




-Strumos



Altered Reality


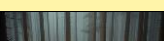
LEVEL	0.1			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
TIRO: Beauty Contestant:2nd Prize		15% Max		Self		Self		5 Minutes		12 Hours							
		<p>Recipient becomes more attractive by their race's standards.</p> <p>Caster lets colorful sparks cover the part they wish to change, 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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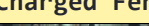
LEVEL	0.3			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		SKL: 1			
TIRO: 2 Rope Image						10% Max		1 Rope		1 Rope		1 Minute		2 Hours				Rope not cut			
		<p>The caster conjures a rope that looks like two short ropes made out of colorful ribbons. Does allow the Caster to roll a Save 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
Lvl 0	No Enhancements	0 SP																			

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											
		<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
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	
<div>  <div> <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> </div> </div>											
									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	
 <p>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.</p>														FOCUS: Total AC Bonus +4 COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 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:	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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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
 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
 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
 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
 Caster conjures and throws colorful lights from 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		
 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
 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												

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LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
						12 pts	8 Squares	1 Target	Initiative	1 Round		1/2 Dmg if same	

Class Power Attack



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	
						30% Max	Self	Self	1 Minute	4 Hours			

TIRO: Armor of Light



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

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
						4 pts	Touch	3x3 Sq	2 Minutes	8 Hours		No shock	

Camp Perimeter Shock



Sandy colored sparks scatter to the perimeter and fade away.
8 Sq Dia circle around caster delivers 1d3 electric damage.
When a creature crosses the perimeter causes a zap sound.
The creature must roll a Save. Passing means no damage, otherwise 1d3 damage.

FOCUS:+1d3 Dmg
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 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			

Triggered Forced Healing



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			

Raise Nae'Em Fighter Str +1



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	
						12 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours		Exit Circle	

Circle of Containment



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	
						30% Max	4 Sqs	1 Item	Initiative	1 Round		Item grabbed.	



TIRO: I Have Your Item!



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


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

Summon Astral Beast of Burden



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	

Summon Nisse



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


Communication-

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

TIRO: Amplify Own Speech



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
						15% Max	20 Squares	1 Flare	Initiative	1 Minute		

TIRO: Colored Signal Flare



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


LEVEL	0.4	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						25% Max	12 Squares	3x3x3 Sqs	Initiative	5 Minutes		

TIRO: Sloppy Spying



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



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		

Speak with Dead



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	
Sneak With The Resting Dead							12 pts	6 Squares	3 Squares	20 Rds (2 Min)	5 Minutes		Speech allowed	

Speak With The Resting Dead



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

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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.

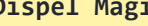
COUNTER: None

ENHANCEMENTS:

Lvl 0

No Enhancements

0 SP

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Dispel Magic						8 pts	Touch	1 Item	10 Minutes	Permanent		Comparative	
 <p>Casters reach out to place spell breaking magic on an item</p> <p>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.</p>		<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 18 Range X4 10 SP</div> <div>Lvl 9 Range at 1 Sq 6 SP</div>											

LEVEL

5

STACK

1

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

RM: 2



Detect Magic

8 pts

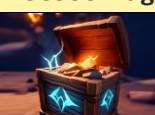
2 Squares

1 item

5 Minutes

Instant

Sight





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

12 pts

RANGE

Self

AREA OF EFFECT

1 Mark

ROLL OUT


1 Day

DURATION

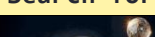
4 Hours

SAVE:

SKL: 2



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

12 pts

RANGE

Self

AREA OF EFFECT

Astral Plane

ROLL OUT

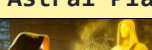
20 Minutes

DURATION

4 Hours

SAVE:

No Save



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

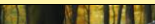
ENHANCEMENTS:

Lvl 10 Rollout Halved6 SP

Lvl 18 Duration X410 SP


Lvl 14 Duration X28 SP



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												
				<p>Blue and Orange ribbons burrow into the ground. Pull water from ground. 2 skins per Tier. 1 skin in dry areas. Typical person requires 1 skin per day. Deserts mean 2 per day. Does NOT continuously draw water from the same spot, Each repeat adds 10% to failure chance (1d100 roll).</p>								<p>FOCUS:+2 Skins extra</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 16</td><td>Rollout 1 Min</td><td>8 SP</td></tr><tr><td>Lvl 20</td><td>AOE X4</td><td>20 SP</td></tr><tr><td>Lvl 12</td><td>AoE X2</td><td>6 SP</td></tr></table>		Lvl 16	Rollout 1 Min	8 SP	Lvl 20	AOE X4	20 SP	Lvl 12	AoE X2	6 SP
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		
 <p>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.</p>												
												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



-Strumos



Health-Life-Death



LEVEL	0.1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						30% Max	1 Square	Recipient	Initiative	Permanent		
TIRO: Healing Bolus												
 <p>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.</p>											COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP	



LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	2 Squares	1 Target	Initiative	Permanent		
Basic Healing												
 <p>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</p>											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
						4 pts	1 Square	1 Target	Initiative	Permanent		
Forced Heal 1d6 HP (+more)												
 <p>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.</p>											FOCUS: Fragility Save - 1 Column  COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 14 Range At 3 Sqs 8 SP	

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	2 Squares	1 Target	1 Minute	Instant		
Heal Sickness												
 <p>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.</p>											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			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	2 Squares	1 Creature	2 Minutes	4 Hours		
Delayed Healing 2d6												
 <p>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.</p>											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			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Healing continues
						4 pts	2 Squares	2 Creatures	10 Minutes	8 Hours		
Slow Healing												
 <p>Barely visible yellow specks float around the person the caster is healing. 10 HP per undisturbed Hour. MUST SAVE EVERY HOUR TO CONTINUE. heal a creature of the caster's choosing for 10 HP/hr. Maximum of 4 hours per creature. Save every hour. Failed Save ends spell.</p>											FOCUS: + 2 HP / Hr  COUNTER: None ENHANCEMENTS: Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP Lvl 16 AoE = 2 Ppl 8 SP	

LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Repair done
						8 pts	1 Square	1 Target	30 Minutes	Permanent		
Repair A Dead Body												
 <p>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.</p>											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	

-Strumos

LEVEL

6

STACK

99

COST

8 pts

RANGE

Touch

AREA OF EFFECT

1 Creature

ROLL OUT

Initiative

DURATION

Instant

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

LEVEL

7

STACK

99

COST

8 pts

RANGE

Touch

AREA OF EFFECT

1 Creature

ROLL OUT

2 Hours

DURATION

Permanent

SAVE:

SKL: 2

No Sickness

Electrifying Sickness Cleanse



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

FOCUS: COL -1

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved6 SP

Lvl 14 Range At 3 Sqs8 SP

Lvl 14 Duration X28 SP

LEVEL

8

STACK

99

COST

8 pts

RANGE

Touch

AREA OF EFFECT

1 Creature

ROLL OUT

Initiative

DURATION

Instant

SAVE:

No Save

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 +810 SP

Lvl 16 Healing +410 SP

Lvl 16 AoE = 2 Ppl8 SP

LEVEL

9

STACK

99

COST

12 pts

RANGE

2 Squares

AREA OF EFFECT

1 Target

ROLL OUT

8 Hours

DURATION

Permanent

SAVE:

SKL: 2

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 X410 SP

Lvl 12 Range X28 SP

Lvl 9 Range +50%6 SP

LEVEL

11

STACK

99

COST

12 pts

RANGE

2 Squares

AREA OF EFFECT

1 Target

ROLL OUT

Initiative

DURATION

Permanent

SAVE:

No Save

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 Sqs8 SP

Lvl 9 Range at 1 Sq6 SP

Lvl 16 Healing +410 SP

LEVEL

11

NAE'EM



STACK

99

COST

48 pts

RANGE

Touch

AREA OF EFFECT

1 Body

ROLL OUT

8 Hrs

DURATION

Permanent

SAVE:

HTH: 3

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 Col8 SP

Lvl 10 Rollout Halved6 SP

Lvl 18 AoE = 2 Targets10 SP

LEVEL

12

STACK

99

COST

12 pts

RANGE

2 Squares

AREA OF EFFECT

1 Creature

ROLL OUT

Instant

DURATION

Permanent

SAVE:

No Save

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 Sq6 SP

Lvl 18 Healing +810 SP

Lvl 16 Healing +410 SP

-Strumos


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	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		



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


COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP


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!	



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


LEVEL	2	NAE'EM			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Connect With A Fighter						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
Connect To A House						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
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
Create Permanent Nae'Em						12 pts	1 Square	1 Recipient		4 Days	Permanent	Created	



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 **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

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 Ctrr/Tier 10 Minutes 4 Hours Wakes up



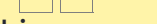
Magenta flames extend from the Caster's hand to the recipient.
Full night's rest in 1 shift (4 Hours) instead of 2 (8 Hours).
During the 4 hours the recipient is not able to wake.
After the 4 hours recipient is reinvigorated.
Does not overcome negative HP or SP.

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


-Strumos

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
7		1	8 pts	4 Squares	3x3 Squares	1 Minute	12 Hours		
Strumos Waystation  <p>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.</p>									FOCUS: Canvass walls COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 12 AoE X2 6 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			
 <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>																	<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 0 No Enhancements 0 SP</p>

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 & 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

0.3

STACK

99

COST

40% Max

RANGE

4 Squares

AREA OF EFFECT

1 Recipient

ROLL OUT

Initiative

DURATION

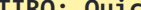
Instant

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
Astral Portal To Known Location							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. 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>FOCUS:Col -1 </div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 10 Rollout Halved</div> <div>Lvl 14 Duration X2</div> <div>Lvl 9 Duration +50%</div> <div>6 SP</div> <div>8 SP</div> <div>6 SP</div> </div>									


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										
		<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>																
		<div>CREATE:Potion Of Speed Boost </div> <div>FOCUS:Move x2 </div> <div>COUNTER:Same Spell </div> <div>ENHANCEMENTS:</div> <table><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