





-Sylvan


Ae'Em-Animal


LEVEL	NAE'EM	377-1	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)


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 ENHANCEMENT(S) 1 COUNTER(S)	



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 ENHANCEMENT(S) 1 COUNTER(S)


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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
		<p>Arcane swarm appears in a square adjacent to the target.</p> <p>Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.</p> <p>Will attack any living target. Even if the target is friendly to the caster.</p> <p>Save to conjure.</p>						<div> Wand w/ Crystal Dmg set at 5 pts</div> <div>7 ENHANCEMENT(S)</div> <div>2 COUNTER(S)</div>

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)		


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
		<p>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.</p>						<div> Wand w/ Crystal Col +1 6 ENHANCEMENT(S) 0 COUNTER(S)</div>


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)					Wand w/ Crystal		
			Remove Plant Disease					Removes All		
			Barely visible olive colored roots wind around the base of the plants. (brown grainy powder)					6 ENHANCEMENT(S)		
								1 COUNTER(S)		

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LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4	Predict Weather	299-2	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			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
7	Plant Canopy	379-2	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)


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>						 <p>Wand w/ Crystal Save Col-1 3 ENHANCEMENT(S) 1 COUNTER(S)</p>	


Food-Water

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1	Draw Up Ground Water	246-1	4 pts	Touch	2 Skins/Tier	Permanent	5 Minutes	none	99
		Blue and Orange ribbons burrow into the ground. Typical person requires 1 skin per day. De Pull water from ground. 2 skins per Tier. 1 skin in dry areas. Blue and Orange ribbons burrow into the ground. Typical person requires 1 skin per day. Deserts mean 2 per day.							Wand w/ Crystal +2 Skins extra 2 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4	Improve Food	306-1	4 pts	1 Square	4 Meals	1 Hour	10 Minutes	none	99
		The caster focuses and yellow sparks streak to the food and swirls around it. Improve Food - Improve Quality/Taste of non-cumber food. Does work on all non-poisoned / non-spoiled food.							Wand w/ Crystal Duration = 1 day 7 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4	Increase Food	305-2	4 pts	2 Squares	1-21 Meals	Permanent	10 Minutes	none	3
		Barely visible red flames surrounds targetted prepared food. Doubles up to 21 meals in casters pack. Barely visible red flames surrounds targetted prepared food. Does not affect magically created food.							Wand w/ Crystal Ensures food is safe 4 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5	Create Rain Water	253-2	8 pts	Caster	1 Square	Permanent	1 Minute	none	99
		Desert and hot environments may limit or inhibit this spell. 1 cubic square of drinkable water.							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
		Caster uses a divining rod to find water and reveal if it's potable or not. Save Column depends on region/envIRON. Reveals potable or not. Caster uses a divining rod to find water and reveal if it's potable or not.							Wand w/ Crystal Save Col -1 6 ENHANCEMENT(S) 1 COUNTER(S)	

Health-Life-Death


LEVEL	NAE'EM		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1	Forced Heal 1d6 HP (+more)	310-1	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)

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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 Spiritlike light brown roots Envelope The Wound And Force The Wound To Heal. (bite sized naan bread)						Wand w/ Crystal +1 HP per die 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)	


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)	


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
		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)	


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
		Brownnn roots grab and secure a lean-to to the ground. Stronger, Water Tight, Ppl +2. Requires a Hunter's Lean-To Brownnn roots grab and secure a lean-to to the ground.						Wand w/ Crystal COL+1 6 ENHANCEMENT(S) 0 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
		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)	

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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)

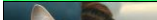
LEVEL	NAE'EM	593-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
7	Ribbon Wolf		8 pts	Self	Self	2 Hours	10 Minutes	none	1
 <p> Ribbons create a wolf which act mostly like normal wolf. Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run Ribbons create a wolf which act mostly like a normal wolf. Ribbons wolves are not as good as real wolves. Stats: HP:12 AC:16/12 Move:12 Sqs walk 20 sqs run </p>			Wand w/ Crystal Attck: 1x1 1d6 Dmg 8 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
	<p>Barely visible brown roots sprout out of the creatures back to become wings.</p> <p>New Stats - Attk:x0x1 Init:+6 ToHit+8 Dmg 1d10 AC 22/12 1 Mark/Day</p> <p>Barely visible brown roots sprout out of the creatures back to become wings.</p>								Wand w/ Crystal 2 Marks/Day 8 ENHANCEMENT(S) 0 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
 <p>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</p>		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
 <p>With a twirling of the fingers the caster brings about a blanket of darkness. Bag of Dust of Darkness. If purchased: BUY @ 20 GP.</p> <ul style="list-style-type: none"> - 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
 <p>Bright Orange ribbons float to the object/person and fade as they surround them. Caster attempts to locate clues to find a True Name.</p>			 Wand w/ Crystal Rollout Halved. 6 ENHANCEMENT(S) 0 COUNTER(S)						