






**-Strumos**




## Battle Actions/Prep



LVL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Increase Nae'Em Fighter Movement</b>						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.												
				<b>CREATE:</b> Potion Of Speed Boost  <b>FOCUS:</b> Move+2 Sqs  <b>COUNTER:</b> Same Spell  <b>ENHANCEMENTS:</b> Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP								

## 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	4 Hours		
 <p>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.</p>					<div> <div>FOCUS:Total AC bonus:+4</div> <div>COUNTER:Dispel Magic Spell Lvl:1</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 12 Range X2</div> <div>Lvl 14 Duration X2</div> <div>Lvl 9 Duration +50%</div> <div>8 SP</div> <div>8 SP</div> <div>6 SP</div> </div> </div>						

## Battle Offense

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1	
				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>											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

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>												
											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 12Range X28 SP

Lvl 9Damage +50%8 SP

Lvl 18AoE = 2 Targets10 SP

LEVEL	3			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Conjure Native Beetles						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>										<div>CREATE:Beetleroot Granules </div> <div>FOCUS:Save +1 Col </div> <div>COUNTER:Same Spell </div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 9 Range +50% 6 SP</div> <div>Lvl 14 Damage X2 12 SP</div>	

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

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

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.

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

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.

## Communication

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

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.

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		
												FOCUS:SKL:1 COUNTER:None ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	

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.

## Fences and Shelters

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

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.

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			
												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	

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.

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		
												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	

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).

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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

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

## Astral Shed



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	
					16 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:	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	6		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
					8 pts	Touch	1 Item	6 Minutes	Permanent		Comparative	

## Dispel Magic Spell



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

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

## 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

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

## 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

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## Food And Drink


LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent		
<b>Draw Up Ground Water</b>											
											
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
					4 pts	1 Square	4 Meals	10 Minutes	1 Hour		
<b>Improve Food</b>											
											
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		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					16 pts	Touch	1 Square	5 Minutes	Permanent		
<b>Create Food For A Family</b>											
											
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
					4 pts	2 Squares	1 Target	Initiative	Permanent		
<b>Basic Healing 2d6+ACU</b>											
											
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		
<b>Feather Bed</b>											
											
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		
<b>Sleep</b>											
											
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	Recipient	1 Hour	3 Days		
<b>Triggered Forced Healing 2d8</b>											
											
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 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	



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LEVEL

3

STACK

99

COST

4 pts

RANGE

2 Squares

AREA OF EFFECT

1 Target

ROLL OUT

1 Minute

DURATION

Permanent

SAVE:

HTH: 2

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

4

STACK

99

COST

4 pts

RANGE

2 Squares

AREA OF EFFECT

1 Creature

ROLL OUT

2 Minutes

DURATION

4 Hours

SAVE:

No Save



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

99

COST

4 pts

RANGE

Touch

AREA OF EFFECT

1 Body

ROLL OUT

30 Min

DURATION

Permanent

SAVE:

No Save



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

10 pts

RANGE

2 Squares

AREA OF EFFECT

2 Creatures

ROLL OUT

4 Hours

DURATION

permanent

SAVE:

SKL: 2

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

8 pts

RANGE

4 Squares

AREA OF EFFECT

1x2 Squares

ROLL OUT

1 Hour

DURATION

1 Day

SAVE:

No Save



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

4 pts

RANGE

1 Square

AREA OF EFFECT

1 Target

ROLL OUT

30 Minutes

DURATION

Permanent

SAVE:

SKL: 2

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

LEVEL

6

STACK

99

COST

8 pts

RANGE

Touch

AREA OF EFFECT

1 Creature

ROLL OUT

Initiative

DURATION

Permanent

SAVE:

No Save



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

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LEVEL	7		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 4	
	<b>Deep Doze</b>				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	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
	<b>Electrifying Sickness Cleanse</b>				8 pts	Touch	1 Creature	2 Hours	Permanent			No Sickness



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	
	<b>Cure Disease</b>				12 pts	2 Squares	1 Target	4 Hours	Permanent			No Disease



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	
	<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

LEVEL	11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:	
	<b>Ectoplasmic Cast</b>				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	
	<b>Revive Life With A ZAP!</b>				36 pts	Touch	1 Body	10 Minutes	Permanent			Alive!



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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
	<b>Great Healing 5d6+6 +ACU</b>				15 pts	2 Squares	1 Creature	Instant	Permanent			




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

# -Strumos


LEVEL	12		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					16 pts	12 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


LEVEL	14		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					16 pts	1 Square	1 Corpse	30 Minutes	Permanent		



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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					16 pts	12 Squares	1 Creature	Initiative	Permanent		




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

## Light and Darkness


LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					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:  
FOCUS: Brighter by Tier  
COUNTER: Same Spell  
ENHANCEMENTS:  
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
					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.

CREATE: Dust of Darkness  
FOCUS: Dur=20 Min (No conc)  
COUNTER: Dispel Magic Spell Lvl:1  
ENHANCEMENTS:  
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
					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: Rollout Interruption Lvl:1  
ENHANCEMENTS:  
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			



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: Rollout Interruption Lvl:1  
ENHANCEMENTS:  
Lvl 14 Save -1 Col 8 SP  
Lvl 10 Rollout Halved 6 SP


# -Strumos

LEVEL	7	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Create Permanent Nae'Em						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.


FOCUS:SKL:1			
COUNTER:Rollout Interruption Lvl:1			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6	SP
Lvl 18	Range X4	10	SP

LEVEL	8	NAE'EM		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		



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.




COUNTER: None			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6	SP

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

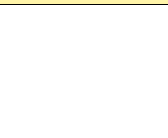
LEVEL		11	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
Connect To An Arcane Focus Item								36 pts	Touch	1 Item	3 Days	Permanent	Connected		




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

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





# -Strumos

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:	RM: 2	
Astral Mental Shield						12 pts	Self	Self	2 Minutes	4 Hours	Avoid Attack		





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	

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	
Circle of Astral Expulsion						16 pts	Touch	3 Sq Radius	10 Minutes	4 Hours	Expulsion		



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	
Summon Nisse						4 pts	Self	8x8x8 Sqs	10 Minutes	1 Month (30 days)	Summoned		





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	

-Strumos

Traveling (PMP)

LEVEL3

STACK1

COST4 pts


RANGESelf

AREA OF EFFECTCaster

ROLL OUT5 Minutes

DURATION6 Hours

SAVE:No Save



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

LEVEL3

NAE'EM

STACK3

COST4 pts


RANGE30 Squares

AREA OF EFFECT1 Creature

ROLL OUT20 Minutes

DURATION1 Month (30 days)

SAVE:No Save



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