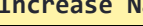




**-Strumos**

## Battle Actions/Prep

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							
 <p>Target can move faster in normal conditions. +2 Move.</p> <p>Does work for base traveling during battle. Walking, Swimming, Flight.</p> <p>Does NOT allow casting on the caster AND a creature. Stack of 1.</p>		<div> <div>CREATE:Potion Of Speed Boost</div> <div>FOCUS:Move+2 Sqs</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 12 Range X2</div> <div>Lvl 9 Range +50%</div> <div>Lvl 14 Duration X2</div> </div> <div> <div>8 SP</div> <div>6 SP</div> <div>8 SP</div> </div> </div>															

## Battle Defense

LEVEL	3	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
							4 pts	8 Squares	1 Recipient	Initiative	4 Hours											
												<div>FOCUS:Total AC bonus:+4</div> <div>COUNTER:Dispel Magic Spell Lvl:1</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>		Lvl 12	Range X2	8 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
Lvl 12	Range X2	8 SP																				
Lvl 14	Duration X2	8 SP																				
Lvl 9	Duration +50%	6 SP																				




### Protect Fighter vs Ranged/Thrown



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.

## Battle Offense

LEVEL	1			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													
				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 do Save have no visual issues. Failed saves create issues seeing clearly. Penalties: Init & ToHIT -2.							<div>FOCUS:Save +1 Col </div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl</td><td>18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl</td><td>9</td><td>Duration +50%</td><td>6 SP</td></tr><tr><td>Lvl</td><td>12</td><td>AoE X2</td><td>6 SP</td></tr></table>			Lvl	18	Duration X4	10 SP	Lvl	9	Duration +50%	6 SP	Lvl	12	AoE X2	6 SP
Lvl	18	Duration X4	10 SP																						
Lvl	9	Duration +50%	6 SP																						
Lvl	12	AoE X2	6 SP																						

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	
	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. Use comparison Save. This can progress through Sickness II and III, to Disease I-II, then to death.												COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP Lvl 12 AoE X2 6 SP

LEVEL

2

STACK

99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

Electric Zap


4 pts

8 Squares

1 Square

Initiative

1 Round



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.

FOCUS:+4 Initiative

COUNTER: None

ENHANCEMENTS:

Lvl 12

Range X2

8 SP

Lvl 9

Damage +50%

8 SP

Lvl 18

AoE = 2 Targets

10 SP

LEVEL

3

STACK

2

COST

4 pts

RANGE

4 Squares

AREA OF EFFECT

1 Mark

ROLL OUT

Initiative

DURATION

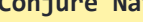
2 Rounds

SAVE:

SKL: 2

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 conjure.

CREATE:Beetleroot Granules

FOCUS:Save +1 Col

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12 Range X2

Lvl 9 Range +50%

Lvl 14 Damage X2

8 SP

6 SP

12 SP

LEVEL

8

STACK

99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

Static Bolt


8 pts

10 Squares

Direct Line

Initiative

Instant



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: None




ENHANCEMENTS:




Lvl 12Range X28 SP

Lvl 9Range +50%6 SP




Lvl 14Damage X212 SP

## -Strumos




LEVEL <b>12</b>	 	STACK 99	COST 12 pts	RANGE 8 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: RM: 3 1/2 Dmg if same
<b>Class Power Attack</b>								
	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.							<b>FOCUS:</b> Knockback w/ RM:3 <b>COUNTER:</b> Same Spell <b>ENHANCEMENTS:</b> Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP




LEVEL <b>16</b>	 	STACK 99	COST 16 pts	RANGE 12 Squares	AREA OF EFFECT Direct Line	ROLL OUT Initiative	DURATION 1 Round	SAVE: AGL: 2 1/2 Damage
<b>Lightening Bolt</b>								
	Lightening 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.							<b>FOCUS:</b> +6 Dmg <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 14 Save +1 Col 8 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP




## Class Specialty

LEVEL <b>18</b>	NAE'EM  	STACK 99	COST 60 pts	RANGE Touch	AREA OF EFFECT 1 Target	ROLL OUT 6 Hours	DURATION Permanent	SAVE: RM: 3 Magic is gone.
<b>Arcane Removal (3 of 3)</b>								
	Brilliant rust colored flames flow over the body of the Target. Step 2 of process to permanently remove SP. 1st the ORIX, 2nd the DOKOUR, then the STRUMOS last. Nae'Em is created with other casters and the target. After the spell is done (failed or not) the Nae'Em is over.							<b>FOCUS:</b> Required. <b>COUNTER:</b> Rollout Interruption Lvl:1 <b>ENHANCEMENTS:</b> Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP




## Communication

LEVEL <b>6</b>	NAE'EM  	STACK 99	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 Target	ROLL OUT 1 Round	DURATION 20 Minutes	SAVE: No Save
<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.							<b>FOCUS:</b> Truthseer <b>COUNTER:</b> Interruption Of Duration Lvl:1 <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq 6 SP

LEVEL <b>9</b>	NAE'EM  	STACK 1	COST 12 pts	RANGE 6 Squares	AREA OF EFFECT 3 Squares	ROLL OUT 20 Rds (2 Min)	DURATION 5 Minutes	SAVE: SKL: 2 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.							<b>FOCUS:</b> SKL:1 <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP


LEVEL <b>19</b>	NAE'EM  	STACK 1	COST 20 pts	RANGE 6 Squares	AREA OF EFFECT 1 Spirit	ROLL OUT 10 Minutes	DURATION Rollout	SAVE: SKL: 2 Connection made
<b>Dead Spirit Conversation</b>								
	The caster draws a summoning circle and attempts to summon up to 6 souls. Speaks with the souls. Requires a ritual and a token for each soul/spirit. Summoning an available soul/spirit is not voluntary. Ancient dead or disconnected dead cannot be summoned forward. Caster may get multiple answers when asking 2 or more souls, but can't require it.							<b>FOCUS:</b> MGC:1 <b>COUNTER:</b> Rollout Interruption Lvl:1 <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 9 Range +50% 6 SP Lvl 9 Duration +50% 6 SP

## Fences and Shelters

LEVEL <b>1</b>	 	STACK 1	COST 4 pts	RANGE Touch	AREA OF EFFECT 3x3 Squares	ROLL OUT 2 Minutes	DURATION 8 Hours	SAVE: SNS: 2 No damage
<b>Camp Perimeter Shock</b>								
	Sandy colored sparks scatter to the perimeter and fade away. 3x3 Squares circle delivers 1d3 electric damage when crossed. When a creature crosses the perimeter causes a zap sound. The creature must roll a Save. Passing means no damage, otherwise 1d3 damage.							<b>FOCUS:</b> +3 Damage <b>COUNTER:</b> Dispel Magic Spell Lvl:1 <b>ENHANCEMENTS:</b> Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP

# -Strumos

LEVEL	7		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					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:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

Lvl 18	Duration X4	10	SP
Lvl 14	Duration X2	8	SP
Lvl 12	AoE X2	6	SP

LEVEL	8		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: Tier Pass through
					8 pts	Self	3 Square Radius	Initiative	4 Hours		




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).

FOCUS:Range 6 Sq Radius  
COUNTER:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

Lvl 14	Stacking +1	8	SP
Lvl 14	Range At 3 Sqs	8	SP
Lvl 12	AoE X2	6	SP

LEVEL	10		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3 No damage taken.
					12 pts	6 Squares	2 - 9 Sqs	Initiative	4 Hours		




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.

FOCUS:Invisible Wall  
COUNTER:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

Lvl 18	Duration X4	10	SP
Lvl 14	Duration X2	8	SP
Lvl 9	Duration +50%	6	SP

LEVEL	12		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	Touch	1x1x2 Sqs	1 Minute	8 Hours		




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.

FOCUS:+1 Bedroom  
COUNTER: None

ENHANCEMENTS:

Lvl 20	Rollout Instant	16	SP
Lvl 18	Duration X4	10	SP
Lvl 14	Duration X2	8	SP

LEVEL	13		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 3 Exit Circle
					16 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours		



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:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

Lvl 18	Duration X4	10	SP
Lvl 14	Duration X2	8	SP
Lvl 9	Duration +50%	6	SP

## Find or Reveal

LEVEL	5		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Sight
					8 pts	2 Squares	1-5 item	5 Minutes	Instant		




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:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 18	Range X4	10	SP
Lvl 12	Range X2	8	SP
Lvl 9	Range +50%	6	SP

LEVEL	6		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Comparative
					8 pts	Touch	1 Item	6 Minutes	Permanent		





List of spells that can be affected are in the Full Description list.  
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, except as noted by each spell.

COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:


Lvl 10	Rollout Halved	6	SP
Lvl 18	Range X4	10	SP
Lvl 9	Range at 1 Sq	6	SP



# -Strumos

LEVEL	9	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Search for 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:Dispel Magic Spell Lvl:1			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6	SP
Lvl 14	Duration X2	8	SP
Lvl 9	Duration +50%	6	SP

LEVEL	10	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
Find Clues To True Name						24 pts	4 Squares	1 Item	2 Hours	Permanent	success		




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:Rollout Interruption Lvl:1			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6	SP
Lvl 18	Range X4	10	SP
Lvl 9	Range +50%	6	SP

LEVEL	17	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Reveal True Name						80 pts	1 Square	1 Square	12 Hours	Permanent			



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.


COUNTER:Rollout Interruption Lvl:1			
ENHANCEMENTS:			
Lvl 18	Range X4	10	SP
Lvl 12	Range X2	8	SP
Lvl 9	Range +50%	6	SP

## Food And Drink

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	<div></div>	<div></div>	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

LEVEL	15	<div></div> <div></div>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create Food For A Family					16 pts	Touch	1 Square	5 Minutes	Permanent		



Barely visible golden sparks surround an area, before food and water appear.  
2d12+10 meals.  
Simple hot meal and cool water.



FOCUS:Improved taste & Wine			
COUNTER: None			
ENHANCEMENTS:			
Lvl 12	Rollout Init	12	SP
Lvl 18	Range X4	10	SP
Lvl 14	Range At 3 Sqs	8	SP

## Healing and Rest

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Basic Healing 2d6+ACU						4 pts	2 Squares	1 Target	Initiative	Permanent		



The caster's hands glow and direct healing to a wound.  
Heal 2d6 + ACU Bonus. If helping a partner Fighter range is 8 sqs.  
Range of 8 sqs for Nae'Em Fighters.

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




# -Strumos


LEVEL	2		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Feather Bed				4 pts	Touch	1x2 Sqs	2 Minutes	12 Hours		
	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
	Sleep				4 pts	4 Squares	1 Target	1 Minute	1d6 Hours		
	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: None ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP	
LEVEL	2		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Triggered Forced Healing 2d8				6 pts	Self	Recipient	1 Hour	3 Days		
	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 h a FOCUS:Stack+1 COUNTER:Rollout Interruption Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Healing +4 10 SP Lvl 18 Duration X4 10 SP	
LEVEL	3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2 Sickness 1 better
	Heal Sickness				4 pts	2 Squares	1 Target	1 Minute	Permanent		
	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 a a FOCUS:Duration reset to 1 week. COUNTER: None ENHANCEMENTS: Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP	
LEVEL	4		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Final Rites				4 pts	Touch	1 Body	30 Min	Permanent		
	Yellow flames creep across the body without burning it. Must be dead a month or less. The dead are sent beyond any connection that can be made from the known planes. To finish the spell a dieties name must be spoken aloud.									COUNTER:Rollout Interruption Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP	
LEVEL	4		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Healing continues
	Slow Healing 10/Hr (Max=4 hrs)				10 pts	2 Squares	2 Creatures	4 Hours	permanent		
	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	

# -Strumos

LEVEL	5	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	<b>Quarantine Isolation</b>				8 pts	4 Squares	1x2 Squares	1 Hour	1 Day		
	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		

LEVEL	5	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Repair done
	<b>Repair A Dead Body</b>				4 pts	1 Square	1 Target	30 Minutes	Permanent		
	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	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	<b>Common Healing 2d8+ACU</b>				8 pts	Touch	1 Creature	Initiative	Permanent		
	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	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 4 Wakes up
	<b>Deep Doze</b>				8 pts	Touch	1 Ctr/Tier	10 Minutes	4 Hours		
	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	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 No Sickness
	<b>Electrifying Sickness Cleanse</b>				8 pts	Touch	1 Creature	2 Hours	Permanent		
	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	9	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 No Disease
	<b>Cure Disease</b>				12 pts	2 Squares	1 Target	4 Hours	Permanent		
	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	9	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	<b>Extra Healing 3d8+ACU</b>				12 pts	Touch	1 Creature	Initiative	Permanent		
	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		

# -Strumos

LEVEL

11

STACK

99

COST

12 pts

RANGE

Touch

AREA OF EFFECT

1 broken bone

ROLL OUT

1 Hour

DURATION

Permanent

SAVE:

:

Ectoplasmic Cast



Without this spell healing a broken bone can take from 1 to 6 months.  
Broken bone heals in 1 Hour.  
Will even heal sprains.

FOCUS:Rollout = 1 Min

COUNTER: None

ENHANCEMENTS:

Lvl 14

Range At 3 Sqs

8 SP

Lvl 20

AOE X4

20 SP

Lvl 12

AoE X2

6 SP

LEVEL

11

STACK

99

COST

36 pts

RANGE

Touch

AREA OF EFFECT

1 Body

ROLL OUT

10 Minutes

DURATION

Permanent

SAVE:

SKL: 3

Alive!



Revive Life With A ZAP!



Sparks surround then converge on the fallen body.  
Restore a creature that has been 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 10

Rollout Halved

6 SP

Lvl 12

Range X2

8 SP

Lvl 9

Range at 1 Sq

6 SP

LEVEL

12

STACK

99

COST

15 pts

RANGE

2 Squares

AREA OF EFFECT

1 Creature

ROLL OUT

Instant

DURATION

Permanent

SAVE:

No Save

Great Healing 5d6+6 +ACU



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

12 pts

RANGE

12 Squares

AREA OF EFFECT

1 Target

ROLL OUT

Initiative

DURATION

Permanent

SAVE:

No Save

Ranged Forced Healing 2d8+2 HP



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

LEVEL

14

STACK

99

COST

16 pts

RANGE

1 Square

AREA OF EFFECT

1 Corpse

ROLL OUT

30 Minutes

DURATION

Permanent

SAVE:

No Save

Consecration of Corpse



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.

CREATE:Consecration Anointment

COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 4

Cast from below level 4/Lvl

SP

Lvl 18

AoE = 2 Targets

10 SP

LEVEL

14

STACK

99

COST

16 pts

RANGE

12 Squares

AREA OF EFFECT

1 Creature

ROLL OUT

Initiative

DURATION

Permanent

SAVE:

No Save

Major Healing Bolt 6d6-1d2



Bright yellow spark towards the target, which surrounds them.  
Damages the target for 1d2 Lightning damage, then heals 6d6 HP.

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

17

STACK

99

COST

20 pts

RANGE

6 Squares

AREA OF EFFECT

3 Sq Rad Circle

ROLL OUT

20 Minutes

DURATION

Permanent

SAVE:

No Save

Major Group Heal 200 HP



Orange sparks Surround the group.  
3 persons minimum within AoE. 200 pts divided equally. (remainder dropped)  
Orange sparks surround the group.

FOCUS:+50 HP

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 18

Healing +8



10 SP

Lvl 16


Healing +4

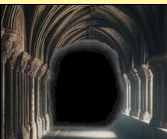
10 SP

# -Strumos



LEVEL	20	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Raise The Dead						40 pts	Touch	1 Corpse	8 Hours	Permanent	Alive!		
						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, but the parts will not come back. Allows the person to be healed back to full HP with other spells.						<div>FOCUS:Health at 10 HP</div> <div>COUNTER:Rollout Interruption Lvl:1</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 16 Healing +4 10 SP</div> <div>Lvl 18 AoE = 2 Targets 10 SP</div>	



## Light and Darkness


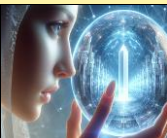
LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Light of Strumos Yellow						4 pts	Self	Varies	Initiative	4 Hours			
						With a twirling of the fingers the caster brings about light! No Focus = Candle power. With Focus caster can set power. This spell does stay fixed in relation to the caster, right above them. Use a Focus item for control of light brightness.						<div>CREATE:</div> <div>FOCUS:Brighter by Tier</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>	

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds			
						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.						<div>CREATE:Dust of Darkness</div> <div>FOCUS:Dur=20 Min (No conc)</div> <div>COUNTER:Dispel Magic Spell Lvl:1</div> <div>ENHANCEMENTS:</div> <div>Lvl 20 Rollout Instant 16 SP</div> <div>Lvl 14 Range At 3 Sqs 8 SP</div> <div>Lvl 9 Range at 1 Sq 6 SP</div>	

## Nae'Ems

LEVEL	2	NAE'EM			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
							4 pts	PMP	1 Recipient	2 Days	Permanent												
					<p>Caster surrounds a Fighter with a bright yellow glow.</p> <p>Permanent mental bond allows either party to initiate and/or accept.</p> <p>Each person must be within the same PMP to communicate.</p> <p>Arcane (Ancient Magic) will erase the bonding.</p> <p>This spell will only support 2 (See Stack) connections to Fighters.</p>								<p>FOCUS:Healing through Nae'Em</p> <p>COUNTER:Rollout Interruption Lvl:1</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 6</td><td>Subtle Casting</td><td>4 SP</td></tr><tr><td>Lvl 1</td><td>Fake Effort</td><td>-2 SP</td></tr><tr><td>Lvl 4</td><td>Aura Brightens</td><td>-2 SP</td></tr></table>		Lvl 6	Subtle Casting	4 SP	Lvl 1	Fake Effort	-2 SP	Lvl 4	Aura Brightens	-2 SP
Lvl 6	Subtle Casting	4 SP																					
Lvl 1	Fake Effort	-2 SP																					
Lvl 4	Aura Brightens	-2 SP																					

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			
												<div>COUNTER:Rollout Interruption Lvl:1</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save -1 Col 8 SP</div> <div>Lvl 10 Rollout Halved 6 SP</div>	

LEVEL	7	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						12 pts	1 Square	1 Recipient	4 Days	Permanent	Created		
						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.						<div>FOCUS:SKL:1</div> <div>COUNTER:Rollout Interruption Lvl:1</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 18 Range X4 10 SP</div>	


LEVEL	8	<div></div>	<div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Portal To Nae'Em						8 pts	Self	PMP	30 Minutes	5 Minutes			
<div></div>						portal can't be opened/created unless Nae'Em agrees to the portal. portal can't be opened/created unless Nae'Em agrees to the portal. the caster and one other person can pass through. Or Nae'Em and one other person can pass through. First to pass through must be either the Nae'Em or the caster.						<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved6 SP</div>	



# -Strumos

LEVEL 8

NAE'EM



STACK 2

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Raise Nae'Em Fighter Str +1


8 pts

Touch

1 Fighter

2 Minutes

1 Hour



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 11

NAE'EM



STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: RM: 3 Connected

Connect To An Arcane Focus Item


36 pts

Touch

1 Item

3 Days

Permanent



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:Rollout Interruption Lvl:1

ENHANCEMENTS:


Lvl 14 Save -1 Col 8 SP

Lvl 12 Range X2 8 SP

Lvl 9 Range at 1 Sq 6 SP

LEVEL 14

NAE'EM



STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Bestow House Authority

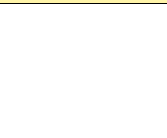
48 pts

1 Recipient

1 Target

1 Month

Permanent



Character is able to draw followers to their banner  
The Character is able to know if the follower has acted properly according to House ideals  
But, the creator of the House will NOT know the mind of the follower.  
This skill allows the character to create a house that they alone own.  
Only the Eolas using the "House Authority" cause another to be a non-owner authority.

CREATE:


COUNTER:None

ENHANCEMENTS:

Lvl 0 No Enhancements 0 SP

LEVEL 15

NAE'EM



STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Create Permanent Location Vae'Em


16 pts

10 Squares

2x2 Sq Area

1 Day

Permanent



Caster creates a Nae'Em of a location to be used for teleportation travel.  
Location becomes a teleport destination.

FOCUS:Casual

COUNTER:None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP


Lvl 12 Range X2 8 SP

Lvl 9 Range +50% 6 SP

## Planar

LEVEL 5

NAE'EM



STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Arlo's Astral Storage


8 pts

Touch

1 Square

2 Minutes

Permanent



The caster opens a pale yellow and orange "pocket dimension" in the Astral plane.  
Only the caster sees the items within.  
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

LEVEL 7

NAE'EM



STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: SKL: 4 Correct location

Astral Portal


8 pts

1 Square

1 Square

2 Hours

1 Minute



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

NAE'EM



STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: RM: 2 Avoid Attack

Astral Mental Shield


12 pts

Self

Self

2 Minutes

4 Hours



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.

FOCUS:Total AC Bonus +4

COUNTER:None

ENHANCEMENTS:

Lvl 18 Duration X4 10 SP

Lvl 14 Duration X2 8 SP

Lvl 16 AoE = 2 Ppl 8 SP

# -Strumos

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:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 18 Duration X4 10 SP

Lvl 14 Duration X2 8 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:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 18 Duration X4 10 SP

Lvl 14 Duration X2 8 SP

LEVEL 13

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: SKL: 2 Expulsion

Circle of Astral Expulsion


16 pts

Touch

3 Sq Radius

10 Minutes

4 Hours



Drawn 3 sq radius circle glows then fades. Caster Save to banish a creature.  
Returns Astral creatures to their home plane. The caster rolls a Save.  
Creature lands in a random location within the Astral plane.  
Spell continues until end of duration regardless of number of creatures/save.

FOCUS:Save -1 Col

COUNTER:None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 18 Duration X4 10 SP

Lvl 9 Duration +50% 6 SP

## Summon or Send

LEVEL 5

NAE'EM

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: SKL: 1 Summoned

Summon Nisse


4 pts

Self

8x8x8 Sqs

10 Minutes

1 Month (30 days)



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

LEVEL 13

NAE'EM

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Summon Strumos Item (Tae'Em)


16 pts

PMP

1 Nae'Em

Initiative

Instant



The caster focuses on up to 6 items they have created and left behind.  
The items the Strumos summons from must be a preset location (Vae'Em).  
Item(s) are drawn to the caster through the Astral Plane.  
All the items must have been created by the caster.  
The connection is to the items.

FOCUS:Subtle Casting (Free)

COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 20 Rollout Instant 16 SP

Lvl 10 Rollout Halved 6 SP

## Traveling (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 3

NAE'EM

STACK 3

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Summon Astral Beast of Burden


4 pts

30 Squares

1 Creature

20 Minutes

1 Month (30 days)



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:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

Lvl 14 Stacking +1 8 SP

Lvl 12 Range X2 8 SP

Lvl 18 Duration X4 10 SP