





-Strumos

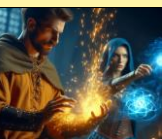
Battle-Defense


LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	8 Squares	1 Recipient	Initiative	4 Hours		
Protect Fighter vs Ranged/Thrown												
 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.												
												FOCUS:Total AC bonus:+4 COUNTER:Dispel Magic Spell Lvl:1 ENHANCEMENTS: 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 Pass through
						8 pts	Self	3 Square Radius	Initiative	4 Hours		
Circle of Protection vs Undead												
 Barely visible mustard colored sparks which highlights the perimeter then fades. Undead must Save to pass through the perimeter. Save column is equal to casters tier. Class symbol must be represented in the art of the circle. Does function as long as the caster concentrates (within duration).												
												FOCUS:Range 6 Sq Radius COUNTER:Dispel Magic Spell Lvl:1 ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 12 AoE X2 6 SP


Battle-Offense

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2 No Illness
						4 pts	4 Squares	1 Square	Initiative	Possibly Days		
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. Use comparison Save. 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 Target Sees
						4 pts	Self	4 sq Triangle	Initiative	5 Rounds		
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 Conjured
						4 pts	4 Squares	1 Mark	Initiative	2 Rounds		
Conjure Native Beetles												
 A swarm appears in a square adjacent to the target. Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg. Will attack any living target. Even if the target is friendly to the caster. Save to 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		
Static Bolt												
 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: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP

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Battle-Prep

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
						4 pts	Touch	3x3 Squares	2 Minutes	8 Hours			

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:Dispel Magic Spell Lvl:1

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
						6 pts	Self	Caster	1 Hour	3 Days		

Triggered Forced Healing 2d8



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:Rollout Interruption Lvl:1

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 recipient, even if stack indicates more than 1.

FOCUS:4 Hours

COUNTER:Same Spell


ENHANCEMENTS:

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

Call-Summon

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

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:Dispel Magic Spell Lvl:1

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	
						4 pts	Self	8x8x8 Sqs	10 Minutes	1 Month (30 days)				

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	6	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Touch	1 Target	1 Round	20 Minutes			

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:Interruption Of Duration Lvl:1

ENHANCEMENTS:


Lvl 10	Rollout Halved	6 SP
Lvl 14	Range At 3 Sqs	8 SP
Lvl 9	Range at 1 Sq	6 SP

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Creation-Meta


LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2										
Dispel Magic						8 pts	Touch	1 Item	6 Minutes	Permanent		Comparative										
 <p>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, except as noted by each spell.</p>												<p>COUNTER:Rollout Interruption Lvl:1</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 9</td><td>Range at 1 Sq</td><td>6 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 18	Range X4	10 SP	Lvl 9	Range at 1 Sq	6 SP
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										
Detect Magic						8 pts	2 Squares	1-5 item	5 Minutes	Instant			Sight									
				<p>Caster attempts to find out if an item/object is magical.</p> <p>Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind.</p> <p>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.</p>									<div><p>CREATE:Scroll of Detect Magic </p><p>FOCUS:Save Col -1 </p><p>COUNTER:Rollout Interruption Lvl:1</p><p>ENHANCEMENTS:</p><table><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr></table></div>	Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP
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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											
						<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									
Improve Food						4 pts	1 Square	4 Meals	10 Minutes	1 Hour											
						<p>The caster focuses and yellow sparks streak to the food and swirls around it.</p> <p>Improve Food - Improve Quality/Taste of non-cumber food.</p> <p>Does work on all non-poisoned / non-spoiled food.</p>															
						<p>FOCUS:Duration = 1 day</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 12</td><td>AoE X2</td><td>6 SP</td></tr></table>							Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP	Lvl 12	AoE X2	6 SP
Lvl 10	Rollout Halved	6 SP																			
Lvl 14	Duration X2	8 SP																			
Lvl 12	AoE X2	6 SP																			



Health-Life-Death



LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
Basic Healing 2d6+ACU						4 pts	2 Squares	1 Target	Initiative	Permanent												
				<p>The caster's hands glow and direct healing to a wound.</p> <p>Heal 2d6 + ACU Bonus. If helping a partner Fighter range is 8 sqs.</p> <p>Range of 8 sqs for Nae'Em Fighters.</p>								<p>CREATE:Draught Of Health </p> <p>FOCUS:Min Roll 7 </p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 18</td><td>Healing +8</td><td>10 SP</td></tr><tr><td>Lvl 16</td><td>Healing +4</td><td>10 SP</td></tr></table>		Lvl 12	Range X2	8 SP	Lvl 18	Healing +8	10 SP	Lvl 16	Healing +4	10 SP
Lvl 12	Range X2	8 SP																				
Lvl 18	Healing +8	10 SP																				
Lvl 16	Healing +4	10 SP																				





LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2										
Heal Sickness						4 pts	2 Squares	1 Target	1 Minute	Instant		Sickness 1 better										
				<p>Sparks surround the sick person and they glow with a yellow light.</p> <p>Use Targets Health Save. Use Frailty Scale.</p> <ul style="list-style-type: none">- Does allow target to roll a Health Save at one column lower than normal.- Does allow target to roll the save right away (vs waiting for start of day).- Does allow repeated spells to bring the target from Sickness III to no sickness.									<p>CREATE:Cure Sickness Potion  </p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr></table>	Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP
Lvl 18	Range X4	10 SP																				
Lvl 12	Range X2	8 SP																				
Lvl 9	Range +50%	6 SP																				



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LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	2 Squares	1 Creature	2 Minutes	4 Hours			
						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.						<div>CREATE: - No creations. Usable only  </div> <div>FOCUS:Duration reset to 1 week. </div> <div>COUNTER: None</div> <div>ENHANCEMENTS: Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP</div>	

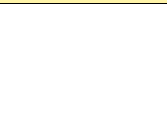
LEVEL	4			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Healing continues	
						10 pts	2 Squares	2 Creatures	4 Hours	permanent			
						Barely visible yellow specks float around the person the caster is healing. 10 HP per undisturbed Hour. MUST SAVE EVERY HOUR TO CONTINUE. heal a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

LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Repair done	
						4 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.						<div>FOCUS:Range = 8 Sqs </div> <div>COUNTER: None</div> <div>ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 18 AoE = 2 Targets 10 SP</div>	




LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						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)						<div>CREATE:Draught Of Health  </div> <div>FOCUS:+1d4 HP </div> <div>COUNTER: None</div> <div>ENHANCEMENTS: Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP Lvl 18 AoE = 2 Targets 10 SP</div>	

LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 No Sickness	
						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.						<div>FOCUS:COL -1 </div> <div>COUNTER: None</div> <div>ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 14 Duration X2 8 SP</div>	


Other-Counter

LEVEL	0			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						pts							
						DO NOT DELETE !!!! This is a counter						<div>COUNTER: None</div> <div>ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</div>	

Personal-Connections

LEVEL	2	NAE'EM			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	PMP	1 Recipient	2 Days	Permanent			
						Caster surrounds a Fighter with a bright yellow glow. Permanent mental bond allows either party to initiate and/or accept. Each person must be within the same PMP to communicate. Arcane (Ancient Magic) will erase the bonding. This spell will only support 2 (See Stack) connections to Fighters.						<div>FOCUS:Healing through Nae'Em </div> <div>COUNTER:Rollout Interruption Lvl:1</div> <div>ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 1 Fake Effort -2 SP Lvl 4 Aura Brightens -2 SP</div>	

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LEVEL	6	NAE'EM		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	1 Square	1 Square	4 Hours	Permanent		

Create a Vae'Em Location.



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:Rollout Interruption Lvl:1
ENHANCEMENTS:
Lvl 14 Save -1 Col 8 SP
Lvl 10 Rollout Halved 6 SP

LEVEL	7	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Created
						12 pts	1 Square	1 Recipient	4 Days	Permanent		

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:Rollout Interruption Lvl:1
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Range X4 10 SP

Shelter-Rest-Protection

LEVEL	2			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1x2 Sqs	2 Minutes	12 Hours		

Feather Bed



Yellow sparks trace the shape as it creates a rope bed.
A feather bed appear.
Can fit 2 persons.
Does continue even once the caster is out cold, asleep, etc...

FOCUS:AOE = 2
COUNTER: None
ENHANCEMENTS:
Lvl 12 Rollout Init 12 SP
Lvl 9 Duration +50% 6 SP
Lvl 12 AOE +50% 12 SP

LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2 Heavy Sleep
						4 pts	4 Squares	1 Target	1 Minute	1d6 Hours		

Sleep



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

FOCUS:Col +1
COUNTER: None
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
						8 pts	4 Squares	1x2 Squares	1 Hour	1 Day		

Quarantine Isolation



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 Wakes up
						8 pts	Touch	1 Crtr/Tier	10 Minutes	4 Hours		

Deep Doze

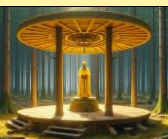


Magenta flames extend from the Caster's hand to the recipient.
Full night's rest in 1 shift (4 Hours) instead of 2 (8 Hours).
During the 4 hours the recipient is not able to wake.
After the 4 hours recipient is reinvigorated.
Does not overcome negative HP or SP.

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
						8 pts	4 Squares	3x3 Squares	1 Minute	12 Hours		

Strumos Waystation





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:Dispel Magic Spell Lvl:1
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP
Lvl 12 AoE X2 6 SP

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Travel-Planes

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



Golden sparks creates a portal through the astral plane to a destination.
If there is a location Nae'Em (Vae'Em) set no Save is needed.
GM Saves for accuracy. Caster must enter/exit first.
Failed Save means caster steps thru to a misdirected location.
All misdirected locations are safe to enter, but might be fatal to stay in.

FOCUS: Col -1

COUNTER: None

ENHANCEMENTS:



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


Travel-PMP


LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Strumes Run				4 pts	Self	Caster	5 Minutes	6 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	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
6	1	8 pts	2 Squares	1 Creatures	Initiative	6 Hours	No Save



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

CREATE:Potion Of Speed Boost  

FOCUS:Move+2 Sqs 

COUNTER:Same Spell 

ENHANCEMENTS:

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

Utility-

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Light of Class Color					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:Dispel Magic Spell Lvl:1
 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	NAME	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 caster sees the items within.
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