

-Strumos

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Battle-Actions

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
9	12 pts	COUNTER: Remove Shelter	Ends Magical shelters.	20 Squares	1 Spell	Instant	Instant	SKL 3	99
10	12 pts	COUNTER: Block Healing	Save blocks a person using a healing spell.	20 Squares	1 Spell	Instant	Instant	SKL 3	99
10	12 pts	COUNTER: Remove Magic Defense	Ends a currently active defensive spell.	20 Squares	1 Spell	Instant	Instant	SKL 3	99
11	12 pts	COUNTER: Disrupt Images	Can dispell unreal visages.	20 Squares	1 Spell	Instant	Instant	SKL 2	99
12	12 pts	COUNTER: End Ongoing Damage	Counters ongoing damage that is damage over time.	10 Squares	1 Spell	Instant	Instant	SKL 4	99

Battle-Defense

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
3	4 pts	Protect Fighter vs Ranged/Thrown	Recipient gains +2 vs ranged/thrown attacks.	8 Squares	1 Recipient	10 Minutes	Initiative	none	1
8	8 pts	Circle of Protection vs Undead	Undead must Save to pass. Column = casters tier.	Self	3 Square Radius	5 Rounds	Initiative	RM Tier	1
10	12 pts	Astral Mental Shield	Save vs Astral = RM:2. AC bonus +2.	Self	Self	4 Hours	2 Minutes	RM 2	99
10	12 pts	Charged Fence - Two Sides	3d6 touch dmg. Save to pass through.	6 Squares	2 - 9 Sqs	5 Rounds	Initiative	RM 3	99
12	12 pts	Circle of Astral Expulsion	Caster Saves to expell a creature. Once cast range no issue.	Touch	3 Sq Radius	4 Hours	10 Mintes	SKL 2	1
12	12 pts	Circle of Containment	Creatures from exiting its area. Must Save to Exit.	Touch	3 Sq Rad Circle	4 Hours	10 Minutes	BRU 3	99

Battle-Offense

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
1	4 pts	Cause Illness	Targets 1 sq w/ No ToHIT. Dmg 1d4+ACU. Save vs Sickness	4 Squares	1 Square	1 Round	Initiative	HTH 2	99
2	4 pts	Barbed Sparks	Save vs Visual issues. Fail= Init & ToHIT -2.	Self	4 sq Triangle	5 Rounds	2 Rounds	RM 1	0
2	4 pts	Electric Zap	Dmg 1d8+ACU, If non-Adam armor +2 Dmg. No ToHIT or Save	8 Squares	1 Square	Instant	Initiative	none	99
4	4 pts	Conjure Native Beetles	Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d	4 Squares	1 Mark	2 Rounds	Initiative	SKL 2	2
8	8 pts	Static Bolt	Dmg 1d8 +ACU. Row of 3. Dmg +1d8 if non-Adamantine armo	10 Squares	Direct Line	Instant	Initiative	none	99
11	12 pts	COUNTER: Disrupt Perimeter	Counter spell disrupts Magical perimeters.	20 Squares	1 Spell	Instant	Initiative	SKL 3	99
12	12 pts	Class Power Attack	Class Bolt Dmg 4d10+ACU. Save for 1/2 dmg IF same class.	8 Squares	1 Target	1 Round	Initiative	RM 3	99
17	20 pts	Lightening Bolt	Dmg: 2d6+ACU. Non-Admn amor +6. Up to 4 targets in a row.	12 Squares	Direct Line	Instant	Initiative	AGL 2	99

Battle-Prep

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
1	4 pts	Camp Perimeter Shock	1d3 electric dmg. Save for no dmg. Crossing = zap sound.	Touch	3x3 Sq	8 Hours	2 Minutes	SNS 2	1
2	4 pts	Triggered Forced Healing	Dmg triggers 2d8 rolled. Dmg first, then 2x Healing.	Self	Caster	3 Days	1 Hour	none	1
8	8 pts	Raise Nae'Em Fighter Str +1	Raises the fighters Strength 1 point.	Touch	1 Fighter	1 Hour	2 Minutes	none	2

Find-Hide-Reveal

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
5	8 pts	Detect Magic	Magic=Candle. Mundane=None. Epic=Blinding, Save vs Blind.	2 Squares	1 item	Instant	5 Minutes	RM 2	1
10	12 pts	Counter: Block Scrying	GM rolls Save.	Touch	4 x 4 Squares	1 Hour	Initiative	SKL 2	1

Food-Water

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
1	4 pts	Draw Up Ground Water	Pull water from ground. 2 skins / Tier. 1 skin in dry areas.	Touch	2 Skins/Tier	Permanent	5 Minutes	none	99
4	4 pts	Improve Food	Food becomes nutritional.	1 Square	4 Meals	1 Hour	10 Minutes	none	99
15	16 pts	Create Food For A Family	2d12+10 meals w/ water.	Touch	1 Square	Permanent	5 Minutes	none	3

Health-Life-Death

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
1	4 pts	Basic Healing	Heal 2d6 +ACU. If helping a Nae'Emed Fighter range is 8 sqs.	2 Squares	1 Target	Permanent	Initiative	none	99

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End	1	4 pts	Forced Heal 1d6 HP (+more)	Roll dice. Apply as force damage. Apply x2 as healing.	1 Square	1 Target	Permanent	Initiative	none	1
	2	4 pts	Heal Sickness	Target can Save (@ - 1 Col) right away instead of morning.	2 Squares	1 Target	Instant	1 Minute	none	0
End	4	4 pts	Delayed Healing 2d6	Delayed Heal - up to 4 hrs (+2d6 HP). 1 per creature.	2 Squares	1 Creature	4 Hours	2 Minutes	none	99
	4	4 pts	Repair A Dead Body	Preps a body for funeral viewing.	1 Square	1 Target	Perm	30 Minutes	SKL 2	1
End	4	4 pts	Slow Healing	10 HP per undisturbed hr. MUST SAVE EVERY HOUR. Max 4	2 Squares	2 Creatures	8 Hours	10 Minutes	SKL 2	3
	6	8 pts	Common Healing	x	Touch	1 Creature	Instant	Initiative	none	99
End	7	8 pts	Electrifying Sickness Cleanse	1 pt damage, removes Sickness I, II, III (with Save).	Touch	1 Creature	Permanent	8 Hours	SKL 2	99
	8	8 pts	Extra Healing	x	Touch	1 Creature	Instant	Initiative	none	99
	9	12 pts	Heal Disease	2d8 pts damage, removes Disease I, II, III (with Save).	2 Squares	1 Target	Permanent	8 Hours	SKL 2	99
	11	12 pts	Heal 5d6+2 HP	x	2 Squares	1 Target	Permanent	Initiative	none	99
End	11	48 pts	Life Zap	Dead < 25 hrs & pass Save to be alive with -4 HP.	Touch	1 Body	Permanent	8 Hrs	HTH 3	99
	12	12 pts	Heal 5d6+6 HP	x	2 Squares	1 Creature	Permanent	Instant	none	99
End	12	12 pts	Ranged Forced Healing 2d8+2 HP	Roll 2d8+2. Dmg x1 then Heal x2	6 Squares	1 Target	Permanent	Initiative	none	99
	14	16 pts	Healing Bolt	1d2 Dmg. Then 6d6 Healing.	12 Squares	1 Creature	Permanent	Initiative	none	99
End	16	16 pts	Consecration of Corpse	Block animation and removes Nae'Ems.	1 Square	1 Corpse	Permanent	30 Minutes	none	99
	17	20 pts	Group Heal	3 persons minimum within AoE. 200 pts divided equally.	6 Squares	3 Sq Rad Circle	Permanent	20 Minutes	none	99

Illusion-Reality										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	9	12 pts	Young Helper	Helper can be far away but healing can be done through it.	1/2 Mark	1 Square	1 Hour	Initiative	none	1

Nae'Em-People										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	3	4 pts	Create Temp Nae'Em w/ Acolyte	Creates a permanent Nae'Em connection.	15 Marks	1 Recipient	Permanent	4 Hours	none	1
End	6	8 pts	Speak With The Resting Dead	x	1 Square	3 Squares	15 Minutes	5 Rounds	SKL 2	1
	7	8 pts	Create Permanent Nae'Em	A Willing person becomes connected to the caster.	Touch	1 Recipient	Permanent	3 Days	SKL 1	3
End	11	36 pts	Connect To An Arcane Focus Item	Creates connection between caster and a Arcane Focus Item.	Touch	1 Item	Permanent	3 Days	RM 3	99
	11	36 pts	Disconnect An Arcane Focus Item	Removes connection between all creatures and focus item.	Touch	Current Item	Permanent	20 Minutes	SKL 2	99
End	12	12 pts	Eavesdrop on Nae'Em Convo	Listen to a private convo. But give up the ability to see.	20 Sq Radius	1 Convo	5 Min/Tier	5 rounds	SKL 2	1
	13	16 pts	Summon Nae'Em	x	PMP	1 Nae'Em	2 Hours	10 Minutes	none	1
End	16	64 pts	Reveal True Name	This uses all the clues to find the True Name.	1 Square	1 Square	Permanent	12 Hours	none	99
	19	20 pts	Dead Spirit Conversation Circle	x	6 Squares	1 Spirit	10 Questions	10 Minutes	SKL 2	1
End	20	20 pts	Bring Back The Dead	Must be dead <20 years. Come back with 5 hp.	Touch	1 Corpse	Permanent	8 Hours	SKL 2	99

Shelter-Rest-Protection										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	2	4 pts	Feather Bed	A feather bed for 2 appears.	Touch	1x2 Sqs	12 Hours	2 Minutes	none	3
End	5	8 pts	Quarantine Isolation	Sick/Diseased/Poisoned get 1 column better. No spreading.	4 Squares	1x2 Squares	1 Day	1 Hour	none	99
	7	8 pts	Strumos Waystation	3x3 Sqs platform that protects from some weather	4 Squares	3x3 Squares	12 Hrs	1 Minute	none	1
End	13	16 pts	Astral Shed	Small shed outside... 5 rooms inside.	Touch	1x1x2 Sqs	8 Hours	1 Minute	none	1

Tae'Em-Thing										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	9	12 pts	Search for Arcane Focus Item	x	Self	1 Mark	4 Hours	1 Day	SKL 2	1
End	18	20 pts	Summon Astral Beast of Burden	x	8 Squares	2x2 Squares	1 Month	20 Minutes	SKL 2	3

Travel-Planes										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack

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3	4 pts	Strumos Run	1.5 times normal travel.	Self	Caster	4 Hours	5 Minutes	none	1
6	8 pts	Increase Nae'Em Fighter Movement	Target moves faster in normal conditions. +2 Move.	2 Squares	1 Creatures	1 Hour	Initiative	none	1
10	12 pts	PMP Projection	Astral Ghost-like: HP=50, AC=12/12, Move=12, no attacks.	Self	PMP	4 Hours	20 Minutes	none	99
11	12 pts	Astral Plane Projection	ACUMEN Bonus... x2=HP x3=AC. Movement=1/2 Spell Poin	Self	Astral Plane	4 Hours	20 Minutes	none	99

Utility-

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
1	4 pts	Arcane Light	Default Light: Candle light	Self	Varies	4 Hours	Initiative	none	99
3	4 pts	Shadow of the Magi	Darkness centered just above caster.	Self	Varies	Conc +4	Initiative	none	99
5	8 pts	Arlo's Astral Storage	x	1 Square	1 Square	10 Minutes	2 Minutes	none	1
8	16 pts	Find Clues To True Name	Use of this spell will reveal clues about a True Name.	4 Squares	1 Item	Permanent	2 Hours	RM 2	99

Vae'Em-Venue Site

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
7	8 pts	Astral Portal	GM Saves for accurate destination.	1 Square	1 Square	1 Minute	2 Hour	SKL 4	1
8	8 pts	Summon Nisse Vae'Em	x	Self	8x8x8 Sqs	1 Day	5 Minutes	SKL 1	1