




-Strumos
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## Altered Reality

LEVEL	0.1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>TIRO: Beauty Contestant:2nd Prize</b>				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. The caster makes a throwing gesture and a pie made out of colorful light appears, flying towards the target</p>										COUNTER: None ENHANCEMENTS: Lvl 0    No Enhancements    0 SP


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. Any use or actions with the rope after conjuring reveals it as single length of 4 squares.</p>		<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0   No Enhancements   0 SP</div>																	



## 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			
		<b>Protect Fighter vs Ranged/Thrown</b>										
		 <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> <div>FOCUS:Total AC bonus:+4</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 12</div> <div>Range X2</div> <div>8 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>	

## Battle-Offense

LEVEL	02	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
TIRO: Fire Crack!		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
<b>TIRO: Quick Flash Fire</b>						30% Max	12 Squares	1 Target	Initiative	Instant		No Damage
 <p>Colorful embers appear in the caster's palm. ToHIT Required. 1d12 Damage. Save for half damage.</p>				<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0   No Enhancements   0 SP</div>								

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										
<div>  <div> <h3>Cause Illness</h3> <p>Sparks directed straight to target the square the caster points to. (No ToHIT)</p> <p>Damage of 1d4+ACU to 1 sq for 1 round from a direct spark. No lobbing.</p> <p>Target's failed Save indicates Sickness I.</p> <p>This can progress through Sickness II and III, to Disease I-II, then to death.</p> </div> <div> <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 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> </div> </div>												Lvl 18	Range X4	10 SP	Lvl 9	Range +50%	6 SP	Lvl 12	AoE X2	6 SP
Lvl 18	Range X4	10 SP																		
Lvl 9	Range +50%	6 SP																		
Lvl 12	AoE X2	6 SP																		

# -Strumos

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1	
						4 pts	Self	4 sq Triangle	Initiative	5 Rounds		Target Sees	

## Barbed Sparks



Caster conjures and throws colorful lights fom their fingertips into the AOE.  
Can distract or temporarily blind people for up to 2 rounds.  
All in AoE must Save to not be blinded for this round + 1 more.  
Those that do Save have no visual issues.  
Failed saves create issues seeing clearly. Penalties: Init & ToHIT -2.


FOCUS:Save +1 Col		0
COUNTER: None		
ENHANCEMENTS:		
Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP
Lvl 12	AoE X2	6 SP

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	8 Squares	1 Square	Initiative	Instant			

## Electric Zap



Sparkling flaxen colored sparks race directly to the target, zapping them. (No ToHIT)  
Direct damage of 1d8+ACU on 1 sq. +2 damage if non-Adamantine armor.  
Sparks race to the target without any arc or lobbing.  
No ToHit or Save required.

FOCUS:+4 Initiative		
COUNTER: None		
ENHANCEMENTS:		
Lvl 12	Range X2	8 SP
Lvl 9	Damage +50%	8 SP
Lvl 18	AoE = 2 Targets	10 SP

LEVEL	4			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						4 pts	4 Squares	1 Mark	Initiative	2 Rounds		Conjured	

## Conjure Native Beetles



A swarm appears in a square adjacent to the target.  
Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.  
Will attack any living target. Even if the target is friendly to the caster.  
Save to conure.

CREATE:Beetleroot Granules		
FOCUS:Save +1 Col		
COUNTER:Same Spell		
ENHANCEMENTS:		
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP


## 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

## 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	
Summon Astral Beast of Burden						4 pts	30 Squares	1 Creature	20 Minutes	1 Month (30 days)	Summoned		

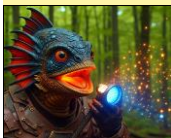


Caster summons an astral beast of burden. Up to 3 riders with one as the caster.  
25 HP, 17/15 AC, 15 Move. 2 marks per day. Small bursts of speed, but no running.  
Astral creature will only respond to the casters mental commands.  
Creature will not understand threatening or kind actions towards it.  
If attacked it will attack in random directions w/ 1d8 since it does not understand.


FOCUS:HP at 50.			
COUNTER: None			
ENHANCEMENTS:			
Lvl 14	Stacking +1	8 SP	
Lvl 12	Range X2	8 SP	
Lvl 18	Duration X4	10 SP	

## Communication-

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




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


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

LEVEL	0.3			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Colored Signal Flare						15% Max	20 Squares	1 Flare	Initiative	1 Minute		



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

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

LEVEL	0.4	NAE'EM		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	

## 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 continuously draw water from the same spot.  
Does NOT have any affect against plant creatures.


COUNTER: None			
ENHANCEMENTS:			
Lvl 0	No Enhancements	0 SP	

## Food-Water

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Draw Up Ground Water						4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent		




Blue and Orange ribbons burrow into the ground.  
Pull water from ground. 2 skins per Tier. 1 skin in dry areas.  
Typical person requires 1 skin per day. Deserts mean 2 per day.  
Does NOT continuously draw water from the same spot,  
Each repeat adds 10% to failure chance (1d100 roll).

FOCUS:+2 Skins extra			
COUNTER: None			
ENHANCEMENTS:			
Lvl 16	Rollout 1 Min	8 SP	
Lvl 20	AOE X4	20 SP	
Lvl 12	AOE X2	6 SP	

LEVEL	4			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
TIRO: Healing Bolus						30% Max	1 Square	Recipient	Initiative	Permanent		
 <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>												
<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0No Enhancements0 SP</div>												

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Basic Healing						4 pts	2 Squares	1 Target	Initiative	Permanent		
				<div>When assisting a Nae'Emed fighter use range of 8 sqs</div> <div>Heal 2d6 + ACU Bonus. If helping a partner Fighter range is 8 sqs.</div> <div>The caster's hands glow and direct the healing to a wound.</div> <div>When assisting a Nae'Emed fighter use range of 8 sqs</div>								
				<div>CREATE:Draught Of Health </div> <div>FOCUS:Min Roll 7</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div><div>Lvl 12 Range X28 SP</div><div>Lvl 18 Healing +810 SP</div><div>Lvl 16 Healing +410 SP</div></div>								

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save					
Forced Heal		1d6 HP (+more)				4 pts	1 Square	1 Target	Initiative	Permanent							
																	
<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>																	
<div>FOCUS:Fragility Save - 1 Column</div> <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 14</td><td>Range At 3 Sqs</td><td>8 SP</td></tr></table>												Lvl 18	Range X4	10 SP	Lvl 14	Range At 3 Sqs	8 SP
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								
Heal Sickness						4 pts	2 Squares	1 Target	1 Minute	Instant										
																				
<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"><li>- Does allow target to roll a Health Save at one column lower than normal.</li><li>- Does allow target to roll the save right away (vs waiting for start of day).</li><li>- Does allow repeated spells to bring the target from Sickness III to no sickness.</li></ul>																				
<div>CREATE: Cure Sickness </div> <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 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
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Lvl 9	Range +50%	6 SP																		

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Delayed Healing 2d6						4 pts	2 Squares	1 Creature	2 Minutes	4 Hours		
				<p>Barely visible yellow specks float around the person the caster is healing.</p> <p>Delayed Heal - up to 4 hrs (+2d6 HP)</p> <p>Yellow sparks float around the person the caster is healing.</p> <p>1 per creature, but 99 (Stack) can be made.</p>								

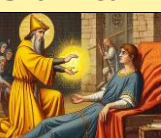
CREATE: - No creations. Usable only 

FOCUS:Duration reset to 1 week.


COUNTER: None

ENHANCEMENTS:

Lvl 18	Healing +8	10 SP
Lvl 16	Healing +4	10 SP

LEVEL	4	<div></div> <div></div>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	<div></div>									
Slow Healing																					
<div><div></div><div><p>Barely visible yellow specks float around the person the caster is healing.</p><p>10 HP per undisturbed Hour. MUST SAVE EVERY HOUR TO CONTINUE.</p><p>heal a creature of the caster's choosing for 10 HP/hr.</p><p>Maximum of 4 hours per creature.</p><p>Save every hour. Failed Save ends spell.</p></div></div>																					
										<div>FOCUS: + 2 HP / Hr</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><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><tr><td>Lvl 16</td><td>AoE = 2 Ppl</td><td>8 SP</td></tr></table>			Lvl 18	Healing +8	10 SP	Lvl 16	Healing +4	10 SP	Lvl 16	AoE = 2 Ppl	8 SP
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
TIRO: Aural Spark						10% Max	10 Squares	2x2 Sqs	Initiative	1d20 Minutes		
<div><p>Colorful lights surround an area. Non-flammable point of low light. 1 of 5 colors.</p></div>												
<div><div>COUNTER: None</div><div>ENHANCEMENTS: Lvl 0    No Enhancements    0 SP</div></div>												



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## Personal-Connections

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

## 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 Heavy Sleep
Sleep						4 pts	4 Squares	1 Target	1 Minute	1d6 Hours		



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

## Tracking-

LEVEL	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Tracking						30% Max	Self	1 Trail	Initiative	1 Hour		





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

COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP


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## Travel-Planes


LEVEL	0.1	STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
TIRO: Quick Jump				20% Max		1d6 Squares		Self		Initiative		Instant			
		Colorful glow appears under caster's feet & follows them as they jump. 1d6 squares in direction indicated.													
COUNTER: None ENHANCEMENTS: Lvl 0    No Enhancements    0 SP															

LEVEL	0.3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2	
TIRO: Quick Push!				40% Max	4 Squares	1 Recipient	Initiative	Instant			Not moved
 Bright Multi Colored flashes travel towards the Target and surround them. Recipient forced to random spot up to 4 Squares away.											COUNTER: None ENHANCEMENTS: Lvl 0    No Enhancements    0 SP

Travel-PMP

LEVEL	3		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Self	Caster	5 Minutes	4 Hours		
<b>Strumos Run</b>  <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>											
										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	

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 14Duration X28 SP

Lvl 9Duration +50%6 SP

Lvl 18Duration - EOY20 SP

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Shadow of the Magi</b>						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