-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										
LEVEL 13		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
	Astral Expulsi	on	16 pts	Touch	3 Sq Radius	10 Minutes	4 Hours		Expulsion	
	Drawn 3 sq radiu Returns Astral c Creature lands i Spell continues	s circle glows reatures to th n a random loo	neir home cation wit	plane. The ca	aster rolls a Sav al plane.	ve.		FOCUS:Save -1 Col COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halv Lvl 18 Duration X4 Lvl 9 Duration +50	10 SP	
			_							
Battle-Of	fense									
LEVEL 0.2		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1	
TIRO: Fire	e Crack!		20% Max	6 Squares	1 Target	Initiative	Instant		No Damage	
	Bright Multi Col Caster rolls a T 1d3 Damage. Me	hrown ToHit.			hand.			COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancer	nents 0 SP	
		574.0V		24405	ADEA OF FEFER	2011 0117	DUDATION.	CANE		
LEVEL 0.4	k Flash Fire	STACK 99	COST 30% Max	RANGE 12 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	Instant	SAVE:	AGL: 2 (iii) 1/2 Damage	
AAA AA	Colorful embers Caster rolls a T 1d12 Damage. Sav	hrown ToHit.		palm.				COUNTER: None ENHANCEMENTS: LVI 0 No Enhancer	ments 0 SP	
									(ii)	
LEVEL 1 Cause Illr		STACK 99	COST 4 pts	4 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	Possibly Da	SAVE:	HTH: 2 %	
	Sparks directed Damage of 1d4+AC Target's failed This can progres	U to 1 sq for Save indicates	1 round f s Sickness	From a direct	spark. No lobb parison Save.	ing.		COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 Lvl 9 Range +50% Lvl 12 AoE X2	10 SP 6 SP 6 SP	
LEVEL 2		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM:1	
Barbed Spa	arks		4 pts	Self	4 sq Triangle	Initiative	5 Rounds		Target Sees	
	Caster conjures Can distract or All in AoE must Those that do Sa Failed saves cre	temporarily bl Save to not be ve have no vis	lind peopl e blinded sual issue	e for up to 2 for this rour	rounds. nd + 1 more.			FOCUS:Save +1 Col COUNTER: None ENHANCEMENTS: LvI 18 Duration X4 LvI 9 Duration +5(LvI 12 AoE X2	10 SP % 6 SP 6 SP	
		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: N		
LEVEL 2		STACK 99	4 pts	8 Squares	1 Square	Initiative	Instant	SAVE: N	o Save	
Electric Z	Sparkling flaxen Direct damage of Sparks race to t No ToHit or Save	1d8+ACU on 1 he target with	ks race di sq. +2 d	rectly to the lamage if non-	e target, zapping Adamantine armon	g them. (No Tol		FOCUS:+4 Initiative COUNTER: None ENHANCEMENTS: LvI 12 Range X2 LvI 9 Damage +50 LvI 18 AOE = 2 Targ		
LEVEL 4		STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
	ative Beetles		4 pts	4 Squares	1 Mark	Initiative	2 Rounds		Conjured	
Conjuit of the	ACTIC DECETED							CREATE:Beetleroot Gra	ALC: NO.	
60	A swarm appears Conjures a swarm Will attack any Save to conure.	to attack nea	arest crea	nture to the o		_		FOCUS:Save +1 Col COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 Lvl 9 Range +50%	8 SP	



-Strumos Call-Summon STACK 99 AREA OF EFFECT ROLL OUT DURATION SAVE LEVEL 0.3 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. COUNTER: None Save to retrieve item. ENHANCEMENTS: Lvl 0 No Enhancements 0 SP STACK 3 RANGE AREA OF EFFECT ROLL OUT DURATION 3 NAE'EM COST SAVE SKL: 2 1 Month (30 days) Summoned 4 pts 30 Squares 1 Creature 20 Minutes Summon Astral Beast of Burden Caster summons an astral beast of burden. Up to 3 riders with one as the caster. FOCUS: HP at 50 25 HP, 17/15 AC, 15 Move. 2 marks per day. Small bursts of speed, but no running. COUNTER: None Astral creature will only respond to the casters mental commands. ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Creature will not understand threating or kind actions towards it. Lvl 12 Range X2 8 SP If attacked it will attack in random directions w/ 1d8 since it does not understand. Lvl 18 Duration X4 10 SP 6 NAE'EM STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE 9.0 SKL: 1 Self 8x8x8 Sas 3 Hours 1 Month (30 days) 8 pts Summoned **Summon Nisse**

Lvl 9 Duration +50% LEVEL 13 NAE'EM RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 16 pts PMP 1 Nae'Em 10 Minutes Instant Summon Strumos Creations (Tae'Em)

HP:12 AC:18 Init+10 ToHIT-10 (Runs from fights).

FOCUS:Named Nisse. AoE:10x10x10

8 SP

10 SP

6 SP

16 SP

6 SP

0 SP

0 SP

COUNTER: None ENHANCEMENTS:

Lvl 14 Stacking +1

Lvl 18 Duration X4

FOCUS: Subtle Casting (Free)

Lvl 20 Rollout Instant

Lvl 10 Rollout Halved

COUNTER:Same Spell

COUNTER:Same Spell

Lvl 0 No Enhancements

ENHANCEMENTS:

Lvl 0 No Enhancements

ENHANCEMENTS:

COUNTER: None

ENHANCEMENTS:

The caster focuses on up to 6 items they have created and left behind. The items the Strumos summons from must be a preset location (Vae'Em). Item(s) are drawn to the caster through the Astral Plane.

The caster summons a small gnome-like familiar.

Is a physical creature,

A creature that can be seen with ultra violet vision.

Timid invisible creatures that stay within 8 sqs of caster.

All the items must have been created by the caster. The connection is to the items.

Communication-RANGE AREA OF EFFECT ROLL OUT SAVE: No Save STACK 99 DURATION LEVEL 0.2 20% Max 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.

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

> A colored signal flare. Random between Red, Blue, Yellow, and Green. Roll 1d20 1 - 5 is bright red,

is bright blue, bright yellow, 10 - 15 is

15 - 20 is bright green.

LEVEL **0.4** NAE'EM COST RANGE AREA OF EFFECT ROLL OUT DURATION STACK 99 SAVE: No Save 25% Max 12 Squares Initiative 5 Minutes 3x3x3 Sas TIRO: Sloppy Spying

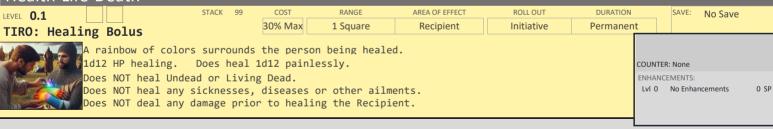
Ghostly Multi Colored flashes surround the caster for the duration. Caster is the only one that sees the effects of this spell. Others have no indication beyond a lot of multi colored magic floating around.

COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP



12 pts Self Astral Plane 20 Minutes 4 Hours Astral Plane Projection The caster focuses, then creates a glowing astral projection in the astral plane. FOCUS:HP x2 HP = Acumen bonus x2. AC = Acumen bonus x3. Movement = 1/2 Spell Points. COUNTER: None Disrupt Images spell does a flat 40 HP of damage. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Interaction with the Astral world is 100% dependant of the caster's Awareness. Lvl 18 Duration X4 10 SP If image in the Astral Plane is destroyed or dies the char in PMP is at -8 HP. Lvl 14 Duration X2 8 SP

-Strumos AREA OF FEFECT STACK 99 ROLL OLIT DURATION 9 LEVEL 16 NAE'EM COST SAVE: No Save 64 nts 1 Square 12 Hours 1 Square Permanent Reveal True Name This uses all the clues the caster has gathered attempt to find the True Name. Use clues gathered to attempt to find the True Name. COUNTER: None Caster states aloud all the clues during the rollout. ENHANCEMENTS: Meerin Lvl 18 Range X4 10 SP Resulting in the direction and distance in marks if the Save is passed. Lvl 12 Range X2 8 SP The knowledge is NOT announced out loud. 6 SP Lvl 9 Range +50% Food-Water RANGE AREA OF EFFECT ROLL OUT DURATION STACK COST SAVE: No Save 1 2 Skins/Tier 5 Minutes Permanent 4 pts Touch Draw Up Ground Water 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: Lvl 16 Rollout 1 Mir 8 SP Does NOT continously draw water from the same spot, Lvl 20 AOE X4 Each repeat adds 10% to failure chance (1d100 roll). 20 SP Lvl 12 AoE X2 6 SP STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 4 Meals 1 Square 10 Minutes 1 Hour 4 pts Improve Food 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 RANGE AREA OF EFFECT ROLL OUT DURATION STACK No Save LEVEL 15 16 pts 1 Square 5 Minutes Permanent Create Food For A Family Barely visible golden sparks surround an area, before food and water appear. FOCUS:Improved taste & Wine 2d12+10 meals. COUNTER: None Simple hot meal and cool water. ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 18 Range X4 10 SP Lvl 14 Range At 3 Sqs 8 SP Health-Life-Death AREA OF EFFECT SAVE: No Save RANGE **ROLL OUT** DURATION LEVEL 0.1 30% Max Initiative Permanent 1 Square Recipient 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: LvI 0 No Enhancements n sp



AREA OF EFFECT ROLL OUT No Save LEVEL 1 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

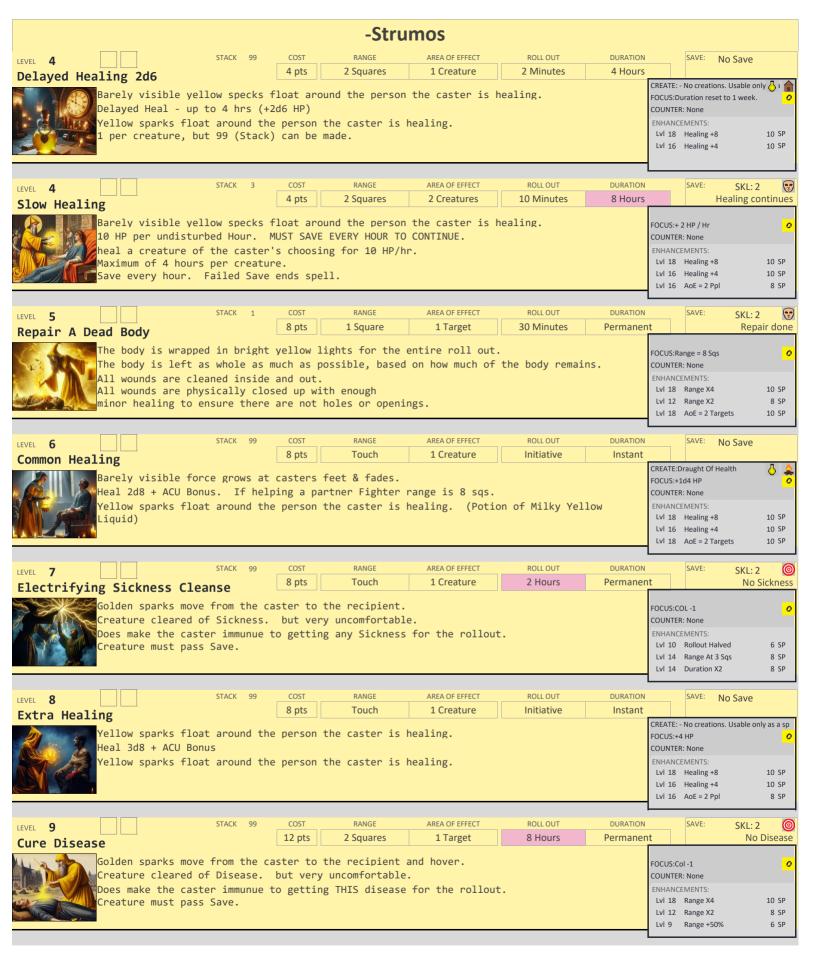
FOCUS:Min Roll 7 Heal 2d6 + ACU Bonus. If helping a partner Fighter range is 8 sqs. COUNTER: None The caster's hands glow and direct the healing to a wound. ENHANCEMENTS: Lvl 12 Range X2 8 SP when assisting a Nae'Emed fighter use range of 8 sqs Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP

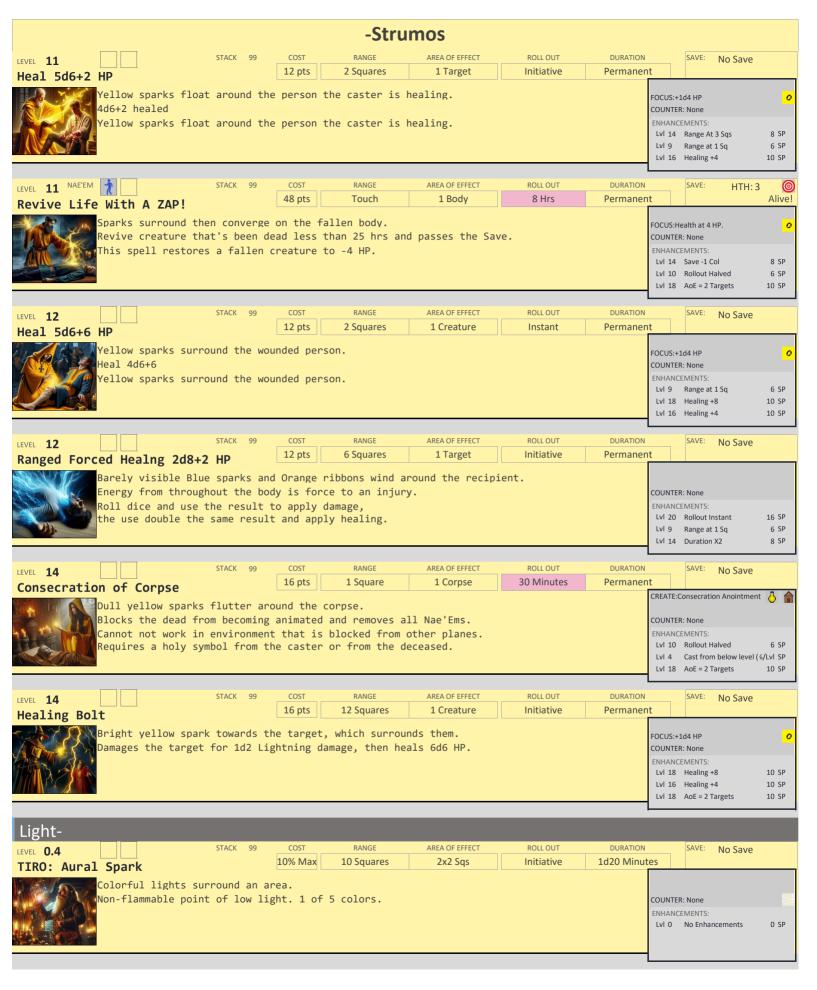
LEVEL 2	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Heal Sickness		4 pts	2 Squares	1 Target	1 Minute	Instant		
ilear Sickliess						CREATE:Cure Sick	kness 🔼	

Sparks surround the sick person and they glow with a yellow light. Jse 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.

COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP





-Strumos Personal-Connections STACK 99 AREA OF EFFECT ROLL OUT DURATION SAVE LEVEL 0.2 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. COUNTER: None Does last only 10 minutes (outside of battle) or one round (in battle). ENHANCEMENTS: Does allow the Target to make a Save. Lvl 0 No Enhancements 0 SP LEVEL 2 NAE'EM STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 4 pts **PMP** 1 Recipient 2 Days Permanent Connect With A Fighter Caster surrounds a Fighter with a bright yellow glow. FOCUS:Healing through Nae'Em 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 -2 SP Lvl 4 3 NAE'EM STACK 2 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 4 pts 4 Days **PMP** Permanent Nae'Fm 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: Lvl 6 Subtle Casting 4 SP Arcane (Ancient Magic) will erase the bonding. This spell will only support 2 (See Stack) connections to Fighters. Lvl 1 Fake Effort -2 SP Aura Brightens -2 SP LEVEL 6 NAE'EM AREA OF EFFECT ROLL OUT DURATION STACK 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. COUNTER: None FNHANCEMENTS GM Saves for accuracy. Failed Save means caster steps thru to a misdirected location. All Lvl 14 Save -1 Col 8 SP misdirected locations are safe to walk through. Lvl 10 Rollout Halved 6 SP AREA OF EFFECT ROLL OUT LEVEL 7 NAE'EM 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: Lvl 10 Rollout Halved 6 SP This spell will only support 3 (See Stack) connections to another person. Lvl 18 Range X4 10 SP Recipient must Save for connection to work. LEVEL 9 NAE'EM STACK 99 COST RANGE AREA OF EFFECT **ROLL OUT** DURATION SAVE: 9 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 1/6 Caster attempts to locate clues to find a True Name. COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP

ROLL OUT

3 Days

DURATION

Permanent

SAVE

FOCUS:No current Focus Item

COUNTER: None

ENHANCEMENTS: Lvl 14 Save -1 Col

Lvl 12 Range X2 Lvl 9 Range at 1 Sq RM: 3

Connected

8 SP

8 SP

6 SP

LEVEL 11 NAE'EM

Connect To An Arcane Focus Item

STACK

Require the item to be of the highest quality.

Caster must currently not have a Focus Item.

COST

36 pts

Creates a connection between the caster and the Arcane Focus Item.

RANGE

Touch

Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollo

AREA OF EFFECT

1 Item

-Strumos Shelter-Rest-Protection STACK 99 COST AREA OF EFFECT ROLL OUT DURATION SAVE: LEVEL 0.2 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 COST RANGE AREA OF EFFECT ROLL OUT DURATION STACK 2 SAVE: No Save LEVEL 4 pts 2 Minutes 12 Hours Touch 1x2 Sas Feather Bed Yellow sparks trace the shape as it creates a rope bed. FOCUS: AOF = 2 A feather bed appear. COUNTER: None Can fit 2 persons. ENHANCEMENTS: Lyl 12 Rollout Init 12 SP Does continue even once the caster is out cold, asleep, etc... Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP ROLL OUT STACK 1 COST RANGE AREA OF EFFECT DURATION SAVE SNS: 2 I FV/FI 2 4 pts 4 Squares 1 Minute 1d6 Hours Heavy Sleep 1 Target Sleep Inactive persons. Save: pass = 1d6 hrs. Fail = Light sleep. FOCUS:Col +1 Encourages a Target to fall asleep. Anywhere from 1 to 6 Hours. COUNTER:Same Spell 0 Save fail means Target falls into a light sleep. ENHANCEMENTS: Lvl 14 Stacking +1 8 SP 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. Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP RANGE AREA OF EFFECT ROLL OUT DURATION STACK No Save 5 8 pts 4 Squares 1x2 Squares 1 Hour 1 Day **Ouarantine Isolation** Barely visible tan colored sparks Surround The AOE For The Duration. FOCUS:AOE x2 Gives a sick/diseased person a better Save column on Frailty chart. COUNTER: None No spreading of a contagion is likely when using this. FNHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 10 Rollout Halved 6 SP 8 SP Lvl 12 Range X2 AREA OF EFFECT DURATION RANGE ROLL OUT SNS: 4 LEVEL 7 8 pts Touch 1 Crtr/Tier 10 Minutes 4 Hours Wakes up Deep Doze Magenta flames extend from the Caster's hand to the recipient. FOCUS:Dim night light 0 Full night's rest in 1 shift (4 Hours) instead of 2 (8 Hours). COUNTER: None During the 4 hours the recipient is not able to wake. ENHANCEMENTS: After the 4 hours recipient is reinvigorated. Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP Does not overcome negative HP or SP. Lvl 4 Aura Brightens -2 SP STACK COST RANGE AREA OF EFFECT **ROLL OUT** DURATION SAVE: LEVEL 7 No Save 1 Minute 12 Hours 8 pts 4 Squares 3x3 Squares **Strumos Waystation** Caster creates a waystation that looks normal in most respects. FOCUS:Canvass walls 0 3x3 Sqs platform that protects from some weather COUNTER: None ENHANCEMENTS: Has center area for fires and 4 posts supporting a flat roof. Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP 6 SP Lvl 12 AoE X2 STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 13 16 pts Touch 1x1x2 Sqs 1 Minute 8 Hours Astral Shed Run-down-looking wooden shed that's actually a 4-bedroom house on the inside. FOCUS:+1 Bedroom

COUNTER: None

ENHANCEMENTS:
Lvl 20 Rollout Instant

Lvl 18 Duration X4

Lvl 14 Duration X2

16 SP

10 SP

8 SP

Small outside but 4 bedroom house inside.

Small shed outside... 5 rooms inside.

-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