-Strumos

Battle-Defense

LEVEL	NAE'EM		286-1	COST	RANGE	AREA OF EFFECT	DURATION ⏳	ROLL OUT ◷	SAVING THROW		STACK
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)

LEVEL			436-1	COST	RANGE	AREA OF EFFECT	DURATION 5️⃣	ROLL OUT ◷	SAVING THROW 🎯		STACK
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)

Battle-Offense

LEVEL			330-1	COST	RANGE	AREA OF EFFECT	DURATION ⚔	ROLL OUT ◷	SAVING THROW 🎯		STACK
1 Cause Illness				4 pts	4 Squares	1 Square	1 Round	Initiative	HTH	2	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	RANGE	AREA OF EFFECT	DURATION 5️⃣	ROLL OUT ◷	SAVING THROW 🎯		STACK
2 Barbed Sparks				4 pts	Self	4 sq Triangle	5 Rounds	2 Rounds	RM	1	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	RANGE	AREA OF EFFECT	DURATION 💥	ROLL OUT ◷	SAVING THROW		STACK
2 Electric Zap				4 pts	8 Squares	1 Square	Instant	Initiative	none		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	RANGE	AREA OF EFFECT	DURATION 4️⃣	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.

🔵 Ring w/Crystal
Dmg set at 5 pts
7   ENHANCEMENT(S)
2   COUNTER(S)

LEVEL			432-1	COST	RANGE	AREA OF EFFECT	DURATION 💥	ROLL OUT ◷	SAVING THROW		STACK
8 Static Bolt				8 pts	10 Squares	Direct Line	Instant	Initiative	none		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)

Battle-Prep

LEVEL			256-1	COST	RANGE	AREA OF EFFECT	DURATION 🕐	ROLL OUT ⏳	SAVING THROW 🎯		STACK
1 Camp Perimeter Shock				4 pts	Touch	3x3 Sq	8 Hours	2 Minutes	SNS	2	1

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
4   ENHANCEMENT(S)
2   COUNTER(S)

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.

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

-Strumos

8 Raise Nae'Em Fighter Str +1

	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
	8 pts	Touch	1 Fighter	1 Hour	2 Minutes	none		2

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
2 Hrs
7 ENHANCEMENT(S)
0 COUNTER(S)

Find-Hide-Reveal

5 Detect Magic

	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
	8 pts	2 Squares	1 item	Instant	5 Minutes	RM	2	1

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.

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

Food-Water

1 Draw Up Ground Water

	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	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.

Ring w/Crystal
+2 Skins extra
2 ENHANCEMENT(S)
0 COUNTER(S)

4 Improve Food

	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	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.

Ring w/Crystal
Duration = 1 day
7 ENHANCEMENT(S)
0 COUNTER(S)

Health-Life-Death

1 Basic Healing

	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	4 pts	2 Squares	1 Target	Permanent	Initiative	none	99

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

Ring w/Crystal
Min Roll 7
6 ENHANCEMENT(S)
1 COUNTER(S)

1 Forced Heal 1d6 HP (+more)

	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	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)

2 Heal Sickness

	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	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)

4 Delayed Healing 2d6

	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	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)

4 Repair A Dead Body

	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
	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)

-Strumos

4 Slow Healing
LEVEL 374-1

	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
	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)

6 Common Healing
LEVEL 365-3

	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	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)

7 Electrifying Sickness Cleanse
LEVEL 794-1

	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
	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 immunue to getting any Sickness for the rollout.
Creature must pass Save.

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

8 Extra Healing
LEVEL 312-3

	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	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)

Nae'Em-People

3 Create Temp Nae'Em w/ Acolyte
LEVEL NAE'EM 283-1

	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	4 pts	15 Marks	1 Recipient	Permanent	4 Hours	none	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)

6 Speak With The Resting Dead
LEVEL NAE'EM 370-1

	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
	8 pts	1 Square	3 Squares	15 Minutes	5 Rounds	SKL	2	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)

7 Create Permanent Nae'Em
LEVEL NAE'EM 309-3

	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
	8 pts	Touch	1 Recipient	Permanent	3 Days	SKL	1	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)

Shelter-Rest-Protection

2 Feather Bed
LEVEL 273-1

	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	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)

5 Quarantine Isolation
LEVEL 557-1

	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	8 pts	4 Squares	1x2 Squares	1 Day	1 Hour	none	99

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.

Ring w/Crystal
AOE x2
7 ENHANCEMENT(S)
1 COUNTER(S)

-Strumos

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

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.

Ring w/Crystal
Canvass walls
5   ENHANCEMENT(S)
1   COUNTER(S)

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

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.

Ring w/Crystal
Move x2
4   ENHANCEMENT(S)
1   COUNTER(S)

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

Target can move faster in normal conditions. +2 Move.
Potion Of Martail Speed.   BUY:25 GP.
   - Fighters Movement +2 for normal walk/fly/swim.
   - Honey, Viper Snake Scales, Veggie Oil. 20 Min.
   - Kitchen/Lab.   Creation SP: x3 spell cost.

Ring w/Crystal
Move+2 Sqs
5   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

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

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.

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

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.

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

Bright Orange ribbons float to the object/person and fade as they surround them.
Caster attempts to locate clues to find a True Name.

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

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.

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

The caster summons a small gnome-like familiar.
 A creature that can be seen with ultra violet light.
The caster summons a small gnome-like familiar.

Ring w/Crystal
Named Nisse
8   ENHANCEMENT(S)
0   COUNTER(S)