




-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)


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
		<p>Ghostly light brown roots rise and spiral around the caster.</p> <p>A single square whirlwind provides AC+2 vs Ranged/Thrown attacks.</p> <p>Tornado stays with the caster as they move, but cannot push into an occupied square.</p> <p>Casting is not affected by the tornado unless the spell is vulnerable to wind.</p> <p>This can NOT be combined with other spells such as Heat Wave Wall.</p>							<p>Wand w/ Crystal</p> <p>+2 AC</p> <p>2 ENHANCEMENT(S)</p> <p>1 COUNTER(S)</p>

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
		<p>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.</p>						
		<div>4 ENHANCEMENT(S)</div> <div>1 COUNTER(S)</div>						

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 conure.					 Wand w/ Crystal Dmg set at 5 pts 7 ENHANCEMENT(S) 2 COUNTER(S)	


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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)



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

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)



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
		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		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
		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		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
		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)


Health-Life-Death

LEVEL		NAE'M	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)	


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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)	


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)	



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)	

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)	