-Strumos Battle-Defense STACK 1 AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL NAE'EM 4 pts 8 Squares 1 Recipient Initiative 10 Minutes 3 Protect Fighter vs Ranged/Thrown Barely visible straw colored sparks swirl around the fighter the fades. Recipient Fighter must have a Nae'Em with the caster. Ring w/Crystal 0 Gains +2 to AC vs ranged and thrown attacks. No benefit vs melee. Total AC bonus:+4 FNHΔNCEMENTS: 7 RANGE AREA OF FEFECT ROLL OUT DURATION RM·Tier 6 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. Range 6 Sq Radius Does function as long as the caster concentrates (within duration). SAME SPELL WILL COUNTER. ENHANCEMENTS: 4 STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION RM· 2 12 pts Self 2 Minutes 4 Hours Avoid Attack 10 Astral Mental Shield Barely visible flaxen colored sparks surround the caster Protection from astral influence while in the Astral Plane. Ring w/Crystal Astral plane is a mental plane and as such attacks are generally mental. Total AC Bonus +4 This inhibits Astral attacks. Save vs Astral = RM:2. AC bonus +2. ENHANCEMENTS: 5 STACK 99 COST RANGE AREA OF FEFE ROLL OLIT DURATION SAVE: RM: 3 12 pts 6 Squares 2 - 9 Sqs Initiative 2 Hours No damage taken. 10 Charged Fencing - Two Sides Barely visible flaxen colored sparks create a two-sided wall around the caster. Two 3 sqs walls that is 2 sqs high blocking anyone trying to pass. Ring w/Crystal Save to break through. If a person makes it through that does NOT leave a hole. Invisible Wall 3d6 electric damage when touched. SAME SPELL WILL COUNTER. ENHANCEMENTS: 5 ROLL OUT STACK 99 COST RANGE AREA OF FEFECT DURATION SAVE: BRU: 3 Touch 3 Sq Rad Circle 10 Minutes 12 pts 4 Hours Able to exit Circle 12 Circle of Containment Barely visible blue streams of light form a cage inside the circle. Drawn circle that stops creatures from exiting its area. Ring w/Crystal Can be used in/as a trap with Rogues skill "Set Up Eolas Spell Release (TRAP)". BRU:>95 Must Save to Exit. SAME SPELL WILL COUNTER. ENHANCEMENTS: 4 STACK 1 RANGE AREA OF EFFECT COST ROLL OUT DURATION SAVE: SKL: 2 I FV/FI 3 Sq Radius 10 Minutes Expulsion 16 pts Touch 4 Hours 13 Circle of Astral Expulsion Drawn 3 sq radius circle glows then fades. Caster Save to banish a creature. Returns Astral creatures to their home plane. The caster rolls a Save. NO FOCUS USE Creature lands in a random location within the Astral plane. Spell continues until end of duration regardless of number of creatures/save. ENHANCEMENTS: 6 Battle-Offense STACK 99 RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: HTH: 2 4 pts 4 Squares 1 Square Initiative Possibly Days No Illness 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. NO FOCUS USE Target's failed Save indicates Sickness I.

This can progress through Sickness II and III, to Disease I-II, then to death.

STACK DURATION SAVE: RM: 1 5 Rounds 4 pts 4 sq Triangle Initiative **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.

Total Duration 4 rounds

Ring w/Crystal

ENHANCEMENTS: 7

0

			-Strun	nos				
EVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Electric		4 pts	8 Squares	1 Square	Initiative	Instant		
	Sparkling flaxen colored spark Direct damage of 1d8+ACU on 1 Sparks race to the target with No ToHit or Save required.	sq. +2	damage if non-	Adamantine armon	•		Ring w/Crystal +4 Damage	FAULANCEAFAITA
E) /El	STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
^{EVEL} 4 Conjure N	ative Beetles	4 pts	4 Squares	1 Mark	Initiative	2 Rounds		Conjure
T conjuic it	Arcane swarm appears in a squa	re adiac	ent to the tar	get		(CREATE:	
	Conjures a swarm to attack nea Will attack any living target. Save to conure.	rest cre	ature to the c	aster for 1d8 Dr		F	Beetleroot G Ring w/Crystal Dmg set at 5 SAME SF	
EVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
8 Static Bo	lt .	8 pts	10 Squares	Direct Line	Initiative	Instant		
	Damage of 1d8 + ACU on 3 in ro Sparks travel for 3 squares in 1st square of row must be with	a direc in Range	t row.				Ring w/Crystal +4 Dmg SAME SF	PELL WILL COUNTER.
EVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION 1 Dougl	SAVE:	RM:3
2 Class Pow	er Attack	12 pts	8 Squares	1 Target	Initiative	1 Round		1/2 Dmg if sam
EVEL L7 Lightenin	No ToHIT required. STACK 99	COST 20 pts	RANGE 12 Squares	AREA OF EFFECT Direct Line	ROLL OUT	DURATION Instant	SAVE:	ELL WILL COUNTER. (ENHANCEMENTS: : AGL: 2 1/2 Damag
	Lightening travels from the ca Damage of 2d6 + ACU on 4 in ro +1d6 damage if non-Adamn armo +4 damage with use of Focus r 1/2 damage if Save passed.	w. r.	and directly t	owards the targe	et(s).	F	Ring w/Crystal +6 Dmg SAME SF	PELL WILL COUNTER.
Battle-Prep								
EVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
	meter Shock	4 pts	Touch	3x3 Sq	2 Minutes	8 Hours		No shoo
	Sandy colored sparks scatter t 8 Sq Dia circle around caster When a creature crosses the pe The creature must roll a Save.	delivers rimeter	1d3 electric causes a zap s	damage. ound.	1d3 damage.	[Ring w/Crystal +1d3 Dmg SAME SF	PELL WILL COUNTER.
EVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Triggered	Forced Healing	4 pts	Self	Caster	1 Hour	3 Days	CREATE:	de de
	Damage triggers 2d8 rolled. D In effect until duration is ov Does NOT allow the choice to n Only 1 triggered health can be	er or is ot use i	used. t.			r	Triggered Fo Ring w/Crystal Stack+1	rced Health Draught (
EVEL NAE'EM	STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
8 Raise Nae	'Em Fighter Str +1	8 pts	Touch	1 Fighter	2 Minutes	1 Hour		
A Z	Sparks cause the fighter to sp Raise Fighter Str +1 All adjustments to saves, init See stacking number to determi	iatives,	ToHITs are th	en applied.		F	Ring w/Crystal 4 Hours	

-Strumos Call-Summon STACK AREA OF EFFECT ROLL OUT SAVE: SKI:2 4 pts 30 Squares 1 Creature 20 Minutes 1 Month (30 days) Summoned 3 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. Ring w/Crystal 0 Astral creature will only respond to the casters mental commands. HP at 50. Creature will not understand threating or kind actions towards it. If attacked it will attack in random directions w/ 1d8 since it does not understand. ENHANCEMENTS: 10 STACK COST AREA OF FEFE ROLL OUT DURATION SKI · 1 8 pts Self 8x8x8 Sqs 3 Hours 1 Month (30 days) Summoned 6 Summon Nisse The caster summons a small gnome-like familiar. A creature that can be seen with ultra violet vision. Ring w/Crysta Timid invisible creatures that stay within 8 sqs of caster. Named Nisse, AoE:10x10x10 Is a physical creature, HP:12 AC:18 Init+10 ToHIT-10 (Runs from fights). ENHANCEMENTS: 8 STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION No Save 16 pts **PMP** 1 Nae'Em 10 Minutes Instant 13 Summon Strumos Creations (Tae'Em) 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). Ring w/Crystal Item(s) are drawn to the caster through the Astral Plane. Subtle Casting (Free) All the items must have been created by the caster. The connection is to the items. ENHANCEMENTS: 2 Communication-SAVE: ROLL OUT DURATION STACK RANGE AREA OF EFFECT No Save IEVEL NAF'EM 20 Minutes 5 Questions 8 pts Touch 1 Target 6 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). Ring w/Crystal Requires full skull and a jawbone. Max of 5 questions within the rollout time. Truthseer Spell will interpret older languages to the current common language. ENHANCEMENTS: 4 STACK RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SKL: 2 I EVEL NAF'EM 20 Rds (2 Min) 5 Minutes 12 pts 6 Squares 3 Squares Speech allowed Speak With The Resting Dead Draw 2 Sqs diameter summoning circle with a memento of dead person in the centre. Speak with Dead. Ritual requires a Nae'Em connection and an item. Ring w/Crystal Dead must be undisturbed and in a covered grave with a marker. SKL:1 A summoning circle must be created within 6 squares of the grave. SAME SPELL WILL COUNTER. The dead can be summoned to be near the caster, but not forced to speak. ENHANCEMENTS: 6 RANGE AREA OF FEFE DURATION SAVE: SKL: 2 10 Minutes 20 pts 6 Squares 1 Spirit Rollout Connection made 19 Dead Spirit Conversation Circle The caster draws a summoning circle and attempts to summon up to 6 souls. Speaks with the souls. Requires a ritual and a token for each soul/spirit. Ring w/Crystal Summoning an available soul/spirit is not voluntary. MGC·1 Ancient dead or disconnected dead cannot be summoned forward. SAME SPELL WILL COUNTER. Caster may get multiple answers when asking 2 or more souls, but can't require it. ENHANCEMENTS: 4 Find-Hide-Reveal AREA OF EFFECT ROLL OUT DURATION STACK 99 COST RANGE SAVE: No Save Initiative Conc +4 Rds 4 pts Self 3 Sq Dia Sphere 3 Shadow of the Magi CREATE: Stays fixed right above the caster. Dust of Darkness Darkness to continues for up to 4 rds after the concentration has stopped. Ring w/Crystal Caster to creates darkness that will stay centered above them. Brighter by Tier Keep darkness active by lightly concentrating on the spell, SAME SPELL WILL COUNTER. Other spells actions that do not state a need to concentrate may be used. **FNHANCEMENTS: 7** STACK COST RANGE AREA OF EFFECT **ROLL OUT** DURATION RM: 2 1 item 5 Minutes Instant Sight 8 pts 2 Squares 5 Detect Magic Scroll of Detect Magic

Caster attempts to find out if an item/object is magical. Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind.

Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. Casting this will not enact the powers or magic,

nor does it reveal the kind of magic is in play.

ENHANCEMENTS: 3

1/2

Ring w/Crystal

-Strumos AREA OF FEFECT STACK COST ROLL OUT DURATION 9 SAVE: LEVEL NAE'EM 12 nts Self 1 Mark 1 Day 4 Hours Found 9 Search for Arcane Focus Item Caster is soley able to detect a focus item within range. Caster chooses detection method: NO FOCUS USE Vibration: Caster feels a vibration which grows as they near the item. Audible: Caster hears a low siren which grows louder as they near the item. Visual: Caster sees a glowing dot which grows brighter as they near the item. ENHANCEMENTS: 7 RANGE AREA OF EFFECT STACK COST SAVE: No Save 12 pts Astral Plane 20 Minutes 4 Hours 11 Astral Plane Projection The caster focuses, then creates a glowing astral projection in the astral plane. HP = Acumen bonus x2. AC = Acumen bonus x3.Movement = 1/2 Spell Points. Ring w/Crystal Disrupt Images spell does a flat 40 HP of damage. HP x2 Interaction with the Astral world is 100% dependant of the caster's Awareness. If image in the Astral Plane is destroyed or dies the char in PMP is at -8 HP. ENHANCEMENTS: 4 SAVE: No Save 64 pts 1 Square 1 Square 12 Hours Permanent 16 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. NO FOCUS USE Caster states aloud all the clues during the rollout. Meerine Resulting in the direction and distance in marks if the Save is passed. The knowledge is NOT announced out loud. ENHANCEMENTS: 6 Food-Water STACK 99 COST AREA OF EFFECT ROLL OLIT DURATION SAVE: No Save 4 pts Touch 2 Skins/Tier 5 Minutes Permanent 1 Draw Up Ground Water Blue and Orange ribbons burrow into the ground. Pull water from ground. 2 skins per Tier. 1 skin in dry areas. Ring w/Crystal Typical person requires 1 skin per day. Deserts mean 2 per day. +2 Skins extra Does NOT continously draw water from the same spot, Each repeat adds 10% to failure chance (1d100 roll). FNHANCEMENTS: 2 COST RANGE ROLL OUT STACK 99 AREA OF FEFECT DURATION SAVE: No Save 4 pts 1 Square 4 Meals 10 Minutes 1 Hour Improve Food The caster focuses and yellow sparks streak to the food and swirls around it. Improve Food - Improve Quality/Taste of non-cumber food. Ring w/Crystal Does work on all non-poisoned / non-spoiled food. Duration = 1 day ENHANCEMENTS: 7 STACK 3 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save I FV/FI 16 pts Touch 1 Square 5 Minutes Permanent Create Food For A Family Barely visible golden sparks surround an area, before food and water appear. 2d12+10 meals. Ring w/Crystal Simple hot meal and cool water. Improved taste & Wine ENHANCEMENTS: 5 Health-Life-Death STACK RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 2 Squares 1 Target Initiative Permanent 4 pts Basic Healing CREATE: When assisting a Nae'Emed fighter use range of 8 sqs Draught Of Health Heal 2d6 + ACU Bonus. If helping a partner Fighter range is 8 sqs. Ring w/Crystal The caster's hands glow and direct the healing to a wound. Min Roll 7 When assisting a Nae'Emed fighter use range of 8 sqs ENHANCEMENTS: 6 SAVE: No Save

1 Forced Heal 1d6 HP (+more)

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.

1 Square

1 Target

Initiative

Permanent

Lastly, apply the full healing time two (x2) to the target.

This becomes more powerful (and more costly) with the Enhancements.

4 pts

Ring w/Crystal
Fragility Save - 1 Column

-Strumos AREA OF FEFECT STACK COST ROLL OUT DURATION SAVE: No Save 4 nts 2 Squares 1 Target 1 Minute Instant 2 Heal Sickness CREATE: Sparks surround the sick person and they glow with a yellow light. Cure Sickness Use Targets Health Save. Use Frailty Scale. NO FOCUS USE - 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. ENHANCEMENTS: 6 RANGE COST AREA OF EFFECT DURATION SAVE: No Save 4 pts 2 Squares 1 Creature 2 Minutes 4 Hours 4 Delayed Healing 2d6 CREATE: Barely visible yellow specks float around the person the caster is healing. - No creations. Usable only as a Delayed Heal - up to 4 hrs (+2d6 HP) Ring w/Crystal Yellow sparks float around the person the caster is healing. Duration reset to 1 week 1 per creature, but 99 (Stack) can be made. ENHANCEMENTS: 7 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. 10 HP per undisturbed Hour. MUST SAVE EVERY HOUR TO CONTINUE. Ring w/Crystal heal a creature of the caster's choosing for 10 HP/hr. + 2 HP / Hr Maximum of 4 hours per creature. Save every hour. Failed Save ends spell. ENHANCEMENTS: 7 STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SKI · 2 30 Minutes Permanent 8 pts 1 Square 1 Target Repair done 5 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. Ring w/Crystal All wounds are cleaned inside and out. Range = 8 Sqs All wounds are physically closed up with enough minor healing to ensure there are not holes or openings. ENHANCEMENTS: 5 COST RANGE AREA OF EFFECT ROLL OUT DURATION No Save 8 pts Touch 1 Creature Initiative Instant Common Healing 6 CREATE: Barely visible force grows at casters feet & fades. Draught Of Health Heal 2d8 + ACU Bonus. If helping a partner Fighter range is 8 sqs. Ring w/Crystal Yellow sparks float around the person the caster is healing. (Potion of Milky Yellow Liquid) ENHANCEMENTS: 4 STACK 99 AREA OF FEFE COST RANGE ROLL OUT DURATION SAVE: SKL: 2 8 Hours 8 pts Touch 1 Creature Permanent No Sickness **Electrifying Sickness Cleanse** Golden sparks move from the caster to the recipient. Creature cleared of Sickness. but very uncomfortable. Ring w/Crystal Does make the caster immunue to getting any Sickness for the rollout. COL-1 Creature must pass Save. ENHANCEMENTS: 8 RANGE AREA OF FEFECT DURATION STACK 99 COST ROLL OUT SAVE: No Save LEVEL Initiative 8 pts Touch 1 Creature Instant Extra Healing CREATE: Yellow sparks float around the person the caster is healing. No creations. Usable only as a Heal 3d8 + ACU Bonus Ring w/Crystal Yellow sparks float around the person the caster is healing. +4 HP ENHANCEMENTS: 4 STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SKL: 2 12 pts 1 Target 8 Hours 2 Squares Permanent No Disease Cure Disease Golden sparks move from the caster to the recipient and hover. Creature cleared of Disease. but very uncomfortable. Ring w/Crystal Does make the caster immunue to getting THIS disease for the rollout. Col -1 Creature must pass Save. ENHANCEMENTS: 6 STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 2 Squares 1 Target Initiative Permanent 12 pts 11 Heal 5d6+2 HP Yellow sparks float around the person the caster is healing. Ring w/Crystal Yellow sparks float around the person the caster is healing.

ENHANCEMENTS: 6

+1d4 HP

-Strumos AREA OF EFFECT ROLL OUT STACK COST DURATION SAVE: HTH: 3 LEVEL NAE'EM 48 pts Touch 1 Body 8 Hrs Alivel Permanent 11 Revive Life With A ZAP! Sparks surround then converge on the fallen body. Revive creature that's been dead less than 25 hrs and passes the Save. Ring w/Crystal 0 This spell restores a fallen creature to -4 HP. Health at 4 HP ENHANCEMENTS: 5 STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 12 pts 2 Squares 1 Creature Instant Permanent 12 Heal 5d6+6 HP Yellow sparks surround the wounded person. Heal 4d6+6 Ring w/Crystal Yellow sparks surround the wounded person. +1d4 HP ENHANCEMENTS: 5 COST AREA OF EFFECT SAVE: No Save 12 pts 6 Squares 1 Target Initiative Permanent 12 Ranged Forced Healng 2d8+2 HP Barely visible Blue sparks and Orange ribbons wind around the recipient. Energy from throughout the body is force to an injury. NO FOCUS USE Roll dice and use the result to apply damage, the use double the same result and apply healing. ENHANCEMENTS: 6 STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 30 Minutes Permanent 16 pts 1 Square 1 Corpse 14 Consecration of Corpse CREATE: Dull yellow sparks flutter around the corpse. Consecration Anointment Blocks the dead from becoming animated and removes all Nae'Ems. NO FOCUS USE Cannot not work in environment that is blocked from other planes. Requires a holy symbol from the caster or from the deceased. ENHANCEMENTS: 4 STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 16 pts 12 Squares 1 Creature Initiative Permanent 14 Healing Bolt Bright yellow spark towards the target, which surrounds them. Damages the target for 1d2 Lightning damage, then heals 6d6 HP. Ring w/Crystal +1d4 HP ENHANCEMENTS: 4 ROLL OUT STACK COST RANGE AREA OF EFFECT DURATION SAVE: No Save 3 Sq Rad Circle 20 Minutes 20 pts 6 Squares Permanent 18 Group Heal Orange sparks Surround the group. 3 persons minimum within AoE. 200 pts divided equally. Ring w/Crystal Orange sparks Surround the group. +50 HP ENHANCEMENTS: 5 RANGE ROLL OUT DURATION STACK 99 COST AREA OF FEFECT SAVE: SKL: 2 I EVEL NAF'EM 20 pts 8 Hours Alive! Touch 1 Corpse Permanent 20 Raise The Dead Bright amber sparks Surround the corpse, then heals it. Must be dead <20 years. Come back with 5 hp. Ring w/Crystal Restore them to 5 HP. Health at 10 HP Works if the person is missing body parts, but the parts will not come back. Allows the person to be healed back to full HP with other spells. ENHANCEMENTS: 5 Personal-Connections RANGE AREA OF EFFECT ROLL OUT DURATION STACK COST SAVE:

No Save LEVEL NAE'EM 4 pts PMP 1 Recipient 2 Days Permanent 2 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.

Ring w/Crystal Healing through Nae'Em

ENHANCEMENTS: 3

0

			-Strun	nos				
LEVEL NAE'EM	STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3 Connect T	o A House	4 pts	PMP	Nae'Em	4 Days	Permanent		
	Caster surrounds a House member Permanent mental bond allows et Each person must be within the Arcane (Ancient Magic) will en This spell will only support 2	ither particles in the same Place the	arty to initiat MP to communica bonding.	e and/or accept ate.		NO	O FOCUS USE	ENHANCEMENTS
ENGL ANGLES	STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL NAE'EM	Vae'Em Location.	8 pts	1 Square	1 Square	4 Hours	Permanent		NO Save
	Caster concentrates to create 2 hours to cast, 1 minute open GM Saves for accuracy. Failed misdirected locations are safe	. Caste Save me to wall	er must enter feans caster steet through.	irst. eps thru to a mi		ion. All	O FOCUS USE	ENHANCEMENTS
LEVEL NAE'EM	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
7 Create Pe	rmanent Nae'Em	12 pts	Touch	1 Recipient	4 Days	Permanent		
	Bright yellow ribbons encircle Permanent mental bond allows e Each person must be in same PM This spell will only support 3	either pa IP. Arcan	arty to initiat ne (Ancient Mag	gic) will erase	the bonding.		ng w/Crystal SKL:>05	ENHANCEMENTS
LEVEL NAE'EM	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
	s To True Name	24 pts	4 Squares	1 Item	2 Hours	Permanent		succ
LEVEL NAE'EM	STACK 99 O An Arcane Focus Item	COST 36 pts	RANGE Touch	AREA OF EFFECT 1 Item	ROLL OUT 3 Days	DURATION Permanent	SAVE:	ENHANCEMENTS RM: 3 Connect
	Multi Colored lights engulfs Creates a connection between t Require the item to be of the Caster must currently not have	he caste highest	er and the Arca quality.		Item for the en	Ri	ng w/Crystal No current F	ocus Item. ENHANCEMENTS
EVEL NAE'EM	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
I1 Disconnec	t An Arcane Focus Item A weave engulfs the caster. Removes the connection between A creature that is currently of				20 Minutes	Permanent	O FOCUS USE	onnection brok
Shelter-Res	t-Protection							
EVEL	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Feather B	ed	4 pts	Touch	1x2 Sqs	2 Minutes	12 Hours		NO Suve
	Yellow sparks trace the shape A feather bed appear. Can fit 2 persons. Does continue even once the ca						ng w/Crystal AOE = 2	ENHANCEMENTS
LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
2 Sleep		4 pts	4 Squares	1 Target	1 Minute	1d6 Hours		Heavy Sle
	Inactive persons. Save: pass = Encourages a Target to fall as Save fail means Target falls i Save pass means the GM rolls a Once a target is asleep they of	leep. And to s	nywhere from 1 ight sleep. see how long th	to 6 Hours. ne Target remain	s asleep.		ng w/Crystal Col +1 SAME SF	PELL WILL COUNTER

			-Strur	nos				
EVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Quarantine	Isolation	8 pts	4 Squares	1x2 Squares	1 Hour	1 Day		
	Barely visible tan colored spa							
	Gives a sick/diseased person a No spreading of a contagion is						Ring w/Crystal AOE x2	
	o spreading or a concagion is	, iikciy	witer using em			l	AUE XZ	
								ENHANCEMENTS:
VEL	STACK 99	8 pts	Touch	1 Crtr/Tier	ROLL OUT 10 Minutes	4 Hours	SAVE:	SNS: 4 Wakes
Deep Doze		•		•	10 1/11114105	1110013		vaites
	Magenta flames extend from the Full night's rest in 1 shift (ſ		
	Ouring the 4 hours the recipie	ent is no	t able to wake	•			Ring w/Crystal Dim night lig	ht.
THE RESERVE TO SHARE THE PARTY NAMED IN COLUMN TWO IS NOT THE PARTY NAMED IN COLUMN T	After the 4 hours recipient is Does not overcome negative HP	0	orated.					
	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
rel ' Strumos Way	ystation	8 pts	4 Squares	3x3 Squares	1 Minute	12 Hours		NO Save
-	Caster creates a waystation th	nat looks	normal in mo	st respects.				
	3x3 Sqs platform that protects						Ring w/Crystal	
H	Has center area for fires and	4 posts	supporting a	flat roof.			Canvass wall	s
								ENHANCEMENTS:
VEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3 Astral Shed	d	16 pts	Touch	1x1x2 Sqs	1 Minute	8 Hours		
ravel-Planes	S							ENHANCEMENTS
/EL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 4
	tal To Known Location	8 pts	1 Square	1 Square	2 Hours	1 Minute		Correct locati
G G	Golden sparks creates a portal	l through	the astral p	lane to a destina	ation.			
The state of the s	hours to cast, 1 minute oper						Ring w/Crystal	
	GM Saves for accuracy. Failed All misdirected locations are			eps thru to a mi	sairectea locati	on.	Col -1	
								ENHANCEMENTS:
/EL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
PMP Project		12 pts	Self	PMP	20 Minutes	4 Hours		
Annual Control of the	Colored sparks form a profile The casters Astral image is ab					r		
	Only can see living sentient of		,		iving creatures.		Ring w/Crystal Move=18	
C	Caster will seem ghostly to th	ne creatu	res and vice	sa versa.		ı		ELL WILL COUNTER.
								ENHANCEMENTS:
ravel-PMP								
EL	STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT Caster	ROLL OUT 5 Minutes	4 Hours	SAVE:	No Save
Strumos Rur					3 Millutes		CREATE:	
	Caster is able to run as fast 5 times travel through a PMF		ses canter for	the duration.			Potion Of Spo	eed Boost
	Caster avoids objects like nor		n carry items	and small pets.			Ring w/Crystal Move x2	
				·		l		ELL WILL COUNTER.
	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	CAVE	ENHANCEMENTS:
/EL	ae'Em Fighter Movement	8 pts	2 Squares	1 Creatures	Initiative	1 Hour	SAVE:	No Save
Inchesco Ma	AE EN EISHIEF MOVEMENT		-					
		nal condi	tions +2 Move	2			CREATE:	
T	Target can move faster in norm Does work for base traveling o				ght.	ſ	CREATE: Potion Of Spo	eed Boost
T	arget can move faster in norm				aht			eed Boost

-Strumos

AREA OF EFFECT

Varies

1 Square

ROLL OUT

Initiative

ROLL OUT

2 Minutes

STACK 99 1 Arcane Light with Class Hue

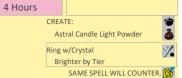
4 pts With a twirling of the fingers the caster brings about light!

COST

8 pts

This spell does stay fixed in relation to the caster, right above them. Use a Focus item for control of light brightness.

No Focus = Candle power. With Focus caster can set power.



SAVE: No Save

STACK 1 COST AREA OF EFFECT

ENHANCEMENTS: 7 DURATION No Save

DURATION

Permanent

5 Arlo's Astral Storage



Utility-

The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the ca Open or Close storage. No magic or metal or crystals

1 Square

RANGE

Self

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

Ring w/Crystal 0 +5 items