			-Strum	ios				
Battle-Defe	nse							
LEVEL NAE'EM	STACK 1	COST 4 pts	RANGE 8 Squares	AREA OF EFFECT 1 Recipient	ROLL OUT Initiative	DURATION 10 Minutes	SAVE:	No Save
3 Protect F:	<pre>ighter vs Ranged/Thrown Barely visible straw colored s</pre>			·		10 Millates		
	Recipient Fighter must have a Gains +2 to AC vs ranged and t	Nae'Em	with the caster.	,			ng w/Crystal Total AC bon	us:+4
LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: Tier
	Protection vs Undead	8 pts	Self	3 Square Radius	Initiative	5 Rounds		Pass through
	Barely visible mustard colored Undead must Save to pass throu Class symbol must be represent Does function as long as the c	gh the ed in t	perimeter. Save he art of the ci	e column is equa ircle.		KII	ng w/Crystal Range 6 Sq R SAME SF	cadius PELL WILL COUNTER.
LEVEL	STACK 99	COST	RANGE Self	AREA OF EFFECT	ROLL OUT	DURATION 4 Hours	SAVE:	RM: 2
10 Astral Me		12 pts		Self	2 Minutes	4 Hours		Avoid Attack
	Barely visible flaxen colored Protection from astral influen Astral plane is a mental plane This inhibits Astral attacks. Save vs Astral = RM:2. AC bon	ce while	e in the Astral	Plane.	tal.		ng w/Crystal Total AC Bon	us +4 ENHANCEMENTS: 5
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3
10 Charged F	encing - Two Sides	12 pts	6 Squares	2 - 9 Sqs	Initiative	2 Hours		No damage taken.
	Save to break through. If a person makes it through that does NOT leave a hole. 3d6 electric damage when touched. SAME SPELL WILL COUNTER (4
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 3
12 Circle of	Containment	12 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours		Able to exit Circle
	Barely visible blue streams of Drawn circle that stops creatu Can be used in/as a trap with Must Save to Exit.	res fro	m exiting its ar	rea.	se (TRAP)".		ng w/Crystal BRU:>95 SAME SF	PELL WILL COUNTER. (**) ENHANCEMENTS: 4
Battle-Offer	nse							
LEVEL	STACK 99	COST 4 pts	RANGE 4 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION Possibly Days	SAVE:	HTH: 2 No Illness
1 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. Target's failed Save indicates Sickness I. This can progress through Sickness II and III, to Disease I-II, then to death.) FOCUS USE	
	STACK 00	COCT	DANCE	ADEA OF FEFE	DOLL OUT	DURATION	CAME	ENHANCEMENTS: 6
2 Barbed Spa	STACK 99	4 pts	RANGE Self	AREA OF EFFECT 4 sq Triangle	ROLL OUT Initiative	5 Rounds	SAVE:	RM: 1
Dai bed 3p.	Caster conjures and throws col Can distract or temporarily bl All in AoE must Save to not be Those that do Save have no vis Failed saves create issues see	ind peo blinde ual iss	ple for up to 2 d for this round ues.	rounds.			ng w/Crystal Total Duratio	on 4 rounds ENHANCEMENTS: 7
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Electric	Zap	4 pts	8 Squares	1 Square	Initiative	Instant		

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

Ring w/Crystal +4 Damage

ENHANCEMENTS: 5

0

-Strumos AREA OF FEFECT STACK COST ROLL OUT DURATION 9 SKL: 2 4 nts 4 Squares 1 Mark Initiative 2 Rounds Conjured 4 Conjure Native Beetles CREATE: Arcane swarm appears in a square adjacent to the target. Beetleroot Granules Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg. Ring w/Crvstal Will attack any living target. Even if the target is friendly to the caster. Dmg set at 5 pts Save to conure. SAME SPELL WILL COUNTER. ENHANCEMENTS: 7 STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 8 pts 10 Squares Direct Line Initiative Instant Static Bolt Sparks travel from the caster's hand directly towards the target. (ToHIT Required) Damage of 1d8 + ACU on 3 in row. +1d8 damage if non-Adamantine armor. Ring w/Crystal Sparks travel for 3 squares in a direct row. +4 Dmg 1st square of row must be within Range. SAME SPELL WILL COUNTER. ENHANCEMENTS: 6 RM: 3 12 pts 8 Squares 1 Target Initiative 1 Round 1/2 Dmg if same 12 Class Power Attack Bolt of power: Dmg 4d10+ACU Bonus. Save for 1/2 dmg IF same class. SYL:Ice, STM:Elect, ORX:Force, EOL:Acid Ring w/Crystal The power surges outward impacting the enemy. Knockback w/ RM:3 No ToHIT required. SAME SPELL WILL COUNTER. ENHANCEMENTS: 2 Battle-Prep STACK RANGE AREA OF EFFECT ROLL OUT DURATION SNS: 2 4 pts Touch 3x3 Sq 2 Minutes 8 Hours No shock 1 Camp Perimeter Shock Sandy colored sparks scatter to the perimeter and fade away. 8 Sq Dia circle around caster delivers 1d3 electric damage. Ring w/Crystal When a creature crosses the perimeter causes a zap sound. +1d3 Dmg The creature must roll a Save. Passing means no damage, otherwise 1d3 damage. SAME SPELL WILL COUNTER. ENHANCEMENTS: 4 STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 4 pts Self Caster 1 Hour 3 Davs Triggered Forced Healing CREATE: Damage triggers 2d8 rolled. Damage first, then 2x Healing. Triggered Forced Health Draught In effect until duration is over or is used. Ring w/Crystal Does NOT allow the choice to not use it. Stack+1 Only 1 triggered health can be in place at any time. SAME SPELL WILL COUNTER. ENHANCEMENTS: 4 STACK 2 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save I EVEL NAF'FM Touch 8 pts 1 Fighter 2 Minutes 1 Hour Raise Nae'Em Fighter Str +1 Sparks cause the fighter to sparkle throughout the duration. Raise Fighter Str +1 Ring w/Crystal All adjustments to saves, initiatives, ToHITs are then applied. 4 Hours See stacking number to determine how many Nae'Em Fighters can be affected. SAME SPELL WILL COUNTER. One spell per creature, even if stack indicates more than 1. ENHANCEMENTS: 7 Call-Summon RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: 9 SKL: 2 LEVEL NAE'EM 30 Squares 1 Creature 20 Minutes 1 Month (30 days) 4 pts Summoned 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

8x8x8 Sqs

8 pts

Is a physical creature, HP:12 AC:18 Init+10 ToHIT-10 (Runs from fights).

Timid invisible creatures that stay within 8 sqs of caster.

The caster summons a small gnome-like familiar. A creature that can be seen with ultra violet vision.

Summon Nisse

SAVE:

Ring w/Crystal

Named Nisse. AoE:10x10x10

1 Month (30 days)

3 Hours

SKL: 1

ENHANCEMENTS: 8

Summoned

-Strumos Communication-STACK 99 AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL NAE'EM 8 pts Touch 1 Target 20 Minutes 5 Questions 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 FEFECT ROLL OUT DURATION SKI · 2 12 pts 6 Squares 3 Squares 20 Rds (2 Min) 5 Minutes 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/Crysta 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 Find-Hide-Reveal STACK COST RANGE AREA OF FEFECT ROLL OUT DURATION No Save 4 pts Self 3 Sq Dia Sphere Initiative Conc +4 Rds 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 Tie 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. ENHANCEMENTS: 7 STACK AREA OF EFFECT DURATION COST RANGE ROLL OUT SAVE: RM: 2 0 8 pts 2 Squares 1 item 5 Minutes Instant Sight Detect Magic 5 CREATE: Caster attempts to find out if an item/object is magical. Scroll of Detect Magic Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind. Ring w/Crystal V. Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. Casting Save Col -1 this will not enact the powers or magic, nor does it reveal the kind of magic is in play. ENHANCEMENTS: 3 STACK RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SKL: 2 I EVEL NAF'EM 12 pts Self 1 Mark 1 Day 4 Hours Found 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 STACK RANGE AREA OF FEFE ROLL OUT DURATION SAVE: No Save Self Astral Plane 20 Minutes 12 pts 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 Food-Water STACK 99 RANGE AREA OF EFFECT ROLL OUT DURATION COST SAVE: No Save 4 pts Touch 2 Skins/Tier 5 Minutes Permanent 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. Typical person requires 1 skin per day. Deserts mean 2 per day.

Ring w/Crystal

+2 Skins extra

Does NOT continously draw water from the same spot, Each repeat adds 10% to failure chance (1d100 roll).

ENHANCEMENTS: 2

STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 1 Square 4 Meals 10 Minutes 1 Hour 4 pts 4 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. Does work on all non-poisoned / non-spoiled food.

Ring w/Crystal Duration = 1 day

ENHANCEMENTS: 7

			-Strum	nos					
Health-Life-	-Death								
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
1 Basic Hea	ling	4 pts	2 Squares	1 Target	Initiative	Permanent	CREATE:		٨
	When assisting a Nae'Emed figh Heal 2d6 + ACU Bonus. If help The caster's hands glow and di When assisting a Nae'Emed figh	ing a pa rect the	rtner Fighter healing to a			r	Draught Of Ring w/Crysta Min Roll 7		0
	when assisting a wae tilled righ	icei use	range or a sys					ENHANCEMENTS:	6
LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
1 Forced He	al 1d6 HP (+more)	4 pts	1 Square	1 Target	Initiative	Permanent			
	Healing energy drawn from all First roll the dice and calcul Then apply as force damage to Lastly, apply the full healing This becomes more powerful (an	ate full the targ time tw	healing with get, if the targon (x2) to the	enhancements, get is dead next target.			Ring w/Crysta Fragility Sav	ve - 1 Column ENHANCEMENTS:	%
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
2 Heal Sick	ness	4 pts	2 Squares	1 Target	1 Minute	Instant	CDEATE.		A
	Sparks surround the sick person Use Targets Health Save. Use - Does allow target to roll a - Does allow target to roll to - Does allow repeated spells	Frailty Health the save	Scale. Save at one coright away (vs	lumn lower than waiting for sta	art of day).		CREATE: Cure Sickne NO FOCUS US	E	3
Madelle	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	6
4 Delayed H	ealing 2d6 Barely visible yellow specks f Delayed Heal - up to 4 hrs (+2 Yellow sparks float around the 1 per creature, but 99 (Stack)	d6 HP) person	the caster is		2 Minutes	r	Ring w/Crysta	ons. Usable only as a	0
LEVEL	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:		•
4 Slow Heal	Barely visible yellow specks f 10 HP per undisturbed Hour. M heal a creature of the caster' Maximum of 4 hours per creatur Save every hour. Failed Save	NUST SAVE s choosi e. ends spe	EVERY HOUR TO ng for 10 HP/h	CONTINUE.			Ring w/Crysta + 2 HP / Hr	ENHANCEMENTS:	7
LEVEL	STACK 1	8 pts	1 Square	AREA OF EFFECT 1 Target	ROLL OUT 30 Minutes	Permanent	SAVE:	SKL: 2 Repair dor	ne
5 Repair A	The body is wrapped in bright The body is left as whole as m All wounds are cleaned inside All wounds are physically clos minor healing to ensure there	yellow l nuch as p and out. sed up wi	ights for the cossible, based th enough	entire roll out. on how much of	•	ns	Ring w/Crysta Range = 8 S	ı	0
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
6 Common He	aling Barely visible force grows at Heal 2d8 + ACU Bonus. If help Yellow sparks float around the	ing a pa	rtner Fighter		Initiative		CREATE: Draught Of Ring w/Crysta +1d4 HP		\$\frac{1}{\omega}\$\$ \$\omega\$\$ \$\omega\$\$ \$\omega\$\$ 4
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	-	0
7 Electrify	ing Sickness Cleanse	8 pts	Touch	1 Creature	8 Hours	Permanent		No Sickne	SS
	Golden sparks move from the ca Creature cleared of Sickness. Does make the caster immunue t	but ver	y uncomfortabl		t.		Ring w/Crysta COL -1	ıl	0

ENHANCEMENTS: 8

			-Strum	ios				
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
8 Extra Hea	ling	8 pts	Touch	1 Creature	Initiative	Instant		
	Yellow sparks float around th Heal 3d8 + ACU Bonus Yellow sparks float around th					Rin	EATE: - No creation g w/Crystal -4 HP	s. Usable only as a
15/5	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
9 Cure Dise		12 pts	2 Squares	1 Target	8 Hours	Permanent		No Disease
	Golden sparks move from the concentration creature cleared of Disease. Does make the caster immunue Creature must pass Save.	but very to getti	y uncomfortable. ng THIS disease	for the rollou			g w/Crystal Col -1	enhancements: 6
LEVEL	STACK 99	12 pts	RANGE 2 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	Permanent	SAVE:	No Save
11 Heal 5d6+	2 HP	12 pt3	2 Squares	1 laiget	iiiitiative	remanent		
	Yellow sparks float around th 4d6+2 healed Yellow sparks float around th	·		J			g w/Crystal -1d4 HP	enhancements: 6
LEVEL NAE'EM	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 3
11 Revive Li	fe With A ZAP!	48 pts	Touch	1 Body	8 Hrs	Permanent		Alive!
LEVEL 12 Heal 5d6+	This spell restores a fallen STACK 99 6 HP Yellow sparks surround the work Heal 4d6+6 Yellow sparks surround the work	12 pts	RANGE 2 Squares	AREA OF EFFECT 1 Creature	ROLL OUT Instant	DURATION Permanent	SAVE: g w/Crystal -1d4 HP	ENHANCEMENTS: 5 No Save ENHANCEMENTS: 5
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
12 Ranged Fo	rced Healng 2d8+2 HP	12 pts	6 Squares	1 Target	Initiative	Permanent		
	Barely visible Blue sparks an Energy from throughout the bo Roll dice and use the result the use double the same resul	dy is for to apply	rce to an injury damage,		ient.	NO	FOCUS USE	ENHANCEMENTS: 6
Personal-Co	onnections							
LEVEL NAE'EM	STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Connect W	ith A Fighter	4 pts	PMP	1 Recipient	2 Days	Permanent		
	Caster surrounds a Fighter wi Permanent mental bond allows Each person must be within the Arcane (Ancient Magic) will each This spell will only support	either parties same Plarase the	arty to initiate MP to communicat bonding.	e and/or accept ce.			g w/Crystal Healing throu	olgh Nae'Em ENHANCEMENTS: 3
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		
* Connect I	Caster surrounds a House memb Permanent mental bond allows Each person must be within th Arcane (Ancient Magic) will e This spell will only support	either pare Plants erase the	arty to initiate MP to communicat bonding.	and/or accept		NO	FOCUS USE	enhancements: 3

-Strumos AREA OF FEFECT STACK COST ROLL OUT DURATION SAVE: No Save LEVEL NAE'EM 8 nts 4 Hours 1 Square 1 Square Permanent 6 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. NO FOCUS USE GM Saves for accuracy. Failed Save means caster steps thru to a misdirected location. All misdirected locations are safe to walk through. ENHANCEMENTS: 3 ROLL OUT STACK COST AREA OF EFFECT DURATION SAVE: IEVEL NAF'EM No Save 12 pts Touch 1 Recipient 4 Days Permanent 7 Create Permanent Nae'Em Bright yellow ribbons encircle the recipient. Permanent mental bond allows either party to initiate and/or accept. Ring w/Crystal Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding. SKL:>05 This spell will only support 3 (See Stack) connections to another person. ENHANCEMENTS: 1 SAVE: RM: 2 24 pts 4 Squares 1 Item 2 Hours Permanent success Q Find Clues To True Name Bright Orange ribbons float to the object/person and fade as they surround them. Caster attempts to locate clues to find a True Name. Ring w/Crystal 1/2 Rollout Halved ENHANCEMENTS: 6 STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION RM·3 1 Item 3 Days 36 pts Touch Permanent Connected 11 Connect To An Arcane Focus Item Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollou Creates a connection between the caster and the Arcane Focus Item. Ring w/Crystal 1/6 Require the item to be of the highest quality. No current Focus Item Caster must currently not have a Focus Item. ENHANCEMENTS: 5 STACK COST RANGE AREA OF EFFECT ROLL OLIT DURATION SAVE: SKI:2 LEVEL NAE'EM 36 pts Touch **Current Item** 20 Minutes Permanent Connection broken 11 Disconnect An Arcane Focus Item A weave engulfs the caster. Removes the connection between all creatures and the focus item. NO FOCUS USE A creature that is currently connected will know when the disconnection happens. ENHANCEMENTS: 2 Shelter-Rest-Protection COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: STACK No Save LEVEL 1x2 Sqs 2 Minutes 4 pts Touch 12 Hours Feather Bed Yellow sparks trace the shape as it creates a rope bed. A feather bed appear. Ring w/Crystal 0 Can fit 2 persons. AOE = 2 Does continue even once the caster is out cold, asleep, etc... ENHANCEMENTS: 4 COST AREA OF EFFECT ROLL OUT STACK RANGE DURATION SAVE: SNS: 2 4 pts 4 Squares 1 Target 1 Minute 1d6 Hours Heavy Sleep Sleep Inactive persons. Save: pass = 1d6 hrs. Fail = Light sleep. Encourages a Target to fall asleep. Anywhere from 1 to 6 Hours. Ring w/Crystal Save fail means Target falls into a light sleep. Col +1 Save pass means the GM rolls a d6 to see how long the Target remains asleep. SAME SPELL WILL COUNTER. Once a target is asleep they cannot wake themselves. ENHANCEMENTS: 6 STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 4 Squares 1 Hour 1 Day 8 pts 1x2 Squares Quarantine Isolation Barely visible tan colored sparks Surround The AOE For The Duration. Gives a sick/diseased person a better Save column on Frailty chart. Ring w/Crystal 0 No spreading of a contagion is likely when using this. AOE x2

ENHANCEMENTS: 7

-Strumos AREA OF FEFECT STACK COST ROLL OUT DURATION SAVE: SNS: 4 8 nts Touch 1 Crtr/Tier 10 Minutes 4 Hours Wakes up 7 Deep Doze Magenta flames extend from the Caster's hand to the recipient. Full night's rest in 1 shift (4 Hours) instead of 2 (8 Hours). Ring w/Crystal During the 4 hours the recipient is not able to wake. Dim night light After the 4 hours recipient is reinvigorated. Does not overcome negative HP or SP. ENHANCEMENTS: 3 AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 8 pts 4 Squares 3x3 Squares 1 Minute 12 Hours 7 Strumos Waystation Caster creates a waystation that looks normal in most respects. 3x3 Sqs platform that protects from some weather Ring w/Crystal Has center area for fires and 4 posts supporting a flat roof. Canvass walls ENHANCEMENTS: 5 Travel-Planes ROLL OUT COST AREA OF EFFECT DURATION SKI · 4 8 pts 1 Square 1 Square 2 Hours 1 Minute Correct location 7 Astral Portal To Known Location Golden sparks creates a portal through the astral plane to a destination. 2 hours to cast, 1 minute open. Caster must enter first. Ring w/Crystal GM Saves for accuracy. Failed Save means caster steps thru to a misdirected location. Col -1 All misdirected locations are safe to walk through. STACK COST RANGE AREA OF FEFECT ROLL OLIT DURATION SAVE: No Save I FV/FI 12 pts Self **PMP** 20 Minutes 4 Hours 10 PMP Projection Colored sparks form a profile which becomes the image of the caster. The casters Astral image is able to take a ghostly form and watch living creatures. Ring w/Crystal Only can see living sentient creatures, nothing else. Move=18 Caster will seem ghostly to the creatures and vice sa versa. SAME SPELL WILL COUNTER. FNHANCEMENTS: 4 Travel-PMP AREA OF EFFECT ROLL OUT COST RANGE DURATION STACK SAVE: No Save LEVEL 4 pts Self Caster 5 Minutes 4 Hours Strumos Run CREATE: Caster is able to run as fast as a horses canter for the duration. Potion Of Speed Boost 1.5 times travel through a PMP. Ring w/Crystal Caster avoids objects like normal. Can carry items and small pets. Move x2 SAME SPELL WILL COUNTER. ENHANCEMENTS: 4 RANGE AREA OF FEFE ROLL OLL DURATION SAVE: No Save 8 pts 2 Squares 1 Creatures Initiative 1 Hour Increase Nae'Em Fighter Movement CREATE: Target can move faster in normal conditions. +2 Move. Potion Of Speed Boost Does work for base traveling during battle. Walking, Swimming, Flight. Ring w/Crystal Does NOT allow casting on the caster AND a creature. Stack of 1. Move+2 Sas SAME SPELL WILL COUNTER. ENHANCEMENTS: 5 Utility-AREA OF EFFECT ROLL OUT DURATION RANGE SAVE: No Save 4 pts Initiative 4 Hours 1 Arcane Light with Class Hue With a twirling of the fingers the caster brings about light! Astral Candle Light Powde No Focus = Candle power. With Focus caster can set power. Ring w/Crystal This spell does stay fixed in relation to the caster, right above them. Brighter by Tier Use a Focus item for control of light brightness. SAME SPELL WILL COUNTER. **FNHANCEMENTS: 7** STACK COST RANGE AREA OF EFFECT **ROLL OUT** DURATION No Save 2 Minutes Permanent 8 pts 1 Square 1 Square 5 Arlo's Astral Storage 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 Ring w/Crysta The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the +5 items

ENHANCEMENTS: 4

caster sees the items within.