






-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.						
					<div> Ring w/Crystal Total AC bonus:+4 7 ENHANCEMENT(S) 0 COUNTER(S)</div>						

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	ROLL OUT	SAVING THROW	STACK	
2	Barbed Sparks	4 pts	Self	4 sq Triangle	5 Rounds	2 Rounds	RM	1	0
		<p>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.</p>						<div> Ring w/Crystal Dur= 4 Rds 7 ENHANCEMENT(S) 1 COUNTER(S)</div>	

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
		<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> <div>5 ENHANCEMENT(S)</div> <div>0 COUNTER(S)</div>



LEVEL	295-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4	Conjure Native Beetles	4 pts	4 Squares	1 Mark	2 Rounds	Initiative	SKL	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)

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
		<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>							
		<div><div> Ring w/Crystal +1d3 Dmg</div><div><div>4</div>ENHANCEMENT(S) <div>2</div>COUNTER(S)</div></div>							

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)


Food-Water



LEVEL	246-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1	Draw Up Ground Water	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)


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LEVEL		306-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4	Improve Food		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



LEVEL		252-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1	Basic Healing		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)

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
		<p>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.</p>							 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
		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)	

Nae'Em-People



LEVEL		NAE'EM	283-1		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3		Create Temp Nae'Em w/ Acolyte			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)		

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)

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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
	<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>							 Ring w/Crystal Move 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)