

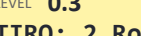


## -Strumos




## Altered Reality


LEVEL	0.1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>TIRO: Beauty Contestant:2nd Prize</b>				15% Max	Self	Self	5 Minutes	12 Hours		
 <p>Recipient becomes more attractive by their race's standards. Caster lets colorful sparks cover the part they wish to change, which fade after a moment.</p>		<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0    No Enhancements    0 SP</div>								



LEVEL	0.1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
TIRO: Pie Fight!						20% Max	4 Squares	1 Target	Initiative	1 Round		Blocks Vision
 <p>Glowing Pie appears as thrown pie to block vision. The caster makes a throwing gesture and a pie made out of colorful light appears, flying towards the target</p>												COUNTER: None ENHANCEMENTS: Lvl 0   No Enhancements   0 SP


LEVEL	03			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1				
TIRO: 2 Rope Image						10% Max	1 Rope	1 Rope	1 Minute	2 Hours		Rope not cut				
				<p>The caster conjures a rope that looks like two short ropes made out of colorful ribbons. Does allow the Caster to roll a Save to merge the ropes into one.</p> <p>Any use or actions with the rope after conjuring reveals it as single length of 4 squares.</p>								<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 0</td><td>No Enhancements</td><td>0 SP</td></tr> </table>		Lvl 0	No Enhancements	0 SP
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Battle-Defense

LEVEL	3	NAE'EM			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save									
<b>Protect Fighter vs Ranged/Thrown</b>							4 pts		8 Squares		1 Recipient		Initiative		10 Minutes												
					<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>										<p>FOCUS: Total AC bonus: +4</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <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
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LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: Tier
<b>Circle of Protection vs Undead</b>						8 pts	Self	3 Square Radius	Initiative	5 Rounds		Pass through
 <p>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).</p>				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									
<b>Astral Mental Shield</b>						12 pts	Self	Self	2 Minutes	4 Hours		Avoid Attack									
				<p>Barely visible flaxen colored sparks surround the caster</p> <p>Protection from astral influence while in the Astral Plane.</p> <p>Astral plane is a mental plane and as such attacks are generally mental.</p> <p>This inhibits Astral attacks.</p> <p>Save vs Astral = RM:2. AC bonus +2.</p>							<p>FOCUS:Total AC Bonus +4</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 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 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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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.											
 <p>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.</p>				<div> <div>FOCUS:Invisible Wall</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <table> <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> <tr> <td>Lvl 9</td> <td>Duration +50%</td> <td>6 SP</td> </tr> </table> </div>										Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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# -Strumos

LEVEL	13			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						16 pts	Touch	3 Sq Radius	10 Minutes	4 Hours			Expulsion

## Circle of Astral Expulsion



Drawn 3 sq radius circle glows then fades. Caster Save to banish a creature.  
Returns Astral creatures to their home plane. The caster rolls a Save.  
Creature lands in a random location within the Astral plane.  
Spell continues until end of duration regardless of number of creatures/save.

FOCUS:Save -1 Col		
COUNTER: None		
ENHANCEMENTS:		
Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP

## Battle-Offense

LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1	
						20% Max	6 Squares	1 Target	Initiative	Instant			Damage taken

## TIRO: Fire Crack!



Bright Multi Colored flashes appear in the caster's hand. (ToHIT Required)  
Caster rolls a Thrown ToHit. 1d3 Damage. Metal armor requires Save.

COUNTER: None		
ENHANCEMENTS:		
Lvl 0	No Enhancements	0 SP

LEVEL	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
						30% Max	12 Squares	1 Target	Initiative	Instant			No Damage

## TIRO: Quick Flash Fire



Colorful embers appear in the caster's palm.  
ToHIT Required.  
1d12 Damage. Save for half damage.

COUNTER: None		
ENHANCEMENTS:		
Lvl 0	No Enhancements	0 SP

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



Sparks directed straight to target the square the caster points to. (No ToHIT)  
Damage of 1d4+ACU to 1 sq for 1 round from a direct spark. No lobbing.  
Target's failed Save indicates Sickness I.  
This can progress through Sickness II and III, to Disease I-II, then to death.

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	
						4 pts	Self	4 sq Triangle	Initiative	5 Rounds			Target Sees

## Barbed Sparks



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	
						4 pts	8 Squares	1 Square	Initiative	Instant			

## Electric Zap



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	
						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

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




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

FOCUS:Save +1 Col  
COUNTER: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
Class Power Attack						12 pts	8 Squares	1 Target	Initiative	1 Round		



Bolt of power: Dmg 4d10+ACU Bonus. Save for 1/2 dmg IF same class.  
SYL:Ice, STM:Elect, ORX:Force, EOL:Acid  
The power surges outward impacting the enemy.  
No ToHIT required.


FOCUS:Knockback w/ RM:3  
COUNTER:Same Spell

ENHANCEMENTS:

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

## Battle-Prep

LEVEL	0.3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Armor of Light						30% Max	Self	Self	1 Minute	4 Hours		




Solid Multi Colored flashes and surrounds the Caster.  
AC becomes 16. Image of bright, sparkly magic armor around Caster.

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2 No shock
Camp Perimeter 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
Triggered Forced Healing						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
Raise Nae'Em Fighter Str +1						8 pts	Touch	1 Fighter	2 Minutes	1 Hour		




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

FOCUS:4 Hours  
COUNTER:Same Spell

ENHANCEMENTS:

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

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



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

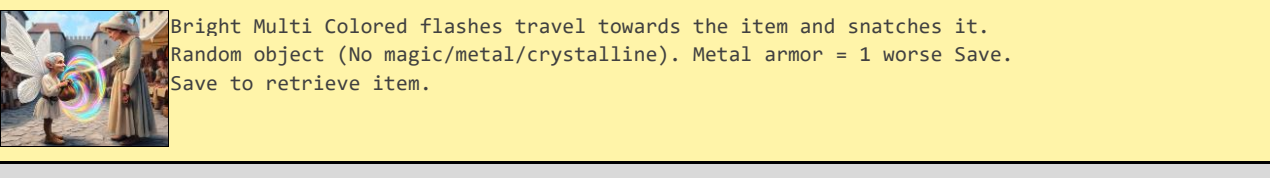
ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP




## -Strumos

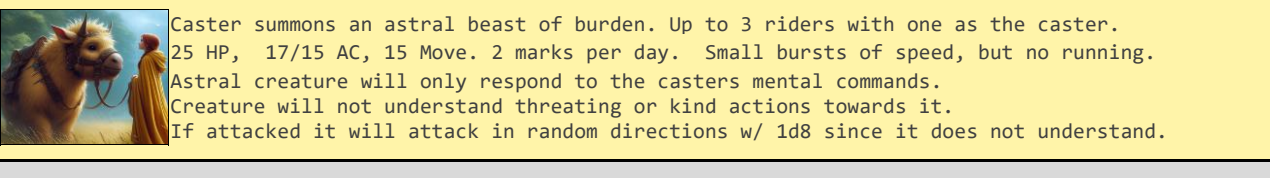
## Call-Summon

LEVEL	0.3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
TIRO: I Have Your Item!						30% Max	4 Sqs	1 Item	Initiative	1 Round		Item grabbed.






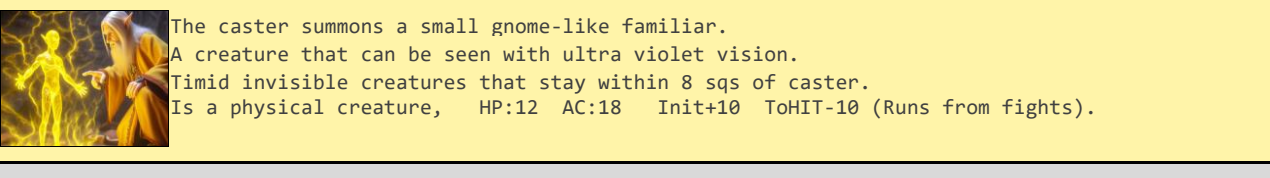
COUNTER: None  
ENHANCEMENTS:  
Lvl 0    No Enhancements    0 SP

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	



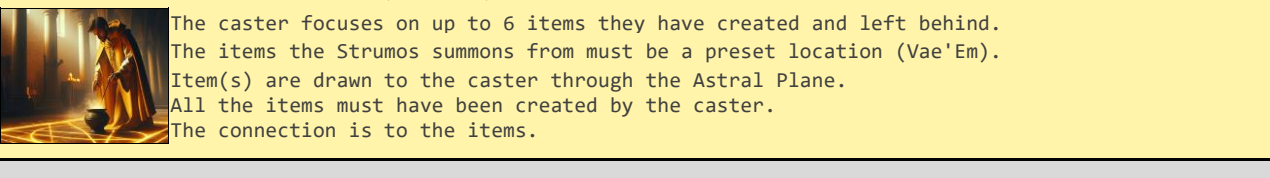
FOCUS:HP at 50.  
COUNTER: None  
ENHANCEMENTS:  
Lvl 14 Stacking +1 8 SP  
Lvl 12 Range X2 8 SP  
Lvl 18 Duration X4 10 SP

LEVEL	6	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
Summon Nisse							8 pts	Self	8x8x8 Sqs	3 Hours	1 Month (30 days)		Summoned	



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

LEVEL	13	Nae'Em			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Summon Strumos Creations (Tae'Em)							16 pts	PMP	1 Nae'Em	10 Minutes	Instant		



FOCUS: Subtle Casting (Free)

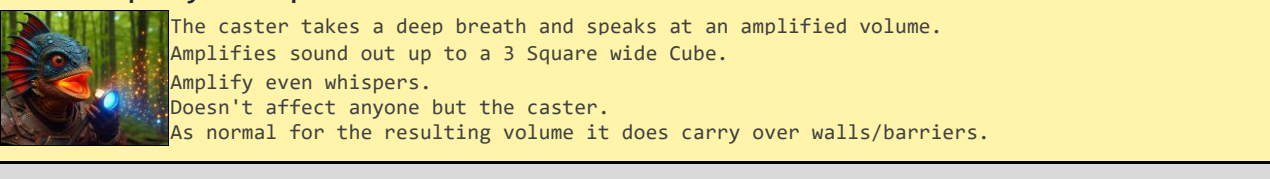
COUNTER: None

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
Lvl 10	Rollout Halved	6 SP

## Communication-

LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Amplify Own Speech						20% Max	Self	3x3x3 Sq	Initiative	5 Minutes		

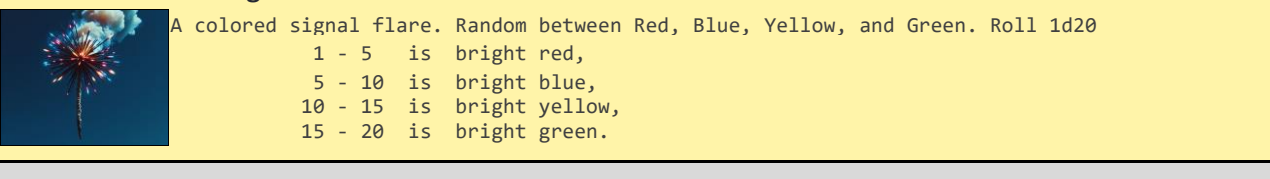


COUNTER: Same Spell

ENHANCEMENTS:

Lvl 0    No Enhancements    0 SP

LEVEL	0.3	STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Colored Signal Flare				15% Max	20 Squares	1 Flare	Initiative	1 Minute		

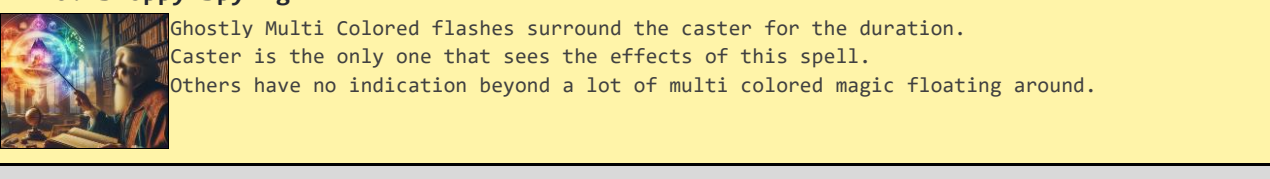


COUNTER: Same Spell

ENHANCEMENTS:

Lvl 0      No Enhancements      0 SP

LEVEL	0.4	NAE'EM	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Sloppy Spying							25% Max	12 Squares	3x3x3 Sqs	Initiative	5 Minutes		




COUNTER: None


ENHANCEMENTS:

Lvl 0      No Enhancements      0 SP




# -Strumos


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 Speech allowed
						12 pts	6 Squares	3 Squares	20 Rds (2 Min)	5 Minutes		




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	0.1			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						20% Max	1 Square	1 Plant	Initiative	10 Minutes		



The caster enchants a plant to pour water. Water pours as if from a spout, but instead it is from the plant. This only creates enough water to fill up a waterskin throughout the Duration. Does NOT have any affect against plant creatures.

COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Comparative
						8 pts	Touch	1 Item	10 Minutes	Permanent		




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


## Find-Hide-Reveal


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



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 Found
						12 pts	Self	1 Mark	1 Day	4 Hours		



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		




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: None  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 18 Duration X4 10 SP  
Lvl 14 Duration X2 8 SP

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




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	
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

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




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

## Health-Life-Death


LEVEL	0.1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
TIRO: Healing Bolus						30% Max	1 Square	Recipient	Initiative	Permanent			



A rainbow of colors surrounds the person being healed.  
1d12 HP healing. Does heal 1d12 painlessly.  
Does NOT heal Undead or Living Dead.  
Does NOT heal any sicknesses, diseases or other ailments.  
Does NOT deal any damage prior to healing the Recipient.

COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Basic Healing						4 pts	2 Squares	1 Target	Initiative	Permanent			



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

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Forced Heal 1d6 HP (+more)						4 pts	1 Square	1 Target	Initiative	Permanent			




Healing energy drawn from all parts of the body are forced to the wounded area.  
First roll the dice and calculate full healing with enhancements,  
Then apply as force damage to the target, if the target is dead next steps fail.  
Lastly, apply the full healing time two (x2) to the target.  
This becomes more powerful (and more costly) with the Enhancements.

FOCUS:Fragility Save - 1 Column  
COUNTER: None  
ENHANCEMENTS:  
Lvl 18 Range X4 10 SP  
Lvl 14 Range At 3 Sqs 8 SP



# -Strumos

LEVEL	2	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Heal Sickness						4 pts	2 Squares	1 Target	1 Minute	Instant		




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   
COUNTER: None  
ENHANCEMENTS:  
Lvl 18 Range X4 10 SP  
Lvl 12 Range X2 8 SP  
Lvl 9 Range +50% 6 SP


LEVEL	4	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Delayed Healing 2d6						4 pts	2 Squares	1 Creature	2 Minutes	4 Hours		




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	<input type="checkbox"/>	<input type="checkbox"/>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Healing continues
Slow Healing						4 pts	2 Squares	2 Creatures	10 Minutes	8 Hours		




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	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Repair done
Repair A Dead Body						8 pts	1 Square	1 Target	30 Minutes	Permanent		






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	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Common Healing						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	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 No Sickness
Electrifying Sickness Cleanse						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	8	<input type="checkbox"/>	<input type="checkbox"/>	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


# -Strumos

LEVEL	9			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2		
Cure Disease						12 pts	2 Squares	1 Target	8 Hours	Permanent	No Disease			
						<div>FOCUS:Col -1</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Range X410 SP</div> <div>Lvl 12 Range X28 SP</div> <div>Lvl 9 Range +50%6 SP</div>								
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				
						<div>FOCUS:+1d4 HP</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Range At 3 Sqs8 SP</div> <div>Lvl 9 Range at 1 Sq6 SP</div> <div>Lvl 16 Healing +410 SP</div>								
LEVEL	11	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 3	
Revive Life With A ZAP!						48 pts	Touch	1 Body	8 Hrs	Permanent	Alive!			
						<div>FOCUS:Health at 4 HP.</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save -1 Col8 SP</div> <div>Lvl 10 Rollout Halved6 SP</div> <div>Lvl 18 AoE = 2 Targets10 SP</div>								
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				
						<div>FOCUS:+1d4 HP</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 9 Range at 1 Sq6 SP</div> <div>Lvl 18 Healing +810 SP</div> <div>Lvl 16 Healing +410 SP</div>								
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				
						<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 20 Rollout Instant16 SP</div> <div>Lvl 9 Range at 1 Sq6 SP</div> <div>Lvl 14 Duration X28 SP</div>								
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				
						<div>CREATE:Consecration Anointment </div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved6 SP</div> <div>Lvl 4 Cast from below level ( %/Lvl SP</div> <div>Lvl 18 AoE = 2 Targets10 SP</div>								
LEVEL	14			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save		
Healing Bolt						16 pts	12 Squares	1 Creature	Initiative	Permanent				
						<div>FOCUS:+1d4 HP</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Healing +810 SP</div> <div>Lvl 16 Healing +410 SP</div> <div>Lvl 18 AoE = 2 Targets10 SP</div>								





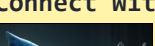
-Strumos
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Light-

LEVEL	0.4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Aural Spark		10% Max	10 Squares	2x2 Sqs	Initiative	1d20 Minutes				
 <p>Colorful lights surround an area. Non-flammable point of low light. 1 of 5 colors.</p>		<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0    No Enhancements    0 SP</div>								

## Personal-Connections



LEVEL	0.2			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		SKL: 3	
TIRO: Random Friendship						40% Max		10 Squares		1 Target		Initiative		Special				Friends!	
				<p>Colorful heart-shaped sparkles around casters hands.</p> <p>Potentially makes someone more tolerant of the caster.</p> <p>Does last only 10 minutes (outside of battle) or one round (in battle).</p> <p>Does allow the Target to make a Save.</p>															
				<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div><div>Lvl 0</div><div>No Enhancements</div><div>0 SP</div></div>															

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	
<h3>Connect With A Fighter</h3> <div>  <p>           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.         </p> </div>												
												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

4 pts

RANGE

PMP

AREA OF EFFECT

Nae'Em

ROLL OUT

4 Days


DURATION

Permanent

SAVE:

No Save

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

LEVEL	6	NAE'EM		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Create a Vae'Em Location.				8 pts				1 Square	1 Square	4 Hours	Permanent										
 <p>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.</p>												<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 14</td><td>Save -1 Col</td><td>8 SP</td></tr><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 4</td><td>Aura Brightens</td><td>-2 SP</td></tr></table>	Lvl 14	Save -1 Col	8 SP	Lvl 10	Rollout Halved	6 SP	Lvl 4	Aura Brightens	-2 SP
Lvl 14	Save -1 Col	8 SP																			
Lvl 10	Rollout Halved	6 SP																			
Lvl 4	Aura Brightens	-2 SP																			

LEVEL

7

NAE'EM

STACK

3

COST

12 pts

RANGE

1 Square

AREA OF EFFECT

1 Recipient

ROLL OUT


4 Days

DURATION

Permanent


SAVE:

SKL: 2



Created

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: None

ENHANCEMENTS:

Lvl 10 Rollout Halved

6 SP



Lvl 18 Range X4

10 SP

LEVEL

9

NAE'EM

STACK

99

COST

24 pts

RANGE

4 Squares

AREA OF EFFECT

1 Item

ROLL OUT


2 Hours

DURATION


Permanent

SAVE:

RM: 2



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: None

ENHANCEMENTS:

Lvl 10 Rollout Halved


Lvl 18 Range X4

Lvl 9 Range +50%



6 SP


10 SP

6 SP



# -Strumos

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 engulf 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	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Garish Pup Tent						20% Max	8 Squares	1x2 Squares	1 Minute	8 Hours		




Bright Multi Colored flashes form a broken down colorful tent. Bright multicolored pup tent. 2 participants.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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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 Ctr/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.

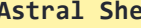
FOCUS: Canvass walls

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
<b>Astral Shed</b>						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.  Small outside but 4 bedroom house inside.  Small shed outside... 5 rooms inside.</p>												
											<p>FOCUS:+1 Bedroom</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 20 Rollout Instant 16 SP</p> <p>Lvl 18 Duration X4 10 SP</p> <p>Lvl 14 Duration X2 8 SP</p>	

# Tracking-

LEVEL	0.4	STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
TIRO: Tracking				30% Max		Self		1 Trail		Initiative		1 Hour			
 <p>Solid Multi Colored flashes to show everyone in sight where path is. Find and follow a trail while leaving an obvious trail with signposts.</p>		<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0    No Enhancements    0 SP</div>													

# Travel-Planes

LEVEL	0.1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
TIRO: Quick Jump		20% Max	1d6 Squares	Self	Initiative	Instant					
 <p>Colorful glow appears under caster's feet &amp; follows them as they jump. 1d6 squares in direction indicated.</p>		<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0   No Enhancements   0 SP</div>									

LEVEL

03

STACK

99

COST

40% Max

RANGE

4 Squares

AREA OF EFFECT

1 Recipient

ROLL OUT

Initiative

DURATION


Instant

SAVE:

BRU: 2

Not moved

TIRO: Quick Push!



Bright Multi Colored flashes travel towards the Target and surround them.

Recipient forced to random spot up to 4 Squares away.




COUNTER: None


ENHANCEMENTS:

Lvl 0





No Enhancements

0 SP

LEVEL	7	NAE'EM			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	SKL: 4	GM								
<b>Astral Portal To Known Location</b>							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>2 hours to cast, 1 minute open. Caster must enter first.</p> <p>GM Saves for accuracy. Failed Save means caster steps thru to a misdirected location.</p> <p>All misdirected locations are safe to walk through.</p>												<p>FOCUS: Col -1</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <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
PMP Projection						12 pts	Self	PMP	20 Minutes	4 Hours		
	<p>Colored sparks form a profile which becomes the image of the caster.</p> <p>The casters Astral image is able to take a ghostly form and watch living creatures.</p> <p>Only can see living sentient creatures, nothing else.</p> <p>Caster will seem ghostly to the creatures and vice sa versa.</p>											<p>FOCUS:Move=18</p> <p>COUNTER:Same Spell</p> <p>ENHANCEMENTS:</p> <p>Lvl 10 Rollout Halved 6 SP</p> <p>Lvl 18 Duration X4 10 SP</p> <p>Lvl 14 Duration X2 8 SP</p>

# Travel-PMP

LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
<b>Strumos Run</b>				4 pts	Self	Caster	5 Minutes	4 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>		<p>CREATE:Potion Of Speed Boost </p> <p>FOCUS:Move x2 </p> <p>COUNTER:Same Spell </p> <p>ENHANCEMENTS:</p> <table border="0"> <tr> <td>Lvl 10</td> <td>Rollout Halved</td> <td>6 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Duration +50%</td> <td>6 SP</td> </tr> <tr> <td>Lvl 18</td> <td>AoE = 2 Targets</td> <td>10 SP</td> </tr> </table>									Lvl 10	Rollout Halved	6 SP	Lvl 9	Duration +50%	6 SP	Lvl 18	AoE = 2 Targets	10 SP
Lvl 10	Rollout Halved	6 SP																	
Lvl 9	Duration +50%	6 SP																	
Lvl 18	AoE = 2 Targets	10 SP																	

# -Strumos

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	1 Hour		




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	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Tasty Cumber Meals						25% Max	Touch	Varies	1 Minute	1 Hour		



Multi Colored flashes extend from Caster's hand and form into consumable food.  
1d12 meals appear at waist height of the Caster.

COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP


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		



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


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		



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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Arlo's Astral Storage						8 pts	Touch	1 Square	2 Minutes	Permanent		



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