






# -Strumos

## Battle-Defense


LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Protect Fighter vs Ranged/Thrown</b>				4 pts				8 Squares	1 Recipient	Initiative	10 Minutes	
												
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>FOCUS:Total AC bonus:+4</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 14 Duration X2 8 SP</div> <div>Lvl 9 Duration +50% 6 SP</div>												


LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: Tier									
						8 pts	Self	3 Square Radius	Initiative	5 Rounds		Pass through									
<b>Circle of Protection vs Undead</b>																					
						<p>Barely visible mustard colored sparks which highlights the perimeter then fades.</p> <p>Undead must Save to pass through the perimeter. Save column is equal to casters tier.</p> <p>Class symbol must be represented in the art of the circle.</p> <p>Does function as long as the caster concentrates (within duration).</p>															
						<p>FOCUS:Range 6 Sq Radius</p> <p>COUNTER:Same Spell</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 14</td><td>Stacking +1</td><td>8 SP</td></tr><tr><td>Lvl 14</td><td>Range At 3 Sqs</td><td>8 SP</td></tr><tr><td>Lvl 12</td><td>AoE X2</td><td>6 SP</td></tr></table>							Lvl 14	Stacking +1	8 SP	Lvl 14	Range At 3 Sqs	8 SP	Lvl 12	AoE X2	6 SP
Lvl 14	Stacking +1	8 SP																			
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Lvl 12	AoE X2	6 SP																			


LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
Astral Mental Shield						12 pts	Self	Self	2 Minutes	4 Hours		Avoid Attack
<div></div> <div>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.</div>												
<div><div>FOCUS:Total AC Bonus +4</div><div>COUNTER: None</div><div>ENHANCEMENTS:</div><div><div>Lvl 18Duration X410 SP</div><div>Lvl 14Duration X28 SP</div><div>Lvl 9Duration +50%6 SP</div></div></div>												

LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3
Charged Fencing - Two Sides						12 pts	6 Squares	2 - 9 Sqs	Initiative	2 Hours		No damage taken.
<div></div> <div>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.</div>												
										<div>FOCUS:Invisible Wall</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 18   Duration X4   10 SP</div> <div>Lvl 14   Duration X2   8 SP</div> <div>Lvl 9   Duration +50%   6 SP</div>		

## Battle-Offense

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2								
Cause Illness						4 pts	4 Squares	1 Square	Initiative	Possibly Days		No Illness								
																				
<p>Sparks directed straight to target the square the caster points to. (No ToHIT)</p> <p>Damage of 1d4+ACU to 1 sq for 1 round from a direct spark. No lobbing.</p> <p>Target's failed Save indicates Sickness I. Use comparison Save.</p> <p>This can progress through Sickness II and III, to Disease I-II, then to death.</p>																				
<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr><tr><td>Lvl 12</td><td>AoE X2</td><td>6 SP</td></tr></table>												Lvl 18	Range X4	10 SP	Lvl 9	Range +50%	6 SP	Lvl 12	AoE X2	6 SP
Lvl 18	Range X4	10 SP																		
Lvl 9	Range +50%	6 SP																		
Lvl 12	AoE X2	6 SP																		

LEVEL	2	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1	
Barbed Sparks					4 pts	Self	4 sq Triangle	Initiative	5 Rounds		Target Sees	
			<p>Caster conjures and throws colorful lights fom their fingertips into the AOE.</p> <p>Can distract or temporarily blind people for up to 2 rounds.</p> <p>All in AoE must Save to not be blinded for this round + 1 more.</p> <p>Those that do Save have no visual issues.</p> <p>Failed saves create issues seeing clearly. Penalties: Init &amp; ToHIT -2.</p>								<div>FOCUS:Save +1 Col</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Duration X410 SP</div> <div>Lvl 9 Duration +50%6 SP</div> <div>Lvl 12 AoE X26 SP</div>	

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	8 Squares	1 Square	Initiative	Instant		
<b>Electric Zap</b>												
		<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><div>FOCUS:+4 Initiative</div><div>COUNTER: None</div><div>ENHANCEMENTS:</div><div><div>Lvl 12</div><div>Range X2</div><div>8 SP</div></div><div><div>Lvl 9</div><div>Damage +50%</div><div>8 SP</div></div><div><div>Lvl 18</div><div>AoE = 2 Targets</div><div>10 SP</div></div></div>										

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LEVEL	4		STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
					4 pts	4 Squares	1 Mark	Initiative	2 Rounds			Conjured

## Conjure Native Beetles



A 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.

CREATE:Beetleroot Granules	
FOCUS:Save +1 Col	
COUNTER:Same Spell	
ENHANCEMENTS:	
Lvl 12 Range X2	8 SP
Lvl 9 Range +50%	6 SP
Lvl 14 Damage X2	12 SP

LEVEL	8		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					8 pts	10 Squares	Direct Line	Initiative	Instant			

## Static Bolt



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.

FOCUS:Save +1 Col	
COUNTER:Same Spell	
ENHANCEMENTS:	
Lvl 12 Range X2	8 SP
Lvl 9 Range +50%	6 SP
Lvl 14 Damage X2	12 SP

LEVEL	12		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
					12 pts	8 Squares	1 Target	Initiative	1 Round		1/2 Dmg if same	

## Class Power Attack



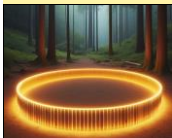
Power surges towards the enemy. Type-> SYL:Ice, STM:Elect, ORX:Force, EOL:Acid  
Bolt of power: Dmg 4d10+ACU Bonus. No ToHIT required.  
Save for 1/2 dmg IF same class. Use comparison Save.

FOCUS:Knockback w/ RM:3	
COUNTER:Same Spell	
ENHANCEMENTS:	
Lvl 12 Range X2	8 SP
Lvl 9 Range +50%	6 SP

## Battle-Prep

LEVEL	1		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
					4 pts	Touch	3x3 Sq	2 Minutes	8 Hours		No shock	

## Camp Perimeter Shock



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.

FOCUS:+1d3 Dmg	
COUNTER:Same Spell	
ENHANCEMENTS:	
Lvl 14 Duration X2	8 SP
Lvl 9 Duration +50%	6 SP
Lvl 12 AOE +50%	12 SP

LEVEL	2		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					4 pts	Self	Caster	1 Hour	3 Days			

## Triggered Forced Healing



Damage triggers 2d8 rolled. Damage first, then 2x Healing.  
In effect until duration is over or is used.  
Does NOT allow the choice to not use it.  
Only 1 triggered health can be in place at any time.

CREATE:Triggered Forced Health Dr	
FOCUS:Stack+1	
COUNTER:Same Spell	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 16 Healing +4	10 SP
Lvl 18 Duration X4	10 SP

LEVEL	8	NAE'EM		STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	Touch	1 Fighter	2 Minutes	1 Hour			

## Raise Nae'Em Fighter Str +1



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 recipient, even if stack indicates more than 1.

FOCUS:4 Hours	
COUNTER:Same Spell	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 14 Range At 3 Sqs	8 SP
Lvl 4 Aura Brightens	-2 SP

LEVEL	12		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 3	
					12 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours		Exit Circle	

## Circle of Containment









Barely visible blue streams of light form a cage inside the circle.  
Creatures are able to easily enter the AoE with no issues.  
Drawn circle that stops creatures from exiting its area.  
Can be used in/as a trap with Rogues skill "Set Up Eolas Spell Release (TRAP)".  
Must Save to Exit.

FOCUS:BRU:>95	
COUNTER:Same Spell	
ENHANCEMENTS:	
Lvl 18 Duration X4	10 SP
Lvl 14 Duration X2	8 SP
Lvl 9 Duration +50%	6 SP



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## Call-Summon

LEVEL	3	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						4 pts	30 Squares	1 Creature	20 Minutes	1 Month (30 days)			Summoned
<b>Summon Astral Beast of Burden</b>													
													
Caster summons an astral beast of burden. Up to 3 riders with one as the caster. 25 HP, 17/15 AC, 15 Move. 2 marks per day. Small bursts of speed, but no running. Astral creature will only respond to the casters mental commands. Creature will not understand threatening or kind actions towards it. If attacked it will attack in random directions w/ 1d8 since it does not understand.													
												FOCUS:HP at 50. COUNTER: None ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Lvl 12 Range X2 8 SP Lvl 18 Duration X4 10 SP	



LEVEL	6	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
						8 pts	Self	8x8x8 Sqs	3 Hours	1 Month (30 days)			Summoned
<b>Summon Nisse</b>													
													
The caster summons a small gnome-like familiar. A creature that can be seen with ultra violet vision. Timid invisible creatures that stay within 8 sqs of caster. Is a physical creature, HP:12 AC:18 Init+10 ToHit-10 (Runs from fights).													
												FOCUS:Named Nisse. AoE:10x10x10 COUNTER: None ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP	

## Communication-



LEVEL	6	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	Touch	1 Target	20 Minutes	5 Questions			
<b>Speak with Dead</b>													
													
Red flames extend from the caster to be infused into the skull of the target. Can be up to 100 years dead per Tier. Creates a temporary Nae'Em (Cae'Em). Requires full skull and a jawbone. Max of 5 questions within the rollout time. Spell will interpret older languages to the current common language.													
												FOCUS:Truthseer COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq 6 SP	

LEVEL	9	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						12 pts	6 Squares	3 Squares	20 Rds (2 Min)	5 Minutes			Speech allowed
<b>Speak With The Resting Dead</b>													
													
Draw 2 Sqs diameter summoning circle with a memento of dead person in the centre. Speak with Dead. Ritual requires a Nae'Em connection and an item. Dead must be undisturbed and in a covered grave with a marker. A summoning circle must be created within 6 squares of the grave. The dead can be summoned to be near the caster, but not forced to speak.													
												FOCUS:SKL:1 COUNTER:Same Spell ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	



## Creation-Meta

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						8 pts	Touch	1 Item	10 Minutes	Permanent			Comparative
<b>Dispel Magic</b>													
													
Casters reach out to place spell breaking magic on an item  GM determines the Save column for the item based on the nature of its power. Caster and GM both roll the Save. The greater success wins out. (Or least loss) Can be used to disrupt permanent magic. Doesn't affect non permanent spells.													
												COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 9 Range at 1 Sq 6 SP	

## Find-Hide-Reveal

LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
						8 pts	2 Squares	1-5 item	5 Minutes	Instant			Sight
<b>Detect Magic</b>													
													
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.													
												CREATE:Scroll of Detect Magic FOCUS:Save Col -1 COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP	

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LEVEL	9	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Search for Arcane Focus Item						12 pts	Self	1 Mark	1 Day	4 Hours			Found



Caster is solely able to detect a focus item within range.  
Caster chooses detection method:

- Vibration: Caster feels a vibration which grows as they near the item.
- Audible: Caster hears a low siren which grows louder as they near the item.
- Visual: Caster sees a glowing dot which grows brighter as they near the item.

COUNTER: None		
ENHANCEMENTS:		
Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Astral Plane Projection						12 pts	Self	Astral Plane	20 Minutes	4 Hours		



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.

FOCUS:HP x2		
COUNTER: None		
ENHANCEMENTS:		
Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP

## Food-Water

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Draw Up Ground Water						4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent		



Blue and Orange ribbons burrow into the ground.  
Pull water from ground. 2 skins per Tier. 1 skin in dry areas.  
Typical person requires 1 skin per day. Deserts mean 2 per day.  
Does NOT continuously draw water from the same spot,  
Each repeat adds 10% to failure chance (1d100 roll).

FOCUS:+2 Skins extra		
COUNTER: None		
ENHANCEMENTS:		
Lvl 16	Rollout 1 Min	8 SP
Lvl 20	AOE X4	20 SP
Lvl 12	AoE X2	6 SP

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Improve Food						4 pts	1 Square	4 Meals	10 Minutes	1 Hour		



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.

FOCUS:Duration = 1 day		
COUNTER: None		
ENHANCEMENTS:		
Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 12	AoE X2	6 SP

## Health-Life-Death

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Basic Healing						4 pts	2 Squares	1 Target	Initiative	Permanent		



When assisting a Nae'Em 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'Em fighter use range of 8 sqs

CREATE:Draught Of Health		
FOCUS:Min Roll 7		
COUNTER: None		
ENHANCEMENTS:		
Lvl 12	Range X2	8 SP
Lvl 18	Healing +8	10 SP
Lvl 16	Healing +4	10 SP

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Heal Sickness						4 pts	2 Squares	1 Target	1 Minute	Instant		



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.

CREATE:Cure Sickness Potion		
COUNTER: None		
ENHANCEMENTS:		
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Delayed Healing 2d6						4 pts	2 Squares	1 Creature	2 Minutes	4 Hours		



Barely visible yellow specks 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.

CREATE:- No creations. Usable only		
FOCUS:Duration reset to 1 week.		
COUNTER: None		
ENHANCEMENTS:		
Lvl 18	Healing +8	10 SP
Lvl 16	Healing +4	10 SP



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LEVEL	4		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
					4 pts	2 Squares	2 Creatures	10 Minutes	8 Hours		Healing continues	

## Slow Healing



Barely visible yellow specks 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.

FOCUS:+ 2 HP / Hr	
COUNTER: None	
ENHANCEMENTS:	
Lvl 18 Healing +8	10 SP
Lvl 16 Healing +4	10 SP
Lvl 16 AoE = 2 Ppl	8 SP

LEVEL	5		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
					4 pts	1 Square	1 Target	30 Minutes	Permanent		Repair done	

## Repair A Dead Body



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.

FOCUS:Range = 8 Sqs	
COUNTER: None	
ENHANCEMENTS:	
Lvl 18 Range X4	10 SP
Lvl 12 Range X2	8 SP
Lvl 18 AoE = 2 Targets	10 SP

LEVEL	6		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					8 pts	Touch	1 Creature	Initiative	Instant			

## Common Healing



Barely visible force grows at casters feet & fades.  
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)

CREATE:Draught Of Health	
FOCUS:+1d4 HP	
COUNTER: None	
ENHANCEMENTS:	
Lvl 18 Healing +8	10 SP
Lvl 16 Healing +4	10 SP
Lvl 18 AoE = 2 Targets	10 SP

LEVEL	7		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
					8 pts	Touch	1 Creature	2 Hours	Permanent		No Sickness	

## Electrifying Sickness Cleanse



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.

FOCUS:COL -1	
COUNTER: None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 14 Range At 3 Sqs	8 SP
Lvl 14 Duration X2	8 SP

LEVEL	8		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					8 pts	Touch	1 Creature	Initiative	Instant			

## Extra Healing



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

CREATE: - No creations. Usable only as a sp	
FOCUS:+4 HP	
COUNTER: None	
ENHANCEMENTS:	
Lvl 18 Healing +8	10 SP
Lvl 16 Healing +4	10 SP
Lvl 16 AoE = 2 Ppl	8 SP

LEVEL	9		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
					12 pts	2 Squares	1 Target	8 Hours	Permanent		No Disease	

## Cure Disease



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.  
This spell will NOT drop HP enough to kill.

FOCUS:Col -1	
COUNTER: None	
ENHANCEMENTS:	
Lvl 18 Range X4	10 SP
Lvl 12 Range X2	8 SP
Lvl 9 Range +50%	6 SP

LEVEL	11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					12 pts	2 Squares	1 Target	Initiative	Permanent			

## Heal 5d6+2 HP




Yellow sparks float around the person the caster is healing.  
4d6+2 healed  
Yellow sparks float around the person the caster is healing.

FOCUS:+1d4 HP	
COUNTER: None	
ENHANCEMENTS:	
Lvl 14 Range At 3 Sqs	8 SP
Lvl 9 Range at 1 Sq	6 SP
Lvl 16 Healing +4	10 SP

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LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
Revive Life With A ZAP!						36 pts	Touch	1 Body	12 Hours	Permanent			



Sparks surround then converge on the fallen body.  
Restore creature that is dead less than 25 hrs & passes the Save.  
When brought back to life the creature has 0 HP.  
- Passing the Save takes 5 HP from the recipient Max HP,  
- Failing the Save takes 1 HP from the Casters Max HP.

FOCUS:Dead less 73 Hrs  
COUNTER: None  
ENHANCEMENTS:  
Lvl 18 Range X4 10 SP  
Lvl 12 Range X2 8 SP  
Lvl 9 Range at 1 Sq 6 SP


LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Heal 5d6+6 HP						12 pts	2 Squares	1 Creature	Instant	Permanent		



Yellow sparks surround the wounded person.  
Heal 4d6+6  
Yellow sparks surround the wounded person.

FOCUS:+1d4 HP  
COUNTER: None  
ENHANCEMENTS:  
Lvl 9 Range at 1 Sq 6 SP  
Lvl 18 Healing +8 10 SP  
Lvl 16 Healing +4 10 SP

LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Ranged Forced Healing 2d8+2 HP						12 pts	6 Squares	1 Target	Initiative	Permanent		

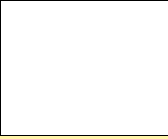


Barely visible Blue sparks and Orange ribbons wind around the recipient.  
Energy from throughout the body is force to an injury.  
Roll dice and use the result to apply damage,  
the use double the same result and apply healing.

COUNTER: None  
ENHANCEMENTS:  
Lvl 20 Rollout Instant 16 SP  
Lvl 9 Range at 1 Sq 6 SP  
Lvl 14 Duration X2 8 SP

## Other-Counter


LEVEL	0			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
No Counter Available						pts						



DO NOT DELETE !!!! This is a counter

COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

LEVEL	0			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Unable To Continue						pts	0	0	0	0		




Missing from compact report  
COUNTER ACTION: Person is unable to continue  
xx

COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

## Personal-Connections


LEVEL	2	NAE'EM			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Connect With A Fighter						4 pts	PMP	1 Recipient	2 Days	Permanent			



Caster surrounds a Fighter with a bright yellow glow.  
Permanent mental bond allows either party to initiate and/or accept.  
Each person must be within the same PMP to communicate.  
Arcane (Ancient Magic) will erase the bonding.  
This spell will only support 2 (See Stack) connections to Fighters.

FOCUS:Healing through Nae'Em  
COUNTER: None  
ENHANCEMENTS:  
Lvl 6 Subtle Casting 4 SP  
Lvl 1 Fake Effort -2 SP  
Lvl 4 Aura Brightens -2 SP


LEVEL	3	NAE'EM			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Connect To A House						4 pts	PMP	Nae'Em	4 Days	Permanent			



Caster surrounds a House member with a bright yellow glow.  
Permanent mental bond allows either party to initiate and/or accept.  
Each person must be within the same PMP to communicate.  
Arcane (Ancient Magic) will erase the bonding.  
This spell will only support 2 (See Stack) connections to Fighters.

COUNTER: None  
ENHANCEMENTS:  
Lvl 6 Subtle Casting 4 SP  
Lvl 1 Fake Effort -2 SP  
Lvl 4 Aura Brightens -2 SP

# -Strumos


LEVEL	6	NAE'EM		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	1 Square	1 Square	4 Hours	Permanent		

## Create a Vae'Em Location.



Caster concentrates to create a connection with a one square area.  
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.

COUNTER: None  
ENHANCEMENTS:  
Lvl 14 Save -1 Col 8 SP  
Lvl 10 Rollout Halved 6 SP


LEVEL	7	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Created
						12 pts	1 Square	1 Recipient	4 Days	Permanent		

## Create Permanent Nae'Em



Bright yellow ribbons encircle the recipient.  
Permanent mental bond allows either party to initiate and/or accept.  
Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding.  
This spell will only support 3 (See Stack) connections to another person.  
Recipient must Save for connection to work.

FOCUS:SKL:1  
COUNTER: None  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 18 Range X4 10 SP


LEVEL	9	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 success
						24 pts	4 Squares	1 Item	2 Hours	Permanent		

## 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.

FOCUS:Rollout Halved.  
COUNTER: None  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 18 Range X4 10 SP  
Lvl 9 Range +50% 6 SP

LEVEL	11	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3 Connected
						36 pts	Touch	1 Item	3 Days	Permanent		

## Connect To An Arcane Focus Item



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.

FOCUS:No current Focus Item.  
COUNTER: None  
ENHANCEMENTS:  
Lvl 14 Save -1 Col 8 SP  
Lvl 12 Range X2 8 SP  
Lvl 9 Range at 1 Sq 6 SP

# Shelter-Rest-Protection

LEVEL	2			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1x2 Sqs	2 Minutes	12 Hours		

## Feather Bed



Yellow sparks trace the shape as it creates a rope bed.  
A feather bed appear.  
Can fit 2 persons.  
Does continue even once the caster is out cold, asleep, etc...

FOCUS:AOE = 2  
COUNTER: None  
ENHANCEMENTS:  
Lvl 12 Rollout Init 12 SP  
Lvl 9 Duration +50% 6 SP  
Lvl 12 AOE +50% 12 SP

LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2 Heavy Sleep
						4 pts	4 Squares	1 Target	1 Minute	1d6 Hours		

## Sleep



Inactive persons. Save: pass = 1d6 hrs. Fail = Light sleep.  
Encourages a Target to fall asleep. Anywhere from 1 to 6 Hours.  
Save fail means Target falls into a light sleep.  
Save pass means the GM rolls a d6 to see how long the Target remains asleep.  
Once a target is asleep they cannot wake themselves.

FOCUS:Col +1  
COUNTER:Same Spell  
ENHANCEMENTS:  
Lvl 14 Stacking +1 8 SP  
Lvl 10 Rollout Halved 6 SP  
Lvl 12 Range X2 8 SP

LEVEL	5			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	4 Squares	1x2 Squares	1 Hour	1 Day		

## Quarantine Isolation



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.

FOCUS:AOE x2  
COUNTER: None  
ENHANCEMENTS:  
Lvl 14 Save -1 Col 8 SP  
Lvl 10 Rollout Halved 6 SP  
Lvl 12 Range X2 8 SP

## -Strumos

LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 4	
	Deep Doze					8 pts	Touch	1 Ctrr/Tier	10 Minutes	4 Hours			Wakes up



Magenta flames extend from the Caster's hand to the recipient.  
Full night's rest in 1 shift (4 Hours) instead of 2 (8 Hours).  
During the 4 hours the recipient is not able to wake.  
After the 4 hours recipient is reinvigorated.  
Does not overcome negative HP or SP.

FOCUS:Dim night light.			
COUNTER: None			
ENHANCEMENTS:			
Lvl	10	Rollout Halved	6 SP
Lvl	14	Range At 3 Sqs	8 SP
Lvl	4	Aura Brightens	-2 SP

LEVEL	7			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Strumos Waystation					8 pts	4 Squares	3x3 Squares	1 Minute	12 Hours		



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.

FOCUS:Canvass walls			
COUNTER: None			
ENHANCEMENTS:			
Lvl	18	Duration X4	10 SP
Lvl	14	Duration X2	8 SP
Lvl	12	AoE X2	6 SP

## Travel-Planes

LEVEL	7	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 4	GM
	Astral Portal						8 pts	1 Square	1 Square	2 Hours	1 Minute		Correct location	



Golden sparks creates a portal through the astral plane to a destination.  
If there is a location Nae'Em (Vae'Em) set no Save is needed.  
GM Saves for accuracy. Caster must enter/exit first.  
Failed Save means caster steps thru to a misdirected location.  
All misdirected locations are safe to enter, but might be fatal to stay in.

FOCUS:Col -1			
COUNTER: None			
ENHANCEMENTS:			
Lvl	10	Rollout Halved	6 SP
Lvl	14	Duration X2	8 SP
Lvl	9	Duration +50%	6 SP

LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Project Astral Image Within PMP					12 pts	Self	PMP	20 Minutes	4 Hours		



Colored sparks form a profile which becomes the image of the caster.  
Casters Astral image is able to take a ghostly form and watch living creatures.  
The caster can only see living sentient creatures, nothing else.  
Caster will seem ghostly to the local creatures and vice sa versa.

FOCUS:Move=18			
COUNTER:Same Spell			
ENHANCEMENTS:			
Lvl	10	Rollout Halved	6 SP
Lvl	18	Duration X4	10 SP
Lvl	14	Duration X2	8 SP

## Travel-PMP

LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Strumos Run					4 pts	Self	Caster	5 Minutes	6 Hours		



Caster is able to run as fast as a horses canter for the duration.  
1.5 times travel through a PMP.  
Caster avoids objects like normal. Can carry items and small pets.

CREATE:Potion Of Speed Boost			
FOCUS:Move x2			
COUNTER:Same Spell			
ENHANCEMENTS:			
Lvl	10	Rollout Halved	6 SP
Lvl	9	Duration +50%	6 SP
Lvl	18	AoE = 2 Targets	10 SP

LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Increase Nae'Em Fighter Movement					8 pts	2 Squares	1 Creatures	Initiative	6 Hours		



Target can move faster in normal conditions. +2 Move.  
Does work for base traveling during battle. Walking, Swimming, Flight.  
Does NOT allow casting on the caster AND a creature. Stack of 1.

CREATE:Potion Of Speed Boost			
FOCUS:Move+2 Sqs			
COUNTER:Same Spell			
ENHANCEMENTS:			
Lvl	12	Range X2	8 SP
Lvl	9	Range +50%	6 SP
Lvl	14	Duration X2	8 SP

## Utility-

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Arcane Light with Class Hue					4 pts	Self	Varies	Initiative	4 Hours		



With a twirling of the fingers the caster brings about light!  
No Focus = Candle power. With Focus caster can set power.  
This spell does stay fixed in relation to the caster, right above them.  
Use a Focus item for control of light brightness.

CREATE:Astral Candle Light Powder			
FOCUS:Brighter by Tier			
COUNTER:Same Spell			
ENHANCEMENTS:			
Lvl	14	Duration X2	8 SP
Lvl	9	Duration +50%	6 SP
Lvl	18	Duration - EOY	20 SP



LEVEL

4

STACK

99

COST

4 pts

RANGE

Self

AREA OF EFFECT

3 Sq Dia Sphere

ROLL OUT

Initiative


DURATION

Conc +4 Rds

SAVE:

No Save

Shadow of the Magi



Stays fixed right above the caster.

Darkness to continues for up to 4 rds after the concentration has stopped.

Caster to creates darkness that will stay centered above them.

Keep darkness active by lightly concentrating on the spell,

Other spells actions that do not state a need to concentrate may be used.

CREATE:Dust of Darkness

FOCUS:Dur=20 Min (No conc)

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 20

Rollout Instant

16 SP

Lvl 14

Range At 3 Sqs

8 SP

Lvl 9

Range at 1 Sq

6 SP

LEVEL

5

NAE'EM

STACK

1

COST

8 pts

RANGE

Touch

AREA OF EFFECT

1 Square

ROLL OUT

2 Minutes


DURATION

Permanent

SAVE:

No Save

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.

FOCUS:+5 items

COUNTER:None

ENHANCEMENTS:

Lvl 12

Rollout Init

12 SP

Lvl 10

Rollout Halved

6 SP

Lvl 12

AoE X2

6 SP