


-Sylvan






Ae'Em-Animal





LEVEL	NAE'EM	877-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1	Invoke Personal Pet		4 pts	Self	2 Marks	1 Week/Tier	30 Minutes	SKL 2	1
	Timid domestic animal is bound to the caster. (Rat, Cat, Bird, Dog) Timid creature that Nae'Em bonds with the caster. Shies from aggression and battle. Makes noises & must rest/recooperate as normal for its kind. Can touch/move items. After 1 day pet learns the ways of the caster enough to attempt rough communication. Visible. AC:12/12. 1 Attk. Init:+6 HIT:-4 Dmg:1d3. HP:6. Death @ 0 HP.							Wand w/ Crystal See/Hear as pet. 0 ENHANCEMENT(S) 0 COUNTER(S)	
LEVEL	NAE'EM	294-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4	Invoke Domestic Beasts Of Burden		4 pts	20 Squares	1 Animal	Instant	20 Minutes	SKL 3	5
	A Horse, Oxen/Cow, Dog(Large), Llama, or Pig can be called. Caster can call a specific animal or a kind of animal. Domestic are animals that are found and tolerated in civil communities. Horses, Oxen/Cows, Dogs(Large), Llama, and Pigs. Even if the bovine/equine is not a riding beast char can still ride it.							Wand w/ Crystal COL-1 6 ENHANCEMENT(S) 0 COUNTER(S)	
LEVEL	NAE'EM	290-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4	Speak to Domesticated Animals		4 pts	Touch	1 Animal	4 Hours	5 Minutes	none	7
	This spell starts after the rollout and continues as the casters remains in touch. Speak and understand domesticated animals, large and small. Ghostly sepia colored roots grow out of casters hand. Does not affect non-domesticated animals or monsters. Animal will respond within the limits of their intellect.							Wand w/ Crystal Recipient 5 ENHANCEMENT(S) 0 COUNTER(S)	
LEVEL	NAE'EM	281-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
6	Animal Friendship / Calming		8 pts	10 Squares	1 Animal	8 Hours	1 Minute	SKL 3	99
	Assists with other animal spells which utilize a connection of trust. Calms wild woodland and domestic animals. Does not work with water creatures or monsters. Does NOT affect any animals in a rage, frenzy, hurt, or conditioned to attack.							Wand w/ Crystal SKL:2 4 ENHANCEMENT(S) 0 COUNTER(S)	
LEVEL	NAE'EM	368-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
7	Speak With Wild Animals		8 pts	12 Squares	1 Animal	1 Hour	1 Minute	SKL 2	2
	Speak/understand wild animals							Wand w/ Crystal Stack x2 5 ENHANCEMENT(S) 0 COUNTER(S)	
LEVEL	NAE'EM	382-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
8	Call Hunting Pack		8 pts	Self	1/2 Mark / Tier	Instant	5 Minutes	SKL 2	1
	Pack animals are urged to respond to casters call. Caster audibly prods a pack for response. Casters call is projected throughout Aoe. Will be heard as sounds of that pack. Possible Packs: Wild Dogs, Wolves, Hyenas, Lions.							Wand w/ Crystal +Urgency Save 7 ENHANCEMENT(S) 0 COUNTER(S)	
LEVEL	NAE'EM	387-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
8	Invoke Animal Mount		8 pts	2 Marks	1 Creature	12 Hours	1 Hour	SKL 2	1
	restruction. Moved from 5th level Call Animal Mount Barely visible copper colored roots Dissipate Into the Air. Caster choose mount breed and type. (Horses: riding, war, draft) Character chooses from chart below.							Wand w/ Crystal + Passenger 8 ENHANCEMENT(S) 0 COUNTER(S)	
LEVEL	NAE'EM	589-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
13	Call Flock of Birds		16 pts	1 Mark	1 School	2 Hours	20 Minutes	SKL 2	1
	Calls a flock of birds within range. Caster must be outside in the flocks normal environment. Passing the Save draws a flock. Save column can be reduced if the flock is close. Preditory birds will raise the column.							Wand w/ Crystal COL-1 6 ENHANCEMENT(S) 0 COUNTER(S)	
LEVEL	NAE'EM	395-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
13	Call School of Fish		16 pts	1 Mark	1 School	2 Hours	20 Minutes	SKL 3	1
	Calls a school of fish that is within range. Caster must be in or near water. Passing the Save draws a school of fish. Save column can be reduced if a school is near. Preditory or aggressive fish are will raise the column.							Wand w/ Crystal COL-1 6 ENHANCEMENT(S) 0 COUNTER(S)	






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LEVEL	NAE'EM	377-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
14	Call Woodland Animal		16 pts	Self	1 Mark	4 Hours	5 Minutes	SKL	2	3
			Calls a woodland animal within range. Call a Deer, Wolf, Fox, Cougar, or Hawk. Spiritlike auburn roots rise then disperse into the air.						Wand w/ Crystal Col -1	
									6	ENHANCEMENT(S)
									0	COUNTER(S)






Battle-Actions

LEVEL	569-1		COST	RANGE	AREA OF EFFECT	DURATION		ROLL OUT		SAVING THROW		STACK
9	COUNTER: Remove Shelter		12 pts	20 Squares	1 Spell	Instant		Instant		SKL	3	99
			COUNTER: Ends Magical shelters. Ends shelter spells prematurely. Destroys active magical shelter spells, Dumps creatures out unharmed unless there is a drop between shelter and ground. Has no effect on any mundane shelters, even if it is magically assisted.						0			
									0			


LEVEL	567-1		COST	RANGE	AREA OF EFFECT	DURATION		ROLL OUT		SAVING THROW	GM	STACK
10	COUNTER: Block Healing		12 pts	20 Squares	1 Spell	Instant		Instant		SKL	3	99
			Blue and orange ribbons streak out to the target spell. COUNTER SPELL. Blocks non-automatic healing spells. Saving throw blocks a person using a healing spell.						0			
									0			


LEVEL	571-1		COST	RANGE	AREA OF EFFECT	DURATION		ROLL OUT		SAVING THROW		STACK
10	COUNTER: Remove Magic Defense		12 pts	20 Squares	1 Spell	Instant		Instant		SKL	3	99
			Blue and orange ribbons streak out to the target spell. COUNTER: Ends a currently active defensive spell. Does work on currently active spells. Does NOT have any effect on caster's own spells, - Caster should use "Caster Ends Spell".						0			
									0			


LEVEL	570-1		COST	RANGE	AREA OF EFFECT	DURATION		ROLL OUT		SAVING THROW	GM	STACK
11	COUNTER: Disrupt Images		12 pts	20 Squares	1 Spell	Instant		Instant		SKL	2	99
			Blue and orange ribbons streak out to the target spell. COUNTER SPELL. Can dispell unreal visages with a Save. Does work on currently active magical illusions and visual spells. Does NOT affect anything that is physical. Does NOT affect a Rogues disguising, since that is a mundane effort.						0			
									0			

LEVEL	564-1		COST	RANGE	AREA OF EFFECT	DURATION		ROLL OUT		SAVING THROW		STACK
12	COUNTER: End Ongoing Damage		12 pts	10 Squares	1 Spell	Instant		Instant		SKL	4	99
			Counters ongoing damage that is damage over time. COUNTER SPELL. Ends a currently active battle spell. Damage that is scheduled to re-occur can be cancelled. A final round of damage may happen once the spell has been cast. Does NOT have any effect with ongoing damage from non-spells.						0			
									0			

Battle-Defense

LEVEL	254-2		COST	RANGE	AREA OF EFFECT	DURATION		ROLL OUT		SAVING THROW		STACK
1	Tornado Wall		4 pts	Self	1 Square	2 Rounds		Initiative		SKL	2	1
			Ghostly light brown roots rise and spiral around the caster. A single square whirlwind provides AC+2 vs Ranged/Thrown attacks. Tornado stays with the caster as they move, but cannot push into an occupied square. Casting is not affected by the tornado unless the spell is vulnerable to wind. This can NOT be combined with other spells such as Heat Wave Wall.						Wand w/ Crystal +2 AC			
									2			
									1			


LEVEL	285-2		COST	RANGE	AREA OF EFFECT	DURATION		ROLL OUT		SAVING THROW		STACK
3	Tornado Wall For Hunter		4 pts	4 Sqs / Tier	1 Recipient	4 Rounds		Initiative		none		1
			Insubstantial tan roots rise and spiral around the Hunter partner. Recipient in the eye of storm. Wind gives AC+2 vs Ranged/Thrown. Recipient must be a Hunter by a Nae'Em to the caster and must reside in only one square. Tornado stays with Hunter. Skills aren't affected / blocked unless vulnerable to wind. This spell will not allow the Hunter to push into another occupied square.						4			
									1			

LEVEL	386-2		COST	RANGE	AREA OF EFFECT	DURATION		ROLL OUT		SAVING THROW		STACK
10	Wind Wall		12 pts	Self	1 Square	10 Minutes		2 Rounds		SKL:	2	1
			Wind pulls up small bits and debris then whips back and forth in front of the caster. AC+4 vs Melee/Ranged/Thrown which protects the caster from every non-flank direction.						5			
									1			


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LEVEL		394-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
12	Circle of Animal Protection		12 pts	Touch	2x2x2 Sq Sphere	1 Hour	2 Minutes	SKL 2	1
	Barely visible sepia colored roots reach out to the camp border. Animals crossing must pass the MGC Save. Barely visible sepia colored roots reach out to the camp border.							Wand w/ Crystal Column +1	
								7 ENHANCEMENT(S)	1 COUNTER(S)
LEVEL		454-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
12	Circle of Containment		12 pts	Touch	3 Sq Rad Circle	4 Hours	10 Minutes	BRU 3	99
	Barely visible blue streams of light form a cage inside the circle. Drawn circle that stops creatures from exiting its area. Can be used in/as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)" Must Save to Exit.							Wand w/ Crystal BRU:>95	
								4 ENHANCEMENT(S)	1 COUNTER(S)
Battle-Offense									
LEVEL		328-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1	Rose Thorns		4 pts	6 Squares	1 Target	Instant	Initiative	none	99
	The caster flicks their wrist to throw thorns at the target. (ToHIT Required) A single ToHIT+4 for 2d6+ACU Bonus Thorns (1 Dmg each). Can be lobbed. The caster flicks their wrist to throw thorns at the target. (ToHIT Required)							Wand w/ Crystal ToHIT+6	
								2 ENHANCEMENT(S)	0 COUNTER(S)
LEVEL		259-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2	Hail Attack		4 pts	8 Squares	1 Square	Instant	Initiative	RM 2	1
	Mist from the caster creates a cloud above the target and hail pelts down to a square. (Damage: 3d4 + ACU Bonus. Target Saves for 1/2 Damage. Mist from the caster creates a cloud above the target and hail pelts down to a square. (No ToHIT)							Wand w/ Crystal +4d4	
								4 ENHANCEMENT(S)	0 COUNTER(S)
LEVEL		295-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4	Conjure Native Beetles		4 pts	4 Squares	1 Mark	2 Rounds	Initiative	SKL 2	2
	Arcane swarm appears in a square adjacent to the target. Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg. Will attack any living target. Even if the target is friendly to the caster. Save to conjure.							Wand w/ Crystal Dmg set at 5 pts	
								7 ENHANCEMENT(S)	2 COUNTER(S)
LEVEL		381-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
8	Hail Stones		8 pts	8 Squares	2x2 Squares	Instant	Initiative	RM 2	1
	Barely visible rust colored roots, rise over the area, and throw down hail. (No ToHIT) Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage. Has a reduced effect against hot temperature targets. Delivers the attack and damage from above the target.							Wand w/ Crystal +1d6 Dmg	
								6 ENHANCEMENT(S)	0 COUNTER(S)
LEVEL		566-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
11	COUNTER: Disrupt Perimeter		12 pts	20 Squares	1 Spell	Instant	Initiative	SKL 3	99
	Blue and orange power streaks out to perimeter. COUNTER SPELL. Ends a currently active circle of power. Blue and orange power streaks out to perimeter.								
								0 ENHANCEMENT(S)	0 COUNTER(S)
LEVEL		675-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
12	Class Power Attack		12 pts	8 Squares	1 Target	1 Round	Initiative	RM 3	99
	Bolt of power: Dmg 4d10+ACU Bonus. Save for 1/2 dmg IF same class. SYL:Ice, DOK:Fire, STM:Elect, ORX:Force, EOL:Acid The power surges outward impacting the enemy. No ToHIT required.							Wand w/ Crystal Knockback w/ RM:3	
								2 ENHANCEMENT(S)	0 COUNTER(S)
LEVEL		401-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
13	Ice Spear		16 pts	10 Squares	1 Target	Instant	Initiative	AGL 2	1
	Solid brown roots grow into a spear. ToHIT is required and this is lovable. Dmg: 3d8+ACU Bonus +4. ToHIT +4. Target dodges (AGL) for 1/2 Damage. Solid brown roots grow into a spear. ToHIT is required and this is lovable.							Wand w/ Crystal Save Col +1	
								3 ENHANCEMENT(S)	1 COUNTER(S)


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LEVEL		403-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
16	Water Blast		16 pts	8 Squares	1 Square	3 Rounds	Initiative	AGL 2	3
		Caster throws a blast of water at the enemy. This direct blast has no arc. (No ToHIT). 2nd Dmg 5d8 + ACU Bonus. Target dodges with AGL for 1/2 dmg. Caster throws a blast of water at the enemy. This direct blast has no arc. (No ToHIT). 2nd and 3rd rounds allow concurrent casting.							Wand w/ Crystal Put out Mgc fire 4 ENHANCEMENT(S) 1 COUNTER(S)


Battle-Prep


LEVEL		471-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2	Triggered Forced Healing		4 pts	Self	Caster	3 Days	1 Hour	none	1
		Damage triggers 2d8 rolled. Damage first, then 2x Healing. CAN CREATE: Triggered Forced Healing Potion: Buy:12 GP. - 2d6 rolled. Damage then 2x in Healing. - Bear Bones, Quicksilver, Dried Thistle. - Requires campfire. Creation SP:x3 Spell.							Wand w/ Crystal Stack+1 4 ENHANCEMENT(S) 1 COUNTER(S)


LEVEL		878-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5	Entangle		8 pts	Touch	2x2 Squares	4 Hours	1 Minute	BRU 2	3
		Caster throws ethereal vines into the AoE. The vines blend & wait for their victim. This allows a trap to be sprung hours after the caster has left. Root/vines/branches in area reach out and attempt to grab any moving creatures. If no root/vine/branch are in the environment then brown ribbons reach out. Save required to move from square to square.							Wand w/ Crystal Col +1 6 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL		383-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
8	Hunter's Boost		8 pts	12 Squares	1 Target	8 Hours	20 Minutes	none	1
		Rust colored roots drift into the air and surround the partner just before fading away. Hunter's Boost (+10 HP, 1 Better on Endure Column) Rust colored roots drift into the air and surround the partner just before fading away.							Wand w/ Crystal Min HP of 1 9 ENHANCEMENT(S) 0 COUNTER(S)


Environ-Nature

LEVEL		264-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2	Plant Healthy Growth		4 pts	Self	4x4 Sqs	Permanent	1 Hour	none	0
		Barely visible olive colored roots Wind Around The Base Of The Plants. (fine green powder) Promotes normal healthy growth. #####							Wand w/ Crystal 1d4 Plant HP 3 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL		265-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2	Remove Plant Disease		4 pts	4 Squares	4x4 Squares	Permanent	10 Minutes	SKL 2	0
		Barely visible olive colored roots wind around the base of the plants. (brown grainy powder) Remove Plant Disease Barely visible olive colored roots wind around the base of the plants. (brown grainy powder)							Wand w/ Crystal Removes All 6 ENHANCEMENT(S) 1 COUNTER(S)

LEVEL		299-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4	Predict Weather		4 pts	Self	Up to 5 Marks	1 Week	1 Hour	none	1
		Barely visible sepia colored roots rise into the air, hover, then float down. Predicts Weather patterns for a wk. GM rolls casters MGC:3 Barely visible sepia colored roots rise into the air, hover, then float down.							2 ENHANCEMENT(S) 0 COUNTER(S)



LEVEL		379-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
7	Plant Canopy		8 pts	12 Squares					3
		Barely visible auburn roots grow into saplings creating a light leafy canopy. Plant Canopy (2 Civilized) Barely visible auburn roots grow into saplings creating a light leafy canopy.							Wand w/ Crystal + a Wall 9 ENHANCEMENT(S) 1 COUNTER(S)


LEVEL		392-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
11	Control Wind Sphere		12 pts	18 Squares	5x20 Sq Area	12 Hours	10 Minutes	SKL 3	1
		Barely visible tan roots Whip Into A Wind Column And drift away. Direction and general speed of wind within Sphere. Barely visible tan roots Whip Into A Wind Column And drift away.							8 ENHANCEMENT(S) 0 COUNTER(S)






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LEVEL		393-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
17	Control Water		20 pts	Self	4x4x4 Sqs	4 Hours	10 Minutes	SKL 3	1
									9 ENHANCEMENT(S) 0 COUNTER(S)

Find-Hide-Reveal

LEVEL		893-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5	Detect Magic		8 pts	2 Squares	1 item	Instant	5 Minutes	RM 2	1
 <p>Caster attempts to find out if an item/object is magical. Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind. Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. Casting this will not enact the powers or magic, nor does it reveal the kind of magic is in play.</p>									 3 ENHANCEMENT(S) 1 COUNTER(S)

LEVEL	NAE'EM	384-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
9	Hide in a Plant		12 pts	Touch	1 Plant	2 Hours	10 Minutes	none	1
 <p>Brown ribbons join the caster and the plant as the caster enters the plant. Hide in a Plant of at least 1 sq high for min of 1 hr. Brown ribbons join the caster and the plant as the caster enters the plant.</p>									Wand w/ Crystal Can hear 11 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL	588-1		COST	RANGE	AREA OF EFFECT	DURATION		ROLL OUT		SAVING THROW		STACK
10	Counter: Block Scrying		12 pts	Touch	4 x 4 Squares	1 Hour		Initiative		SKL	2	1
												

Blue and orange weaves surround the caster.
Require the caster to place the spell in a single location. (Range: Touch)
GM rolls Save.
If Save passes then any current scrying within AoE fails.
GM usually does NOT report pass or failure.



0



ENHANCEMENT(S)


0


COUNTER(S)


Food-Water

LEVEL		246-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1	Draw Up Ground Water		4 pts	Touch	2 Skins/Tier	Permanent	5 Minutes	none	99
									 2 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL		306-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4	Improve Food		4 pts	1 Square	4 Meals	1 Hour	10 Minutes	none	99
									 7 ENHANCEMENT(S) 0 COUNTER(S)



LEVEL		305-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4	Increase Food		4 pts	2 Squares	1-21 Meals	Permanent	10 Minutes	none	3
									Wand w/ Crystal Ensures food is safe 4 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL		253-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5	Create Rain Water		8 pts	Caster	1 Square	Permanent	1 Minute	none	99
									Wand w/ Crystal 20lbs/9kg Pressure 2 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL		351-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5	Divining Water		8 pts	1/4 Mark	6-15 Sqs Deep	Permanent	30 Minutes	SKL 4	1
									Wand w/ Crystal Save Col -1 6 ENHANCEMENT(S) 1 COUNTER(S)


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Health-Life-Death


LEVEL	NAE'EM	310-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1	Forced Heal 1d6 HP (+more)		4 pts	1 Square	1 Target	Permanent	Initiative	none	1
		Healing energy drawn from all parts of the body are forced to the wounded area. First roll the dice and calculate full healing with enhancements, Then apply as force damage to the target, if the target is dead the next steps fail. Lastly, apply the full healing time two (x2) to the target. This becomes more powerful (and more costly) with the Enhancements.						 Wand w/ Crystal Fragility Save - 1 Column	
								8 ENHANCEMENT(S) 1 COUNTER(S)	


LEVEL	585-2		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
1	Sylvan Forced Healing 1d6 HP		4 pts	Touch	1 Creature	Permanent	Initiative	none		99
			Spiritlike light brown roots Envelope The Wound And Force The Wound To Heal. (bite sized naan Roll 1d6. Damage x1 then Heal x2					Wand w/ Crystal +1 HP per die		
			Spiritlike light brown roots Envelope The Wound And Force The Wound To Heal. (bite sized naan bread)					2 ENHANCEMENT(S)		
								1 COUNTER(S)		

LEVEL	NAE'EM	359-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
6	Animal Healing		-4 pts	4 Sqs	1 Animal	Permanent	1 Minute	none	99
		Barely visible brown roots Grow At The Casters Feet Then Fades. Heal 2d8+4 to domestic or wild woodland animals. (treats for the animal to eat) Caster GAINS 4 pts when casting this if the animal is healed. Max benefit gain of 20 SP						Wand w/ Crystal +4 HP 5 ENHANCEMENT(S) 0 COUNTER(S)	


LEVEL	397-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
12	Ranged Forced Healng 2d8+2 HP	12 pts	6 Squares	1 Target	Permanent	Initiative	none	99
		Barely visible Blue sparks and Orange ribbons wind around the recipient. Energy from throughout the body is force to an injury. Roll dice and use the result to apply damage, the use double the same result and apply healing.						6 ENHANCEMENT(S) 0 COUNTER(S)


Illusion-Reality

LEVEL	389-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
6	Alter Self - Medium Sized Dog/Cat	8 pts	Self	Self	8 Hours	1 Round	none		1
		Barely visible tan roots Wrap around and froms the caster into a domestic dog or cat. Alter Self - Domestic Dog/Cat Barely visible tan roots Wrap around and froms the caster into a domestic dog or cat. Spells/Skills can often be used.						Wand w/ Crystal Move+6 7 ENHANCEMENT(S) 0 COUNTER(S)	








LEVEL	390-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
11	Illusional Bear	12 pts	16 Squares	1 Image	30 Minutes	1 Minute	none		1
		Barely visible tan roots rise to become the image of a bear. Illusional Bear Barely visible tan roots rise to become the image of a bear.						Wand w/ Crystal Set mood	
								10	ENHANCEMENT(S)
								1	COUNTER(S)

LEVEL		391-3	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
12	Caster Becomes Ribbon Creature		12 pts						
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LEVEL	590-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
13	Illusional Condor	16 pts	8 Squares	1 Image	2 Hours	1 Minute	none		1
		Barely visible copper colored roots rise into flight as it becomes a condor. Illusional Condor Barely visible copper colored roots rise into flight as it becomes a condor.						Wand w/ Crystal Set Mood	
								11 ENHANCEMENT(S) 0 COUNTER(S)	

LEVEL	591-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK	
13	Illusional Dolphin	16 pts	8 Squares	1 Image	2 Hours	1 Minute	none	1	
		Barely visible copper colored roots emerge from the casters hand and flows to the water as it Illusional Dolphin Barely visible copper colored roots emerge from the casters hand and flows to the water as it becomes a dolphin.						Wand w/ Crystal Set mood 11 ENHANCEMENT(S) 1 COUNTER(S)	


-Sylvan


LEVEL		561-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK	
14 Alter Self - Porpoise			16 pts	Self	Self	3 Hours	10 Minutes	none	1	
			Barely visible brown roots envelope the caster to become a porpoise. AC:17 HP:Dbl Move:DblTime Init+12 ToHIT+14 Dmg 2d6+4 x0x1 Barely visible brown roots envelope the caster to become a porpoise.						6 ENHANCEMENT(S) 0 COUNTER(S)	
LEVEL		560-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK	
15 Alter Self - Hawk			16 pts	Self	Self	4 Hours	10 Minutes	none	1	
			Barely visible brown roots envelope the caster to become a hawk. AC:18 HP:Dbl Move:Dbl Init+8 ToHIT+10 Dmg 2d6+4 x0x1 Barely visible brown roots envelope the caster to become a hawk.						6 ENHANCEMENT(S) 0 COUNTER(S)	
LEVEL		402-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK	
15 Alter Self - Wolf			16 pts	Self	Self	4 Hours	20 Minutes	none	1	
			Barely visible brown roots envelope the caster to become a wolf. AC:17 HP:Dbl Move:DblTime Init+6 ToHIT+10 Dmg 2d6+4 x1x1 Barely visible brown roots envelope the caster to become a wolf. Can speak wolf! Can cast from this form.						6 ENHANCEMENT(S) 0 COUNTER(S)	
LEVEL		558-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK	
17 Alter Self - Condor			20 pts	Self	Self	2 Hours	5 Minutes	none	99	
			Shining amber roots Grow To Cover The Caster changing them into a condor. AC:20 HP:Dbl Move=Fly Init:+22 x1x1 ToHit:+12 Dmg:2d8+6 Shining amber roots Grow To Cover The Caster changing them into a condor.						6 ENHANCEMENT(S) 0 COUNTER(S)	
LEVEL		404-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK	
18 Alter Self - Bear			20 pts	Self	Self	2 Hours	5 Minutes	none	1	
			Shining amber roots Grow To Cover The Caster changing them into a bear. AC:20 HP:Dbl Move:Walkx2 Init:+8 x2x2 ToHit:+22 Dmg:4d8+6 Shining amber roots Grow To Cover The Caster changing them into a bear. Can speak bear. Can cast from this form.						Wand w/ Crystal +1d6 Dmg 3 ENHANCEMENT(S) 1 COUNTER(S)	
LEVEL		559-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK	
18 Alter Self - Stingray			20 pts	Self	Self	2 Hours	5 Minutes	none	1	
			Shining amber roots Grow To Cover The Caster changing them into a Stingray. AC:20 HP:Dbl Move=Swim Init:+8 x1x1 ToHit:+12 Dmg:2d8+6 Shining amber roots Grow To Cover The Caster changing them into a Stingray.						8 ENHANCEMENT(S) 1 COUNTER(S)	
LEVEL	NAE'EM	405-3	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK	
19 Circle of Thorns (15 ft x 5 ft)			20 pts	12 Squares	10x10 squares	12 Hours	1 Hour	SKL	2	1
			XX XX XX						Wand w/ Crystal Adds a roof 8 ENHANCEMENT(S) 0 COUNTER(S)	



Nae'Em-People

LEVEL	NAE'EM	309-3	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK	
7	Create Permanent Nae'Em		8 pts	Touch	1 Recipient	Permanent	3 Days	SKL	1	3
	Bright yellow ribbons encircle the recipient. The spell encircles the caster and another. All conversations must be mutual. Either person can choose to not engage the conversation.								 Wand w/ Crystal SKL:>05 1 ENHANCEMENT(S) 0 COUNTER(S)	
LEVEL	NAE'EM	627-3	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK	
11	Connect To An Arcane Focus Item		36 pts	Touch	1 Item	Permanent	3 Days	RM	3	99
	Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollou Creates a connection between the caster and the Arcane Focus Item. Require the item to be of the highest quality. Caster must currently not have a Focus Item.								 Wand w/ Crystal No current Focus Item. 5 ENHANCEMENT(S) 1 COUNTER(S)	


-Sylvan

LEVEL	NAE'EM		626-3	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
11	Disconnect	An Arcane Focus Item	36 pts	Touch	Current Item	Permanent	20 Minutes	SKL	2	99
			A weave engulfs both the caster and the Arcane Focus Item. Removes the connection between all creatures and the focus item. A creature that is currently connected will know when the disconnection happens. Caster must be holding the focus item during the entire rollout.							2 ENHANCEMENT(S) 1 COUNTER(S)


LEVEL	NAE'EM		630-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
12	Eavesdrop	on Nae'Em Convo	12 pts	20 Sq Radius	1 Convo	5 Min/Tier	5 rounds	SKL	2	1
			Listen in on a private conversation. But give up the ability to see. Creates a temporary Nae'Em when a conversation is within range. But blocks the vision of the caster while they listen to a Nae'Em conversation. The owners of the Nae'Em communication will not be aware. Can be used as a True Name clue.							6 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL	NAE'EM		631-3	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
16	Reveal	True Name	64 pts	1 Square	1 Square	Permanent	12 Hours	none		99
			This uses all the clues the caster has gathered attempt to find the True Name. Use clues gathered to attempt to find the True Name. Caster states aloud all the clues during the rollout. Resulting in the direction and distance in marks if the Save is passed. The knowledge is NOT announced out loud.							 Wand w/ Crystal Rollout 8 Hrs 6 ENHANCEMENT(S) 1 COUNTER(S)

Personal-Connections


LEVEL	NAE'EM		287-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2	Hunter	Nae'Em Connection	4 pts	Touch	1 Recipient	Permanent	3 Days	none		1
			Barely visible olive colored roots extend from casters hand to the hunters hand. Create Partner Nae'Em Bond with a specific Hunter Barely visible olive colored roots extend from casters hand to the hunters hand. REMOVE. NAE EM CONNECTIONS NOW COVER THIS AND MORE.							3 ENHANCEMENT(S) 0 COUNTER(S)


Shelter-Rest-Protection


LEVEL	NAE'EM		266-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3	Assist	Hunter's Lean-To	4 pts	Touch	1 Lean-To	2 Hours	10 Minutes	none		1
			Brownn roots grab and secure a lean-to to the ground. Stronger, Water Tight, Ppl +2. Requires a Hunter's Lean-To Brownn roots grab and secure a lean-to to the ground.							Wand w/ Crystal COL+1 6 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL			400-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
14	Tree	House	16 pts	8 Squares	4 Sq High Tree	12 Hours	30 Minutes	SMS	2	3
			Barely visible brown roots wind up into the trees branches and create a house. (Seeds that gr Tree House Barely visible brown roots wind up into the trees branches and create a house. (Seeds that grow vines up the tree)							Wand w/ Crystal Egress 5 ENHANCEMENT(S) 1 COUNTER(S)


Tae'Em-Thing



LEVEL			243-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2	Ribbon	Horse	4 pts	1 Square	1 Creation	8 Hours	5 Minutes	SNS	2	Tier
			Shining olive colored roots create The Shape Of A Ribbon Light Riding Horse. Self w/carried items. Can carry 1 large person, 2 medium sized, or 3 small. Has 20 lines for inventory... separate from ability to carry people.							Wand w/ Crystal Looks almost Real-ish. 4 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL			333-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5	Seaweed	Dolphin	8 pts	3 Marks	1 Dolphin	2 Hours	10 Minutes	none		1
			Dolphin - Stats: HP:10 AC:15/10 Move:12 Sqs swim 25 sqs race Caster creates the image of a Dolphin out of any Seaweed like materials. Ribbons create a dolphin which act mostly like normal dolphins. Ribbons dolphins are not as good as real dolphins. Stats: HP:2 AC:15/10 Move:12 Sqs swim 24 sqs race							Wand w/ Crystal Range: 5 Marks 8 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL	NAE'EM		592-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
6	Ribbon	Bat	8 pts	Self	Self	2 Hours	10 Mintes	none		1
			Ribbons create a bat which act mostly like normal bats. Bat - HP:2 AC:18/12 Move: 15 Sqs flight Ribbons create a bat which act mostly like normal bats. Ribbons bats are not as good as real bats. Stats: HP:2 AC:18/12 Move:15 Sqs Flight							Wand w/ Crystal Low Light 8 ENHANCEMENT(S) 0 COUNTER(S)


-Sylvan

LEVEL	NAE'EM		593-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
7	Ribbon Wolf			8 pts	Self	Self	2 Hours	10 Minutes	none	1
			Ribbons create a wolf which act mostly like normal wolf. Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run Ribbons create a wolf which act mostly like a normal wolf. Ribbons wolves are not as good as real wolves. Stats: HP:12 AC:16/12 Move:12 Sqs walk 20 sqs run						Wand w/ Crystal Attk: 1x1 1d6 Dmg 8 ENHANCEMENT(S) 0 COUNTER(S)	



LEVEL	NAE'EM	267-2		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
9	Search for Arcane Focus Item			12 pts	Self	1 Mark	4 Hours	1 Day	SKL	2	1
		Caster places their Focus Item within a circle of power then begins the chanting. Caster must have their own Focus Item to find a like Focus Item. Caster places their Focus Item within a circle of power then begins the chanting.							Wand w/ Crystal none 7 ENHANCEMENT(S) 0 COUNTER(S)		


Travel-Planes



LEVEL	NAE'EM		340-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
6	Attach Wings To Animal			8 pts	Touch	1 Creature	12 Hours	30 Minutes	none	7
		Barely visible brown roots sprout out of the creatures back to become wings. New Stats - Attk:x0x1 Init+6 ToHit+8 Dmg 1d10 AC 22/12 1 Mark/Day Barely visible brown roots sprout out of the creatures back to become wings.							Wand w/ Crystal 2 Marks/Day 8 ENHANCEMENT(S) 0 COUNTER(S)	



LEVEL	388-2		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
12	Personal Wings Of Flying		12 pts	Self	Self	4 Hours	10 Minutes	none	5
			Brown colored roots sprout from shoulders and become bird wings. New stats= Attk:x0x1 Init+16 ToHit+8 Dmg:1d12 AC:22/12 Brown colored roots sprout from shoulders and become bird wings. 1 mark/12 hrs)			(non-battle flight = (non-battle flight =		Wand w/ Crystal +Recipient 4 ENHANCEMENT(S) 1 COUNTER(S)	

Utility-


LEVEL		806-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK	
1	Arcane Light		4 pts	Self	Varies	4 Hours	Initiative	none	99	
		With a twirling of the fingers the caster brings about light! No Focus = Candle power. With Focus caster can set power as per Tier. With a twirling of the fingers the caster brings about light! Eolas can use as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)" Default Light: Candle light							 Wand w/ Crystal Brighter by Tier 7 ENHANCEMENT(S) 1 COUNTER(S)	

LEVEL		827-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1 Small Domestic Pet Form			4 pts	Touch	Self	4 Hours	5 Rounds	none	1
		Caster morphs into the pet slowly over 30 secs Caster able to take the form of a common domestic pet. Caster morphs into the pet slowly over 30 secs Move = 1/2 Move No use of Spells/Skills in this form						Wand w/ Crystal + 8 hours 0 ENHANCEMENT(S) 0 COUNTER(S)	

LEVEL		911-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3	Shadow of the Magi		4 pts	Self	Varies	Conc +4	Initiative	none	99
		With a twirling of the fingers the caster brings about a blanket of darkness. Bag of Dust of Darkness. If purchased: BUY @ 20 GP. - Creates a dark shade for 20 minutes. - Ginger Oil, Grave Dirt. Sand, Fine Grit. - Kitchen/Lab. Creation SP: x3 spell cost.						 Wand w/ Crystal Brighter by Tier 7 ENHANCEMENT(S) 0 COUNTER(S)	

LEVEL	NAE'EM	629-1		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
8	Find Clues To True Name	16 pts	4 Squares	1 Item	Permanent	2 Hours	RM	2	99	
		Bright Orange ribbons float to the object/person and fade as they surround them. Caster attempts to locate clues to find a True Name.						 Wand w/ Crystal Rollout Halved. 6 ENHANCEMENT(S) 0 COUNTER(S)		

Vae'Em-Venue Site

LEVEL		NAE'EM	406-2		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK	
20		Nae'Em Natural Landmark			20 pts	PMP	1 Landmark	Permanent	2 Hours	none	99	
			Caster glows lightly during the entire Rollout. Find Natural Landmark and the image of it becomes a Nae'Em Caster glows lightly during the entire Rollout.								Wand w/ Crystal Close to Landmark	
											4 ENHANCEMENT(S)	
											0 COUNTER(S)	