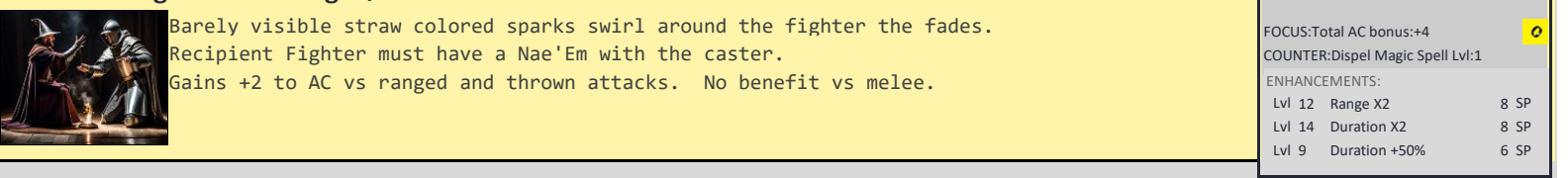


-Strumos

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		



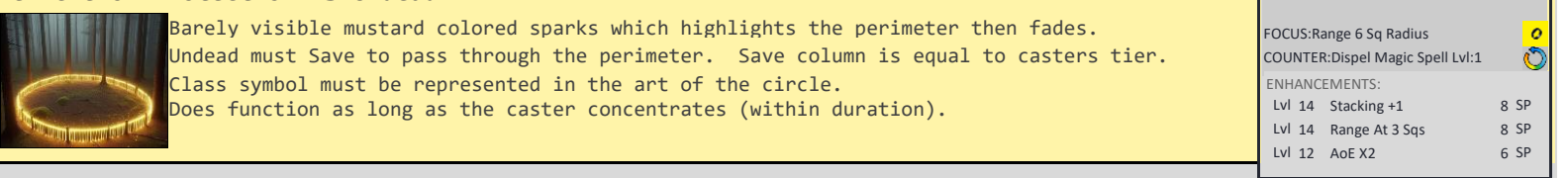
FOCUS: Total AC bonus: +4

COUNTER: Dispel Magic Spell Lvl: 1


ENHANCEMENTS:

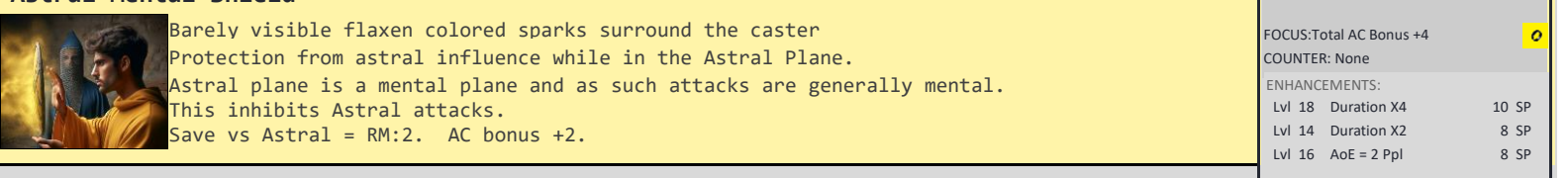
Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: Tier	
Circle of Protection vs Undead				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

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	






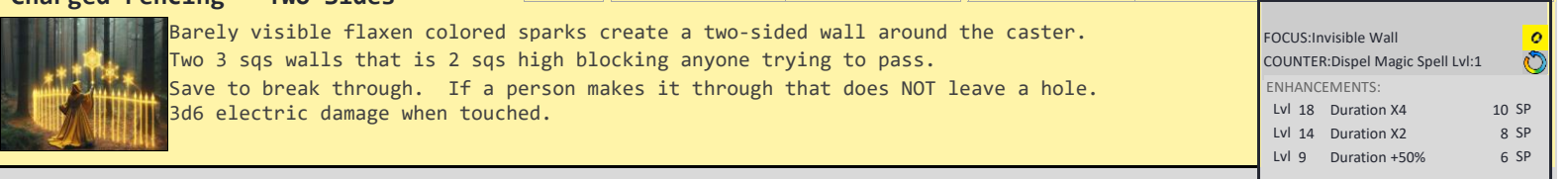
FOCUS: Total AC Bonus +4

COUNTER: None

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 16	AoE = 2 Ppl	8 SP

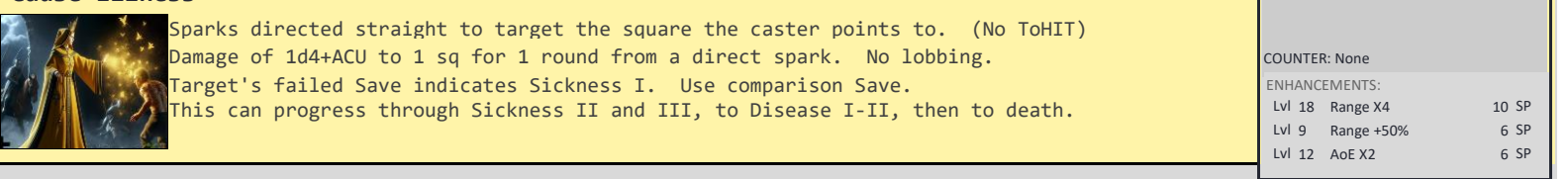
LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
Charged Fencing - Two Sides						12 pts	6 Squares	2 - 9 Sqs	Initiative	4 Hours	No damage taken.		




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

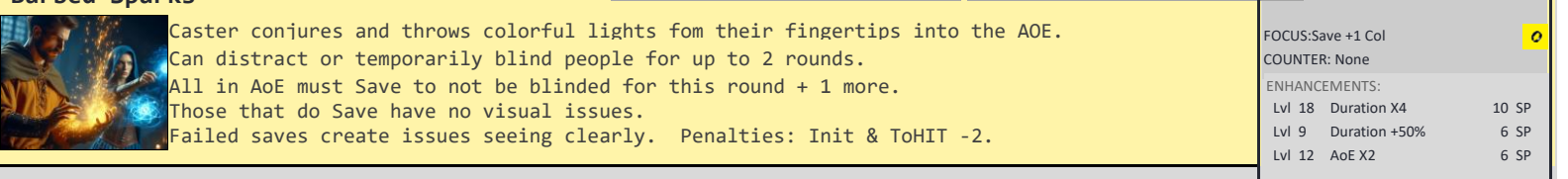
Battle-Offense

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2	
Cause Illness						4 pts	4 Squares	1 Square	Initiative	Possibly Days		No Illness	



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	





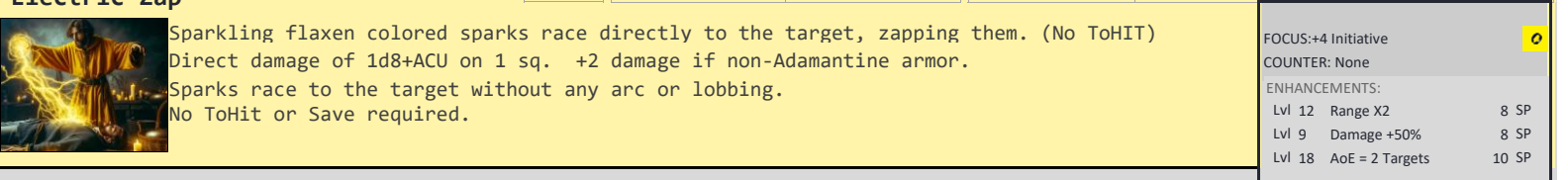
FOCUS: Save +1 Col

COUNTER: None

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP
Lvl 12	AoE X2	6 SP

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Electric Zap						4 pts	8 Squares	1 Square	Initiative	Instant		



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

-Strumos

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

Conjure Native Beetles



A swarm appears in a square adjacent to the target.
Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.
Will attack any living target. Even if the target is friendly to the caster.
Save to conure.

CREATE:Beetleroot Granules

FOCUS:Save +1 Col


COUNTER:Same Spell

ENHANCEMENTS:

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

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

Static Bolt



Sparks travel from the caster's hand directly towards the target. (ToHIT Required)
Damage of 1d8 + ACU on 3 in row. +1d8 damage if non-Adamantine armor.
Sparks travel for 3 squares in a direct row.
1st square of row must be within Range.

FOCUS:Save +1 Col


COUNTER: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	
					12 pts	8 Squares	1 Target	Initiative	1 Round	1/2 Dmg if same		

Class Power Attack



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

FOCUS:Knockback w/ RM:3

COUNTER:Same Spell


ENHANCEMENTS:

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

Battle-Prep

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

Camp Perimeter Shock



Sandy colored sparks scatter to the perimeter and fade away.
8 Sq Dia circle around caster delivers 1d3 electric damage.
When a creature crosses the perimeter causes a zap sound.
The creature must roll a Save. Passing means no damage, otherwise 1d3 damage.

FOCUS:+1d3 Dmg


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

Triggered Forced Healing 2d8



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

Raise Nae'Em Fighter Str +1



Sparks cause the fighter to sparkle throughout the duration.
Raise Fighter Str +1
All adjustments to saves, initiatives, ToHITs are then applied.
See stacking number to determine how many Nae'Em Fighters can be affected.
One spell per recipient, even if stack indicates more than 1.

FOCUS:4 Hours

COUNTER:Same Spell


ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Range At 3 Sqs	8 SP
Lvl 4	Aura Brightens	-2 SP

Call-Summon

LEVEL	3	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
					4 pts	30 Squares	1 Creature	20 Minutes	1 Month (30 days)	Summoned			

Summon Astral Beast of Burden



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


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LEVEL	6	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
						4 pts	Self	8x8x8 Sqs	10 Minutes	1 Month (30 days)			Summoned


Summon Nisse



The caster summons a small gnome-like familiar.
A creature that can be seen with ultra violet vision.
Timid invisible creatures that stay within 8 sqs of caster.
Is a physical creature, HP:12 AC:18 Init+10 ToHIT-10 (Runs from fights).

FOCUS:Named Nisse. AoE:10x10x10	
COUNTER: None	
ENHANCEMENTS:	
Lvl 14 Stacking +1	8 SP
Lvl 18 Duration X4	10 SP
Lvl 9 Duration +50%	6 SP


Communication-



LEVEL	6	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Touch	1 Target	1 Round	20 Minutes		

Speak with Dead



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	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


Speak With The Resting Dead



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

Creation-Meta

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



Casters reach out to place spell breaking magic on an item
GM determines the Save column for the item based on the nature of its power.
Caster and GM both roll the Save. The greater success wins out. (Or least loss)
Can be used to disrupt permanent magic.
Doesn't affect non permanent spells, 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



Find-Hide-Reveal



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

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	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

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

Astral Plane Projection





The caster focuses, then creates a glowing astral projection in the astral plane.
HP = Acumen bonus x2. AC = Acumen bonus x3. Movement = 1/2 Spell Points.
Disrupt Images spell does a flat 40 HP of damage.
Interaction with the Astral world is 100% dependant of the caster's Awareness.
If image in the Astral Plane is destroyed or dies the char in PMP is at -8 HP.

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


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Food-Water


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent		
Draw Up Ground Water												
 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		
Improve Food												
 The caster focuses and yellow sparks streak to the food and swirls around it. Improve Food - Improve Quality/Taste of non-cumber food. Does work on all non-poisoned / non-spoiled food.												
										FOCUS:Duration = 1 day COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 12 AoE X2 6 SP		


Health-Life-Death

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2 Sickness 1 better
						4 pts	2 Squares	1 Target	1 Minute	Instant		
Heal Sickness												
 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
						4 pts	2 Squares	1 Creature	2 Minutes	4 Hours		
Delayed Healing 2d6												
 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 Healing continues
						10 pts	2 Squares	2 Creatures	4 Hours	permanent		
Slow Healing 10/Hr (Max=4 hrs)												
 Barely visible yellow specks float around the person the caster is healing. 10 HP per undisturbed Hour. MUST SAVE EVERY HOUR TO CONTINUE. heal a creature of the caster's choosing for 10 HP/hr. Maximum of 4 hours per creature. Save every hour. Failed Save ends spell.												
										FOCUS:+ 2 HP / Hr COUNTER: None ENHANCEMENTS: Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP Lvl 16 AoE = 2 Ppl 8 SP		

LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Repair done
						4 pts	1 Square	1 Target	30 Minutes	Permanent		
Repair A Dead Body												
 The body is wrapped in bright yellow lights for the entire roll out. The body is left as whole as much as possible, based on how much of the body remains. All wounds are cleaned inside and out. All wounds are physically closed up with enough minor healing to ensure there are not holes or openings.												
										FOCUS:Range = 8 Sqs COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 18 AoE = 2 Targets 10 SP		

-Strumos


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:	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:	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

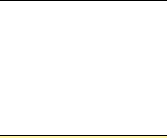
LEVEL	12		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	6 Squares	1 Target	Initiative	Permanent		



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

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

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







DO NOT DELETE !!!! This is a counter


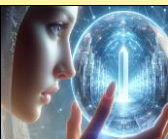
COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP



-Strumos



Personal-Connections

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		
Connect With A Fighter												
 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		
Create a Vae'Em Location.												
 Caster concentrates to create a connection with a one square area. 2 hours to cast, 1 minute open. Caster must enter first. GM Saves for accuracy. Failed Save means caster steps thru to a misdirected location. All misdirected locations are safe to walk through.												
												COUNTER:Rollout Interruption Lvl:1 ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 10 Rollout Halved 6 SP


LEVEL	7	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Created
						12 pts	1 Square	1 Recipient	4 Days	Permanent		
Create Permanent Nae'Em												
 Bright yellow ribbons encircle the recipient. Permanent mental bond allows either party to initiate and/or accept. Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding. This spell will only support 3 (See Stack) connections to another person. Recipient must Save for connection to work.												
												FOCUS:SKL:1 COUNTER:Rollout Interruption Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP

LEVEL	9	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 success
						24 pts	4 Squares	1 Item	2 Hours	Permanent		
Find Clues To True Name												
 Bright Orange ribbons float to the object/person and fade as they surround them. Caster attempts to locate clues to find a True Name.												
												FOCUS:Rollout Halved. COUNTER:Rollout Interruption Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP


LEVEL	11	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3 Connected
						36 pts	Touch	1 Item	3 Days	Permanent		
Connect To An Arcane Focus Item												
 Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollout Creates a connection between the caster and the Arcane Focus Item. Require the item to be of the highest quality. Caster must currently not have a Focus Item.												
												FOCUS:No current Focus Item. COUNTER: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


Shelter-Rest-Protection


LEVEL	2			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1x2 Sqs	2 Minutes	12 Hours		
Feather Bed												
 Yellow sparks trace the shape as it creates a rope bed. A feather bed appear. Can fit 2 persons. Does continue even once the caster is out cold, asleep, etc...												
												FOCUS:AOE = 2 COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP

LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2 Heavy Sleep
						4 pts	4 Squares	1 Target	1 Minute	1d6 Hours		
Sleep												
 Inactive persons. Save: pass = 1d6 hrs. Fail = Light sleep. Encourages a Target to fall asleep. Anywhere from 1 to 6 Hours. Save fail means Target falls into a light sleep. Save pass means the GM rolls a d6 to see how long the Target remains asleep. Once a target is asleep they cannot wake themselves.												
												FOCUS:Col +1 COUNTER: None ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP



-Strumos


LEVEL	5			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Quarantine Isolation					8 pts	4 Squares	1x2 Squares	1 Hour	1 Day		
 <p>Barely visible tan colored sparks Surround The AOE For The Duration. Gives a sick/diseased person a better Save column on Frailty chart. No spreading of a contagion is likely when using this.</p>										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	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 4 Wakes up
	Deep Doze					8 pts	Touch	1 Ctr/Tier	10 Minutes	4 Hours		
 <p>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.</p>										FOCUS: Dim night light. COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 4 Aura Brightens -2 SP		


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


Travel-Planes

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		
 <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	<div></div> <div></div>	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		
<div></div> <p>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.</p>			<div><div>FOCUS:Move=18</div><div>COUNTER:Dispel Magic Spell Lvl:1</div><div>ENHANCEMENTS:</div><div><div>Lvl 10 Rollout Halved6 SP</div><div>Lvl 18 Duration X410 SP</div><div>Lvl 14 Duration X28 SP</div></div></div>								

Travel-PMP

LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Strumos Run						4 pts	Self	Caster	5 Minutes	6 Hours		
 <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> <div>Lvl 10 Rollout Halved6 SP</div> <div>Lvl 9 Duration +50%6 SP</div> <div>Lvl 18 AoE = 2 Targets10 SP</div>	

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		
											<div>CREATE:Potion Of Speed Boost</div> <div>FOCUS:Move+2 Sqs</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X28 SP</div> <div>Lvl 9 Range +50%6 SP</div> <div>Lvl 14 Duration X28 SP</div>	

-Strumos

Utility-

LEVEL1

STACK99

COST4 pts


RANGESelf

AREA OF EFFECTVaries

ROLL OUTInitiative

DURATION4 Hours

SAVE:No Save



With a twirling of the fingers the caster brings about light!

No Focus = Candle power. With Focus caster can set power.

This spell does stay fixed in relation to the caster, right above them.

Use a Focus item for control of light brightness.

CREATE:Astral Candle Light Powder

FOCUS:Brighter by Tier

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP
Lvl 18	Duration - EOY	20 SP

LEVEL4

STACK99

COST4 pts


RANGESelf

AREA OF EFFECT3 Sq Dia Sphere

ROLL OUTInitiative

DURATIONConc +4 Rds

SAVE:No Save



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

LEVEL5

NAE'EM



STACK1

COST8 pts


RANGETouch

AREA OF EFFECT1 Square

ROLL OUT2 Minutes

DURATIONPermanent

SAVE:No Save



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