## -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.

5 Rounds 4 pts 4 sq Triangle Initiative **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.

STACK

Penalties: Init & ToHIT -2. ENHANCEMENTS: 7

DURATION

SAVE:

Ring w/Crystal

Total Duration 4 rounds

ENHANCEMENTS: 6

**Target Sees** 

0

RM: 1

			-Strun	nos							
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save			
2 Electric 2	<b>Z</b> ар	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.										
LEVEL	STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2			
4 Conjure Na	ative Beetles	4 pts	4 Squares	1 Mark	Initiative	2 Rounds	REATE:	Conjured			
	Arcane swarm appears in a squa Conjures a swarm to attack nea Will attack any living target. Save to conure.	arest cre	ature to the c	aster for 1d8 Dr	•		Beetleroot Ging w/Crystal Dmg set at 5	pts ELL WILL COUNTER.			
LEVEL		8 pts	10 Squares	Direct Line	Initiative	Instant	SAVE:	No Save			
8 Static Bol			· · · · · · · · · · · · · · · · · · ·		middive	mstarit					
	Sparks travel from the caster Damage of 1d8 + ACU on 3 in ro Sparks travel for 3 squares in 1st square of row must be with	ow. +1d8 n a direc	damage if non	0	(ToHIT Require or.	· –	ing w/Crystal +4 Dmg SAME SP	ELL WILL COUNTER.			
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3			
12 Class Powe	er Attack	12 pts	8 Squares	1 Target	Initiative	1 Round		1/2 Dmg if same			
Battle-Prep	SYL:Ice, STM:Elect, ORX:Force, The power surges outward impact No ToHIT required.					Ri	ing w/Crystal Knockback w SAME SP	/ RM:3 ELL WILL COUNTER. (5) ENHANCEMENTS: 2			
LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2			
1 Camp Perin	meter Shock	4 pts	Touch	3x3 Sq	2 Minutes	8 Hours		No shock			
	Sandy colored sparks scatter to 8 Sq Dia circle around caster When a creature crosses the performance of the creature must roll a Save.	delivers erimeter	: 1d3 electric causes a zap s	damage. ound.	1d3 damage.	Ri	ing w/Crystal +1d3 Dmg SAME SP	ELL WILL COUNTER.			
LEVEL	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					
	Damage triggers 2d8 rolled. In effect until duration is on Does NOT allow the choice to rolly 1 triggered health can be	ver or is not use i	used. t.	, and the second			ing w/Crystal Stack+1	ced Health Draught			
LEVEL 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					
*	Sparks cause the fighter to sparse Fighter Str +1 All adjustments to saves, init See stacking number to determi One spell per creature, even in	tiatives, ine how m	ToHITs are th	en applied. hters can be af	fected.		ing w/Crystal 4 Hours SAME SP	ELL WILL COUNTER.			
Call-Summo	on										
LEVEL NAE'EM	stack 3 tral Beast of Burden	COST 4 pts	RANGE 30 Squares	AREA OF EFFECT  1 Creature	ROLL OUT  20 Minutes	DURATION  1 Month (30 day	SAVE:	SKL: 2 Summoned			
	Caster summons an astral beast 25 HP, 17/15 AC, 15 Move. 2 m Astral creature will only resp Creature will not understand t If attacked it will attack in	marks per oond to t threating	day. Small be the casters men	ursts of speed, tal commands. ns towards it.	but no running	KI	ing w/Crystal HP at 50.	ENHANCEMENTS: 10			

### -Strumos AREA OF FEFECT STACK COST ROLL OUT DURATION 9 SAVE: SKL: 1 LEVEL NAE'EM 8 nts Self 8x8x8 Sas 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/Crystal Timid invisible creatures that stay within 8 sqs of caster. Named Nisse. AoE:10x10x10 HP:12 AC:18 Init+10 ToHIT-10 (Runs from fights). Is a physical creature, ENHANCEMENTS: 8 STACK COST RANGE AREA OF EFFECT DURATION SAVE: 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-AREA OF EFFECT DURATION SAVE: No Save RANGE **ROLL OUT** 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: A STACK RANGE AREA OF FEFECT COST ROLL OLIT DURATION SAVE: SKL: 2 20 Rds (2 Min) 12 pts 6 Squares 3 Squares 5 Minutes Speech allowed 9 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. 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. FNHANCEMENTS: 6 Find-Hide-Reveal AREA OF EFFECT ROLL OUT DURATION COST RANGE STACK 99 SAVE: No Save LEVEL Initiative Conc +4 Rds 4 pts Self 3 Sq Dia Sphere 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. ENHANCEMENTS: 7 STACK RANGE AREA OF FEFE DURATION SAVE: RM: 2 5 Minutes Instant Sight 8 pts 2 Squares 1 item Detect Magic 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 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 AREA OF EFFECT ROLL OUT DURATION SAVE: 9 SKL: 2 1 Mark 1 Day 4 Hours 12 pts Self 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 SAVE: No Save Astral Plane 12 pts 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

HP x2

ENHANCEMENTS: 4

Disrupt Images spell does a flat 40 HP of damage.

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.

## -Strumos AREA OF FEFECT • STACK 99 COST ROLL OLIT DURATION SAVE: No Save LEVEL NAE'EM 64 pts 1 Square 12 Hours 1 Square 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. Meerin Resulting in the direction and distance in marks if the Save is passed. The knowledge is NOT announced out loud. ENHANCEMENTS: 6 Food-Water AREA OF EFFECT STACK 99 COST ROLL OUT 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) ENHANCEMENTS: 2 STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION No Save 4 pts 1 Square 4 Meals 10 Minutes 1 Hour 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. Ring w/Crystal Does work on all non-poisoned / non-spoiled food. Duration = 1 day ENHANCEMENTS: 7 STACK RANGE ROLL OLIT COST AREA OF FEFE DURATION SAVE: No Save 16 pts Touch 1 Square 5 Minutes Permanent 15 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 AREA OF EFFECT ROLL OUT DURATION COST RANGE STACK SAVE: No Save LEVEL Initiative 4 pts 2 Squares 1 Target Permanent 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 STACK RANGE AREA OF FEFE ROLL OLL DURATION SAVE: No Save Initiative 4 pts 1 Square 1 Target Permanent 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, Ring w/Crystal Then apply as force damage to the target, if the target is dead next steps fail. Fragility Save - 1 Column Lastly, apply the full healing time two (x2) to the target. This becomes more powerful (and more costly) with the Enhancements. ENHANCEMENTS: 8 STACK COST RANGE AREA OF EFFEC ROLL OUT SAVE: No Save 2 Squares 1 Target 1 Minute 4 pts 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).

Delayed Healing 2d6

Barely visible yellow specks float around the person the caster is healing. Delayed Heal - up to 4 hrs (+2d6 HP)

Does allow repeated spells to bring the target from Sickness III to no sickness.

2 Squares

1 Creature

2 Minutes

Yellow sparks float around the person the caster is healing.

4 pts

1 per creature, but 99 (Stack) can be made.

No creations. Usable only as a

No Save

Ring w/Crystal

Duration reset to 1 week

SAVE:

4 Hours

ENHANCEMENTS: 7

#### -Strumos AREA OF FEFECT STACK COST ROLL OUT DURATION 9 SKL: 2 4 nts 2 Squares 2 Creatures 10 Minutes 8 Hours Healing continues 4 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 AREA OF EFFECT RANGE ROLL OUT DURATION SAVE: SKI · 2 8 pts 1 Square 1 Target 30 Minutes Permanent 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 DURATION AREA OF EFFECT SAVE: No Save 8 pts 1 Creature Initiative 6 Common Healing 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 COST RANGE AREA OF EFFECT ROLL OUT DURATION SKI · 2 1 Creature 8 Hours Permanent No Sickness 8 pts Touch 7 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 STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 8 pts Touch 1 Creature Initiative Instant 8 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 RANGE AREA OF FEFE ROLL OUT STACK COST DURATION SAVE: SKL: 2 8 Hours 12 pts 2 Squares 1 Target 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 RANGE AREA OF FEFECT DURATION COST ROLL OUT SAVE: No Save LEVEL Initiative 12 pts 2 Squares 1 Target Permanent 11 Heal 5d6+2 HP Yellow sparks float around the person the caster is healing. 4d6+2 healed Ring w/Crystal Yellow sparks float around the person the caster is healing. +1d4 HP ENHANCEMENTS: 6 STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: HTH: 3 48 pts 8 Hrs Touch 1 Body Permanent Alivel 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 This spell restores a fallen creature to -4 HP. Health at 4 HP ENHANCEMENTS: 5 STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 2 Squares 1 Creature Instant Permanent 12 pts 12 Heal 5d6+6 HP

Yellow sparks surround the wounded person. Heal 4d6+6

Yellow sparks surround the wounded person.

Ring w/Crystal +1d4 HP

# -Strumos AREA OF FEFECT COST ROLL OUT DURATION SAVE: No Save 12 nts 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 16 pts 1 Square 1 Corpse 30 Minutes Permanent 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 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 Personal-Connections STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL NAE'EM PMP 4 pts 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. Ring w/Crystal Each person must be within the same PMP to communicate. Healing through Nae'Em Arcane (Ancient Magic) will erase the bonding. ENHANCEMENTS: 3

This spell will only support 2 (See Stack) connections to Fighters. AREA OF EFFECT

SAVE: No Save

3 Connect T	To A House	4 pts	PMP	Nae'Em	4 Days	Permanent	
1	Caster surrounds a House member Permanent mental bond allows e	r with	a bright yellow	glow.			
	Permanent mental bond allows e	ither p	arty to initiate	e and/or accept.	,	NO FO	OCUS USE

ROLL OUT

DURATION

RANGE

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.

COST

STACK

ENHANCEMENTS: 3

**ENHANCEMENTS: 3** 

ENHANCEMENTS: 1

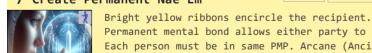
LEVEL NAE'EM	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6 Create a Vae'Em Location.			8 pts	1 Square	1 Square	4 Hours	Permanent		
O CI CACC A VAC EM LOCACIONI.									

Caster concentrates to create a connection with a one square area. 2 hours to cast, 1 minute open. Caster must enter first.

GM Saves for accuracy. Failed Save means caster steps thru to a misdirected location. All misdirected locations are safe to walk through.

NO FOCUS USE

LEVEL NAE'EM	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
7 Create Dermanent Nae'Em			12 pts	Touch	1 Recipient	4 Days	Permanent		



Permanent mental bond allows either party to initiate and/or accept.

Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding. This spell will only support 3 (See Stack) connections to another person.

Ring w/Crystal SKL:>05

LEVEL NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	•
9 Find Clues To True Name			24 pts	4 Squares	1 Item	2 Hours	Permanent		suc	ccess



IEVEL NAF'EM

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 Rollout Halved

#### -Strumos AREA OF FEFECT ROLL OLIT COST DURATION 9 STACK SAVE: RM: 3 LEVEL NAE'EM 36 nts Touch 1 Item 3 Davs 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 Require the item to be of the highest quality. No current Focus Item Caster must currently not have a Focus Item. ENHANCEMENTS: 5 STACK 99 COST RANGE AREA OF EFFECT ROLL OUT SAVE: SKI · 2 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 RANGE AREA OF EFFECT SAVE: No Save STACK COST **ROLL OUT** DURATION 4 pts Touch 1x2 Sqs 2 Minutes 12 Hours 2 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: A RANGE AREA OF FEFE ROLL OLIT STACK COST DURATION SAVE: SNS: 2 4 pts 4 Squares 1 Target 1 Minute 1d6 Hours Heavy Sleep 2 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. 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 RANGE STACK 99 COST AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 8 pts 4 Squares 1x2 Squares 1 Hour 1 Dav **Ouarantine Isolation** 5 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 No spreading of a contagion is likely when using this. AOE x2 ENHANCEMENTS: 7 RANGE AREA OF EFFECT DURATION STACK 99 COST ROLL OUT SAVE: SNS: 4 I FV/FI 10 Minutes 4 Hours 8 pts Touch 1 Crtr/Tier Wakes up 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 0 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 COST AREA OF EFFECT SAVE: STACK RANGE **ROLL OUT** DURATION No Save 8 pts 4 Squares 3x3 Squares 1 Minute 12 Hours 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



STACK RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 1 Minute 8 Hours 16 pts Touch 1x1x2 Sas 13 Astral Shed



Run-down-looking wooden shed that's actually a 4-bedroom house on the inside. Small outside but 4 bedroom house inside. Small shed outside... 5 rooms inside.

Ring w/Crystal 0 +1 Bedroom

ENHANCEMENTS: 5

			-Strum	nos						
Travel-Plan	es									
LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 4 GM		
	rtal To Known Location	8 pts	1 Square	1 Square	2 Hours	1 Minute		Correct location		
	Golden sparks creates a portal	_	•		ation.					
	2 hours to cast, 1 minute open						Ring w/Crystal	0		
	GM Saves for accuracy. Failed All misdirected locations are			os ciiru co a mi	.suirecteu locatio	JII.	Col -1			
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save		
10 PMP Proje	ction	12 pts	Self	PMP	20 Minutes	4 Hours				
	Colored sparks form a profile	which b	ecomes the image	e of the caster	٠.					
	The casters Astral image is ab	le to t	ake a ghostly fo	orm and watch 1	iving creatures.		Ring w/Crystal			
	Only can see living sentient c						Move=18			
	Caster will seem ghostly to th	e creat	ures and vice sa	a versa.			SAME SPELL WILL COUNTER.			
F								ENHANCEMENTS: 4		
Travel-PMP										
LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save		
3 Strumos R	un	4 pts	Self	Caster	5 Minutes	4 Hours	005175	<b>A</b>		
	Caster is able to run as fast		rses canter for	the duration.			CREATE: Potion Of Speed Boost			
	1.5 times travel through a PMP						Ring w/Crystal	O		
	Caster avoids objects like nor	mal. C	an carry items a	and small pets.			Move x2	PELL WILL COUNTER.		
to the second							SAIVIE 3	ENHANCEMENTS: 4		
LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save		
	Nae'Em Fighter Movement	8 pts	2 Squares	1 Creatures	Initiative	1 Hour				
o Therease	Target can move faster in norm	al cond	itions 12 Move				CREATE:	•		
A PROPERTY.	Does work for base traveling d				ght.		Potion Of Sp			
	Does NOT allow casting on the	_	O,		.6		Ring w/Crystal Move+2 Sqs			
								PELL WILL COUNTER.		
1								ENHANCEMENTS: 5		
Utility-										
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save		
1 Arcane Li	ght with Class Hue	4 pts	Self	Varies	Initiative	4 Hours				
	With a twirling of the fingers	the ca	ster brings abou	ut light!			CREATE: Astral Candi	e Light Powder		
	No Focus = Candle power. With						Ring w/Crystal			
	This spell does stay fixed in			, right above t	hem.		Brighter by	/ 🖷		
	Use a Focus item for control o	f light	brightness.				SAME S	PELL WILL COUNTER. 🌠		
								ENHANCEMENTS: 7		

SAVE: No Save ROLL OUT DURATION

Permanent

5 Arlo's Astral Storage

LEVEL NAE'EM

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

AREA OF EFFECT

1 Square

2 Minutes

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

RANGE

1 Square

STACK 1

8 pts

Ring w/Crystal 0 +5 items