


















-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)
LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
571-1									
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)
LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
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)
LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
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)
LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
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)
LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
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)
LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
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)
LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
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

STACK


2

1


12 Circle of Astral Expulsion


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LEVEL	823-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
17 Lightning Bolt		20 pts	12 Squares	Direct Line	Instant	Initiative	AGL 2	99
	Lightning travels from the caster's hand directly towards the target(s). Damage of 2d6 + ACU on 4 in row. +1d6 damage if non-Adamn armor. +4 damage with use of Focus ring. 1/2 damage if Save passed.						Ring w/Crystal +6 Dmg	3 ENHANCEMENT(S) 0 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)


LEVEL		NAE'EM		437-1		COST		RANGE		AREA OF EFFECT		DURATION		ROLL OUT		SAVING THROW		STACK	
8		Raise Nae'Em Fighter Str +1				8 pts		Touch		1 Fighter		1 Hour		2 Minutes		none		2	
				<p>Sparks cause the fighter to sparkle throughout the duration.</p> <p>Raise Fighter Str +1</p> <p>All adjustments to saves, initiatives, ToHITs are then applied.</p> <p>See stacking number to determine how many Nae'Em Fighters can be affected.</p> <p>One spell per creature, even if stack indicates more than 1.</p>															
				<div> Ring w/Crystal</div> <div>2 Hrs</div> <div>7 ENHANCEMENT(S)</div> <div>0 COUNTER(S)</div>															


Find-Hide-Reveal


LEVEL	893-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5 Detect Magic		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)

LEVEL	588-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
10 Counter: Block Scrying		12 pts	Touch	4 x 4 Squares	1 Hour	Initiative	SKL 2	1
	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.						0 ENHANCEMENT(S) 0 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)

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)

LEVEL	458-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
15 Create Food For A Family		16 pts	Touch	1 Square	Permanent	5 Minutes	none	3
	Barely visible golden sparks surround an area, before food and water appear. 2d12+10 meals. Simple hot meal and cool water.						Ring w/Crystal Improved taste & Wine	5 ENHANCEMENT(S) 0 COUNTER(S)

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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	
		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 immunue 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)		

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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 immunue to getting THIS disease for the rollout. Creature must pass Save.								Ring w/Crystal Col -1 6 ENHANCEMENT(S) 1 COUNTER(S)

LEVEL		451-3	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
11	Heal 5d6+2 HP		12 pts	2 Squares	1 Target	Permanent	Initiative	none	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	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
11	Life Zap		48 pts	Touch	1 Body	Permanent	8 Hrs	HTH 3	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		398-3	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
12	Heal 5d6+6 HP		12 pts	2 Squares	1 Creature	Permanent	Instant	none	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		397-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
12	Ranged Forced Healing 2d8+2 HP		12 pts	6 Squares	1 Target	Permanent	Initiative	none	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		457-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
14	Healing Bolt		16 pts	12 Squares	1 Creature	Permanent	Initiative	none	99
	Bright yellow spark towards the target, which surrounds them. Damages the target for 1d2 Lightning damage, then heals 6d6 HP.								Ring w/Crystal +1d4 HP 4 ENHANCEMENT(S) 1 COUNTER(S)











LEVEL		459-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
16	Consecration of Corpse		16 pts	1 Square	1 Corpse	Permanent	30 Minutes	none	99
	Dull yellow sparks flutter around the corpse. Blocks the dead from becoming animated and removes all Nae'Ems. Cannot not work in environment that is blocked from other planes. Requires a holy symbol from the caster or from the deceased.								4 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL		460-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
17	Group Heal		20 pts	6 Squares	3 Sq Rad Circle	Permanent	20 Minutes	none	99
	Orange sparks Surround the group. 3 persons minimum within AoE. 200 pts divided equally. Orange sparks Surround the group.								Ring w/Crystal +50 HP 5 ENHANCEMENT(S) 1 COUNTER(S)


Illusion-Reality									
LEVEL		335-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
9	Young Helper		12 pts	1/2 Mark	1 Square	1 Hour	Initiative	none	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)

-Strumos



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)
LEVEL	NAE'EM	370-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
6 Speak With The Resting Dead			8 pts	1 Square	3 Squares	15 Minutes	5 Rounds	SKL	2
			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	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
7 Create Permanent Nae'Em			8 pts	Touch	1 Recipient	Permanent	3 Days	SKL	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	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
11 Connect To An Arcane Focus Item			36 pts	Touch	1 Item	Permanent	3 Days	RM	3
			Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollout 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)
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
			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.					2 ENHANCEMENT(S) 1 COUNTER(S)	
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
			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.					6 ENHANCEMENT(S) 0 COUNTER(S)	
LEVEL	NAE'EM	455-3	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
13 Summon Nae'Em			16 pts	PMP	1 Nae'Em	2 Hours	10 Minutes	none	1
			The caster focuses and connects to their Bonded to allow the spell to affect them. Bonded is able to travel to caster at 4x speed. The caster focuses and connects to their Bonded to allow the spell to affect them.					Ring w/Crystal x8 Travel	4 ENHANCEMENT(S) 0 COUNTER(S)
LEVEL	NAE'EM	631-3	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
16 Reveal True Name			64 pts	1 Square	1 Square	Permanent	12 Hours	none	99
			This uses all the clues the caster has gathered attempt to find the True Name. Use clues gathered to attempt to find the True Name. Caster states aloud all the clues during the rollout. Resulting in the direction and distance in marks if the Save is passed. The knowledge is NOT announced out loud.					 Ring w/Crystal Rollout 8 Hrs	6 ENHANCEMENT(S) 1 COUNTER(S)
LEVEL	NAE'EM	462-3	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
19 Dead Spirit Conversation Circle			20 pts	6 Squares	1 Spirit	10 Questions	10 Minutes	SKL	2
			The caster draws a summoning circle and attempts to summon a soul. Speak with a soul. Requires a ritual. The caster draws a summoning circle and attempts to summon a soul. DOES NOT NEED A BODY. MUST HAVE UNIQUE PERSONAL POSSESSIONS.					Ring w/Crystal MGC:1	4 ENHANCEMENT(S) 0 COUNTER(S)


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LEVEL	NAE'EM		463-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
20	Bring Back The Dead			20 pts	Touch	1 Corpse	Permanent	8 Hours	SKL 2	99
		Bright amber sparks Surround the corpse, then heals it. Must be dead <20 years. Come back with 5 hp. Restore them to 5 HP. Works if the person is missing body parts. Allows the person to be healed back to full HP with other spells.							Ring w/Crystal Health at 10 HP	
									5 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	
		<p>Faint yellow sparks trace the shape of a bed and fade away.</p> <p>A feather bed appear.</p> <p>Can fit 2 persons.</p> <p>Does continue even once the caster is out cold, asleep, etc...</p>														<div> Ring w/Crystal</div> <div>AOE = 2</div>	
																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><div>Ring w/Crystal AOE x2</div></div> <div><div>7</div><div>ENHANCEMENT(S)</div></div> <div><div>1</div><div>COUNTER(S)</div></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	
		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)	




LEVEL	456-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
13 Astral Shed		16 pts	Touch	1x1x2 Sqs	8 Hours	1 Minute	none	1
	Run-down-looking wooden shed that's actually a 4-bedroom house on the inside. Small outside but 4 bedroom house inside. Small shed outside... 5 rooms inside.						 Ring w/Crystal +1 Bedroom	
							5 ENHANCEMENT(S) 1 COUNTER(S)	





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

LEVEL	NAE'EM		461-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
18	Summon Astral Beast of Burden			20 pts	8 Squares	2x2 Squares	1 Month	20 Minutes	SKL 2	3
		Caster summons an astral beast of burden. Summon astral beast of burden. 25 HP, 17/15 AC, 18 Move. Caster summons an astral beast of burden.							Ring w/Crystal Calming	
									10 ENHANCEMENT(S) 0 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			
		<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>									
		<p>Ring w/Crystal Move x2</p>									
		<p>4 ENHANCEMENT(S) 1 COUNTER(S)</p>									

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.		 Ring w/Crystal		
			- Fighters Movement +2 for normal walk/fly/swim.				5 ENHANCEMENT(S)		
			- Honey, Viper Snake Scales, Veggie Oil. 20 Min.				0 COUNTER(S)		
			- Kitchen/Lab. Creation SP: x3 spell cost.						

-Strumos

LEVEL		608-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
10 PMP Projection		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.	12 pts	Self	PMP	4 Hours	20 Minutes	none	99
								Ring w/Crystal Move=18	
								4 ENHANCEMENT(S) 1 COUNTER(S)	
LEVEL		452-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
11 Astral Plane Projection		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.	12 pts	Self	Astral Plane	4 Hours	20 Minutes	none	99
								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		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	4 pts	Self	Varies	4 Hours	Initiative	none	99
								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		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.	4 pts	Self	Varies	Conc +4	Initiative	none	99
								Ring w/Crystal Brighter by Tier	
								7 ENHANCEMENT(S) 0 COUNTER(S)	
LEVEL		338-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5 Arlo's Astral Storage		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.	8 pts	1 Square	1 Square	10 Minutes	2 Minutes	none	1
								Ring w/Crystal +5 items	
								4 ENHANCEMENT(S) 0 COUNTER(S)	
LEVEL		629-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
8 Find Clues To True Name		Bright Orange ribbons float to the object/person and fade as they surround them. Caster attempts to locate clues to find a True Name.	16 pts	4 Squares	1 Item	Permanent	2 Hours	RM	99
								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		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.	8 pts	1 Square	1 Square	1 Minute	2 Hour	SKL	1
								Ring w/Crystal Col -1	
								7 ENHANCEMENT(S) 0 COUNTER(S)	
LEVEL		435-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
8 Summon Nisse Vae'Em		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.	8 pts	Self	8x8x8 Sqs	1 Day	5 Minutes	SKL	1
								Ring w/Crystal Named Nisse	
								8 ENHANCEMENT(S) 0 COUNTER(S)	