




-Strumos


Altered Reality


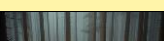


LEVEL	0.1			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
TIRO: Beauty Contestant:2nd Prize						15% Max		Self		Self		5 Minutes		12 Hours			
				<p>Recipient becomes more attractive by their race's standards.</p> <p>Caster lets colorful sparks cover the part they wish to change,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



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.</p> <p>The caster makes a throwing gesture and a pie made out of colorful light appears, flying towards the target</p>																	
		<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <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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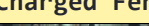
LEVEL	0.3			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		SKL: 1			
TIRO: 2 Rope Image						10% Max		1 Rope		1 Rope		1 Minute		2 Hours				Rope not cut			
		<p>The caster conjures a rope that looks like two short ropes made out of colorful ribbons. Does allow the Caster to roll a Save 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 border="1"> <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									
Protect Fighter vs Ranged/Thrown					4 pts	8 Squares	1 Recipient	Initiative	10 Minutes											
 <p>Barely visible straw colored sparks swirl around the fighter the fades. Recipient Fighter must have a Nae'Em with the caster. Gains +2 to AC vs ranged and thrown attacks. No benefit vs melee.</p>										<div>FOCUS: Total AC bonus: +4</div> <div>COUNTER: 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>		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							
Circle of Protection vs Undead				8 pts		Self		3 Square Radius		Initiative		5 Rounds				Pass through							
		<p>Barely visible mustard colored sparks which highlights the perimeter then fades.</p> <p>Undead must Save to pass through the perimeter. Save column is equal to casters tier.</p> <p>Class symbol must be represented in the art of the circle.</p> <p>Does function as long as the caster concentrates (within duration).</p>											<p>FOCUS:Range 6 Sq Radius </p> <p>COUNTER:Same Spell </p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 14</td> <td>Stacking +1</td> <td>8 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Range At 3 Sqs</td> <td>8 SP</td> </tr> <tr> <td>Lvl 12</td> <td>AoE X2</td> <td>6 SP</td> </tr> </table>		Lvl 14	Stacking +1	8 SP	Lvl 14	Range At 3 Sqs	8 SP	Lvl 12	AoE X2	6 SP
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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									
		<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> <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> </div>																

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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

LEVEL	17			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2 1/2 Damage
Lightening Bolt						20 pts	12 Squares	Direct Line	Initiative	Instant		



Lightening travels from the caster's hand directly towards the target(s).
Damage of 2d6 + ACU on 4 in row.
+1d6 damage if non-Adamn armor.
+4 damage with use of Focus ring.
1/2 damage if Save passed.


FOCUS:+6 Dmg
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 14	Save +1 Col	8 SP
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

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LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 3	
Circle of Containment						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	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.	



Bright Multi Colored flashes travel towards the item and snatches it. Random object (No magic/metal/crystalline). Metal armor = 1 worse Save. Save to retrieve item.

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		



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	
Summon Nisse						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	
Summon Strumos Creations (Tae'Em)						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	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			



The caster takes a deep breath and speaks at an amplified volume. Amplifies sound out up to a 3 Square wide Cube. Amplify even whispers. Doesn't affect anyone but the caster. As normal for the resulting volume it does carry over walls/barriers.

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			




A colored signal flare. Random between Red, Blue, Yellow, and Green. Roll 1d20
1 - 5 is bright red,
5 - 10 is bright blue,
10 - 15 is bright yellow,
15 - 20 is bright green.

COUNTER:Same Spell
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

-Strumos

LEVEL	0.4	NAE'EM	<div></div> <div></div>	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		




Ghostly Multi Colored flashes surround the caster for the duration.
Caster is the only one that sees the effects of this spell.
Others have no indication beyond a lot of multi colored magic floating around.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	6	NAE'EM	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Speak with Dead						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	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Speech allowed
Speak With The Resting Dead						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

LEVEL	19	NAE'EM	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Connection made
Dead Spirit Conversation Circle						20 pts	6 Squares	1 Spirit	10 Minutes	Rollout		



The caster draws a summoning circle and attempts to summon up to 6 souls.
Speaks with the souls. Requires a ritual and a token for each soul/spirit.
Summoning an available soul/spirit is not voluntary.
Ancient dead or disconnected dead cannot be summoned forward.
Caster may get multiple answers when asking 2 or more souls, but can't require it.

FOCUS:MGC:1


COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Range +50%	6 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
TIRO: Water From A Plant						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
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LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Comparative
Dispel Magic						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
Detect Magic						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

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LEVEL	9	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Search for Arcane Focus Item							12 pts	Self	1 Mark	1 Day	4 Hours			Found



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	<div></div>	<div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Astral Plane Projection						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

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	<div></div>	<div></div>	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	<div></div>	<div></div>	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

-Strumos

1

STACK

99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

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 X28 SP

Lvl 18 Healing +810 SP

Lvl 16 Healing +410 SP

1

STACK

1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

Forced Heal 1d6 HP (+more)



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 X410 SP

Lvl 14 Range At 3 Sqs8 SP

2

STACK

99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

Heal Sickness



Sparks surround the sick person and they glow with a yellow light.

Use Targets Health Save. Use Frailty Scale.

- Does allow target to roll a Health Save at one column lower than normal.
- Does allow target to roll the save right away (vs waiting for start of day).
- Does allow repeated spells to bring the target from Sickness III to no sickness.

CREATE:Cure Sickness

COUNTER: None

ENHANCEMENTS:

Lvl 18 Range X410 SP

Lvl 12 Range X28 SP

Lvl 9 Range +50%6 SP

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

FOCUS:Duration reset to 1 week.

COUNTER: None

ENHANCEMENTS:

Lvl 18 Healing +810 SP

Lvl 16 Healing +410 SP

4

STACK

3

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 2

Healing continues

Slow Healing



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 +810 SP

Lvl 16 Healing +410 SP

Lvl 16 AoE = 2 Ppl8 SP

5

STACK

1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 2

Repair done

Repair A Dead Body



The body is wrapped in bright yellow lights for the entire roll out.

The body is left as whole as much as possible, based on how much of the body remains.

All wounds are cleaned inside and out.

All wounds are physically closed up with enough

minor healing to ensure there are not holes or openings.

FOCUS:Range = 8 Sqs

COUNTER: None

ENHANCEMENTS:

Lvl 18 Range X410 SP

Lvl 12 Range X28 SP

Lvl 18 AoE = 2 Targets10 SP

6

STACK

99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

Common Healing



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 +810 SP

Lvl 16 Healing +410 SP

Lvl 18 AoE = 2 Targets10 SP

-Strumos

LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						8 pts	Touch	1 Creature	2 Hours	Permanent		No Sickness	

Electrifying Sickness Cleanse



Golden sparks move from the caster to the recipient.
Creature cleared of Sickness. but very uncomfortable.
Does make the caster immune to getting any Sickness for the rollout.
Creature must pass Save.

FOCUS:COL -1	
COUNTER: None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 14 Range At 3 Sqs	8 SP
Lvl 14 Duration X2	8 SP

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	Touch	1 Creature	Initiative	Instant			

Extra Healing



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	
						12 pts	2 Squares	1 Target	8 Hours	Permanent		No Disease	

Cure Disease



Golden sparks move from the caster to the recipient and hover.
Creature cleared of Disease. but very uncomfortable.
Does make the caster immune to getting THIS disease for the rollout.
Creature must pass Save.

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	
						12 pts	2 Squares	1 Target	Initiative	Permanent			

Heal 5d6+2 HP



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	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!

Revive Life With A ZAP!



Sparks surround then converge on the fallen body.
Revive creature that's been dead less than 25 hrs and passes the Save.
This spell restores a fallen creature to -4 HP.

FOCUS:Health at 4 HP.	
COUNTER: None	
ENHANCEMENTS:	
Lvl 14 Save -1 Col	8 SP
Lvl 10 Rollout Halved	6 SP
Lvl 18 AoE = 2 Targets	10 SP

LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						12 pts	2 Squares	1 Creature	Instant	Permanent			

Heal 5d6+6 HP



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	
						12 pts	6 Squares	1 Target	Initiative	Permanent			

Ranged Forced Healing 2d8+2 HP




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

-Strumos

LEVEL	14			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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 (6/Lvl SP	
Lvl 18	AoE = 2 Targets	10 SP

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

LEVEL	18			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						20 pts	6 Squares	3 Sq Rad Circle	20 Minutes	Permanent		




Orange sparks Surround the group.
3 persons minimum within AoE. 200 pts divided equally.
Orange sparks Surround the group.


FOCUS: +50 HP 

COUNTER: None


ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Healing +8	10 SP
Lvl 16	Healing +4	10 SP

LEVEL	20	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Alive!
						20 pts	Touch	1 Corpse	8 Hours	Permanent			



Bright amber sparks Surround the corpse, then heals it.
Must be dead <20 years. Come back with 5 hp.
Restore them to 5 HP.
Works if the person is missing body parts, but the parts will not come back.
Allows the person to be healed back to full HP with other spells.

FOCUS: Health at 10 HP 


COUNTER: None

ENHANCEMENTS:


Lvl 10	Rollout Halved	6 SP
Lvl 16	Healing +4	10 SP
Lvl 18	AoE = 2 Targets	10 SP

Light-

LEVEL	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						10% Max	10 Squares	2x2 Sqs	Initiative	1d20 Minutes		



Colorful lights surround an area.
Non-flammable point of low light. 1 of 5 colors.


COUNTER: None 

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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Personal-Connections

LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 Friends!
						40% Max	10 Squares	1 Target	Initiative	Special		





Colorful heart-shaped sparkles around casters hands.
Potentially makes someone more tolerant of the caster.
Does last only 10 minutes (outside of battle) or one round (in battle).
Does allow the Target to make a Save.

COUNTER: None


ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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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


-Strumos


LEVEL	3	NAE'EM		STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Connect To A House						8 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
Create a Vae'Em Location.						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
Lvl 4 Aura Brightens -2 SP


LEVEL	7	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Created
Create Permanent Nae'Em						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


LEVEL	9	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 success
Find Clues To True Name						24 pts	4 Squares	1 Item	2 Hours	Permanent		



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

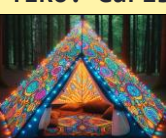
LEVEL	11	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3 Connected
Connect To An Arcane Focus Item						36 pts	Touch	1 Item	3 Days	Permanent		



Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollo.
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


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

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

-Strumos

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

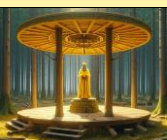
LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 4	
	Deep Doze					8 pts	Touch	1 Ctr/Tier	10 Minutes	4 Hours		Wakes up	



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

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			



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.

FOCUS:+1 Bedroom	
COUNTER:None	
ENHANCEMENTS:	
Lvl 20 Rollout Instant	16 SP
Lvl 18 Duration X4	10 SP
Lvl 14 Duration X2	8 SP

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			



Solid Multi Colored flashes to show everyone in sight where path is.
Find and follow a trail while leaving an obvious trail with signposts.

COUNTER:None	
ENHANCEMENTS:	
Lvl 0 No Enhancements	0 SP

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			




Colorful glow appears under caster's feet & follows them as they jump.
1d6 squares in direction indicated.

COUNTER:None	
ENHANCEMENTS:	
Lvl 0 No Enhancements	0 SP

-Strumos

LEVEL	0.3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2	
TIRO: Quick Push!						40% Max	4 Squares	1 Recipient	Initiative	Instant		Not moved	




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
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LEVEL	7	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 4	GM
Astral Portal To Known Location						8 pts	1 Square	1 Square	2 Hours	1 Minute		Correct location	



Golden sparks creates a portal through the astral plane to a destination.
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.


FOCUS:Col -1

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
PMP Projection						12 pts	Self	PMP	20 Minutes	4 Hours		



Colored sparks form a profile which becomes the image of the caster.
The casters Astral image is able to take a ghostly form and watch living creatures.
Only can see living sentient creatures, nothing else.
Caster will seem ghostly to the creatures and vice sa versa.

FOCUS:Move=18


COUNTER:Same Spell

ENHANCEMENTS:

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

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	4 Hours		



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

CREATE:Potion Of Speed Boost


FOCUS:Move x2

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Duration +50%	6 SP
Lvl 18	AoE = 2 Targets	10 SP

LEVEL	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
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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

-Strumos

LEVEL	4		
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STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

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
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Lvl 14 Range At 3 Sqs 8 SP

Lvl 9	Range at 1 Sq	6 SP
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LEVEL 5 NAE'EM 

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Arlo's Astral Storage

A woman wearing a bright yellow hooded robe stands in front of a stone archway. She holds a large, glowing yellow disc in her right hand, which is raised towards the arch. The disc has a textured, metallic appearance. The background is a dark, cloudy sky.

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
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Lvl 10	Rollout Halved	6 SP
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Lvl 12 AoE X2 6 SP