMBER
Major Action	15
TEST	
Constitution (Stamina) vs. Spellpower	

A bolt of electricity leaps from your outstretched hand or arcane device to strike a single visible target within 30 yards of you. The *Lightning Bolt* inflicts 2d6 + Willpower penetrating damage. A target that make a successful Constitution (Stamina) test vs. your Spellpower only takes 1d6 + Willpower penetrating damage.

CHAIN LIGHTNING
Lightning Arcana (Master)

SPELL TYPE	MP COST
Attack	12
CASTING TIME	TARGET NUMBER
Major Action	17
TEST	
Constitution (Stamina) vs. Spellpower	

This spell is similar to *Lightning Bolt* but it can affect multiple targets by arcing from one to the next. You pick a single visible character within 20 yards of you. It affects that target and an additional number of characters equal to the result of the casting roll's Stunt Die. They must all be within 10 yards of the original target. *Chain Lightning* inflicts 2d6 + Willpower penetrating damage. Targets that make a successful Constitution (Stamina) test vs. your Spellpower only take 1d6 + Willpower penetrating damage.

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ARCANE AWARENESS

Power Arcana (Novice)

SPELL TYPE	MP COST
Utility	2
CASTING TIME	TARGET NUMBER
Minor Action	9
TEST	
None	

You attune your senses to the flow of arcane power. For one minute, you can sense active magic within 10 yards of you and make Perception tests to detect details about it (usually with a TN equal to the effect's Spellpower or equivalent) including arcana, spell type, and affected area or point of origin. If you have the Power Arcana focus, you may add it to the Perception test.

FANTASY AGE

SPELL WARD

Power Arcana (Novice)

SPELL TYPE	MP COST
Defense	4+
CASTING TIME	TARGET NUMBER
Major Action	10
TEST	
None	

You can weave arcane energies for magical protection. You give yourself or one target within 4 yards of you a +2 bonus on all tests to resist spells until the end of the encounter. By expending additional MP, you can extend this benefit to more targets: 2 MP per additional target, up to a number of targets equal to your Willpower. If you have the Power Arcana focus, you can extend this benefit to two more creatures, or alternately increase the spell's bonus to +3.

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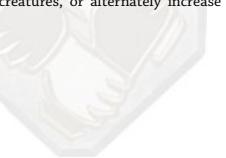
ARCANE ABATEMENT

Power Arcana (Journeyman)

SPELL TYPE	MP COST
Utility	Special
CASTING TIME	TARGET NUMBER
Major Action	Target Spellpower
TEST	
None	

You attempt to end an ongoing spell or magical effect within 20 yards of you. Make a casting test against the Spellpower of the target spell. If it is successful, you can spend MP equal to the original cost of the spell or effect to negate it. If either the casting test fails or you do not have sufficient MP to cover the cost, then you cannot cancel the target effect.

FANTASY AGE

ARCANE CIRCLE

Power Arcana (Master)

SPELL TYPE	MP COST
Defense	10
CASTING TIME	TARGET NUMBER
1 Minute	12
TEST	
Special	

You create a glowing arcane circle, up to 4 yards in diameter, on the ground where you cast the spell. It is etched with symbols of power, and lasts for 1 hour. During that time, you and any allies inside the *Arcane Circle* have protection against spells cast from outside its confines. The casting roll of any such spells trying to affect the occupants must exceed the *Arcane Circle's* Spellpower to take effect. This does not cancel the spell entirely, just prevents it from affecting those inside the circle. Those outside the circle would be affected normally if in the spell's area of effect. You can be inside or outside of the circle when it is created and can cross it at will. An *Arcane Circle* is no barrier to your own spells.
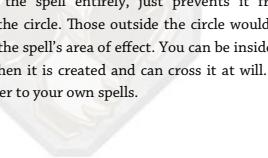
FANTASY AGE

SHADOW DAGGER

Shadow Arcana (Novice)

SPELL TYPE	MP COST
Attack	3
CASTING TIME	TARGET NUMBER
Major Action	11
TEST	
None	

A shard of darkness bursts from your hand or arcane device and speeds toward the target of your choice within 20 yards. It inflicts 1d6+1 penetrating damage.

FANTASY AGE

SHADOW'S EMBRACE

Shadow Arcana (Novice)

SPELL TYPE	MP COST
Enhancement	4
CASTING TIME	TARGET NUMBER
Major Action	10
TEST	
None	

You deepen the shadows in a 6 yard by 6 yard area within 30 yards of you for 5 minutes. Anyone in the area receives a +2 bonus on Dexterity (Stealth) tests. There must already be some natural shadows present or the spell does not work.

FANTASY AGE

VEIL OF DARKNESS

Shadow Arcana (Journeyman)

SPELL TYPE	MP COST
Utility	6
CASTING TIME	TARGET NUMBER
Major Action	12
TEST	
None	

You create a wall of impenetrable darkness within 30 yards of you that is 10 yards long, 2 yards wide, and 4 yards tall. The wall does not impede movement in any way, but it does block all sight (even Dark Sight). Entering such total darkness is disconcerting, so those moving through it halve their Speed (rounded down) for the round.
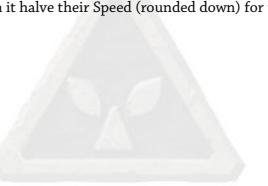
FANTASY AGE

SHADOW SLIP

Shadow Arcana (Master)

SPELL TYPE	MP COST
Utility	8
CASTING TIME	TARGET NUMBER
Major Action	14
TEST	
None	

Using this spell you can transport instantly from one area of shadow to another within 50 yards of you that you can see. To others it looks like you disappear into the shadows and re-emerge elsewhere.
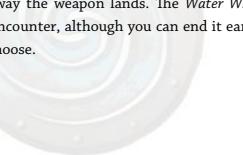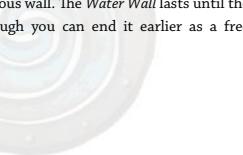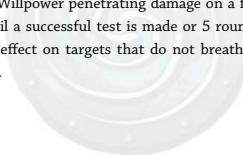
FANTASY AGE

Arcane Spring

Water Arcana (Novice)

SPELL TYPE	MP COST
Utility	2
CASTING TIME	TARGET NUMBER
Major Action	10
TEST	
Strength (Might) vs. Spellpower	

You cause a number of gallons of water equal to your Willpower (minimum of 1; +2 gallons if you have the Water Arcana focus) to pour out of nowhere. This water can pour into a container (and is clean and safe to drink), onto a small fire to quench it, or even onto a target. Such a target must make a Strength (Might) test vs. your Spellpower to avoid being knocked prone, in addition to being wet for some time thereafter.

FANTASY AGE
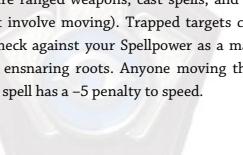
Water Whip

Water Arcana (Novice)

SPELL TYPE	MP COST
Enhancement	4
CASTING TIME	TARGET NUMBER
Minor Action	11
TEST	
None	

You create a long whip of water that appears in your empty hand. You can wield the water whip as a weapon, using your Intelligence (Water Arcana) to make attack rolls. You can attack targets up to 3 yards away and the *Water Whip* inflicts 1d6 + Willpower damage. You can also perform the Disarm stunt for 1 SP instead of 2 when wielding it, and you use Willpower instead of Strength to determine how far away the weapon lands. The *Water Whip* lasts until the end of the encounter, although you can end it earlier as a free action if you so choose.

FANTASY AGE
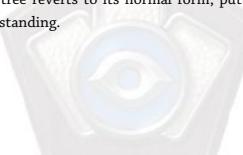
Water Wall

Water Arcana (Journeyman)

SPELL TYPE	MP COST
Defense	6
CASTING TIME	TARGET NUMBER
Major Action	11
TEST	
Strength (Might) vs. Spellpower	

You conjure a cascade of water, up to 3 yards long and 1 yard wide. It blocks all fire attacks from passing through it, and anyone trying to attack through it takes a –2 penalty on their attack rolls. Anyone attempting to cross through the *Water Wall* must make a Strength (Might) test vs. your Spellpower or be knocked prone. If you cast this spell more than once in an encounter, you can link together the sections into one continuous wall. The *Water Wall* lasts until the end of the encounter, although you can end it earlier as a free action if you so choose.

FANTASY AGE

Watery Doom

Water Arcana (Master)

SPELL TYPE	MP COST
Attack	9
CASTING TIME	TARGET NUMBER
Major Action	15
TEST	
Constitution (Stamina) vs. Spellpower	

You cause a target's lungs to fill with water, drowning them even in the open air. The target must make a Constitution (Stamina) test vs. your Spellpower. On a success, the spell has no effect. On a failure, the target takes 2d6 + your Willpower penetrating damage and cannot speak. At the start of each their turns, the target must make another Constitution (Stamina) test vs. your Spellpower, taking 2d6 + Willpower penetrating damage on a failure. The spell continues until a successful test is made or 5 rounds pass. *Watery Doom* has no effect on targets that do not breathe air (or do not breathe at all).

FANTASY AGE

Forest Blend

Wood Arcana (Novice)

SPELL TYPE	MP COST
Utility	4
CASTING TIME	TARGET NUMBER
Major Action	11
TEST	
Perception (Seeing) vs. Spellpower	

You and a number of creatures up to your Willpower within 6 yards of you blend into natural or wooded surroundings. For the duration of the encounter, a successful Perception (Seeing) test vs. your Spellpower is required to spot anyone concealed by this spell. Making an attack gives away your position, negating the spell's benefits until the beginning of your next turn.

FANTASY AGE

Regrowth

Wood Arcana (Novice)

SPELL TYPE	MP COST
Utility	3
CASTING TIME	TARGET NUMBER
Major Action	10
TEST	
None	

You infuse wood with a burst of life-force. This causes a piece of dead wood to return to life, sprouting branches, roots, and even leaves. It twists and warps wooden objects like furniture, doors, chests, or even weapons or shields, making them unusable. Used on a seed, it matures into a hearty sapling in an instant, while a mature tree enjoys a year's growth, immediately giving forth fruit or seeds as appropriate.

FANTASY AGE

Ensnaring Roots

Wood Arcana (Journeyman)

SPELL TYPE	MP COST
Attack	8
CASTING TIME	TARGET NUMBER
Major Action	11
TEST	
Dexterity (Acrobatics) vs. Spellpower	

Tough, gnarled roots spring up from the ground to grab and entangle targets in a 4 yard by 4 yard area within 20 yards of you that you designate. Those affected must make a Dexterity (Acrobatics) test against your Spellpower. Failure means the target is trapped and rooted to that spot for the duration of the encounter (though they can fire ranged weapons, cast spells, and take other actions that do not involve moving). Trapped targets can make a Strength (Might) check against your Spellpower as a major action to tear free of the ensnaring roots. Anyone moving through the area affected by the spell has a –5 penalty to speed.

FANTASY AGE

Awaken Tree

Wood Arcana (Master)

SPELL TYPE	MP COST
Utility	15
CASTING TIME	TARGET NUMBER
Major Action	15
TEST	
None	

You "awaken" a mature tree within 10 yards of you, giving it senses, awareness, and movement. It becomes the equivalent of an ogre (see Chapter 9: Adversaries; use the maul attack to represent attacks from the tree's branches). It is friendly to you and obedient to your commands for the duration of the encounter. At the end of the spell, the tree reverts to its normal form, putting down roots wherever it is standing.

FANTASY AGE