







-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											
Protect Fighter vs Ranged/Thrown																					
						<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>															
						<p>FOCUS:Total AC bonus:+4</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 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>							Lvl 12	Range X2	8 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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
						8 pts	Self	3 Square Radius	Initiative	5 Rounds		Pass through
Circle of Protection vs Undead												
						Barely visible mustard colored sparks which highlights the perimeter then fades. Undead must Save to pass through the perimeter. Save column is equal to casters tier. Class symbol must be represented in the art of the circle. Does function as long as the caster concentrates (within duration).						
						FOCUS:Range 6 Sq Radius COUNTER:Same Spell 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	
													
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.													

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	2 Hours	No damage taken.	
<div></div> <div>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.</div>												
<div>FOCUS:Invisible Wall</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div><div>Lvl 18</div><div>Duration X4</div><div>10 SP</div></div> <div><div>Lvl 14</div><div>Duration X2</div><div>8 SP</div></div> <div><div>Lvl 9</div><div>Duration +50%</div><div>6 SP</div></div>												

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.													


Battle-Offense

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2									
						4 pts	4 Squares	1 Square	Initiative	Possibly Days		No Illness									
Cause Illness																					
										<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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1								
						4 pts	Self	4 sq Triangle	Initiative	5 Rounds		Target Sees								
Barbed Sparks																				
										<p>FOCUS:Save +1 Col</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <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
Lvl 18	Duration X4	10 SP																		
Lvl 9	Duration +50%	6 SP																		
Lvl 12	AoE X2	6 SP																		

-Strumos


LEVEL	2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					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	4		STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Conjured
					4 pts	4 Squares	1 Mark	Initiative	2 Rounds		



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		



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




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 No shock
					4 pts	Touch	3x3 Sq	2 Minutes	8 Hours		



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 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
					4 pts	Self	Caster	1 Hour	3 Days		



Damage triggers 2d8 rolled. Damage first, then 2x Healing.
In effect until duration is over or is used.
Does NOT allow the choice to not use it.
Only 1 triggered health can be in place at any time.

CREATE:Triggered Forced Health Dr
FOCUS:Stack+1
COUNTER:Same Spell
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			




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

-Strumos

LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 3	
						12 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours	Exit Circle		




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:Same Spell
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 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		



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:None
ENHANCEMENTS:
Lvl 14 Stacking +1 8 SP
Lvl 12 Range X2 8 SP
Lvl 18 Duration X4 10 SP


LEVEL	6	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
						8 pts	Self	8x8x8 Sqs	3 Hours	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	
						16 pts	PMP	1 Nae'Em	10 Minutes	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:None
ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP
Lvl 10 Rollout Halved 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	20 Minutes	5 Questions			



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:None
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		




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:Same Spell
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	10 Minutes	Permanent	Comparative		



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.


COUNTER:None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Range X4 10 SP
Lvl 9 Range at 1 Sq 6 SP

-Strumos

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			

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: None

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				

Search for Arcane 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: None

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 on 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: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP

LEVEL	16	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						64 pts	1 Square	1 Square	12 Hours	Permanent				

Reveal True Name



This uses all the clues the caster has gathered attempt to find the True Name.
Use clues gathered to attempt to find the True Name.
Caster states aloud all the clues during the rollout.
Resulting in the direction and distance in marks if the Save is passed.
The knowledge is NOT announced out loud.

COUNTER: None


ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

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

LEVEL	15			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						16 pts	Touch	1 Square	5 Minutes	Permanent			

Create Food For A Family



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

-Strumos

Health-Life-Death

LEVEL

1

STACK

99

COST

4 pts

RANGE

2 Squares

AREA OF EFFECT

1 Target

ROLL OUT

Initiative


DURATION

Permanent

SAVE:

No Save

Basic Healing



When assisting a Nae'Emed fighter use range of 8 sqs
 Heal 2d6 + ACU Bonus. If helping a partner Fighter range is 8 sqs.
 The caster's hands glow and direct the healing to a wound.
 When assisting a Nae'Emed fighter use range of 8 sqs

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

[illegible]

LEVEL

4

STACK

99

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

SAVE:

No Save

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  a


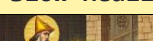
FOCUS: Duration reset to 1 week.

COUNTER: None

ENHANCEMENTS:

Lvl 18 Healing +810 SP

Lvl 16 Healing +410 SP

LEVEL	4			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2									
Slow Healing						4 pts	2 Squares	2 Creatures	10 Minutes	8 Hours	Healing continues										
		<p>Barely visible yellow specks float around the person the caster is healing.</p> <p>10 HP per undisturbed Hour. MUST SAVE EVERY HOUR TO CONTINUE.</p> <p>heal a creature of the caster's choosing for 10 HP/hr.</p> <p>Maximum of 4 hours per creature.</p> <p>Save every hour. Failed Save ends spell.</p>									<p>FOCUS: +2 HP / Hr</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 18</td><td>Healing +8</td><td>10 SP</td></tr><tr><td>Lvl 16</td><td>Healing +4</td><td>10 SP</td></tr><tr><td>Lvl 16</td><td>AoE = 2 Ppl</td><td>8 SP</td></tr></table>		Lvl 18	Healing +8	10 SP	Lvl 16	Healing +4	10 SP	Lvl 16	AoE = 2 Ppl	8 SP
Lvl 18	Healing +8	10 SP																			
Lvl 16	Healing +4	10 SP																			
Lvl 16	AoE = 2 Ppl	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 18Range X410 SP

Lvl 12Range X28 SP

Lvl 18AoE = 2 Targets10 SP

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Common Healing						8 pts	Touch	1 Creature	Initiative	Instant		
 <p>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)</p>												
										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 Creature	ROLL OUT	2 Hours	DURATION	Permanent	SAVE:	SKL: 2	
Electrifying Sickness Cleanse				 <p>Golden sparks move from the caster to the recipient. Creature cleared of Sickness. but very uncomfortable. Does make the caster immunue to getting any Sickness for the rollout. Creature must pass Save.</p>										<div>FOCUS:COL-1</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 14 Range At 3 Sqs 8 SP</div> <div>Lvl 14 Duration X2 8 SP</div>		

-Strumos

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Extra Healing					8 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	9			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 No Disease
	Cure Disease					12 pts	2 Squares	1 Target	8 Hours	Permanent		
	Golden sparks move from the caster to the recipient and hover. Creature cleared of Disease. but very uncomfortable. Does make the caster immunue 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	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Heal 5d6+2 HP					12 pts	2 Squares	1 Target	Initiative	Permanent		
	Yellow sparks float around the person the caster is healing. 4d6+2 healed Yellow sparks float around the person the caster is healing.										FOCUS:+1d4 HP COUNTER: None ENHANCEMENTS: Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq 6 SP Lvl 16 Healing +4 10 SP	
LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 Alive!
	Revive Life With A ZAP!					36 pts	Touch	1 Body	12 Hours	Permanent		
	Sparks surround then converge on the fallen body. Restore creature that is 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 18 Range X4 10 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
	Heal 5d6+6 HP					12 pts	2 Squares	1 Creature	Instant	Permanent		
	Yellow sparks surround the wounded person. Heal 4d6+6 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	
LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Ranged Forced Healing 2d8+2 HP					12 pts	6 Squares	1 Target	Initiative	Permanent		
	Barely visible Blue sparks and Orange ribbons wind around the recipient. Energy from throughout the body is force to an injury. Roll dice and use the result to apply damage, the use double the same result and apply healing.										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
	Consecration of Corpse					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: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Cast from below level 1/4 Lvl SP Lvl 18 AoE = 2 Targets 10 SP	

-Strumos

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

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			



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			



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


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: None
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: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Range X4 10 SP



-Strumos

LEVEL	9	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




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: None			
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	
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: None			
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	
Feather Bed						4 pts	Touch	1x2 Sqs	2 Minutes	12 Hours			





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	
Sleep						4 pts	4 Squares	1 Target	1 Minute	1d6 Hours			Heavy Sleep




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


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

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			




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

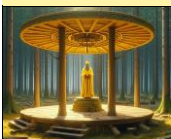
LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 4	
Deep Doze						8 pts	Touch	1 Crtr/Tier	10 Minutes	4 Hours			Wakes up




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	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Strumos Waystation						8 pts	4 Squares	3x3 Squares	1 Minute	12 Hours			





Caster creates a waystation that looks normal in most respects.
3x3 Sqs platform that protects from some weather
Has center area for fires and 4 posts supporting a flat roof.


FOCUS:Canvass walls			
COUNTER: None			
ENHANCEMENTS:			
Lvl 18	Duration X4	10	SP
Lvl 14	Duration X2	8	SP
Lvl 12	AoE X2	6	SP

-Strumos

LEVEL	13			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
Astral Shed						16 pts	Touch	1x1x2 Sqs	1 Minute	8 Hours												
				<p>Run-down-looking wooden shed that's actually a 4-bedroom house on the inside.</p> <p>Small outside but 4 bedroom house inside.</p> <p>Small shed outside... 5 rooms inside.</p>								<div><div>FOCUS:+1 Bedroom</div><div>COUNTER: None</div><div>ENHANCEMENTS:</div><table><tr><td>Lvl 20</td><td>Rollout Instant</td><td>16 SP</td></tr><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table></div>		Lvl 20	Rollout Instant	16 SP	Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP
Lvl 20	Rollout Instant	16 SP																				
Lvl 18	Duration X4	10 SP																				
Lvl 14	Duration X2	8 SP																				

Travel-Planes

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											
				<p>Golden sparks creates a portal through the astral plane to a destination.</p> <p>If there is a location Nae'Em (Vae'Em) set no Save is needed.</p> <p>GM Saves for accuracy. Caster must enter/exit first.</p> <p>Failed Save means caster steps thru to a misdirected location.</p> <p>All misdirected locations are safe to enter, but might be fatal to stay in.</p>								<div>FOCUS:Col -1</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 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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:	No Save
Project Astral Image Within PMP						12 pts		Self		PMP		20 Minutes		4 Hours			
<div><div>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.</div></div>						<div><div>FOCUS:Move=18 COUNTER:Same Spell</div><div>ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP</div></div>											

Travel-PMP

LEVEL

3

STACK

1

COST

4 pts

RANGE

Self

AREA OF EFFECT

Caster

ROLL OUT


5 Minutes

DURATION

6 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







LEVEL

6

STACK

1

COST

8 pts

RANGE

2 Squares

AREA OF EFFECT

1 Creatures

ROLL OUT


Initiative

DURATION

6 Hours

SAVE:

No Save



Increase Nae'Em Fighter Movement

Target can move faster in normal conditions. +2 Move.
Does work for base traveling during battle. Walking, Swimming, Flight.
Does NOT allow casting on the caster AND a creature. Stack of 1.

CREATE:Potion Of Speed Boost


FOCUS:Move+2 Sqs

COUNTER:Same Spell

ENHANCEMENTS:

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

Utility-

LEVEL	1			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save									
Arcane Light with Class Hue						4 pts		Self		Varies		Initiative		4 Hours												
						<div>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.</div>																				
						<div>CREATE:Astral Candle Light Powder</div> <div>FOCUS:Brighter by Tier</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <table><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><tr><td>Lvl 18</td><td>Duration - EOY</td><td>20 SP</td></tr></table>												Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP	Lvl 18	Duration - EOY	20 SP
Lvl 14	Duration X2	8 SP																								
Lvl 9	Duration +50%	6 SP																								
Lvl 18	Duration - EOY	20 SP																								

LEVEL

4

STACK

99

COST

4 pts

RANGE

Self

AREA OF EFFECT

3 Sq Dia Sphere

ROLL OUT

Initiative


DURATION

Conc +4 Rds

SAVE:

No Save

Shadow of the Magi



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:Same Spell



ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
Lvl 14	Range At 3 Sqs	8 SP
Lvl 9	Range at 1 Sq	6 SP

LEVEL

5

NAE'EM



STACK

1

COST

8 pts

RANGE

Touch

AREA OF EFFECT

1 Square

ROLL OUT


2 Minutes

DURATION

Permanent

SAVE:

No Save



The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the ca

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