




-Strumos



Battle Actions/Prep

[illegible]

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			
 <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>FOCUS:Total AC bonus:+4</div> <div>COUNTER:Dispel Magic Spell Lvl:1</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X28 SP</div> <div>Lvl 14 Duration X28 SP</div> <div>Lvl 9 Duration +50%6 SP</div>	

Battle Offense

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

LEVEL

2

STACK

99

COST

4 pts

RANGE

Self

AREA OF EFFECT

4 sq Triangle

ROLL OUT

Initiative


DURATION

5 Rounds

SAVE:

RM: 1

Target Sees



Caster conjures and throws colorful lights fom their fingertips into the AOE.

Can distract or temporarily blind people for up to 2 rounds.

All in AoE must Save to not be blinded for this round + 1 more.

Those that do Save have no visual issues.

Failed saves create issues seeing clearly. Penalties: Init & ToHIT -2.

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



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 12Range X28 SP

Lvl 9Range +50%6 SP



Lvl 14Damage X212 SP

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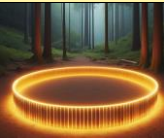


Communication

LEVEL	6	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Speak with Dead							8 pts	Touch	1 Target	1 Round	20 Minutes		
				<p>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.</p>									
				<p>FOCUS:Truthseer COUNTER:Interuption 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</p>									


Enchantments

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Dispel Magic Spell						8 pts	Touch	1 Item	6 Minutes	Permanent		Comparative
<div></div> <div>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.</div>												
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	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2		
Camp Perimeter Shock						4 pts	Touch	3x3 Squares	2 Minutes	8 Hours		No damage		
 <p>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.</p>						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						





Strumos Waystation

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		
Strumos Waystation												
						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						

Circle of Protection vs Undead

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		
						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	

Find or Reveal

LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	GM
						8 pts	2 Squares	1-5 item	5 Minutes	Instant			Sight
Detect Magic													
						<p>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.</p>							
						<p>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</p>							

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Healing and Rest

LEVEL1

STACK99

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:

Lvl12Range X28 SP

Lvl18Healing +810 SP

Lvl16Healing +410 SP

LEVEL2

STACK3

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:

Lvl12Rollout Init12 SP

Lvl9Duration +50%6 SP

Lvl12AOE +50%12 SP

LEVEL2

STACK99

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:

Lvl18Range X410 SP

Lvl12Range X28 SP

Lvl9Range +50%6 SP

LEVEL2

STACK1

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:

Lvl14Stacking +18 SP

Lvl10Rollout Halved6 SP

Lvl12Range X28 SP

LEVEL2

STACK1

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:

Lvl10Rollout Halved6 SP

Lvl16Healing +410 SP

Lvl18Duration X410 SP

LEVEL4

STACK99

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:

Lvl18Healing +810 SP

Lvl16Healing +410 SP

LEVEL4

STACK3

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:

Lvl18Healing +810 SP

Lvl16Healing +410 SP

Lvl16AoE = 2 Ppl8 SP

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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

Quarantine Isolation



Barely visible tan colored sparks Surround The AOE For The Duration.
Gives a sick/diseased person a better Save column on Frailty chart.
No spreading of a contagion is likely when using this.

FOCUS:AOE x2

COUNTER: None

ENHANCEMENTS:
Lvl 14 Save -1 Col 8 SP
Lvl 10 Rollout Halved 6 SP
Lvl 12 Range X2 8 SP

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

Repair A Dead Body



The body is wrapped in bright yellow lights for the entire roll out.
The body is left as whole as much as possible, based on how much of the body remains.
All wounds are cleaned inside and out.
All wounds are physically closed up with enough minor healing to ensure there are not holes or openings.

FOCUS:Range = 8 Sqs

COUNTER: None

ENHANCEMENTS:
Lvl 18 Range X4 10 SP
Lvl 12 Range X2 8 SP
Lvl 18 AoE = 2 Targets 10 SP

LEVEL 6

STACK 99

COST 8 pts

RANGE Touch


AREA OF EFFECT 1 Creature

ROLL OUT Initiative

DURATION Instant

SAVE: No Save

Common Healing 2d8+ACU



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 8 pts

RANGE Touch


AREA OF EFFECT 1 Ctr/Tier

ROLL OUT 10 Minutes

DURATION 4 Hours

SAVE: SNS: 4 Wakes up

Deep Doze



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 8 pts

RANGE Touch


AREA OF EFFECT 1 Creature

ROLL OUT 2 Hours

DURATION Permanent

SAVE: SKL: 2 No Sickness

Electrifying Sickness Cleanse



Golden sparks move from the caster to the recipient.
Creature cleared of Sickness. but very uncomfortable.
Does make the caster 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 -1

STACK

COST pts

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

No Counter Available



DO NOT DELETE !!!! This is a counter

COUNTER: None

ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL 1

STACK 99

COST 4 pts

RANGE Self


AREA OF EFFECT Varies

ROLL OUT Initiative

DURATION 4 Hours

SAVE: No Save

Light of Strumos Yellow



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

-Strumos

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

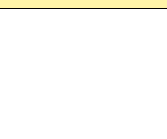
LEVEL	7	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Created
						12 pts	1 Square	1 Recipient	4 Days	Permanent		



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			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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
						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

Planar


LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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

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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	



Summon or Send

LEVEL	4			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		




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	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		



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	



Traveling (PMP)

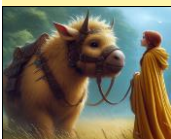
LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Strumos Run						4 pts	Self	Caster	5 Minutes	6 Hours		





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

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

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



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	

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		




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

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

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



The caster focuses and yellow sparks streak to the food and swirls around it.
Improve Food - Improve Quality/Taste of non-cumber food.
Does work on all non-poisoned / non-spoiled food.

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