

**-Strumos**

## Battle Actions/Prep

LEVEL

6

STACK

1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

8 pts


2 Squares

1 Creatures

Initiative

6 Hours

Increase Nae'Em Fighter Movement



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





Lvl 9 Range +50%

Lvl 14 Duration X2

8 SP

6 SP

8 SP





## Battle Defense

LEVEL

3

NAE'EM





STACK

1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

Protect Fighter vs Ranged/Thrown


4 pts

8 Squares

1 Recipient

Initiative

4 Hours



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.



FOCUS:Total AC bonus:+4

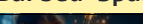

COUNTER:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

## 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					
 <p>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.</p>		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:	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.            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 &amp; ToHIT -2.</p>		<div>           FOCUS: Save +1 Col             COUNTER: None            ENHANCEMENTS:            Lvl 18 Duration X4 10 SP            Lvl 9 Duration +50% 6 SP            Lvl 12 AoE X2 6 SP         </div>											

LEVEL

2

STACK

99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

Electric Zap


4 pts

8 Squares

1 Square

Initiative

Instant



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

8

STACK

99

COST

8 pts

RANGE

10 Squares

AREA OF EFFECT

Direct Line

ROLL OUT


Initiative

DURATION

Instant

SAVE:

No Save



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 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

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 X28 SP

Lvl 9 Range +50%6 SP

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## Class Specialty

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



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

## Communication

LEVEL	NAME	ICON	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6	NAE'EM			8 pts	Touch	1 Target	1 Round	20 Minutes		




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: Interruption Of Duration Lvl: 1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Range At 3 Sqs	8 SP
Lvl 9	Range at 1 Sq	6 SP

LEVEL	NAME	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	Notes
9	NAE'EM 	1	12 pts	6 Squares	3 Squares	20 Rds (2 Min)	5 Minutes			Speech allowed



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: None  
ENHANCEMENTS:  
Lvl 9 Range +50% 6 SP  
Lvl 14 Duration X2 8 SP  
Lvl 9 Duration +50% 6 SP

## Enchantments

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



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

## Fences and Shelters

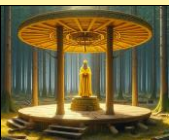
LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
1		1	4 pts	Touch	3x3 Squares	2 Minutes	8 Hours		No damage	



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.

FOCUS:+3 Damage  
 COUNTER:Dispel Magic Spell Lvl:1  
 ENHANCEMENTS:  
 Lvl 14 Duration X2 8 SP  
 Lvl 9 Duration +50% 6 SP  
 Lvl 12 AOE +50% 12 SP

LEVEL	7		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Stumes, Haystation				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

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

## Circle of Protection vs Undead



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	
					12 pts	6 Squares	2 - 9 Sqs	Initiative	4 Hours		No damage taken..	

## Charged Fencing - Two Sides



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

## Find or 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	

## Detect Magic



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

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

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

## Search for Focus Item



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

## Healing and Rest

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

## Basic Healing 2d6+ACU



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

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



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LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2
						4 pts	2 Squares	1 Target	1 Minute	Instant	Sickness 1 better	




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	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
						4 pts	4 Squares	1 Target	1 Minute	1d6 Hours	Heavy 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: 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
						6 pts	Self	Caster	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   
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	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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


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




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	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
						4 pts	1 Square	1 Target	30 Minutes	Permanent	Repair done	




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



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



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:	SNS: 4 Wakes up
					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		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 No Sickness
					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 immune 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		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 No Disease
					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 immune 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		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	Touch	1 Creature	Initiative	Instant		



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	11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
					12 pts	Touch	1 broken bone	1 Hour	Permanent		



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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 Alive!
					36 pts	Touch	1 Body	10 Minutes	Permanent		

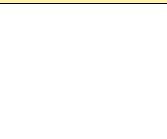



Sparks surround then converge on the fallen body.  
Restore a creature that has been dead less than 25 hrs & passes the Save.  
When brought back to life the creature has 0 HP.  
- Passing the Save takes 5 HP from the recipient Max HP,  
- Failing the Save takes 1 HP from the Casters Max HP.


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



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



Light-													
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						<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 0 No Enhancements 0 SP	

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.						<b>CREATE:</b> FOCUS:Brighter by Tier COUNTER:Same Spell <b>ENHANCEMENTS:</b> Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	

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





Nae'Ems													
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.						<b>FOCUS:</b> Healing through Nae'Em COUNTER:Rollout Interruption Lvl:1 <b>ENHANCEMENTS:</b> 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
Create a Vae'Em Location.						8 pts	1 Square	1 Square	4 Hours	Permanent			
						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.						<b>COUNTER:</b> Rollout Interruption Lvl:1 <b>ENHANCEMENTS:</b> 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
Create Permanent Nae'Em						12 pts	1 Square	1 Recipient	4 Days	Permanent			
						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.						<b>FOCUS:</b> SKL:1 COUNTER:Rollout Interruption Lvl:1 <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP	




## -Strumos


LEVEL	8	<div> <div></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></div> <div>portal can't be opened/created unless Nae'Em agrees to the portal.</div> <div>portal can't be opened/created unless Nae'Em agrees to the portal.</div> <div>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> </div>											<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved</div> <div>6 SP</div>

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		
<b>Raise Nae'Em Fighter Str +1</b>											
 <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 recipient, even if stack indicates more than 1.</p>											
<div> <div> <p>FOCUS:4 Hours</p> <p>COUNTER:Same Spell</p> <p>ENHANCEMENTS:</p> <p>Lvl 10 Rollout Halved 6 SP</p> <p>Lvl 14 Range At 3 Sqs 8 SP</p> <p>Lvl 4 Aura Brightens -2 SP</p> </div> <div>   </div> </div>											

## 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		
 <p>The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the caster sees the items within.</p> <p>Open or Close storage. No magic or metal or crystals</p> <p>The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the caster sees the items within.</p>				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	GM
<b>Astral Portal</b>						8 pts	1 Square	1 Square	2 Hours	1 Minute	Correct location		
 <p>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.</p>													
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:	RM: 2	
						12 pts	Self	Self	2 Minutes	4 Hours		Avoid Attack	
<b>Astral Mental Shield</b>  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		




[illegible]

<b>LEVEL</b>	<b>11</b>			<b>STACK</b>	99	<b>COST</b>		<b>RANGE</b>		<b>AREA OF EFFECT</b>		<b>ROLL OUT</b>		<b>DURATION</b>		<b>SAVE:</b>	No Save
						12 pts		Self		Astral Plane		20 Minutes		4 Hours			
<b>Astral Plane Projection</b>		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.														<b>FOCUS:</b> HP x2 <b>COUNTER:</b> Rollout Interruption Lvl:1 <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved      6 SP Lvl 18 Duration X4          10 SP Lvl 14 Duration X2         8 SP	





# -Strumos

## Summon or Send

LEVEL	4			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2										
<b>Conjure Native Beetles</b>						4 pts	4 Squares	1 Mark	Initiative	2 Rounds			Conjured									
		<p>A swarm appears in a square adjacent to the target.</p> <p>Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.</p> <p>Will attack any living target. Even if the target is friendly to the caster.</p> <p>Save to conure.</p>																				
												<p>CREATE:Beetleroot Granules </p> <p>FOCUS:Save +1 Col </p> <p>COUNTER:Same Spell </p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Damage X2</td><td>12 SP</td></tr></table>		Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP	Lvl 14	Damage X2	12 SP
Lvl 12	Range X2	8 SP																				
Lvl 9	Range +50%	6 SP																				
Lvl 14	Damage X2	12 SP																				


LEVEL	6	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1										
Summon Nisse							4 pts	Self	8x8x8 Sqs	10 Minutes	1 Month (30 days)			Summoned									
					<p>The caster summons a small gnome-like familiar.</p> <p>A creature that can be seen with ultra violet vision.</p> <p>Timid invisible creatures that stay within 8 sqs of caster.</p> <p>Is a physical creature, HP:12 AC:18 Init+10 ToHIT-10 (Runs from fights).</p>																		
<div><div>FOCUS:Named Nisse. AoE:10x10x10</div><div>COUNTER: None</div><div>ENHANCEMENTS:</div><table><tr><td>Lvl 14</td><td>Stacking +1</td><td>8 SP</td></tr><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table></div>															Lvl 14	Stacking +1	8 SP	Lvl 18	Duration X4	10 SP	Lvl 9	Duration +50%	6 SP
Lvl 14	Stacking +1	8 SP																					
Lvl 18	Duration X4	10 SP																					
Lvl 9	Duration +50%	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											
				<p>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.</p>																	
<div>CREATE:Potion Of Speed Boost </div> <div>FOCUS:Move x2 </div> <div>COUNTER:Same Spell </div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr><tr><td>Lvl 18</td><td>AoE = 2 Targets</td><td>10 SP</td></tr></table>													Lvl 10	Rollout Halved	6 SP	Lvl 9	Duration +50%	6 SP	Lvl 18	AoE = 2 Targets	10 SP
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:	SKL: 2									
Summon Astral Beast of Burden							4 pts	30 Squares	1 Creature	20 Minutes	1 Month (30 days)			Summoned								
		<p>Caster summons an astral beast of burden. Up to 3 riders with one as the caster.</p> <p>25 HP, 17/15 AC, 15 Move. 2 marks per day. Small bursts of speed, but no running.</p> <p>Astral creature will only respond to the casters mental commands.</p> <p>Creature will not understand threatening or kind actions towards it.</p> <p>If attacked it will attack in random directions w/ 1d8 since it does not understand.</p>										<p>FOCUS:HP at 50.</p> <p>COUNTER:Dispel Magic Spell Lvl:1</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 14</td><td>Stacking +1</td><td>8 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr></table>		Lvl 14	Stacking +1	8 SP	Lvl 12	Range X2	8 SP	Lvl 18	Duration X4	10 SP
Lvl 14	Stacking +1	8 SP																				
Lvl 12	Range X2	8 SP																				
Lvl 18	Duration X4	10 SP																				

## Utility or Misc

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										
				<p>Blue and Orange ribbons burrow into the ground.</p> <p>Pull water from ground. 2 skins per Tier. 1 skin in dry areas.</p> <p>Typical person requires 1 skin per day. Deserts mean 2 per day.</p> <p>Does NOT continously draw water from the same spot,</p> <p>Each repeat adds 10% to failure chance (1d100 roll).</p>																
				<p>FOCUS:+2 Skins extra</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 16</td><td>Rollout 1 Min</td><td>8 SP</td></tr><tr><td>Lvl 20</td><td>AOE X4</td><td>20 SP</td></tr><tr><td>Lvl 12</td><td>AoE X2</td><td>6 SP</td></tr></table>								Lvl 16	Rollout 1 Min	8 SP	Lvl 20	AOE X4	20 SP	Lvl 12	AoE X2	6 SP
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									
						4 pts	1 Square	4 Meals	10 Minutes	1 Hour											
<b>Improve Food</b>																					
						<p>The caster focuses and yellow sparks streak to the food and swirls around it.</p> <p>Improve Food - Improve Quality/Taste of non-cumber food.</p> <p>Does work on all non-poisoned / non-spoiled food.</p>															
						<div>FOCUS:Duration = 1 day</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 12</td><td>AoE X2</td><td>6 SP</td></tr></table>							Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP	Lvl 12	AoE X2	6 SP
Lvl 10	Rollout Halved	6 SP																			
Lvl 14	Duration X2	8 SP																			
Lvl 12	AoE X2	6 SP																			