





-Strumos


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												
						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.						<div>FOCUS:Total AC bonus:+4</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>		Lvl 12	Range X2	8 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: Tier
						8 pts	Self	3 Square Radius	Initiative	5 Rounds		Pass through
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: Same Spell ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 12 AoE X2 6 SP						

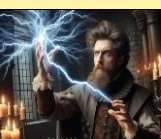
Battle-Offense

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2										
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.								<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr><tr><td>Lvl 12</td><td>AoE X2</td><td>6 SP</td></tr></table>		Lvl 18	Range X4	10 SP	Lvl 9	Range +50%	6 SP	Lvl 12	AoE X2	6 SP
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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										
				<p>Caster conjures and throws colorful lights fom their fingertips into the AOE.</p> <p>Can distract or temporarily blind people for up to 2 rounds.</p> <p>All in AoE must Save to not be blinded for this round + 1 more.</p> <p>Those that do Save have no visual issues.</p> <p>Failed saves create issues seeing clearly. Penalties: Init & ToHIT -2.</p>								<p>FOCUS:Save +1 Col</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr><tr><td>Lvl 12</td><td>AoE X2</td><td>6 SP</td></tr></table>		Lvl 18	Duration X4	10 SP	Lvl 9	Duration +50%	6 SP	Lvl 12	AoE X2	6 SP
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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.								<div>FOCUS:+4 Initiative</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X28 SP</div> <div>Lvl 9 Damage +50%8 SP</div> <div>Lvl 18 AoE = 2 Targets10 SP</div>	

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										
				<p>A swarm appears in a square adjacent to the target.</p> <p>Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.</p> <p>Will attack any living target. Even if the target is friendly to the caster.</p> <p>Save to conure.</p>								<div>CREATE:Beetleroot Granules </div> <div>FOCUS:Save +1 Col </div> <div>COUNTER:Same Spell </div> <div>ENHANCEMENTS:</div> <table><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><tr><td>Lvl 14</td><td>Damage X2</td><td>12 SP</td></tr></table>		Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP	Lvl 14	Damage X2	12 SP
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LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
Static Bolt						8 pts	10 Squares	Direct Line	Initiative	Instant												
						Sparks travel from the caster's hand directly towards the target. (ToHIT Required) Damage of 1d8 + ACU on 3 in row. +1d8 damage if non-Adamantine armor. Sparks travel for 3 squares in a direct row. 1st square of row must be within Range.						<div>FOCUS:Save +1 Col</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <table><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><tr><td>Lvl 14</td><td>Damage X2</td><td>12 SP</td></tr></table>		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 Sq	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: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

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: 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)				

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	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

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Creation-Meta

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						8 pts	Touch	1 Item	10 Minutes	Permanent		Comparative	
 Casters reach out to place spell breaking magic on an item												COUNTER: None	
GM determines the Save column for the item based on the nature of its power.												ENHANCEMENTS:	
Caster and GM both roll the Save. The greater success wins out. (Or least loss)												Lvl 10	Rollout Halved 6 SP
Can be used to disrupt permanent magic. Doesn't affect non permanent spells.												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	
						8 pts	2 Squares	1-5 item	5 Minutes	Instant			Sight
 Caster attempts to find out if an item/object is magical.												CREATE: Scroll of Detect Magic	
Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind.												FOCUS: Save Col -1	
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.												COUNTER: None	
												ENHANCEMENTS:	
												Lvl 18	Range X4 10 SP
												Lvl 12	Range X2 8 SP
												Lvl 9	Range +50% 6 SP


Food-Water

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent			
 Blue and Orange ribbons burrow into the ground.												FOCUS: +2 Skins extra	
Pull water from ground. 2 skins per Tier. 1 skin in dry areas.												COUNTER: None	
Typical person requires 1 skin per day. Deserts mean 2 per day.												ENHANCEMENTS:	
Does NOT continously draw water from the same spot,												Lvl 16	Rollout 1 Min 8 SP
Each repeat adds 10% to failure chance (1d100 roll).												Lvl 20	AOE X4 20 SP
												Lvl 12	AoE X2 6 SP


Improve Food

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			
 The caster focuses and yellow sparks streak to the food and swirls around it.												FOCUS: Duration = 1 day	
Improve Food - Improve Quality/Taste of non-cumber food.												COUNTER: None	
Does work on all non-poisoned / non-spoiled food.												ENHANCEMENTS:	
												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	
						4 pts	2 Squares	1 Target	Initiative	Permanent			
 When assisting a Nae'Emed fighter use range of 8 sqs												CREATE: Draught Of Health	
Heal 2d6 + ACU Bonus. If helping a partner Fighter range is 8 sqs.												FOCUS: Min Roll 7	
The caster's hands glow and direct the healing to a wound.												COUNTER: None	
When assisting a Nae'Emed fighter use range of 8 sqs												ENHANCEMENTS:	
												Lvl 12	Range X2 8 SP
												Lvl 18	Healing +8 10 SP
												Lvl 16	Healing +4 10 SP

Heal Sickness

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.												CREATE: Cure Sickness Potion	
Use Targets Health Save. Use Frailty Scale.												COUNTER: None	
- Does allow target to roll a Health Save at one column lower than normal.												ENHANCEMENTS:	
- Does allow target to roll the save right away (vs waiting for start of day).												Lvl 18	Range X4 10 SP
- Does allow repeated spells to bring the target from Sickness III to no sickness.												Lvl 12	Range X2 8 SP
												Lvl 9	Range +50% 6 SP

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LEVEL 4

STACK 99

COST 4 pts

RANGE 2 Squares


AREA OF EFFECT 1 Creature

ROLL OUT 2 Minutes



DURATION 4 Hours


SAVE: No Save

Delayed Healing 2d6



Barely visible yellow specks float around the person the caster is healing.
Delayed Heal - up to 4 hrs (+2d6 HP)
Yellow sparks float around the person the caster is healing.
1 per creature, but 99 (Stack) can be made.

CREATE:- No creations. Usable only  a 

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 4 pts

RANGE 2 Squares


AREA OF EFFECT 2 Creatures

ROLL OUT 10 Minutes


DURATION 8 Hours

SAVE: SKL: 2
Healing continues 

Slow Healing



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

FOCUS:+ 2 HP / Hr 

COUNTER: None

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

LEVEL 5

STACK 1


COST 4 pts

RANGE 1 Square


AREA OF EFFECT 1 Target

ROLL OUT 30 Minutes


DURATION Permanent

SAVE: SKL: 2
Repair done 

Repair A Dead Body



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

FOCUS:Range = 8 Sqs 

COUNTER: None

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

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 +8 10 SP
Lvl 16 Healing +4 10 SP
Lvl 18 AoE = 2 Targets 10 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 Halved 6 SP
Lvl 14 Range At 3 Sqs 8 SP
Lvl 14 Duration X2 8 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 +8 10 SP
Lvl 16 Healing +4 10 SP
Lvl 16 AoE = 2 Ppl 8 SP

Personal-Connections

LEVEL 2

NAE'EM 

STACK 2

COST 4 pts

RANGE PMP


AREA OF EFFECT 1 Recipient

ROLL OUT 2 Days


DURATION Permanent

SAVE: No Save

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

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LEVEL	3	NAE'EM		STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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
						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

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:	None	
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:	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			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 4 Wakes up
						8 pts	Touch	1 Ctr/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

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[illegible]


Travel-Planes

LEVEL

7

NAE'EM





STACK

1

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 4



Astral Portal To Known Location

8 pts


1 Square

1 Square

2 Hours

1 Minute

Correct location



Golden sparks creates a portal through the astral plane to a destination.
2 hours to cast, 1 minute open. Caster must enter first.
GM Saves for accuracy. Failed Save means caster steps thru to a misdirected location.
All misdirected locations are safe to walk through.

FOCUS:Col -1


COUNTER: None

ENHANCEMENTS:


Lvl 10Rollout Halved6 SP

Lvl 14Duration X28 SP

Lvl 9Duration +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	6 Hours		
 <p>Caster is able to run as fast as a horses canter for the duration. 1.5 times travel through a PMP.</p> <p>Caster avoids objects like normal. Can carry items and small pets.</p>		<div> <div>CREATE:Potion Of Speed Boost</div> <div>FOCUS:Move x2</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 10 Rollout Halved</div> <div>Lvl 9 Duration +50%</div> <div>Lvl 18 AoE = 2 Targets</div> </div> <div> <div>6 SP</div> <div>6 SP</div> <div>10 SP</div> </div> </div>								

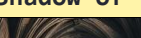
LEVEL	6			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Increase Nae'Em Fighter Movement																	
		Target can move faster in normal conditions. +2 Move. Does work for base traveling during battle. Walking, Swimming, Flight. Does NOT allow casting on the caster AND a creature. Stack of 1.															
						8 pts	2 Squares		1 Creatures		Initiative		6 Hours				
		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									
Arcane Light with Class Hue				4 pts		Self		Varies		Initiative		4 Hours												
				<p>With a twirling of the fingers the caster brings about light!</p> <p>No Focus = Candle power. With Focus caster can set power.</p> <p>This spell does stay fixed in relation to the caster, right above them.</p> <p>Use a Focus item for control of light brightness.</p>																				
				<p>CREATE:Astral Candle Light Powder </p> <p>FOCUS:Brighter by Tier </p> <p>COUNTER:Same Spell </p> <p>ENHANCEMENTS:</p> <table><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><tr><td>Lvl 18</td><td>Duration - EOY</td><td>20 SP</td></tr></table>												Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP	Lvl 18	Duration - EOY	20 SP
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
				4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		

Shadow of the Magi



Stays fixed right above the caster.

Darkness to continues for up to 4 rds after the concentration has stopped.

Caster to creates darkness that will stay centered above them.

Keep darkness active by lightly concentrating on the spell,

Other spells actions that do not state a need to concentrate may be used.




CREATE:Dust of Darkness

FOCUS:Dur=20 Min (No conc)

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
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			
				<p>The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the ca</p> <p>Open or Close storage. No magic or metal or crystals</p> <p>The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the</p> <p>caster sees the items within.</p>												<p>FOCUS:+5 items</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 12 Rollout Init 12 SP</p> <p>Lvl 10 Rollout Halved 6 SP</p> <p>Lvl 12 AoE X2 6 SP</p>	