-Strumos Altered Reality AREA OF EFFECT ROLL OUT DURATION SAVE: LEVEL 0.1 No Save 15% Max 5 Minutes 12 Hours TIRO: Beauty Contestant: 2nd Prize Recipient becomes more attractive by their race's standards. Caster lets colorful sparks cover the part they wish to change, COUNTER: None which fade after a moment. ENHANCEMENTS: Lvl 0 No Enhancements 0 SP COST RANGE AREA OF EFFECT ROLL OUT DURATION STACK 99 SAVE LEVEL 0.1 RM: 1 20% Max **Blocks Vision** 4 Squares 1 Target Initiative 1 Round TIRO: Pie Fight! Glowing Pie appears as thrown pie to block vision. The caster makes a throwing gesture and a pie made out of colorful light appears, COUNTER: None flying towards the target ENHANCEMENTS: LvI 0 No Enhancements STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE SKL: 1 LEVEL 0.3 10% Max 1 Rope 1 Minute 2 Hours 1 Rope Rope not cut TIRO: 2 Rope Image 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. COUNTER: None Any use or actions with the rope after conjuring reveals it as single length of 4 squares. ENHANCEMENTS: Lvl 0 No Enhancements 0 SP Battle-Defense LEVEL 3 NAE'EM STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION No Save Initiative 10 Minutes 4 pts 8 Squares 1 Recipient Protect Fighter vs Ranged/Thrown Barely visible straw colored sparks swirl around the fighter the fades. FOCUS:Total AC bonus:+4 Recipient Fighter must have a Nae'Em with the caster. COUNTER: None Gains +2 to AC vs ranged and thrown attacks. No benefit vs melee. ENHANCEMENTS: 8 SP Lvl 12 Range X2 Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP RANGE AREA OF EFFECT ROLL OUT DURATION STACK COST RM: Tier Self 3 Square Radius Initiative 5 Rounds Pass through 8 pts Circle of Protection vs Undead Barely visible mustard colored sparks which highlights the perimeter then fades. FOCUS:Range 6 Sq Radius 0 Undead must Save to pass through the perimeter. Save column is equal to casters tier. O COUNTER:Same Spell Class symbol must be represented in the art of the circle. ENHANCEMENTS: Does function as long as the caster concentrates (within duration). Lvl 14 Stacking +1 8 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 12 AoE X2 6 SP STACK 99 RANGE AREA OF EFFECT ROLL OUT DURATION 9 RM: 2 LEVEL 10 12 pts Self Self 2 Minutes 4 Hours Avoid Attack Astral Mental Shield Barely visible flaxen colored sparks surround the caster FOCUS:Total AC Bonus +4 0 Protection from astral influence while in the Astral Plane. COUNTER: None Astral plane is a mental plane and as such attacks are generally mental. ENHANCEMENTS: Lvl 18 Duration X4 10 SP This inhibits Astral attacks. Lvl 14 Duration X2 8 SP Save vs Astral = RM:2. AC bonus +2. Lyl 9 Duration +50% 6 SP RANGE AREA OF EFFECT DURATION STACK 99 COST ROLL OUT SAVE: RM: 3 LEVEL 10 2 Hours 12 pts 6 Squares 2 - 9 Sas Initiative No damage taken. Charged Fencing - Two Sides Barely visible flaxen colored sparks create a two-sided wall around the caster. FOCUS:Invisible Wall Two 3 sqs walls that is 2 sqs high blocking anyone trying to pass. COUNTER:Same Spell O Save to break through. If a person makes it through that does NOT leave a hole. ENHANCEMENTS: Lvl 18 Duration X4 10 SP 3d6 electric damage when touched. Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP

-Strumos Battle-Offense STACK 99 COST AREA OF EFFECT ROLL OUT DURATION SAVE LEVEL 0.2 RM: 1 20% Max 6 Squares 1 Target Initiative Instant No Damage TIRO: Fire Crack! Bright Multi Colored flashes appear in the caster's hand. Caster rolls a Thrown ToHit. COUNTER: None 1d3 Damage. Metal armor allowed a Save. ENHANCEMENTS: Lvl 0 No Enhancements 0 SP COST RANGE AREA OF EFFECT ROLL OUT DURATION STACK 99 SAVE LEVEL 0.4 AGL: 2 1/2 Damage 30% Max 12 Squares 1 Target Initiative Instant TIRO: Quick Flash Fire Colorful embers appear in the caster's palm. Caster rolls a Thrown ToHit. COUNTER: None 1d12 Damage. Save for half damage. ENHANCEMENTS: Lvl 0 No Enhancements STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE HTH: 2 LEVEL 1 4 Squares Initiative Possibly Days No Illness 4 pts 1 Square 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. COUNTER: None Target's failed Save indicates Sickness I. Use comparison Save. ENHANCEMENTS: Lvl 18 Range X4 10 SP This can progress through Sickness II and III, to Disease I-II, then to death. Lvl 9 Range +50% 6 SP Lvl 12 AoE X2 6 SP STACK RANGE AREA OF EFFECT ROLL OUT DURATION SAVE RM: 1 2 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. FOCUS:Save +1 Col Can distract or temporarily blind people for up to 2 rounds. COUNTER: None All in AoE must Save to not be blinded for this round + 1 more. FNHANCEMENTS Lyl 18 Duration X4 10 SP Those that do Save have no visual issues. 6 SP Lvl 9 Duration +50% Failed saves create issues seeing clearly. Penalties: Init & ToHIT -2. 6 SP Lvl 12 AoE X2 AREA OF EFFECT STACK ROLL OUT DURATION SAVE: No Save LEVEL 2 4 pts 8 Squares 1 Square Initiative Instant Electric Zap Sparkling flaxen colored sparks race directly to the target, zapping them. (No ToHIT) FOCUS:+4 Initiative 0 Direct damage of 1d8+ACU on 1 sq. +2 damage if non-Adamantine armor. COUNTER: None Sparks race to the target without any arc or lobbing. ENHANCEMENTS: Lvl 12 Range X2 8 SP No ToHit or Save required. Lvl 9 Damage +50% 8 SP Lvl 18 AoE = 2 Targets 10 SP DURATION STACK COST RANGE AREA OF EFFECT **ROLL OUT** SAVE: 9 SKL: 2 2 Rounds 4 pts 4 Squares 1 Mark Initiative Conjured Conjure Native Beetles CREATE:Beetleroot Granules A swarm appears in a square adjacent to the target. FOCUS:Save +1 Col Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg. COUNTER:Same Spell ENHANCEMENTS: Will attack any living target. Even if the target is friendly to the caster. Lvl 12 Range X2 8 SP Save to conure. Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 8 10 Squares 8 pts Direct Line Initiative Instant Static Bolt Sparks travel from the caster's hand directly towards the target. (ToHIT Required) FOCUS:Save +1 Col Damage of 1d8 + ACU on 3 in row. +1d8 damage if non-Adamantine armor. COUNTER:Same Spell O Sparks travel for 3 squares in a direct row. ENHANCEMENTS: Lvl 12 Range X2 8 SP st square of row must be within Range. Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP

-Strumos									
LEVEL 12 Class Powe	er Attack	STACK 99	COST 12 pts	RANGE 8 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: RM: 3 1/2 Dmg if sa	% ime
	Power surges toward Bolt of power: Dmg Save for 1/2 dmg IF	4d10+ACU Bo	onus. No T	OHIT requir	ed.	ce, EOL:Acid		FOCUS:Knockback w/ RM:3 COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 5 Lvl 9 Range +50% 6 5	
Battle-Pr	ep								
LEVEL 0.3	or of Light	STACK 99	COST 30% Max	RANGE Self	AREA OF EFFECT Self	ROLL OUT 1 Minute	DURATION 4 Hours	SAVE: No Save	
	Solid Multi Colored flashes and surrounds the Caster. AC becomes 16. Image of bright, sparkly magic armor around Caster.								O
		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SNS: 2	<u></u>
LEVEL 1 Camp Peri	meter Shock	STACK 1	4 pts	Touch	3x3 Sq	2 Minutes	8 Hours	No she	
		FOCUS:+1d3 Dmg COUNTER:Same Spell ENHANCEMENTS: Lvl 14 Duration X2 8 5 Lvl 9 Duration +50% 6 5 Lvl 12 AOE +50% 12 5	SP						
LEVEL 2		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
_	Forced Healing		4 pts	Self	Caster	1 Hour	3 Days	CREATE:Triggered Forced Health Dr. 💍	
	FOCUS:Stack+1 COUNTER:Same Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 S Lvl 16 Healing +4 10 S Lvl 18 Duration X4 10 S	SP SP							
LEVEL 8 NAE'E	K	STACK 2	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 Fighter	ROLL OUT 2 Minutes	DURATION 1 Hour	SAVE: No Save	
Raise Nae	FOCUS:4 Hours COUNTER:Same Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 4 Aura Brightens -2 SP								
LEVEL 12		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: BRU: 3	0
	Containment		12 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours	Exit Cir	rcle
	Barely visible blue Creatures are able Drawn circle that s Can be used in/as a Must Save to Exit.	to easily estops creatu	enter the A ures from e	OE with no	issues. area.	ase (TRAP)".		FOCUS:BRU:>95 COUNTER:Same Spell ENHANCEMENTS: LvI 18	SP
Call-Sum	mon								
LEVEL 0.3 TIRO: I H	ave Your Item!	STACK 99	COST 30% Max	RANGE 4 Sqs	AREA OF EFFECT 1 Item	ROLL OUT Initiative	1 Round	SAVE: RM: 1 Item grabb	ed.
	Bright Multi Colore Random object (No m Save to retrieve it	nagic/metal/						COUNTER: None ENHANCEMENTS: LVI 0 No Enhancements 0 S	SP



-Strumos



6 SP

8 SP

6 SP

Lvl 10 Rollout Halved Lvl 14 Duration X2

Lvl 12 AoE X2

-Strumos Health-Life-Death AREA OF EFFECT ROLL OUT SAVE: LEVEL 0.1 No Save 30% Max 1 Square Recipient Initiative Permanent TIRO: Healing Bolus A rainbow of colors surrounds the person being healed. 1d12 HP healing. Does heal 1d12 painlessly. COUNTER: None Does NOT heal Undead or Living Dead. ENHANCEMENTS: Does NOT heal any sicknesses, diseases or other ailments. Lvl 0 No Enhancements 0 SP Does NOT deal any damage prior to healing the Recipient. STACK RANGE AREA OF EFFECT ROLL OUT DURATION LEVEL 1 SAVE: No Save 4 pts 2 Squares 1 Target Initiative Permanent Basic Healing CREATE:Draught Of Health When assisting a Nae'Emed fighter use range of 8 sqs FOCUS:Min Roll 7 Heal 2d6 + ACU Bonus. If helping a partner Fighter range is 8 sqs. COUNTER: None The caster's hands glow and direct the healing to a wound. ENHANCEMENTS: Lvl 12 Range X2 8 SP when assisting a Nae'Emed fighter use range of 8 sqs Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP RANGE DURATION STACK 99 COST AREA OF EFFECT ROLL OUT SAVE: No Save 2 4 pts 2 Squares 1 Minute Instant 1 Target **Heal Sickness** CREATE:Cure Sickness Sparks surround the sick person and they glow with a yellow light. Use Targets Health Save. Use Frailty Scale. COUNTER: None Does allow target to roll a Health Save at one column lower than normal. ENHANCEMENTS: Lvl 18 Range X4 10 SP 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. Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP STACK 99 AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 4 4 pts 2 Squares 1 Creature 2 Minutes 4 Hours Delayed Healing 2d6 CREATE: - No creations. Usable only 🔥 Barely visible yellow specks float around the person the caster is healing. FOCUS:Duration reset to 1 week. Delayed Heal - up to 4 hrs (+2d6 HP) COUNTER: None FNHANCEMENTS: Yellow sparks float around the person the caster is healing. Lvl 18 Healing +8 10 SP 1 per creature, but 99 (Stack) can be made. Lvl 16 Healing +4 10 SP AREA OF EFFECT DURATION SKL: 2 4 pts 2 Squares 2 Creatures 10 Minutes 8 Hours Healing continues Slow Healing Barely visible yellow specks float around the person the caster is healing. FOCUS:+ 2 HP / Hr 0 10 HP per undisturbed Hour. MUST SAVE EVERY HOUR TO CONTINUE. COUNTER: None heal a creature of the caster's choosing for 10 HP/hr. ENHANCEMENTS: Lvl 18 Healing +8 10 SP Maximum of 4 hours per creature. Lvl 16 Healing +4 10 SP Save every hour. Failed Save ends spell. Lvl 16 AoE = 2 Ppl 8 SP DURATION STACK COST RANGE AREA OF EFFECT **ROLL OUT** SAVE: 9 SKL: 2 30 Minutes Permanent Repair done 8 pts 1 Square 1 Target Repair A Dead Body The body is wrapped in bright yellow lights for the entire roll out. FOCUS:Range = 8 Sqs 0 The body is left as whole as much as possible, based on how much of the body remains. COUNTER: None ENHANCEMENTS: All wounds are cleaned inside and out. Lvl 18 Range X4 10 SP All wounds are physically closed up with enough Lvl 12 Range X2 minor healing to ensure there are not holes or openings. 8 SP Lvl 18 AoE = 2 Targets 10 SP STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 6 8 pts Touch 1 Creature Initiative Instant Common Healing CREATE:Draught Of Health Barely visible force grows at casters feet & fades. FOCUS:+1d4 HP Heal 2d8 + ACU Bonus. If helping a partner Fighter range is 8 sqs. COUNTER: None

Yellow sparks float around the person the caster is healing. (Potion of Milky Yellow

iquid)

ENHANCEMENTS: Lvl 18 Healing +8

Lvl 16 Healing +4

Lvl 18 AoE = 2 Targets

10 SP

10 SP

10 SP

-Strumos										
STACK	99 COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 2				
Electrifying Sickness Cleanse	8 pts	Touch	1 Creature	2 Hours	Permaner	JILL Z				
Golden sparks move from Creature cleared of Sicking Does make the caster immed 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									
Extra Healing Yellow sparks float around Heal 3d8 + ACU Bonus Yellow sparks float around Heal 3d8 + ACU Bonus	8 pts			ROLL OUT Initiative	DURATION Instant	CREATE: - No creations. Usable only as a sp FOCUS:+4 HP COUNTER: None ENHANCEMENTS:				
						LvI 18 Healing +8 10 SP LvI 16 Healing +4 10 SP LvI 16 AoE = 2 PpI 8 SP				
LEVEL 9 STACK	99 COST 12 pts	RANGE 2 Squares	AREA OF EFFECT 1 Target	ROLL OUT 8 Hours	DURATION	JILL Z				
Golden sparks move from Creature cleared of Disease Does make the caster immucreature must pass Save.		FOCUS:Col -1								
STACK	99 COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save				
Heal 5d6+2 HP	12 pts	2 Squares	1 Target	Initiative	Permaner					
Yellow sparks float aroun 4d6+2 healed Yellow sparks float aroun		FOCUS:+1d4 HP								
LEVEL 11 NAE'EM T	99 COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: HTH: 3				
Revive Life With A ZAP!	48 pts	Touch	1 Body	8 Hrs	Permaner					
Sparks surround then converge creature that's beautiful that the spell restores a fair	FOCUS:Health at 4 HP.									
LEVEL 12 STACK	99 COST 12 pts	RANGE 2 Squares	AREA OF EFFECT 1 Creature	ROLL OUT Instant	DURATION	110 3010				
Heal 5d6+6 HP Yellow sparks surround the Heal 4d6+6 Yellow sparks surround the Heal 4d6+6	Permaner	FOCUS:+1d4 HP								
CTACK	00 005	DANCE	ADEA OF FEFECT	DOLL OUT	DURATION	CAVE. N. C				
Panged Forced Healing 248+2 HP	99 COST 12 pts	RANGE 6 Squares	1 Target	ROLL OUT Initiative	Permaner	110 5010				
Ranged Forced Healng 2d8+2 HP Barely visible Blue sparl Energy from throughout the Roll dice and use the restauched the use double the same in	cs and Orange ne body is fo sult to apply	e ribbons wind orce to an inju	around the recipi			COUNTER: None ENHANCEMENTS: Lvi 20 Rollout Instant 16 SP Lvi 9 Range at 1 Sq 6 SP Lvi 14 Duration X2 8 SP				

-Strumos Light-STACK COST AREA OF EFFECT ROLL OUT SAVE: No Save LEVEL 0.4 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** STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SKI · 3 LEVEL 0.2 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. COUNTER: None Does last only 10 minutes (outside of battle) or one round (in battle). ENHANCEMENTS: Lvl 0 No Enhancements Does allow the Target to make a Save. 0 SP AREA OF EFFECT ROLL OLIT LEVEL 2 NAE'EM STACK 2 DURATION COST SAVE: No Save 4 nts PMP 1 Recipient 2 Days Permanent Connect With A Fighter Caster surrounds a Fighter with a bright yellow glow. FOCUS:Healing through Nae'Em 0 Permanent mental bond allows either party to initiate and/or accept. COUNTER: None Each person must be within the same PMP to communicate. ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Arcane (Ancient Magic) will erase the bonding. Lvl 1 Fake Effort -2 SP This spell will only support 2 (See Stack) connections to Fighters. Aura Brightens Lvl 4 -2 SP LEVEL 3 NAE'EM STACK 2 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save PMP 4 pts 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. COUNTER: None Each person must be within the same PMP to communicate. ENHANCEMENTS: Arcane (Ancient Magic) will erase the bonding. Lvl 6 Subtle Casting 4 SP Lvl 1 Fake Effort -2 SP This spell will only support 2 (See Stack) connections to Fighters. Aura Brightens -2 SP LEVEL 6 NAE'EM STACK 7 AREA OF EFFECT ROLL OUT RANGE DURATION No Save 4 Hours Permanent 1 Square 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. COUNTER: None GM Saves for accuracy. Failed Save means caster steps thru to a misdirected location. All ENHANCEMENTS: misdirected locations are safe to walk through. Lvl 14 Save -1 Col 8 SP Lvl 10 Rollout Halved LEVEL 7 NAE'EM AREA OF EFFECT ROLL OUT DURATION SKL: 2 12 pts 1 Square 1 Recipient 4 Days Permanent Created Create Permanent Nae'Em Bright yellow ribbons encircle the recipient. FOCUS:SKL:1 Permanent mental bond allows either party to initiate and/or accept. COUNTER: None Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding. ENHANCEMENTS: This spell will only support 3 (See Stack) connections to another person. Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Recipient must Save for connection to work. AREA OF EFFECT ROLL OUT LEVEL 9 NAE'EM STACK 99 COST RANGE DURATION 9 SAVE RM: 2 2 Hours 24 pts 4 Squares 1 Item Permanent success Find Clues To True Name Bright Orange ribbons float to the object/person and fade as they surround them. FOCUS:Rollout Halved y, Caster attempts to locate clues to find a True Name. COUNTER: None ENHANCEMENTS:

Lvl 10 Rollout Halved

Lvl 18 Range X4

Lvl 9 Range +50%

6 SP

10 SP

6 SP

-Strumos											
EVEL 11 NAE'EM	6	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE:	RM: 3	•
	An Arcane Focus	Item	36 pts	Touch	1 Item	3 Days	Permaner	it			nected
	Multi Colored light Creates a connection Require the item to Caster must current	n between t be of the	he caster highest qu	and the Arca ality.		Item for the ent	ire Rollo	COUNTER: ENHANCEN Lvl 14 S Lvl 12 F	MENTS: lave -1 Col		8 SP 8 SP 6 SP
	:	_	_	_	_	_	_				
	st-Protection										
LEVEL 0.2		STACK 99	cost 20% Max	8 Squares	1x2 Squares	ROLL OUT 1 Minute	8 Hours		SAVE: N	Save	
TIRO: Garis	Bright Multi Colored Bright multicolored				orful tent.			COUNTER: ENHANCEN LVI 0 N		nents	O SP
		STACK 2	T200	DANCE	ADEA OF FEFE	ROLL OUT	DURATION		CANT		
LEVEL 2 Feather Bed		STACK 3	4 pts	Touch	1x2 Sqs	2 Minutes	12 Hours		SAVE: N	Save	
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 Lvl 9 Duration +50% Lvl 12 AOE +50%		12 SP 6 SP 12 SP
LEVEL 2		STACK 1	4 pts	4 Squares	AREA OF EFFECT 1 Target	ROLL OUT 1 Minute	1d6 Hour		SAVE:	SNS: 2	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 Lvl 10 Rollout Halved Lvl 12 Range X2		
		CTACK 00	COCT	DANCE	ADEA OF FEFERT	DOLL OUT	DUDATION		CANE		
LEVEL 5		STACK 99	8 pts	4 Squares	1x2 Squares	ROLL OUT 1 Hour	1 Day		SAVE: N	Save	
Quarantine	Isolation Barely visible tan of Gives a sick/disease No spreading of a co	ed person a	rks Surrou better Sa	nd The AOE F ve column or	for The Duration Frailty chart.	•	250,	FOCUS:AOE COUNTER: ENHANCEN LVI 14 S LVI 10 F LVI 12 F	None MENTS: Save -1 Col Rollout Halve	d	8 SP 6 SP 8 SP
LEVEL 7		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE:	SNS: 4	0
Deep Doze			8 pts	Touch	1 Crtr/Tier	10 Minutes	4 Hours				ıkes up
	Magenta flames exter Full night's rest in During the 4 hours t After the 4 hours re Does not overcome no	n 1 shift (the recipie ecipient is	4 Hours) i nt is not reinvigor	nstead of 2 able to wake	(8 Hours).			COUNTER: ENHANCEN Lvl 10 F Lvl 14 F		Įs	6 SP 8 SP -2 SP
LEVEL 7		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: N	Save	
Strumos Way	vstation		8 pts	4 Squares	3x3 Squares	1 Minute	12 Hours			Jave	
	Caster creates a way 3x3 Sqs platform tha Has center area for	at protects	from some	weather					None		0 SP 8 SP

6 SP

Lvl 12 AoE X2

-Strumos Tracking-STACK 99 AREA OF EFFECT ROLL OUT DURATION SAVE: LEVEL 0.4 No Save 30% Max Self 1 Trail Initiative 1 Hour TIRO: Tracking 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 Travel-Planes ROLL OUT No Save LEVEL 0.1 20% Max 1d6 Squares Initiative Instant TIRO: Quick Jump 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 DURATION AREA OF EFFECT ROLL OUT STACK 99 SAVE LEVEL 0.3 BRU: 2 40% Max 4 Squares Initiative Instant 1 Recipient Not moved TIRO: Quick Push! Bright Multi Colored flashes travel towards the Target and surround them. Recipient forced to random spot up to 4 Squares away. COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements LEVEL 7 NAE'EM STACK 1 COST RANGE AREA OF EFFECT ROLL OLIT DURATION SKL: 4 8 pts 1 Square 1 Square 2 Hours 1 Minute Correct location Astral Portal To Known Location Golden sparks creates a portal through the astral plane to a destination. FOCUS:Col -1 2 hours to cast, 1 minute open. Caster must enter first. COUNTER: None GM Saves for accuracy. Failed Save means caster steps thru to a misdirected location. ENHANCEMENTS: 6 SP All misdirected locations are safe to walk through. Lvl 10 Rollout Halved Lvl 14 Duration X2 8 SP Duration +50% 6 SP STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION LEVEL 10 No Save 12 pts Self PMP 20 Minutes 4 Hours **PMP Projection** Colored sparks form a profile which becomes the image of the caster. FOCUS:Move=18 The casters Astral image is able to take a ghostly form and watch living creatures. O COUNTER:Same Spell Only can see living sentient creatures, nothing else. ENHANCEMENTS: Caster will seem ghostly to the creatures and vice sa versa. Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 Lyl 14 Duration X2 8 SP Travel-PMP RANGE AREA OF EFFECT ROLL OUT DURATION STACK 1 LEVEL 3 No Save Self 5 Minutes 4 Hours 4 pts Caster Strumos Run CREATE:Potion Of Speed Boost Caster is able to run as fast as a horses canter for the duration. FOCUS:Move x2 1.5 times travel through a PMP. COUNTER:Same Spell Caster avoids objects like normal. Can carry items and small pets. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 18 AoE = 2 Targets 10 SP DURATION AREA OF EFFECT ROLL OUT COST SAVE: No Save Initiative 1 Hour 8 pts 2 Squares 1 Creatures Increase Nae'Em Fighter Movement CREATE:Potion Of Speed Boost Target can move faster in normal conditions. +2 Move. FOCUS:Move+2 Sas Does work for base traveling during battle. Walking, Swimming, Flight. O COUNTER:Same Spell Does NOT allow casting on the caster AND a creature. Stack of 1. ENHANCEMENTS: 8 SP Lvl 12 Range X2 Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP

-Strumos Utility-DURATION STACK 99 COST RANGE AREA OF EFFECT ROLL OUT SAVE: LEVEL 0.4 No Save 25% Max Touch Varies 1 Minute 1 Hour TIRO: Tasty Cumber Meals 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: LvI 0 No Enhancements 0 SP STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION LEVEL 1 No Save 4 Hours 4 pts Self Varies Initiative Arcane Light with Class Hue CREATE: Astral Candle Light Powder With a twirling of the fingers the caster brings about light! FOCUS:Brighter by Tier No Focus = Candle power. With Focus caster can set power. COUNTER:Same Spell This spell does stay fixed in relation to the caster, right above them. ENHANCEMENTS: Lvl 14 Duration X2 8 SP Use a Focus item for control of light brightness. Lvl 9 Duration +50% 6 SP Lvl 18 Duration - EOY 20 SP RANGE DURATION STACK 99 COST AREA OF EFFECT ROLL OUT SAVE: No Save Self Initiative Conc +4 Rds 4 pts 3 Sq Dia Sphere Shadow of the Magi CREATE: Dust of Darkness Stays fixed right above the caster. FOCUS:Dur=20 Min (No conc) Darkness to continues for up to 4 rds after the concentration has stopped. COUNTER:Same Spell Caster to creates darkness that will stay centered above them. ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Keep darkness active by lightly concentrating on the spell, Other spells actions that do not state a need to concentrate may be used. Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq LEVEL 5 NAE'EM STACK RANGE AREA OF EFFECT ROLL OUT DURATION No Save 8 pts Touch 1 Square 2 Minutes Permanent Arlo's Astral Storage The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the c FOCUS:+5 items 0 Open or Close storage. No magic or metal or crystals COUNTER: None The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the FNHANCEMENTS: 12 SP caster sees the items within. Lvl 12 Rollout Init Lvl 10 Rollout Halved 6 SP Lvl 12 AoE X2 6 SP