







-Strumos


Battle-Defense

LEVEL	3	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
							4 pts	8 Squares	1 Recipient	Initiative	10 Minutes											
<div><div></div><div><h3>Protect Fighter vs Ranged/Thrown</h3><p>Barely visible straw colored sparks swirl around the fighter the fades.</p><p>Recipient Fighter must have a Nae'Em with the caster.</p><p>Gains +2 to AC vs ranged and thrown attacks. No benefit vs melee.</p></div><div><div>FOCUS:Total AC bonus:+4</div><div>COUNTER: None</div><div>ENHANCEMENTS:</div><table><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table></div></div>														Lvl 12	Range X2	8 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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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
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LEVEL	2	<div></div>	<div></div>	STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		RM: 1	<div></div>									
Barbed Sparks						4 pts		Self		4 sq Triangle		Initiative		5 Rounds				Target Sees										
<div></div> <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 & ToHIT -2.</p>																<div>FOCUS:Save +1 Col</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><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><tr><td>Lvl 12</td><td>AoE X2</td><td>6 SP</td></tr></table>				Lvl 18	Duration X4	10 SP	Lvl 9	Duration +50%	6 SP	Lvl 12	AoE X2	6 SP
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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												
				<p>Sparkling flaxen colored sparks race directly to the target, zapping them. (No ToHit)</p> <p>Direct damage of 1d8+ACU on 1 sq. +2 damage if non-Adamantine armor.</p> <p>Sparks race to the target without any arc or lobbing.</p> <p>No ToHit or Save required.</p>								<p>FOCUS:+4 Initiative</p> <p>COUNTER: None</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>Damage +50%</td><td>8 SP</td></tr><tr><td>Lvl 18</td><td>AoE = 2 Targets</td><td>10 SP</td></tr></table>		Lvl 12	Range X2	8 SP	Lvl 9	Damage +50%	8 SP	Lvl 18	AoE = 2 Targets	10 SP
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LEVEL

4

STACK

2

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 2

4 pts


4 Squares

1 Mark

Initiative

2 Rounds

Conjure Native Beetles



A swarm appears in a square adjacent to the target.

Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.

Will attack any living target. Even if the target is friendly to the caster.

Save to conjure.

CREATE:Beetleroot Granules

FOCUS:Save +1 Col

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12

Range X2

8 SP

Lvl 9





Range +50%

6 SP

Lvl 14

Damage X2

12 SP



Battle-Prep

LEVEL

1

STACK

1

COST

4 pts

RANGE

Touch

AREA OF EFFECT

3x3 Sq

ROLL OUT

2 Minutes

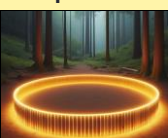
DURATION

8 Hours

SAVE:

SNS: 2

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:Same Spell

ENHANCEMENTS:

Lvl 14Duration X28 SP




Lvl 9Duration +50%6 SP

Lvl 12AOE +50%12 SP


LEVEL	2			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
						4 pts		Self		Caster		1 Hour		3 Days			
<div>  <div> <h3>Triggered Forced Healing</h3> <p>Damage triggers 2d8 rolled. Damage first, then 2x Healing.</p> <p>In effect until duration is over or is used.</p> <p>Does NOT allow the choice to not use it.</p> <p>Only 1 triggered health can be in place at any time.</p> </div> </div>																	
<div> <div> <div>CREATE:Triggered Forced Health Dr</div> <div>FOCUS:Stack+1</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 10 Rollout Halved</div> <div>Lvl 16 Healing +4</div> <div>Lvl 18 Duration X4</div> </div> <div> <div>6 SP</div> <div>10 SP</div> <div>10 SP</div> </div> </div> </div>																	


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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													
 <p>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.</p>										FOCUS: HP at 50. COUNTER: None ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Lvl 12 Range X2 8 SP Lvl 18 Duration X4 10 SP			




Food-Water





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											
<div></div> <p>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).</p>																					
<div><div>FOCUS:+2 Skins extra</div><div>COUNTER: None</div><div>ENHANCEMENTS:</div><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></div>													Lvl 16	Rollout 1 Min	8 SP	Lvl 20	AOE X4	20 SP	Lvl 12	AoE X2	6 SP
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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												
				<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
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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		
<div><div></div><div><p>When assisting a Nae'Emed fighter use range of 8 sqs</p><p>Heal 2d6 + ACU Bonus. If helping a partner Fighter range is 8 sqs.</p><p>The caster's hands glow and direct the healing to a wound.</p><p>When assisting a Nae'Emed fighter use range of 8 sqs</p></div></div>												<div><div>CREATE:Draught Of Health</div><div>FOCUS:Min Roll 7</div><div>COUNTER: None</div><div>ENHANCEMENTS:</div><div><div>Lvl 12 Range X2</div><div>8 SP</div></div><div><div>Lvl 18 Healing +8</div><div>10 SP</div></div><div><div>Lvl 16 Healing +4</div><div>10 SP</div></div></div>

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save								
Heal Sickness						4 pts	2 Squares	1 Target	1 Minute	Instant										
																				
<p>Sparks surround the sick person and they glow with a yellow light.</p> <p>Use Targets Health Save. Use Frailty Scale.</p> <ul style="list-style-type: none">- 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.																				
<div>CREATE:Cure Sickness Potion</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><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></table>												Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP
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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		
<div><div></div><div><p>Barely visible yellow specks float around the person the caster is healing.</p><p>Delayed Heal - up to 4 hrs (+2d6 HP)</p><p>Yellow sparks float around the person the caster is healing.</p><p>1 per creature, but 99 (Stack) can be made.</p></div></div>												
											<div>CREATE: - No creations. Usable only  </div> <div>FOCUS:Duration reset to 1 week. </div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div><div>Lvl 18 Healing +810 SP</div><div>Lvl 16 Healing +410 SP</div></div>	

LEVEL	4			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						4 pts	2 Squares	2 Creatures	10 Minutes	8 Hours			Healing continues
Slow Healing													
 <p>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.</p>										FOCUS: + 2 HP / Hr COUNTER: None ENHANCEMENTS: Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP Lvl 16 AoE = 2 Ppl 8 SP			

-Strumos

Other-Counter

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

No Counter Available

DO NOT DELETE !!!! This is a counter

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP


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

Unable To Continue


Missing from compact report
COUNTER ACTION: Person is unable to continue
xx

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP


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: None
ENHANCEMENTS:
Lvl 6 Subtle Casting 4 SP
Lvl 1 Fake Effort -2 SP
Lvl 4 Aura Brightens -2 SP

LEVEL	3	NAE'EM			STACK	2	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
						4 pts		PMP		Nae'Em		4 Days		Permanent				

Connect To A House


Caster surrounds a House member 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.

COUNTER: None
ENHANCEMENTS:
Lvl 6 Subtle Casting 4 SP
Lvl 1 Fake Effort -2 SP
Lvl 4 Aura Brightens -2 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

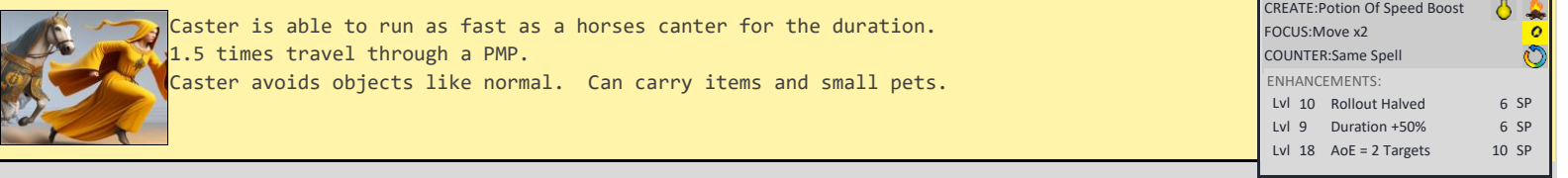
Inactive persons. Save: pass = 1d6 hrs. Fail = Light sleep.
Encourages a Target to fall asleep. Anywhere from 1 to 6 Hours.
Save fail means Target falls into a light sleep.
Save pass means the GM rolls a d6 to see how long the Target remains asleep.
Once a target is asleep they cannot wake themselves.

FOCUS:Col +1
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 14 Stacking +1 8 SP
Lvl 10 Rollout Halved 6 SP
Lvl 12 Range X2 8 SP

-Strumos

Travel-PMP

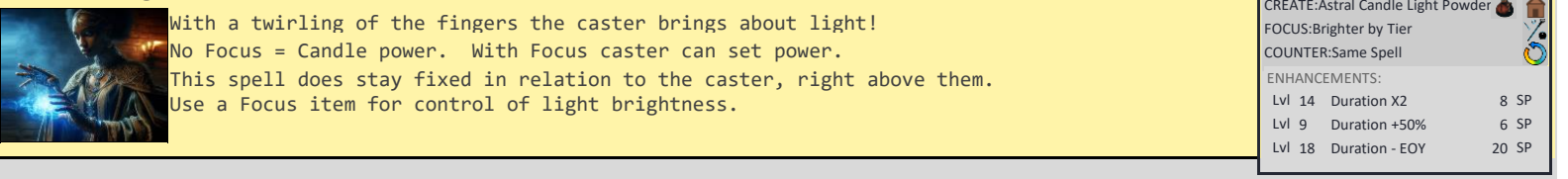
LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Strumos Run				4 pts	Self	Caster	5 Minutes	6 Hours		



Utility-

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1		99	4 pts	Self	Varies	Initiative	4 Hours	No Save

Arcane Light with Class Hue



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		

