



-Strumos



Battle-Defense

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3 Protect Fighter vs Ranged/Thrown				4 pts	8 Squares	1 Recipient	Initiative	10 Minutes		
				Barely visible straw colored sparks swirl around the fighter the fades. Recipient Fighter must have a Nae'Em with the caster. Gains +2 to AC vs ranged and thrown attacks. No benefit vs melee.						
				Ring w/Crystal Total AC bonus:+4						



LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	RM: Tier
8 Circle of Protection vs Undead	8 pts	Self	3 Square Radius	Initiative	5 Rounds				Pass through


 Barely visible mustard colored sparks which highlights the perimeter then fades.
 Undead must Save to pass through the perimeter. Save column is equal to casters tier.
 Class symbol must be represented in the art of the circle.
 Does function as long as the caster concentrates (within duration).

Ring w/Crystal 
 Range 6 Sq Radius
 SAME SPELL WILL COUNTER. 

ENHANCEMENTS: 4



LEVEL

STACK 99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

HTH: 2



1 Cause Illness

4 pts


4 Squares

1 Square

Initiative

Possibly Days

No Illness



Sparks directed straight to target the square the caster points to. (No ToHIT)

Damage of 1d4+ACU to 1 sq for 1 round from a direct spark. No lobbing.

Target's failed Save indicates Sickness I.


This can progress through Sickness II and III, to Disease I-II, then to death.

NO FOCUS USE



LEVEL

2 Barbed Sparks



STACK 99

COST

4 pts

RANGE

Self

AREA OF EFFECT

4 sq Triangle

ROLL OUT

Initiative

DURATION

5 Rounds

SAVE:

RM: 1
Target Sees

Caster conjures and throws colorful lights fom their fingertips into the AOE.

Can distract or temporarily blind people for up to 2 rounds.


All in AoE must Save to not be blinded for this round + 1 more.

Those that do Save have no visual issues.

Failed saves create issues seeing clearly. Penalties: Init & ToHit -2.



Ring w/Crystal

Total Duration 4 rounds



ENHANCEMENTS: 7



LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2	Electric Zap		4 pts	8 Squares	1 Square	Initiative	Instant		
		<p>Sparkling flaxen colored sparks race directly to the target, zapping them. (No ToHit)</p> <p>Direct damage of 1d8+ACU on 1 sq. +2 damage if non-Adamantine armor.</p> <p>Sparks race to the target without any arc or lobbing.</p> <p>No ToHit or Save required.</p>							
		<div>Ring w/Crystal</div> <div>+4 Damage</div>							

[illegible]

ENHANCEMENTS: 7									
LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
8 Static Bolt			8 pts	10 Squares	Direct Line	Initiative	Instant		



Battle-Prep

LEVEL

1

STACK

1

COST

4 pts

RANGE

Touch

AREA OF EFFECT

3x3 Sq

ROLL OUT

2 Minutes

DURATION

8 Hours

SAVE:


No shock

SNS: 2

No shock

1

Camp Perimeter Shock



Sandy colored sparks scatter to the perimeter and fade away.

8 Sq Dia circle around caster delivers 1d3 electric damage.

When a creature crosses the perimeter causes a zap sound.

The creature must roll a Save. Passing means no damage, otherwise 1d3 damage.

Ring w/Crystal

+1d3 Dmg

SAME SPELL WILL COUNTER.



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LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2	Triggered	Forced Healing	4 pts	Self	Caster	1 Hour	3 Days		

LEVEL

NAE'EM

STACK

2

COST

8 pts

RANGE

Touch

AREA OF EFFECT

1 Fighter

ROLL OUT

2 Minutes


DURATION

1 Hour

SAVE:

No Save

8 Raise Nae'Em Fighter Str +1



Sparks cause the fighter to sparkle throughout the duration.

Raise Fighter Str +1

All adjustments to saves, initiatives, ToHITs are then applied.

See stacking number to determine how many Nae'Em Fighters can be affected.

One spell per creature, even if stack indicates more than 1.




Ring w/Crystal




4 Hours

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 7


Call-Summon

LEVEL	NAE'EM	STACK	3	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		SKL: 2	
3 Summon Astral Beast of Burden				4 pts		30 Squares		1 Creature		20 Minutes		1 Month (30 days)				Summoned	
		<p>Caster summons an astral beast of burden. Up to 3 riders with one as the caster.</p> <p>25 HP, 17/15 AC, 15 Move. 2 marks per day. Small bursts of speed, but no running.</p> <p>Astral creature will only respond to the casters mental commands.</p> <p>Creature will not understand threatening or kind actions towards it.</p> <p>If attacked it will attack in random directions w/ 1d8 since it does not understand.</p>															
																Ring w/Crystal	
																HP at 50.	
<div>ENHANCEMENTS: 10</div>																	

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
6 Summon Nisse				8 pts	Self	8x8x8 Sqs	3 Hours	1 Month (30 days)		Summoned	
		<p>The caster summons a small gnome-like familiar.</p> <p>A creature that can be seen with ultra violet vision.</p> <p>Timid invisible creatures that stay within 8 sqs of caster.</p> <p>Is a physical creature, HP:12 AC:18 Init+10 ToHIT-10 (Runs from fights).</p>									
										Ring w/Crystal	
										Named Nisse. AoE:10x10x10	
ENHANCEMENTS: 8											

Communication-

LEVEL	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6	Speak with Dead			8 pts	Touch	1 Target	20 Minutes	5 Questions		




Red flames extend from the caster to be infused into the skull of the target.

Can be up to 100 years dead per Tier. Creates a temporary Nae'Em (Cae'Em).

Requires full skull and a jawbone. Max of 5 questions within the rollout time.

Spell will interpret older languages to the current common language.

Ring w/Crystal
Truthseer



ENHANCEMENTS: 4

Find-Hide-Reveal

[illegible][illegible]

Food-Water

[illegible]

-Strumos

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4	Improve Food		4 pts	1 Square	4 Meals	10 Minutes	1 Hour		



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.

Ring w/Crystal	o
Duration = 1 day	

ENHANCEMENTS: 7

Health-Life-Death

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1	Basic Healing		4 pts	2 Squares	1 Target	Initiative	Permanent		



When assisting a Nae'Emed fighter use range of 8 sqs
Heal 2d6 + ACU Bonus. If helping a partner Fighter range is 8 sqs.
The caster's hands glow and direct the healing to a wound.
When assisting a Nae'Emed fighter use range of 8 sqs

CREATE:	o
Draught Of Health	
Ring w/Crystal	o
Min Roll 7	

ENHANCEMENTS: 6

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1	Forced Heal 1d6 HP (+more)		4 pts	1 Square	1 Target	Initiative	Permanent		



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 next steps fail.
Lastly, apply the full healing time two (x2) to the target.
This becomes more powerful (and more costly) with the Enhancements.

Ring w/Crystal	o
Fragility Save - 1 Column	

ENHANCEMENTS: 8

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2	Heal Sickness		4 pts	2 Squares	1 Target	1 Minute	Instant		

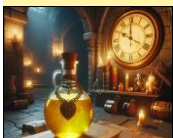


Sparks surround the sick person and they glow with a yellow light.
Use Targets Health Save. Use Frailty Scale.
- Does allow target to roll a Health Save at one column lower than normal.
- Does allow target to roll the save right away (vs waiting for start of day).
- Does allow repeated spells to bring the target from Sickness III to no sickness.

CREATE:	o
Cure Sickness	
NO FOCUS USE	

ENHANCEMENTS: 6

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4	Delayed Healing 2d6		4 pts	2 Squares	1 Creature	2 Minutes	4 Hours		



Barely visible yellow specks float around the person the caster is healing.
Delayed Heal - up to 4 hrs (+2d6 HP)
Yellow sparks float around the person the caster is healing.
1 per creature, but 99 (Stack) can be made.

CREATE:	o
- No creations. Usable only as a	
Ring w/Crystal	o
Duration reset to 1 week.	

ENHANCEMENTS: 7

LEVEL	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
4	Slow Healing		4 pts	2 Squares	2 Creatures	10 Minutes	8 Hours		Healing continues



Barely visible yellow specks float around the person the caster is healing.
10 HP per undisturbed Hour. MUST SAVE EVERY HOUR TO CONTINUE.
heal a creature of the caster's choosing for 10 HP/hr.
Maximum of 4 hours per creature.
Save every hour. Failed Save ends spell.

Ring w/Crystal	o
+ 2 HP / Hr	

ENHANCEMENTS: 7

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
5	Repair A Dead Body		8 pts	1 Square	1 Target	30 Minutes	Permanent		Repair done



The body is wrapped in bright yellow lights for the entire roll out.
The body is left as whole as much as possible, based on how much of the body remains.
All wounds are cleaned inside and out.
All wounds are physically closed up with enough
minor healing to ensure there are not holes or openings.

Ring w/Crystal	o
Range = 8 Sqs	

ENHANCEMENTS: 5

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6	Common Healing		8 pts	Touch	1 Creature	Initiative	Instant		








Barely visible force grows at casters feet & fades.
Heal 2d8 + ACU Bonus. If helping a partner Fighter range is 8 sqs.
Yellow sparks float around the person the caster is healing. (Potion of Milky Yellow Liquid)

CREATE:	o
Draught Of Health	
Ring w/Crystal	o
+1d4 HP	



ENHANCEMENTS: 4



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LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
7	Electrifying Sickness Cleanse		8 pts	Touch	1 Creature	8 Hours	Permanent		No Sickness	
										
Golden sparks move from the caster to the recipient. Creature cleared of Sickness. but very uncomfortable. Does make the caster immunue to getting any Sickness for the rollout. Creature must pass Save.										
Ring w/Crystal COL -1 										
ENHANCEMENTS: 8										



LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
8	Extra Healing		8 pts	Touch	1 Creature	Initiative	Instant			
										
Yellow sparks float around the person the caster is healing. Heal 3d8 + ACU Bonus Yellow sparks float around the person the caster is healing.										
CREATE: - No creations. Usable only as a										
Ring w/Crystal +4 HP 										
ENHANCEMENTS: 4										

Personal-Connections



LEVEL	NAE'EM	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2	Connect With A Fighter		4 pts	PMP	1 Recipient	2 Days	Permanent			
										
Caster surrounds a Fighter with a bright yellow glow. Permanent mental bond allows either party to initiate and/or accept. Each person must be within the same PMP to communicate. Arcane (Ancient Magic) will erase the bonding. This spell will only support 2 (See Stack) connections to Fighters.										
Ring w/Crystal Healing through Nae'Em 										
ENHANCEMENTS: 3										





LEVEL	NAE'EM	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3	Connect To A House		4 pts	PMP	Nae'Em	4 Days	Permanent			
										
Caster surrounds a House member with a bright yellow glow. Permanent mental bond allows either party to initiate and/or accept. Each person must be within the same PMP to communicate. Arcane (Ancient Magic) will erase the bonding. This spell will only support 2 (See Stack) connections to Fighters.										
NO FOCUS USE 										
ENHANCEMENTS: 3										

LEVEL	NAE'EM	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6	Create a Vae'Em Location.		8 pts	1 Square	1 Square	4 Hours	Permanent			
										
Caster concentrates to create a connection with a one square area. 2 hours to cast, 1 minute open. Caster must enter first. GM Saves for accuracy. Failed Save means caster steps thru to a misdirected location. All misdirected locations are safe to walk through.										
NO FOCUS USE										
ENHANCEMENTS: 3										


LEVEL	NAE'EM	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
7	Create Permanent Nae'Em		12 pts	Touch	1 Recipient	4 Days	Permanent			
										
Bright yellow ribbons encircle the recipient. Permanent mental bond allows either party to initiate and/or accept. Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding. This spell will only support 3 (See Stack) connections to another person.										
Ring w/Crystal SKL:>05 										
ENHANCEMENTS: 1										

Shelter-Rest-Protection


LEVEL	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
2	Feather Bed		4 pts	Touch	1x2 Sqs	2 Minutes	12 Hours			
										
Yellow sparks trace the shape as it creates a rope bed. A feather bed appear. Can fit 2 persons. Does continue even once the caster is out cold, asleep, etc...										
Ring w/Crystal AOE = 2 										
ENHANCEMENTS: 4										

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
2	Sleep		4 pts	4 Squares	1 Target	1 Minute	1d6 Hours		Heavy Sleep	
										
Inactive persons. Save: pass = 1d6 hrs. Fail = Light sleep. Encourages a Target to fall asleep. Anywhere from 1 to 6 Hours. Save fail means Target falls into a light sleep. Save pass means the GM rolls a d6 to see how long the Target remains asleep. Once a target is asleep they cannot wake themselves.										
Ring w/Crystal Col +1 										
SAME SPELL WILL COUNTER. 										
ENHANCEMENTS: 6										


-Strumos

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5	Quarantine Isolation		8 pts	4 Squares	1x2 Squares	1 Hour	1 Day		
 <p>Barely visible tan colored sparks Surround The AOE For The Duration. Gives a sick/diseased person a better Save column on Frailty chart. No spreading of a contagion is likely when using this.</p>									
Ring w/Crystal AOE x2									

ENHANCEMENTS: 7


LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 4		
7 Deep Doze			8 pts	Touch	1 Ctr/Tier	10 Minutes	4 Hours			Wakes up	
	<p>Magenta flames extend from the Caster's hand to the recipient. Full night's rest in 1 shift (4 Hours) instead of 2 (8 Hours). During the 4 hours the recipient is not able to wake. After the 4 hours recipient is reinvigorated. Does not overcome negative HP or SP.</p>										
	Ring w/Crystal Dim night light.									ENHANCEMENTS: 3	

ENHANCEMENTS: 3

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
7	Strumos Waystation		8 pts	4 Squares	3x3 Squares	1 Minute	12 Hours		
<div><p>Caster creates a waystation that looks normal in most respects. 3x3 Sqs platform that protects from some weather Has center area for fires and 4 posts supporting a flat roof.</p></div> <div>Ring w/Crystal Canvass walls</div>									




ENHANCEMENTS: 5

Travel-Planes


LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 4 Correct location
7	Astral Portal To Known Location			8 pts	1 Square	1 Square	2 Hours	1 Minute		
 <p>Golden sparks creates a portal through the astral plane to a destination. 2 hours to cast, 1 minute open. Caster must enter first. GM Saves for accuracy. Failed Save means caster steps thru to a misdirected location. All misdirected locations are safe to walk through.</p>										
Ring w/Crystal Col -1										

ENHANCEMENTS: 6

Travel-PMP


LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3	Strumos Run		4 pts	Self	Caster	5 Minutes	4 Hours		
 <p>Caster is able to run as fast as a horses canter for the duration. 1.5 times travel through a PMP. Caster avoids objects like normal. Can carry items and small pets.</p>									
CREATE:									
Potion Of Speed Boost									
Ring w/Crystal									
Move x2									
SAME SPELL WILL COUNTER.									

ENHANCEMENTS: 4


LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6	Increase Nae'Em Fighter Movement		8 pts	2 Squares	1 Creatures	Initiative	1 Hour		
<div></div> <p>Target can move faster in normal conditions. +2 Move. Does work for base traveling during battle. Walking, Swimming, Flight. Does NOT allow casting on the caster AND a creature. Stack of 1.</p>									
<div>CREATE:</div> <div>Potion Of Speed Boost</div> <div>Ring w/Crystal</div> <div>Move+2 Sqs</div>									

ENHANCEMENTS: 5

Utility-

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1	Arcane Light with Class Hue		4 pts	Self	Varies	Initiative	4 Hours		
<div><p>With a twirling of the fingers the caster brings about light! No Focus = Candle power. With Focus caster can set power. This spell does stay fixed in relation to the caster, right above them. Use a Focus item for control of light brightness.</p></div>									
<div>CREATE:<div>Astral Candle Light Powder</div><div>Ring w/Crystal</div><div>Brighter by Tier</div><div>SAME SPELL WILL COUNTER.</div></div>									

ENHANCEMENTS: 7

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5	Arlo's Astral Storage			8 pts	1 Square	1 Square	2 Minutes	Permanent		
 <p>The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the ca Open or Close storage. No magic or metal or crystals The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the caster sees the items within.</p>										
Ring w/Crystal +5 items										

ENHANCEMENTS: 4