| VEL VEL | tle-Defe | FOCUS TITLE | DANCE | A = F | DURATION | ROLLOUT | SAVE | CTACK | |
|------------|----------|--|---|---------------------------|--|---------------------|-----------------|-------|----------|
| EL | | | RANGE | 3 Square Radius | 5 Rounds 5 | | RM Tier | STACK | * |
| | 8 pts | Circle of Protection vs Undead Range 6 Sq Radius with Item/Kit. Undead mu | | Solumn = casters tier. | 5 ROUTIUS ORDS | Initiative (| Pass through | 1 | |
| | 4 pts | Protect Fighter vs Ranged/Thrown | 8 Squares | 1 Recipient | 10 Minutes | Initiative S | none | 1 | |
| | | O Total AC bonus:+4 with Item/Kit. Recipient g | ains +2 vs ranged/ | thrown attacks. | | | | | |
|) | 12 pts | Charged Fencing - Two Sides | 6 Squares | 2 - 9 Sqs | 2 Hours | Initiative S | RM3 | 99 | S |
| | | O Invisible Wall with Item/Kit. 3d6 touch dmg. | Save to pass thro | ugh. | | @ | No damage taker | ۱. | |
|) | 12 pts | Astral Mental Shield | Self | Self | 4 Hours | 2 Minutes | RM 2 | 99 | |
| | | Total AC Bonus +4 with Item/Kit. Save vs Ast | ral = RM:2. AC bo | nus +2. | | | Avoid Attack | | |
| 3 | 16 pts | Circle of Astral Expulsion | Touch | 3 Sq Radius | 4 Hours | 10 Minutes | SKL 2 | 1 | |
| | | Caster Saves to expell a creature. Once cast rang | ge no issue. | | | Expulsion | | | 1 |
| 2 | 12 pts | Circle of Containment | Touch | 3 Sq Rad Circle | 4 Hours | 10 Minutes | BRU 3 | 99 | 5 |
| | | BRU:>95 with Item/Kit. Creatures from exiting | ng its area. Must Save to Exit. | | | Able to exit Circle | | | |
| at | tle-Offe | | | | | | | | |
| L | COST | FOCUS TITLE | RANGE | AoE | DURATION | ROLLOUT | SAVE | STACK | 1 |
| | 4 pts | Electric Zap | 8 Squares | 1 Square | Instant | Initiative | none | 99 | |
| | | +4 Damage with Item/Kit. Dmg 1d8+ACU, If | | +2 Dmg. No ToHIT or Save. | | 4 10 | | | 1 |
| | 4 pts | Barbed Sparks | Self | 4 sq Triangle | 5 Rounds $\mathcal{S}_{\scriptscriptstyle{RDS}}$ | Initiative S | RM1 | 99 | |
| | | Total Duration 4 rounds with Item/Kit. Save | vs Visual issues. Fa | ail= Init & ToHIT -2. | | | Target Sees | | |
| , | 20 pts | Lightening Bolt | 12 Squares | Direct Line | Instant | Initiative 🍂 | AGL2 | 99 | C |
| | | • +6 Dmg with Item/Kit. Dmg: 2d6+ACU. Non- | Admn amor +6. U | p to 4 targets in a row. | | | 1/2 Damage | | |
| | 4 pts | Conjure Native Beetles | 4 Squares | 1 Mark | 2 Rounds 2 | Initiative (| SKL 2 | 2 | 5 |
| | | Dmg set at 5 pts with Item/Kit. Swarm. HP:1 | 5, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8 | | | Conjured | | | |
| 2 | 12 pts | Class Power Attack | 8 Squares | 1 Target | 1 Round | Initiative | RM3 | 99 | S |
| | | Knockback w/ RM:3 with Item/Kit. Class Bolt | Dmg 4d10+ACU. | Save for 1/2 dmg IF same | class. | | 1/2 Dmg if same | | |
| | 4 pts | Cause Illness | 4 Squares | 1 Square | Possibly Days | Initiative 🌉 | HTH 2 | 99 | |
| | | Targets 1 sq w/ No ToHIT. Dmg 1d4+ACU. Save | vs Sickness I | | | | No Illness | | |
| | 8 pts | Static Bolt | 10 Squares | Direct Line | Instant | Initiative A | none | 99 | (S |
| | | • +4 Dmg with Item/Kit. Dmg 1d8 +ACU. Row | 60.5.410.6 | | TWC | | | | |

| Batt | tle-Prep | | | | | | | | |
|-------|----------|--|---------------------|-------------------------|-----------------|----------------|----------------|-------|----|
| LEVEL | COST | FOCUS TITLE | RANGE | AoE | DURATION | ROLLOUT | SAVE | STACK | 4- |
| 1 | 4 pts | Camp Perimeter Shock | Touch | 3x3 Sq | 8 Hours | 2 Minutes | SNS 2 | 1 | |
| | | • +1d3 Dmg with Item/Kit. 1d3 electric dmg. S | ave for no dmg. (| Crossing = zap sound. | | | No shock | | |
| 8 | 8 pts | Raise Nae'Em Fighter Str +1 | Touch | 1 Fighter | 1 Hour | 2 Minutes | none | 2 | |
| | | 4 Hours with Item/Kit. Raises the fighters Str | ength 1 point. | | | | | | |
| 2 | 4 pts | Triggered Forced Healing | Self | Caster | 3 Days | 1 Hour | none | 1 | |
| | | Stack+1 with Item/Kit. Dmg triggers 2d8 rolle | ed. Dmg first, ther | n 2x Healing. | | | | | |
| Call | -Summo | on | | | | | | | |
| .EVEL | COST | FOCUS TITLE | RANGE | AoE | DURATION | ROLLOUT | SAVE | STACK | |
| 6 | 8 pts | Summon Nisse | Self | 8x8x8 Sqs | Month (30 days) | 3 Hours | SKL1 | 1 | E |
| | | O Named Nisse. AoE:10x10x10 with Item/Kit. A | creature that car | n be seen with ultra vi | olet vision. | · · | Summoned | | |
| 3 | 4 pts | Summon Astral Beast of Burden | 30 Squares | 1 Creature | Month (30 days) | 20 Minutes | SKL2 | 3 | E |
| | | O HP at 50. with Item/Kit. AC:17/15, Init+0, Att | k:x0x1, ToHit+0, D | Omg:1d8, Move:15, 2 | Marks/Day. | | Summoned | | |
| 13 | 16 pts | Summon Strumos Creations (Tae'E | PMP | 1 Nae'Em | Instant Now | 10 Minutes | none | 1 | E |
| | | O Subtle Casting (Free) with Item/Kit. Caster su | mmons up to 6 ite | ems from a Vae'Em. | M | | | | |
| Con | nmunica | ation- | | | | | | | |
| LEVEL | COST | FOCUS TITLE | RANGE | AoE | DURATION | ROLLOUT | SAVE | STACK | |
| 6 | 8 pts | Speak with Dead | Touch | 1 Target | 5 Questions | 20 Minutes | none | 99 | E |
| | | Truthseer with Item/Kit. Up to 100 years dea | d per Tier. Skull a | inswers in common. | | | | | |
| 19 | 20 pts | Dead Spirit Conversation Circle | 6 Squares | 1 Spirit | Rollout | 10 Minutes | SKL 2 | 1 | |
| | | MGC:1 with Item/Kit. Speaks with up to 6 so | uls. Requires a rit | ual & tokens. | | • | Connection mad | de | |
| 9 | 12 pts | Speak With The Resting Dead | 6 Squares | 3 Squares | 5 Minutes | 20 Rds (2 Min) | SKL 2 | 1 | |
| | | SKL:1 with Item/Kit. Requires undisturbed & | markad araya Ca | | A 1 | | Speech allowed | | |

| Fino | d-Hide-R | eveal | | | | | | | |
|-------|----------|--|-----------------------|-----------------------|-------------|------------|-------|-------|-----------------|
| LEVEL | COST | FOCUS TITLE | RANGE | AoE | DURATION | ROLLOUT | SAVE | STACK | |
| 16 | 64 pts | Reveal True Name | 1 Square | 1 Square | Permanent | 12 Hours | none | 99 | ENH 6 |
| | | This uses all the clues to find the True Name. | | | | | | | |
| 11 | 12 pts | ^{.2 pts} Astral Plane Projection | Self | Astral Plane | 4 Hours | 20 Minutes | none | 99 | ENH 4 |
| | | HP x2 with Item/Kit. ACUMEN Bonus x2=HF | x3=AC. Movemen | nt=1/2 Spell Points. | | | | | |
| 9 | 12 pts | Search for Arcane Focus Item | Self | 1 Mark | 4 Hours | 1 Day | SKL 2 | 1 | ENH 7 |
| | | Detects focus item within range. Vibration/A | ole/Visual. | J [| Found | | | | |
| 5 | 8 pts | Detect Magic | 2 Squares | 1 item | Instant | 5 Minutes | RM 2 | 1 | ENH 3 |
| | | | dane=None. Epic=Bli | nding, Save vs Blind. | M | Sight | | | |
| 3 | 4 pts | Shadow of the Magi | Self | 3 Sq Dia Sphere | Conc +4 Rds | Initiative | none | 99 | 5 FNH 7 |
| | | Brighter by Tier with Item/Kit. Darkness cent | ered just above caste | er. | , nos | | | | |
| Foo | d-Wate | r | | | | | | | |
| LEVEL | COST | FOCUS TITLE | RANGE | AoE | DURATION | ROLLOUT | SAVE | STACK | F.111 |
| 15 | 16 pts | Create Food For A Family | Touch | 1 Square | Permanent | 5 Minutes | none | 3 | ENH 5 |
| | | Improved taste & Wine with Item/Kit. 2d12+ | 10 meals w/ water. | | | | | | |
| 4 | 4 pts | Improve Food | 1 Square | 4 Meals | 1 Hour | 10 Minutes | none | 99 | ENH 7 |
| | | O Duration = 1 day with Item/Kit. Food become | es nutritional. | | | | | | |
| 1 | 4 pts | Draw Up Ground Water | Touch | 2 Skins/Tier | Permanent | 5 Minutes | none | 99 | ENH 2 |
| | | +2 Skins extra with Item/Kit. Pull water from | ground. 2 skins/Tier. | Dry areas 1 skin. | | | | | |

| Hea | lth-Life- | Death | | | | | | | |
|-------|-----------|---|---------------------------|--------------------------|--------------|---------------------|-------------|-------|-----------------|
| LEVEL | COST | FOCUS TITLE | RANGE | AoE | DURATION | ROLLOUT | SAVE | STACK | ENH |
| 5 | 8 pts | Repair A Dead Body | 1 Square | 1 Target | Permanent | 30 Minutes | SKL 2 | 1 | 5 |
| | | Range = 8 Sqs with Item/Kit. Preps a body fo | r funeral viewing. | | | | Repair done | | |
| 2 | 4 pts | Heal Sickness | 2 Squares | 1 Target | Instant | 1 Minute | none | 99 | ENH 6 |
| | | Target can Save (@ - 1 Col) right away instead of | f morning. | | | | | | |
| 7 | 8 pts | Electrifying Sickness Cleanse | Touch | 1 Creature | Permanent | 8 Hours | SKL 2 | 99 | ENH 8 |
| | | OCOL -1 with Item/Kit. 1 pt damage, removes | Sickness I, II, III (with | n Save). | | 0 | No Sickness | | |
| 4 | 4 pts | Delayed Healing 2d6 | 2 Squares | 1 Creature | 4 Hours | 2 Minutes | none | 99 | ENH 7 |
| | | | ayed Heal - up to 4 h | rs (+2d6 HP). 1 per crea | ature. | | | | · |
| 1 | 4 pts | Forced Heal 1d6 HP (+more) | 1 Square | 1 Target | Permanent | Initiative 🌉 | none | 1 | ENH 8 |
| | | - at | dice. Apply as force | damage. Apply x2 as he | ealing. | 4 | | | 0 |
| 8 | 8 pts | Extra Healing | Touch | 1 Creature | Instant | Initiative A | none | 99 | ENH 4 |
| | | • 4 HP with Item/Kit. x | | | W | | | | 4 |
| 1 | 4 pts | Basic Healing | 2 Squares | 1 Target | Permanent | Initiative \ | none | 99 | ENH |
| | | | lelping a Nae'Emed F | ighter range is 8 sqs. | | | | | 6 |
| 6 | 8 pts | Common Healing | Touch | 1 Creature | Instant | Initiative A | none | 99 | ENH |
| | · | • +1d4 HP with Item/Kit. x | | | m | | | | 4 |
| 9 | 12 pts | Cure Disease | 2 Squares | 1 Target | Permanent | 8 Hours | SKL 2 | 99 | ENH |
| , | pto | O Col -1 with Item/Kit. 2d8 pts damage, remov | - | | | | No Disease | | 6 |
| 11 | 48 pts | Revive Life With A ZAP! | Touch | 1 Body | Permanent 🔀 | 8 Hrs | HTH 3 | 99 | ENH |
| | 40 pts | | & pass Save to be all | | Termanene | | Alive! | 33 | 5 |
| 12 | 12 pts | | 6 Squares | 1 Target | Permanent | | none | 99 | ENH |
| 12 | 12 μις | Ranged Forced Healng 2d8+2 HP Roll 2d8+2. Dmg x1 then Heal x2 | o squares | 1 Target | Permanent | Initiative S | none | 33 | 6 |
| 40 | 12 | - | 2.5 | 4.60 | Dawn and Add | | | 00 | ENH |
| 12 | 12 pts | Heal 5d6+6 HP | 2 Squares | 1 Creature | Permanent | Instant | none | 99 | 5 |
| | | +1d4 HP with Item/Kit. x | | | | | | | ENH |
| 20 | 20 pts | Raise The Dead | Touch | 1 Corpse | Permanent | 8 Hours | SKL 2 | 99 | 5 |
| | | Health at 10 HP with Item/Kit. Must be dead | <20 years. Come ba | · | | | Alive! | | ENH |
| 18 | 20 pts | | 6 Squares | 3 Sq Rad Circle | Permanent | 20 Minutes | none | 99 | 5 |
| | | +50 HP with Item/Kit. 3 persons minimum w | ithin AoE. 200 pts d | ivided equally. | | | | | |

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| 14 16 p | ricaning boil | 12 Squares | 1 Creature | Permanent | Initiative * | none | 99 | EN 4 |
|----------------|--|-----------------------|-------------------------|-------------|---------------------|-----------------|-------|------|
| | +1d4 HP with Item/Kit. 1d2 Dmg. Then 6d6 | Healing. | | | | | | |
| 14 16 p | | 1 Square | 1 Corpse | Permanent | 30 Minutes | none | 99 | EN Z |
| | Block animation and removes Nae'Ems. | | | | | | | |
| 4 4 pt | ts Slow Healing | 2 Squares | 2 Creatures | 8 Hours | 10 Minutes | SKL 2 | 3 | EI |
| | + 2 HP / Hr with Item/Kit. 10 HP per undistu | rbed hr. MUST SAVI | E EVERY HOUR. Max 4 l | nrs. | | Healing continu | es | |
| 11 12 p | ots Heal 5d6+2 HP | 2 Squares | 1 Target | Permanent | Initiative | none | 99 | E1 |
| | +1d4 HP with Item/Kit. x | | | | | | | |
| Personal. | l-Connections | | | | | | | |
| LEVEL COST | | RANGE | AoE | DURATION | ROLLOUT | SAVE | STACK | |
| 3 4 pt | ts Connect To A House | PMP | Nae'Em | Permanent | 4 Days | none | 2 | E |
| 3 4 pc | Connect to A nouse | | IVGC EIII | Termanene | 4 Days | Hone | | |
| | 4 Days casting creates a permanent bond. Limit | ed to PMP. | | | | | | |
| 7 12 p | ots Create Permanent Nae'Em | Touch | 1 Recipient | Permanent 🔀 | 4 Days | none | 3 | E |
| | SKL:>05 with Item/Kit. Willing person & cast | er connect. Save r | equired. | | | | | |
| - 0 . | / • | | | | | | | E |
| 6 8 pt | ts Create a Vae'Em Location. | 1 Square | 1 Square | Permanent | 4 Hours | none | 7 | |
| | GM Saves for accurate destination. | | | | | | | |
| 11 36 p | connect To An Arcane Focus Item | Touch | 1 Item | Permanent | 3 Days | RM3 | 99 | E |
| | No current Focus Item. with Item/Kit. Create | es connection betwe | een caster and a Arcane | Focus Item. | • | Connected | | |
| 9 24 p | ots Find Clues To True Name | 4 Squares | 1 Item | Permanent 🔀 | 2 Hours | RM 2 | 99 | Е |
| | Rollout Halved. with Item/Kit. Use of this spo | ell will reveal clues | about a True Name. | | | success | | |
| 2 / nt | 7 • | PMP | 1 Recipient | Permanent 🔀 | 2 Days | nono | 2 | E |
| 2 4 pt | | | · . | | 2 Days | none | | |
| | Healing through Nae'Em with Item/Kit. 4 Da | ys casting creates a | permanent bond. Limi | ted to PMP. | | | | |
| 11 36 p | Disconnect An Arcane Focus Item | Touch | Current Item | Permanent | 20 Minutes | SKL 2 | 99 | I |
| | Removes connection between all creatures and | focus item. | | | | Connection brol | ken | |

| Shel | ter-Res | t-Protection | | | | | | | |
|-------|----------|--|------------------------|--------------------|-----------|--------------|------------------|-------|-----------------|
| EVEL | COST | FOCUS TITLE | RANGE | AoE | DURATION | ROLLOUT | SAVE | STACK | ENI |
| 2 | 4 pts | Sleep | 4 Squares | 1 Target | 1d6 Hours | 1 Minute | SNS 2 | 1 | 6 |
| | | Col +1 with Item/Kit. Inactive persons. Save: p | pass = 1d6 hrs. Fail = | = Light sleep. | | © | Heavy Sleep | | |
| 7 | 8 pts | Strumos Waystation | 4 Squares | 3x3 Squares | 12 Hours | 1 Minute | none | 1 | ENI 5 |
| | | • Canvass walls with Item/Kit. 3x3 Sqs platform | that protects from | some weather | | | | | |
| 5 | 8 pts | Quarantine Isolation | 4 Squares | 1x2 Squares | 1 Day | 1 Hour | none | 99 | ENI 7 |
| | | AOE x2 with Item/Kit. Sick/Diseased/Poisoned | d get 1 column bette | er. No spreading. | | | | | , |
| 7 | 8 pts | Deep Doze | Touch | 1 Crtr/Tier | 4 Hours | 10 Minutes | SNS 4 | 99 | ENI 3 |
| | | | ours to recover from | n exhaustion. | | | Wakes up | | 3 |
| 2 | 4 pts | Feather Bed | Touch | 1x2 Sqs | 12 Hours | 2 Minutes | none | 3 | EN |
| - | . 6.0 | AOE = 2 with Item/Kit. A feather bed for 2 ap | | | | | | | 4 |
| 2 | 16 pts | | Touch | 1x1x2 Sqs | 8 Hours | 1 Minute 🔽 | none | 1 | EN |
| .3 | 10 pts | Astral Shed | | 1X1X2 345 | 8 Hours | 1 Minute | none | | 5 |
| | el-Plane | +1 Bedroom with Item/Kit. Small shed outside | e 5 rooms inside. | | | | | | |
| VEL | cost | FOCUS TITLE | RANGE | AoE | DURATION | ROLLOUT | SAVE | STACK | |
| 0 | 12 pts | PMP Projection | Self | PMP | 4 Hours | 20 Minutes | none | 99 | EN A |
| | | Move=18 with Item/Kit. Astral Ghost-like: HP | =50, AC=12/12, Mov | ve=12, no attacks. | | | | | |
| 7 | 8 pts | Astral Portal To Known Location | 1 Square | 1 Square | 1 Minute | 2 Hours | SKL4 | 1 | EN |
| | | Col -1 with Item/Kit. GM Saves for accurate d | estination. | | | | Correct location | | 6 |
| rav | el-PMP | | | | | | | | |
| VEL | COST | FOCUS TITLE | RANGE | AoE | DURATION | ROLLOUT | SAVE | STACK | |
| 5 | 8 pts | Increase Nae'Em Fighter Movemen | 2 Squares | 1 Creatures | 1 Hour | Initiative 🍑 | none | 1 | |
| | | Move+2 Sqs with Item/Kit. Target moves fast | er in normal condition | ons. +2 Move. | | | | | |
| 3 | 4 pts | Strumos Run | Self | Caster | 4 Hours | 5 Minutes | none | 1 | (S) EN |
| | | Move x2 with Item/Kit. 1.5 times normal trav | el. | | | | | | |
| Utili | ty- | | | | | | | | |
| VEL | COST | FOCUS TITLE | RANGE | AoE | DURATION | ROLLOUT | SAVE | STACK | EN |
| 5 | 8 pts | Arlo's Astral Storage +5 items with Item/Kit. x | 1 Square | 1 Square | Permanent | 2 Minutes | none | 1 | 2 |
| | | | | | | | | | EN |
| 1 | 4 pts | Arcane Light with Class Hue | Self | Varies | 4 Hours | Initiative 🎇 | none | 99 | 7 |