Ae'Em-Animal LEVEL NAF'EM 877-1 COST RANGE AREA OF EFFECT DURATION ROLL OUT 1 Invoke Personal Pet 4 pts Self 2 Marks 1 Week/Tier 30 Minutes 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.



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)

SAVING THROW

SKL

LEVEL NAE'EM 294-1 COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACE
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 NAF'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 STACE

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)



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

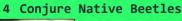
4 ENHANCEMENT(S)

0 COUNTER(S)

295-1 COST RANGE AREA OF EFFECT DURATION K ROLL OUT SAVING THROW W

1 Mark

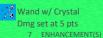
4 Squares



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.

4 pts



2 COUNTER(S)

SKL

Initiative

2 Rounds

-Sylvan Battle-Prep 471-1 DURATION (C) AREA OF FEFECT ROLL OUT SAVING THROW 2 Triggered Forced Healing 3 Davs 1 Hour 4 pts Caster none Damage triggers 2d8 rolled. Damage first, then 2x Healing. Wand w/ Crystal CAN CREATE: Triggered Forced Healing Potion: Buy:12 GP. Damage then 2x in Healing. Stack+1 2d6 rolled. 4 ENHANCEMENT(S) Bear Bones, Quicksilver, Dried Thistle. 1 COUNTER(S) Creation SP:x3 Spell Requires campfire Environ-Nature 264-2 RANGE AREA OF FEFECT DURATION **ROLL OUT** SAVING THROW Permanent 1 Hour 0 2 Plant Healthy Growth 4 pts Self 4x4 Sqs none 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) AREA OF FEFECT ROLL OUT SAVING THROW 2 Remove Plant Disease 4 pts 4 Squares 4x4 Squares Permanent 10 Minutes SKI Barely visible olive colored roots wind around the base of the plants. (brown grainy powder) Remove Plant Disease Wand w/ Crystal Barely visible olive colored roots wind around the base of the plants. (brown grainy powder) Removes All 6 ENHANCEMENT(S) 1 COUNTER(S) AREA OF EFFECT DURATION ROLL OUT SAVING THROW RANGE 4 Predict Weather 4 pts Self Up to 5 Marks 1 Week 1 Hour none 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 DURATION 🗀 ROLL OUT AREA OF EFFECT 2 Skins/Tier Permanent 5 Minutes 1 Draw Up Ground Water 4 pts Touch none 99 Blue and Orange ribbons burrow into the ground. Typical person requires 1 skin per day. De Wand w/ Crystal 2 skins per Tier. 1 skin in dry areas. Pull water from ground. Blue and Orange ribbons burrow into the ground. +2 Skins extra 2 ENHANCEMENT(S) Typical person requires 1 skin per day. Deserts mean 2 per day. 0 COUNTER(S) COST RANGE AREA OF EFFECT DURATION **ROLL OUT** SAVING THROW 1 Hour 10 Minutes 4 Improve Food 4 pts 1 Square 4 Meals 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. Wand w/ Crystal Does work on all non-poisoned / non-spoiled food. Duration = 1 day 7 ENHANCEMENT(S) 0 COUNTER(S) RANGE AREA OF FEFECT DURATION ROLL OUT SAVING THROW STACK 4 pts 2 Squares 1-21 Meals Permanent 10 Minutes none 4 Increase Food Barely visible red flames surrounds targetted prepared food. Doubles up to 21 meals in casters pack. Wand w/ Crystal Barely visible red flames surrounds targetted prepared food. Ensures food is safe 4 ENHANCEMENT(S) Does not affect magically created food. 0 COUNTER(S) Health-Life-Death DURATION CO RANGE AREA OF EFFECT **ROLL OUT** SAVING THROW Initiative Permanent 1 Forced Heal 1d6 HP (+more) 4 pts 1 Square 1 Target none 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, Wand w/ Crystal Then apply as force damage to the target, if the target is dead the next steps fail. Fragility Save - 1 Column 8 ENHANCEMENT(S) Lastly, apply the full healing time two (x2) to the target. 1 COUNTER(S) This becomes more powerful (and more costly) with the Enhancements

-Sylvan								
EVEL 1 Sylvan Fo	orced Healing 1d6 HP	585-2	cost 4 pts	RANGE Touch	AREA OF EFFECT 1 Creature	DURATION Permanent	ROLL OUT Initiative	SAVING THROW STACK 99
	Spiritlike light brown Roll 1d6. Damage x1 th Spiritlike light brown naan bread)	nen Heal	x2					Wand w/ Crystal +1 HP per die 2 ENHANCEMENT(S) 1 COUNTER(S)
Personal-C	onnections							
evel nae'em 2 Hunter N a	ae'Em Connection	287-2	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Recipient	DURATION Permanent	ROLL OUT 3 Days	SAVING THROW STACK none 1
	Barely visible olive of Create Partner Nae'Em I Barely visible olive of REMOVE. NAE EM CONNECT	Bond with plored ro	a specificots extend	Hunter from caste				3 ENHANCEMENT(S) 0 COUNTER(S)
Shelter-Res	st-Protection							
LEVEL NAE'EM 3 Assist H u	ınter's Lean-To	266-2	cost 4 pts	RANGE Touch	AREA OF EFFECT 1 Lean-To	DURATION 2 Hours	ROLL OUT 10 Minutes	SAVING THROW STACK none 1
	Brownn roots grab and s Stronger, Water Tight, Brownn roots grab and s	Ppl +2.	Requires a	Hunter's	Lean-To			Wand w/ Crystal COL+1 6 ENHANCEMENT(S) 0 COUNTER(S)
Tae'Em-Thi	ing							
LEVEL 2 Ribbon Ho	orse	243-2	cost 4 pts	RANGE 1 Square	AREA OF EFFECT 1 Creation	duration 8 Hours	ROLL OUT 5 Minutes	SAVING THROW STACK SNS 2 Tier
	Shining olive colored of Self w/carried items. Can carry 1 large personal large personal large for inventors.	on, 2 med	ium sized,	or 3 small	•	g Horse.		Wand w/ Crystal Looks almost Real-ish. 4 ENHANCEMENT(S) 0 COUNTER(S)
Utility-								
LEVEL		806-1	COST	RANGE	AREA OF EFFECT	DURATION X	ROLL OUT	
1 Arcane Li			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)
.EVEL		827-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW STACK
1 Small Don	nestic Pet Form		4 pts	Touch	Self	4 Hours	5 Rounds	none 1
	Caster morphs into the Caster able to take the Caster morphs into the Move = 1/2 Move No (form of pet slow	a common d	domestic pe secs				Wand w/ Crystal + 8 hours 0 ENHANCEMENT(S) 0 COUNTER(S)
EVEL		911-1	COST	RANGE	AREA OF EFFECT	DURATION 🍇	ROLL OUT	
3 Shadow of			4 pts	Self	Varies	Conc +4	Initiative	none 99
Y Y	With a twirling of the Bag of Dust of Darkness - Creates a dark shade - Ginger Oil, Grave D: - Kitchen/Lab. Cre	s. If pu e for 20 irt. San	rchased: E minutes. d, Fine Gri	BUY @ 20 GP it.		darkness.	y Y	Wand w/ Crystal Brighter by Tier 7 ENHANCEMENT(S) 0 COUNTER(S)