



















# -Strumos

## Battle-Actions

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
569-1									
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 ENHANCEMENT(S) 0 COUNTER(S)
567-1									
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 ENHANCEMENT(S) 0 COUNTER(S)
571-1									
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 ENHANCEMENT(S) 0 COUNTER(S)
570-1									
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 ENHANCEMENT(S) 0 COUNTER(S)
564-1									
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 ENHANCEMENT(S) 0 COUNTER(S)

## Battle-Defense

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
NAE'EM									
286-1									
3	Protect Fighter vs	Ranged/Thrown	4 pts	8 Squares	1 Recipient	10 Minutes	Initiative	none	1
	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 7 ENHANCEMENT(S) 0 COUNTER(S)
436-1									
8	Circle of Protection vs	Undead	8 pts	Self	3 Square Radius	5 Rounds	Initiative	RM Tier	1
	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 4 ENHANCEMENT(S) 1 COUNTER(S)
449-1									
10	Astral Mental Shield		12 pts	Self	Self	4 Hours	2 Minutes	RM 2	99
	Barely visible flaxen colored sparks surround the caster Protection from astral influence while in the Astral Plane. Astral plane is a mental plane and as such attacks are generally mental. This inhibits Astral attacks. Save vs Astral = RM:2. AC bonus +2.								 Ring w/Crystal Total AC Bonus +4 5 ENHANCEMENT(S) 1 COUNTER(S)
448-1									
10	Charged Fence - Two Sides		12 pts	6 Squares	2 - 9 Sqs	5 Rounds	Initiative	RM 3	99
	Barely visible flaxen colored sparks create a two-sided wall around the caster. Two 3 sqs walls that is 2 sqs high blocking anyone trying to pass. Save to break through. If a person makes it through that does NOT leave a hole. 3d6 electric damage when touched.								 Ring w/Crystal Invisible Wall 5 ENHANCEMENT(S) 1 COUNTER(S)

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LEVEL

453-1

COST

12 pts

RANGE

Touch

AREA OF EFFECT

3 Sq Radius

DURATION

4 Hours

ROLL OUT

10 Mintes

SAVING THROW

SKL

2

STACK

1



Drawn 3 sq radius circle glows then fades. Caster Save to banish a creature. Returns Astral creatures to their home plane. The caster rolls a Save. Creature lands in a random location within the Astral plane. Spell continues until end of duration regardless of number of creatures/save.

6

ENHANCEMENT(S)

1

COUNTER(S)

LEVEL

454-1

COST

12 pts

RANGE

Touch

AREA OF EFFECT

3 Sq Rad Circle

DURATION

4 Hours

ROLL OUT

10 Minutes

SAVING THROW

BRU

3

STACK

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.

Ring w/Crystal  
BRU:>95

4

ENHANCEMENT(S)

1

COUNTER(S)

LEVEL

330-1

COST

4 pts

RANGE

4 Squares

AREA OF EFFECT

1 Square

DURATION

1 Round

ROLL OUT

Initiative

SAVING THROW

HTH

2

STACK

99



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.

6

ENHANCEMENT(S)

0

COUNTER(S)

LEVEL

269-1

COST

4 pts

RANGE

Self

AREA OF EFFECT

4 sq Triangle

DURATION

5 Rounds

ROLL OUT

2 Rounds

SAVING THROW

RM

1

STACK

0



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 did Save have no visual issues. Failed saves create issues seeing clearly. Penalties: Init & ToHIT -2.

Ring w/Crystal  
Dur= 4 Rds

7

ENHANCEMENT(S)

1

COUNTER(S)

LEVEL

261-1

COST

4 pts

RANGE

8 Squares

AREA OF EFFECT

1 Square

DURATION

Instant

ROLL OUT

Initiative

SAVING THROW

none

STACK

99



Sparkling flaxen colored sparks race directly to the target, zapping them. (No ToHIT) Direct damage of 1d8+ACU on 1 sq. +2 damage if non-Adamantine armor. Sparks race to the target without any arc or lobbing. No ToHit or Save required.

Ring w/Crystal  
+4 Damage

5

ENHANCEMENT(S)

0

COUNTER(S)

LEVEL

295-1

COST

4 pts

RANGE

4 Squares

AREA OF EFFECT

1 Mark

DURATION

2 Rounds

ROLL OUT

Initiative

SAVING THROW

SKL

2

STACK

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.

Ring w/Crystal  
Dmg set at 5 pts

7

ENHANCEMENT(S)

2

COUNTER(S)

LEVEL

432-1

COST

8 pts

RANGE

10 Squares

AREA OF EFFECT

Direct Line

DURATION

Instant

ROLL OUT

Initiative

SAVING THROW

none

STACK

99



Sparks travel from the caster's hand directly towards the target. (ToHIT Required) Damage of 1d8 + ACU on 3 in row. +1d8 damage if non-Adamantine armor. Sparks travel for 3 squares in a direct row. 1st square of row must be within Range.

Ring w/Crystal  
+4 Dmg

7

ENHANCEMENT(S)

1

COUNTER(S)

LEVEL

566-1

COST

12 pts

RANGE

20 Squares

AREA OF EFFECT

1 Spell

DURATION

Instant

ROLL OUT

Initiative

SAVING THROW

SKL

3

STACK

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

12 pts

RANGE

8 Squares

AREA OF EFFECT

1 Target

DURATION

1 Round

ROLL OUT

Initiative

SAVING THROW

RM

3

STACK

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.

Ring w/Crystal  
Knockback w/ RM:3

2







ENHANCEMENT(S)

0




COUNTER(S)

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## Battle-Prep

LEVEL		256-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>1 Camp Perimeter Shock</b>			4 pts	Touch	3x3 Sq	8 Hours	2 Minutes	SNS 2	1
<p>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.</p>									 4 ENHANCEMENT(S) 2 COUNTER(S)
LEVEL		471-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>2 Triggered Forced Healing</b>			4 pts	Self	Caster	3 Days	1 Hour	none	1
<p>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.</p>									 4 ENHANCEMENT(S) 1 COUNTER(S)
LEVEL	NAE'EM	437-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>8 Raise Nae'Em Fighter Str +1</b>			8 pts	Touch	1 Fighter	1 Hour	2 Minutes	none	2
<p>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.</p>									 7 ENHANCEMENT(S) 0 COUNTER(S)


## Find-Hide-Reveal

LEVEL		893-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>5 Detect Magic</b>			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		588-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>10 Counter: Block Scrying</b>			12 pts	Touch	4 x 4 Squares	1 Hour	Initiative	SKL 2	1
<p>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.</p>									0 ENHANCEMENT(S) 0 COUNTER(S)

## Food-Water

LEVEL		246-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>1 Draw Up Ground Water</b>			4 pts	Touch	2 Skins/Tier	Permanent	5 Minutes	none	99
<p>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.</p>									 2 ENHANCEMENT(S) 0 COUNTER(S)
LEVEL		306-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>4 Improve Food</b>			4 pts	1 Square	4 Meals	1 Hour	10 Minutes	none	99
<p>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.</p>									 7 ENHANCEMENT(S) 0 COUNTER(S)

## Health-Life-Death

LEVEL		252-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>1 Basic Healing</b>			4 pts	2 Squares	1 Target	Permanent	Initiative	none	99
<p>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</p>									Ring w/Crystal Min Roll 7 6 ENHANCEMENT(S) 1 COUNTER(S)

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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.

 Ring w/Crystal  
Fragility Save - 1 Column  
8 ENHANCEMENT(S)  
1 COUNTER(S)

LEVEL

277-1

COST

RANGE

AREA OF EFFECT

DURATION

ROLL OUT

SAVING THROW

STACK

2

Heal Sickness

4 pts

2 Squares

1 Target

Instant

1 Minute

none

0



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.

6 ENHANCEMENT(S)  
1 COUNTER(S)

LEVEL

301-1

COST

RANGE

AREA OF EFFECT

DURATION

ROLL OUT

SAVING THROW

STACK

4

Delayed Healing 2d6

4 pts

2 Squares

1 Creature

4 Hours

2 Minutes

none

99



Yellow sparks 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.

 Ring w/Crystal  
Duration reset to 1 week.  
7 ENHANCEMENT(S)  
1 COUNTER(S)

LEVEL

876-1

COST

RANGE

AREA OF EFFECT

DURATION

ROLL OUT

SAVING THROW

STACK

4

Repair A Dead Body

4 pts

1 Square

1 Target

Perm

30 Minutes

SKL

2

1



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.

5 ENHANCEMENT(S)  
0 COUNTER(S)

LEVEL

374-1

COST

RANGE

AREA OF EFFECT

DURATION

ROLL OUT

SAVING THROW

STACK

4

Slow Healing

4 pts

2 Squares

2 Creatures

8 Hours

10 Minutes

SKL

2

3



Yellow sparks 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  
+ 2 HP / Hr  
7 ENHANCEMENT(S)  
1 COUNTER(S)

LEVEL

365-3

COST

RANGE

AREA OF EFFECT

DURATION

ROLL OUT

SAVING THROW

STACK

6

Common Healing

8 pts

Touch

1 Creature

Instant

Initiative

none

99



Barely visible brown roots Grow At The Casters Feet Then Fades. (treats for the animal to ea  
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)

Ring w/Crystal  
+1d4 HP  
4 ENHANCEMENT(S)  
1 COUNTER(S)

LEVEL

794-1

COST

RANGE

AREA OF EFFECT

DURATION

ROLL OUT

SAVING THROW

STACK

7

Electrifying Sickness Cleanse

8 pts

Touch

1 Creature

Permanent

8 Hours

SKL

2

99



Golden sparks move from the caster to the recipient.  
Creature cleared of Sickness. but very uncomfortable.  
Does make the caster immune to getting any Sickness for the rollout.  
Creature must pass Save.

 Ring w/Crystal  
COL -1  
8 ENHANCEMENT(S)  
1 COUNTER(S)

LEVEL

312-3

COST

RANGE

AREA OF EFFECT

DURATION

ROLL OUT

SAVING THROW

STACK

8

Extra Healing

8 pts

Touch

1 Creature

Instant

Initiative

none

99



Yellow sparks float around the person the caster is healing.  
Heal 3d8 + ACU Bonus  
Yellow sparks float around the person the caster is healing.

Ring w/Crystal  
+4 HP  
4 ENHANCEMENT(S)  
1 COUNTER(S)

LEVEL

278-2

COST

RANGE

AREA OF EFFECT

DURATION

ROLL OUT

SAVING THROW

STACK

9

Heal Disease

12 pts

2 Squares

1 Target

Permanent

8 Hours

SKL

2

99



Golden sparks move from the caster to the recipient and hover.  
Creature cleared of Disease. but very uncomfortable.  
Does make the caster immune to getting THIS disease for the rollout.  
Creature must pass Save.

Ring w/Crystal  
Col -1  
6 ENHANCEMENT(S)  
1 COUNTER(S)



# -Strumos

LEVEL

NAE'EM

451-3

COST

12 pts

RANGE

2 Squares

AREA OF EFFECT

1 Target

DURATION

Permanent

ROLL OUT


Initiative

SAVING THROW

none

STACK

99



Yellow sparks float around the person the caster is healing.

4d6+2 healed

Yellow sparks float around the person the caster is healing.

Ring w/Crystal

+1d4 HP

6 ENHANCEMENT(S)

1 COUNTER(S)

LEVEL

NAE'EM

447-1

COST

48 pts

RANGE

Touch

AREA OF EFFECT

1 Body

DURATION

Permanent

ROLL OUT

8 Hrs

SAVING THROW

HTH

STACK

99



Sparks surround then converge on the fallen body.

Revive creature that's been dead less than 25 hrs and passes the Save.

This spell restores a fallen creature to -4 HP.

Ring w/Crystal

Health at 10 HP.

5 ENHANCEMENT(S)

1 COUNTER(S)

LEVEL

NAE'EM

398-3

COST

12 pts

RANGE

2 Squares

AREA OF EFFECT

1 Creature

DURATION

Permanent

ROLL OUT

Instant

SAVING THROW

none

STACK

99



Yellow sparks surround the wounded person.

Heal 4d6+6

Yellow sparks surround the wounded person.

Ring w/Crystal

+1d4 HP

5 ENHANCEMENT(S)

0 COUNTER(S)

LEVEL

NAE'EM

397-1

COST

12 pts

RANGE

6 Squares

AREA OF EFFECT

1 Target

DURATION

Permanent

ROLL OUT

Initiative

SAVING THROW

none

STACK

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)

LEVEL

NAE'EM

335-1

COST

12 pts

RANGE

1/2 Mark

AREA OF EFFECT

1 Square

DURATION

1 Hour

ROLL OUT


Initiative

SAVING THROW

none

STACK

1



Caster summons a human-shaped creation made of bright yellow ribbons.

Glowing Ribbon Youngster. (15 HP and 10 AC)

Caster summons a vision of a youth creature same race as caster.

NOT A LIVING CREATURE.

Helper made of bright yellow ribbons.

Ring w/Crystal

Heal Conduit

4 ENHANCEMENT(S)

1 COUNTER(S)

LEVEL

NAE'EM

283-1

COST

4 pts

RANGE

15 Marks

AREA OF EFFECT

1 Recipient

DURATION

Permanent

ROLL OUT

4 Hours

SAVING THROW

none

STACK

1



The caster focuses on creating and establishing a mental connection with the acolyte, which allows them to communicate.

No visual indicator.

Must spend 4 hours with the acolyte to get to know them for the connection to work.

'Acolyte' is a creature same class but lower level than caster.

Ring w/Crystal

Dur=20

6 ENHANCEMENT(S)

0 COUNTER(S)

LEVEL

NAE'EM

370-1

COST

8 pts

RANGE

1 Square

AREA OF EFFECT

3 Squares

DURATION

15 Minutes

ROLL OUT

5 Rounds

SAVING THROW

SKL

STACK

1



The caster draws a 2-Sqrs diameter summoning circle and puts a memento of the dead person in Speak with Dead. Ritual requires a Nae'Em connection and an item.

The caster draws a 2-Sqrs diameter summoning circle and puts a memento of the dead person in the centre.

Dead must be in a proper grave with a marker.

Ring w/Crystal

SKL:1

6 ENHANCEMENT(S)

0 COUNTER(S)

LEVEL

NAE'EM

309-3

COST

8 pts

RANGE

Touch

AREA OF EFFECT

1 Recipient

DURATION

Permanent

ROLL OUT

3 Days

SAVING THROW

SKL

STACK

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.

Ring w/Crystal

SKL:>05

1 ENHANCEMENT(S)

0 COUNTER(S)

LEVEL

NAE'EM

627-3

COST

36 pts

RANGE

Touch

AREA OF EFFECT

1 Item

DURATION

Permanent

ROLL OUT

3 Days

SAVING THROW

RM

STACK

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.


Ring w/Crystal


No current Focus Item.

5 ENHANCEMENT(S)

1 COUNTER(S)

# -Strumos

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
 <p>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.</p> <p>2 ENHANCEMENT(S) 1 COUNTER(S)</p>									

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
 <p>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.</p> <p>6 ENHANCEMENT(S) 0 COUNTER(S)</p>									

## Shelter-Rest-Protection

LEVEL

273-1

COST

RANGE

AREA OF EFFECT

DURATION

ROLL OUT

SAVING THROW

STACK

2 Feather Bed

4 pts

Touch


1x2 Sqs

12 Hours


2 Minutes

none

3



Faint yellow sparks trace the shape of a bed and fade away.  
A feather bed appear.  
Can fit 2 persons.  
Does continue even once the caster is out cold, asleep, etc...






Ring w/Crystal

AOE = 2


4 ENHANCEMENT(S)

1 COUNTER(S)





LEVEL	557-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5	Quarantine Isolation	8 pts	4 Squares	1x2 Squares	1 Day	1 Hour	none	99
		<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> <div><div></div>Ring w/Crystal AOE x2</div> <div>7 ENHANCEMENT(S) 1 COUNTER(S)</div>						



LEVEL	431-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
7	Strumos Waystation	8 pts	4 Squares	3x3 Squares	12 Hrs	1 Minute	none	1
<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><div></div><div>Ring w/Crystal Canvass walls</div><div><div>5</div><div>ENHANCEMENT(S)</div></div><div><div>1</div><div>COUNTER(S)</div></div></div>								



## Tae'Em-Thing

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
 <p>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.</p> <p>Ring w/Crystal none 7 ENHANCEMENT(S) 0 COUNTER(S)</p>									



## Travel-Planes

LEVEL	248-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3	Strumos Run	4 pts	Self	Caster	4 Hours	5 Minutes	none	1
<div><div></div><div><p>Sparks form a circle around the caster. 1.5 times travel through a PMP. Caster avoids objects like normal. Can carry items and small pets.</p><div><div></div><div></div></div></div></div> <div><div></div><div><p>Ring w/Crystal Move x2</p><div><div>4</div><div>ENHANCEMENT(S)</div></div><div><div>1</div><div>COUNTER(S)</div></div></div></div>								



LEVEL	352-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
6	Increase Nae'Em Fighter Movement	8 pts	2 Squares	1 Creatures	1 Hour	Initiative	none	1
<div><div></div><div><p>Target can move faster in normal conditions. +2 Move. Potion Of Martail Speed. BUY:25 GP.</p><ul style="list-style-type: none"><li>- Fighters Movement +2 for normal walk/fly/swim.</li><li>- Honey, Viper Snake Scales, Veggie Oil. 20 Min.</li><li>- Kitchen/Lab. Creation SP: x3 spell cost.</li></ul></div></div> <div><div></div><div><p>Ring w/Crystal Move+2 Sqs</p><div><div>5</div><div>ENHANCEMENT(S)</div></div><div><div>0</div><div>COUNTER(S)</div></div></div></div>								



LEVEL	608-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
10	PMP Projection	12 pts	Self	PMP	4 Hours	20 Minutes	none	99
<div><p>Colored sparks form a profile which becomes the image of the caster. The casters Astral image is able to take a ghostly form and watch living creatures. Only can see living creatures, nothing that is not sentient. Caster will seem ghostly to the creatures and vice sa versa.</p></div> <div><div> Ring w/Crystal Move=18</div><div><div>4</div>ENHANCEMENT(S) <div>1</div>COUNTER(S)</div></div>								


# -Strumos



LEVEL		452-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
11	Astral Plane Projection		12 pts	Self	Astral Plane	4 Hours	20 Minutes	none	99
	<p>The caster focuses, then creates a glowing astral projection in the astral plane. HP = Acumen bonus x2. AC = Acumen bonus x3. Movement = 1/2 Spell Points. Disrupt Images spell does a flat 40 HP of damage. Interaction with the Astral world is 100% dependant of the caster's Awareness. If image in the Astral Plane is destroyed or dies the char in PMP is at -8 HP.</p>								 Ring w/Crystal HP x2 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
	<p>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</p>								 Ring w/Crystal Brighter by Tier 7 ENHANCEMENT(S) 1 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. - Creates a dark shade for 20 minutes. - Ginger Oil, Grave Dirt. Sand, Fine Grit. - Kitchen/Lab. Creation SP: x3 spell cost.</p>								 Ring w/Crystal Brighter by Tier 7 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL	NAE'EM	338-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5	Arlo's Astral Storage		8 pts	1 Square	1 Square	10 Minutes	2 Minutes	none	1
	<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 4 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>								 Ring w/Crystal Rollout Halved. 6 ENHANCEMENT(S) 0 COUNTER(S)	

## Vae'Em-Venue Site

LEVEL		343-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
7	Astral Portal		8 pts	1 Square	1 Square	1 Minute	2 Hour	SKL	4	1
	<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 7 ENHANCEMENT(S) 0 COUNTER(S)		

LEVEL	NAE'EM	435-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
8	Summon Nisse Vae'Em		8 pts	Self	8x8x8 Sqs	1 Day	5 Minutes	SKL	1	1
	<p>The caster summons a small gnome-like familiar.</p> <p>A creature that can be seen with ultra violet light.</p> <p>The caster summons a small gnome-like familiar.</p>							<p>Ring w/Crystal</p> <p>Named Nisse</p> <p>8 ENHANCEMENT(S)</p> <p>0 COUNTER(S)</p>		