




-Strumos


Altered Reality


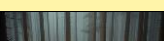


LEVEL	0.1			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
TIRO: Beauty Contestant:2nd Prize		15% Max		Self		Self		5 Minutes		12 Hours							
 <p>Recipient becomes more attractive by their race's standards. Caster lets colorful sparks cover the part they wish to change, which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

LEVEL	0.1	STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		RM: 1			
TIRO: Pie Fight!				20% Max		4 Squares		1 Target		Initiative		1 Round				Blocks Vision			
		<p>Glowing Pie appears as thrown pie to block vision.</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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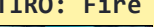
LEVEL	0.3			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		SKL: 1			
TIRO: 2 Rope Image						10% Max		1 Rope		1 Rope		1 Minute		2 Hours				Rope not cut			
		<p>The caster conjures a rope that looks like two short ropes made out of colorful ribbons. Does allow the Caster to roll a Save 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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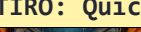
Battle-Defense

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> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 14 Duration X2 8 SP</div> <div>Lvl 9 Duration +50% 6 SP</div>	

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 border="0"> <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
Lvl 14	Stacking +1	8 SP																					
Lvl 14	Range At 3 Sqs	8 SP																					
Lvl 12	AoE X2	6 SP																					

Battle-Offense

LEVEL	0.2			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		RM: 1		
TIRO: Fire Crack!						20% Max		6 Squares		1 Target		Initiative		Instant				No Damage		
		Bright Multi Colored flashes appear in the caster's hand. Caster rolls a Thrown ToHit. 1d3 Damage. Metal armor allowed a 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		
TIRO: Quick Flash Fire						30% Max		12 Squares		1 Target		Initiative		Instant				1/2 Damage		
 <p>Colorful embers appear in the caster's palm. Caster rolls a Thrown ToHit. 1d12 Damage. Save for half damage.</p>		<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements 0 SP</div>																		

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LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2	
Cause Illness						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. 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	
Barbed Sparks						4 pts	Self	4 sq Triangle	Initiative	5 Rounds		Target Sees	



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	
Electric Zap						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	
Conjure Native Beetles						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	
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

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





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

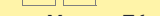
FOCUS:	+1d3 Dmg	
COUNTER:	Same Spell	
ENHANCEMENTS:		
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP
Lvl 12	AOE +50%	12 SP






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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													
		<p>Damage triggers 2d8 rolled. Damage first, then 2x Healing.</p> <p>In effect until duration is over or is used.</p> <p>Does NOT allow the choice to not use it.</p> <p>Only 1 triggered health can be in place at any time.</p>											
												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: <ul style="list-style-type: none"> Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 4 Aura Brightens -2 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.	
 <p>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.</p>																		<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 0 No Enhancements 0 SP</p>	


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	
 <p>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.</p>					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

8 pts

RANGE

Self

AREA OF EFFECT

8x8x8 Sqs

ROLL OUT


3 Hours

DURATION


1 Month (30 days)

SAVE:

SKL: 1



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

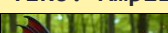
Lvl 18 Duration X4 10 SP

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
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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
 <p>A colored signal flare. Random between Red, Blue, Yellow, and Green. Roll 1d20</p> <p>1 - 5 is bright red, 5 - 10 is bright blue, 10 - 15 is bright yellow, 15 - 20 is bright green.</p>		<div>COUNTER: Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements 0 SP</div>								

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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

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

Creation-Meta


LEVEL	0.1		<div></div> <div></div>	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		<div></div> <div></div>	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		<div></div> <div></div>	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

Food-Water


LEVEL	1		<div></div> <div></div>	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

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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		




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



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

CREATE: Draught Of Health


FOCUS: Min Roll 7

COUNTER: None

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 18	Healing +8	10 SP
Lvl 16	Healing +4	10 SP

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	2 Squares	1 Target	1 Minute	Instant		



Sparks surround the sick person and they glow with a yellow light.
Use Targets Health Save. Use Frailty Scale.
- Does allow target to roll a Health Save at one column lower than normal.
- Does allow target to roll the save right away (vs waiting for start of day).
- Does allow repeated spells to bring the target from Sickness III to no sickness.


CREATE: Cure Sickness

COUNTER: None

ENHANCEMENTS:

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

LEVEL	4			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.

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		



Barely visible yellow specks float around the person the caster is healing.
10 HP per undisturbed Hour. MUST SAVE EVERY HOUR TO CONTINUE.
heal a creature of the caster's choosing for 10 HP/hr.
Maximum of 4 hours per creature.
Save every hour. Failed Save ends spell.


FOCUS: +2 HP / Hr

COUNTER: None

ENHANCEMENTS:

Lvl 18	Healing +8	10 SP
Lvl 16	Healing +4	10 SP
Lvl 16	AoE = 2 Ppl	8 SP

LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Repair done
						8 pts	1 Square	1 Target	30 Minutes	Permanent		



The body is wrapped in bright yellow lights for the entire roll out.
The body is left as whole as much as possible, based on how much of the body remains.
All wounds are cleaned inside and out.
All wounds are physically closed up with enough
minor healing to ensure there are not holes or openings.

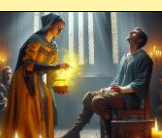
FOCUS: Range = 8 Sqs

COUNTER: None

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 18	AoE = 2 Targets	10 SP

LEVEL	6			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)

CREATE: Draught Of Health

FOCUS: +1d4 HP

COUNTER: None

ENHANCEMENTS:

Lvl 18	Healing +8	10 SP
Lvl 16	Healing +4	10 SP
Lvl 18	AoE = 2 Targets	10 SP


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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 spell		
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


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		

TIRO: Aural Spark



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

COUNTER: None		
ENHANCEMENTS:		
Lvl 0	No Enhancements	0 SP

Personal-Connections

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

TIRO: Random Friendship



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		

Connect With A Fighter



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		

Connect To A House



Caster surrounds a House member with a bright yellow glow.
Permanent mental bond allows either party to initiate and/or accept.
Each person must be within the same PMP to communicate.
Arcane (Ancient Magic) will erase the bonding.
This spell will only support 2 (See Stack) connections to Fighters.

COUNTER: None		
ENHANCEMENTS:		
Lvl 6	Subtle Casting	4 SP
Lvl 1	Fake Effort	-2 SP
Lvl 4	Aura Brightens	-2 SP

LEVEL	6	NAE'EM			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create a Nae'Em Location							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: None		
ENHANCEMENTS:		
Lvl 14	Save -1 Col	8 SP
Lvl 10	Rollout Halved	6 SP

-Strumos

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

Create Permanent Nae'Em



Bright yellow ribbons encircle the recipient.
Permanent mental bond allows either party to initiate and/or accept.
Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding.
This spell will only support 3 (See Stack) connections to another person.
Recipient must Save for connection to work.

FOCUS:SKL:1
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Range X4 10 SP

Shelter-Rest-Protection

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

TIRO: Garish Pup Tent



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
						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	
						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
						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	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 4	<div></div>
					8 pts	Touch	1 Ctrr/Tier	10 Minutes	4 Hours			

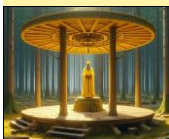


Magenta flames extend from the Caster's hand to the recipient.
Full night's rest in 1 shift (4 Hours) instead of 2 (8 Hours).
During the 4 hours the recipient is not able to wake.
After the 4 hours recipient is reinvigorated.
Does not overcome negative HP or SP.

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: None
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP
Lvl 12 AoE X2 6 SP

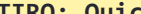
-Strumos




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>								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			
																COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP	

LEVEL	03			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.												

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> <table> <tr> <td>Lvl 10</td> <td>Rollout Halved</td> <td>6 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Duration X2</td> <td>8 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Duration +50%</td> <td>6 SP</td> </tr> </table>										Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
					Lvl 10	Rollout Halved	6 SP																
					Lvl 14	Duration X2	8 SP																
					Lvl 9	Duration +50%	6 SP																

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>									<p>CREATE:Potion Of Speed Boost </p> <p>FOCUS:Move x2 </p> <p>COUNTER:Same Spell </p> <p>ENHANCEMENTS:</p> <table border="0"> <tr> <td>Lvl 10</td> <td>Rollout Halved</td> <td>6 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Duration +50%</td> <td>6 SP</td> </tr> <tr> <td>Lvl 18</td> <td>AoE = 2 Targets</td> <td>10 SP</td> </tr> </table>	Lvl 10	Rollout Halved	6 SP	Lvl 9	Duration +50%	6 SP	Lvl 18	AoE = 2 Targets	10 SP
Lvl 10	Rollout Halved	6 SP																	
Lvl 9	Duration +50%	6 SP																	
Lvl 18	AoE = 2 Targets	10 SP																	

[illegible]

-Strumos

Utility-

LEVEL

0.4

STACK

99

COST

25% Max

RANGE

Touch

AREA OF EFFECT

Varies

ROLL OUT


1 Minute

DURATION

1 Hour

SAVE:

No Save



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

4 pts

RANGE

Self

AREA OF EFFECT

Varies

ROLL OUT


Initiative

DURATION

4 Hours

SAVE:

No Save



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

4 pts

RANGE

Self

AREA OF EFFECT

3 Sq Dia Sphere

ROLL OUT


Initiative

DURATION

Conc +4 Rds

SAVE:

No Save



Stays fixed right above the caster.
Darkness to continues for up to 4 rds after the concentration has stopped.
Caster to creates darkness that will stay centered above them.
Keep darkness active by lightly concentrating on the spell,
Other spells actions that do not state a need to concentrate may be used.

CREATE:Dust of Darkness

FOCUS:Dur=20 Min (No conc)


COUNTER:Same Spell

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

LEVEL

5

NAE'EM



STACK

1

COST

8 pts

RANGE

Touch

AREA OF EFFECT

1 Square

ROLL OUT


2 Minutes

DURATION

Permanent

SAVE:

No Save



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