-Strumos Battle Actions/Prep ROLL OUT DURATION COST AREA OF EFFECT SAVE: No Save 8 pts 2 Squares 1 Creatures Initiative 6 Hours Increase Nae'Em Fighter Movement CREATE: Potion Of Speed Boost Target can move faster in normal conditions. +2 Move. FOCUS:Move+2 Sas Does work for base traveling during battle. Walking, Swimming, Flight. COUNTER:Same Spell ENHANCEMENTS: Does NOT allow casting on the caster AND a creature. Stack of 1. 8 SP Lvl 12 Range X2 Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP **Battle Defense** AREA OF EFFECT LEVEL 3 NAE'EM STACK 1 ROLL OUT No Save 4 pts 8 Squares 1 Recipient Initiative 4 Hours Protect Fighter vs Ranged/Thrown Barely visible straw colored sparks swirl around the fighter the fades FOCUS:Total AC honus:+4 Recipient Fighter must have a Nae'Em with the caster. COUNTER:Dispel Magic Spell Lvl:1 Gains +2 to AC vs ranged and thrown attacks. No benefit vs melee. ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP **Battle Offense** AREA OF EFFECT ROLL OUT DURATION SAVE: COST HTH: 2 LEVEL 1 No Illness 4 pts 4 Squares 1 Square Initiative Possibly Days 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. COUNTER: None Target's failed Save indicates Sickness I. Use comparison Save. ENHANCEMENTS: Lvl 18 Range X4 10 SP This can progress through Sickness II and III, to Disease I-II, then to death. Lvl 9 Range +50% 6 SP Lvl 12 AnF X2 6 SP AREA OF EFFECT DURATION COST RANGE ROLL OUT STACK 99 SAVE: I EVEL 2 RM: 1 **Target Sees** 4 pts Self 4 sq Triangle Initiative 5 Rounds Barbed Sparks Caster conjures and throws colorful lights fom their fingertips into the AOE. FOCUS:Save +1 Col Can distract or temporarily blind people for up to 2 rounds. COUNTER: None ENHANCEMENTS All in AoE must Save to not be blinded for this round + 1 more. Lvl 18 Duration X4 10 SP Those that do Save have no visual issues. Lyl 9 Duration +50% 6 SP Failed saves create issues seeing clearly. Penalties: Init & ToHIT -2. Lvl 12 AoE X2 6 SP STACK 99 COST AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 2 4 pts 8 Squares 1 Square Initiative Instant Electric Zap Sparkling flaxen colored sparks race directly to the target, zapping them. (No ToHIT) FOCUS:+4 Initiative Direct damage of 1d8+ACU on 1 sq. +2 damage if non-Adamantine armor. COLINTER: None Sparks race to the target without any arc or lobbing. ENHANCEMENTS Lvl 12 Range X2 8 SP No ToHit or Save required. Lvl 9 Damage +50% 8 SP 10 SP Lvl 18 AoE = 2 Targets AREA OF EFFECT ROLL OUT DURATION STACK 99 No Save LEVEL 8 8 pts 10 Squares **Direct Line** Initiative Instant Static Bolt Sparks travel from the caster's hand directly towards the target. (ToHIT Required) FOCUS:Save +1 Col 0 Damage of 1d8 + ACU on 3 in row. +1d8 damage if non-Adamantine armor. COUNTER: None Sparks travel for 3 squares in a direct row. ENHANCEMENTS: Lvl 12 Range X2 8 SP Lst square of row must be within Range. Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP DURATION **%** LEVEL 12 RM: 3 12 pts 1 Round 1/2 Dmg if same 8 Squares 1 Target Initiative Class Power Attack Power surges towards the enemy. Type-> SYL:Ice, STM:Elect, ORX:Force, EOL:Acid FOCUS:Knockback w/ RM:3 Bolt of power: Dmg 4d10+ACU Bonus. No ToHIT required. COUNTER:Same Spell Save for 1/2 dmg IF same class. Use comparison Save. ENHANCEMENTS: 8 SP Lvl 12 Range X2 Lvl 9 Range +50% 6 SP

-Strumos

LEVEL 17 Lightening Bolt STACK 99

20 pts

12 Squares

AREA OF FEFECT Direct Line

ROLL OUT Initiative DURATION Instant

AGL: 2

1/2 Damage



Lightening travels from the caster's hand directly towards the target(s). Damage of 2d6 + ACU on 4 in row.

+1d6 damage if non-Adamn armor. +4 damage with use of Focus ring. 1/2 damage if Save passed.

FOCUS:+6 Dmg 0 COUNTER: None ENHANCEMENTS: Lvl 14 Save +1 Col 8 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP

Class Specialty

LEVEL 11 NAE'EM

STACK

COST 36 pts

RANGE AREA OF EFFECT Touch 1 Item

ROLL OLI 3 Days

DURATION Permanent SAVE: RM: 3

(0) Connected

6 SP

8 SP

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. Require the item to be of the highest quality. Caster must currently not have a Focus Item.

ENHANCEMENTS: Lvl 14 Save -1 Col Lvl 12 Range X2

Lvl 9

FOCUS:No current Focus Item.

COUNTER: Rollout Interruption LvI:1

Range at 1 Sq

SAVE:

Lvl 12 Range X2

8 SP 8 SP

LEVEL 18 NAE'EM

Arcane Removal (3 of 3)

STACK 99

COST 60 pts

RANGE Touch AREA OF EFFECT 1 Target

ROLL OUT 6 Hours

DURATION Permanent RM: 3

Magic is gone.



Brilliant rust colored flames flow over the body of the Target.

Step 2 of process to permanently remove SP.

1st the ORIX. 2nd the DOKOUR. then the STRUMOS last. Nae'Em is created with other casters and the target. After the spell is done (failed or not) the Nae'Em is over.

FOCUS:Required. COUNTER:Rollout Interruption LvI:1 ENHANCEMENTS:

Lvl 18 Range X4 10 SP

Communication

6 NAE'EM Speak with Dead

STACK 99

STACK 1

COST 8 pts

RANGE Touch AREA OF FEFECT 1 Target

ROLL OUT 1 Round

DURATION 20 Minutes No Save

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). Requires full skull and a jawbone. Max of 5 questions within the rollout time. Spell will interpret older languages to the current common language.

COUNTER:Interruption Of Duration Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved Lvl 14 Range At 3 Sqs

Range at 1 Sq

Lvl 9

SAVE:

LEVEL 9 NAE'EM Speak With The Resting Dead

COST 12 pts

RANGE 6 Squares AREA OF EFFECT 3 Squares

ROLL OUT 20 Rds (2 Min)

DURATION 5 Minutes

DURATION

Rollout

SKI · 2

9 Speech allowed

6 SP

8 SP

6 SP

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.

Dead must be undisturbed and in a covered grave with a marker.

A summoning circle must be created within 6 squares of the grave. The dead can be summoned to be near the caster, but not forced to speak. FOCUS-SKI-1 0 COLINTER: None ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP

LEVEL 19 NAE'EM

20 pts

6 Squares

AREA OF EFFECT 1 Spirit

ROLL OUT 10 Minutes

9 SKL: 2 Connection made

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.

Summoning an available soul/spirit is not voluntary. Ancient dead or disconnected dead cannot be summoned forward.

Caster may get multiple answers when asking 2 or more souls, but can't require it.

FOCUS:MGC:1 COUNTER:Rollout Interruption Lvl:1 ENHANCEMENTS:

6 SP Lvl 10 Rollout Halved Lvl 9 Range +50% 6 SP Lvl 9 Duration +50% 6 SP

Enchantments

LEVEL 6 Dispel Magic Spell

8 pts

Touch

AREA OF EFFECT 1 Item

6 Minutes

Permanent

SKL: 2 Comparative



List of spells that can be affected are in the Full Description list. GM determines the Save column for the item based on the nature of its power. Caster and GM both roll the Save. The greater success wins out. (Or least loss) Can be used to disrupt permanent magic. Doesn't affect non permanent spells, except as noted by each spell.

Lvl 9 Range at 1 Sq

ENHANCEMENTS:

6 SP Lvl 10 Rollout Halved Lvl 18 Range X4 10 SP 6 SP

COUNTER:Rollout Interruption LvI:1

-Strumos Fences and Shelters ROLL OUT DURATION STACK COST RANGE AREA OF EFFECT SNS: 2 4 pts Touch 3x3 Squares 2 Minutes 8 Hours No damage Camp Perimeter Shock Sandy colored sparks scatter to the perimeter and fade away. FOCUS:+3 Damage 0 3x3 Squares circle delivers 1d3 electric damage when crossed. COUNTER: Dispel Magic Spell Lvl:1 (3 When a creature crosses the perimeter causes a zap sound. ENHANCEMENTS: 8 SP Lvl 14 Duration X2 The creature must roll a Save. Passing means no damage, otherwise 1d3 damage. Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP COST RANGE AREA OF EFFECT ROLL OUT DURATION STACK 1 LEVEL 7 SAVE: No Save 8 pts 4 Squares 3x3 Squares 1 Minute 12 Hours Strumos Waystation Caster creates a waystation that looks normal in most respects. FOCUS:Canvass walls 3x3 Sqs platform that protects from some weather COUNTER:Dispel Magic Spell Lvl:1 Has center area for fires and 4 posts supporting a flat roof. ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 12 AoE X2 6 SP DURATION STACK 1 COST RANGE AREA OF EFFECT ROLL OUT SAVE: RM: Tier 8 4 Hours Self Initiative 8 pts 3 Square Radius Pass through Circle of Protection vs Undead Barely visible mustard colored sparks which highlights the perimeter then fades. FOCUS:Range 6 Sq Radius Undead must Save to pass through the perimeter. Save column is equal to casters tier. COUNTER: Dispel Magic Spell Lyl:1 (3 Class symbol must be represented in the art of the circle. ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Does function as long as the caster concentrates (within duration). Lvl 14 Range At 3 Sqs 8 SP Lvl 12 AoE X2 6 SP STACK 90 COST DANGE AREA OF FEFECT ROLL OUT DURATION SAVE RM: 3 LEVEL 10 12 pts 6 Squares 2 - 9 Sas Initiative 4 Hours No damage taken. Charged Fencing - Two Sides Barely visible flaxen colored sparks create a two-sided wall around the caster. FOCUS:Invisible Wall Two 3 sqs walls that is 2 sqs high blocking anyone trying to pass. (3 COUNTER: Dispel Magic Spell Lvl:1 ENHANCEMENTS: Save to break through. If a person makes it through that does NOT leave a hole. Lvl 18 Duration X4 10 SP 3d6 electric damage when touched. Lvl 14 Duration X2 8 SP 6 SP Lvl 9 Duration +50% AREA OF EFFECT DURATION SAVE: No Save LEVEL 13 16 pts Touch 1x1x2 Sqs 1 Minute 8 Hours Astral Shed Run-down-looking wooden shed that's actually a 4-bedroom house on the inside. FOCUS:+1 Bedroom 0 Small outside but 4 bedroom house inside. COUNTER: None Small shed outside... 5 rooms inside. ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP AREA OF EFFECT ROLL OUT DURATION RANGE STACK SAVE BRU: 3 LEVEL 13 16 pts Touch 3 Sq Rad Circle 10 Minutes 4 Hours Exit Circle Circle of Containment Barely visible blue streams of light form a cage inside the circle. FOCUS:BRU:>95 Creatures are able to easily enter the AoE with no issues. COUNTER:Dispell Magic Spell Lvl:1 ENHANCEMENTS: Drawn circle that stops creatures from exiting its area. Lvl 18 Duration X4 10 SP Can be used in/as a trap with Rogues skill "Set Up Eolas Spell Release (TRAP)". Lvl 14 Duration X2 Must Save to Exit. 8 SP 6 SP Lvl 9 Duration +50% Find or Reveal RANGE AREA OF FEFECT ROLL OLI DURATION COST STACK SAVE: RM: 2 GM LEVEL 5 1-5 item 5 Minutes Instant Sight 8 pts 2 Squares Detect Magic CREATE:Scroll of Detect Magic Caster attempts to find out if an item/object is magical. FOCUS:Save Col -1 Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind. COUNTER:Rollout Interruption LvI:1 ENHANCEMENTS: Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. Casting Lvl 18 Range X4 10 SP this will not enact the powers or magic, Lvl 12 Range X2 8 SP

6 SP

Lvl 9

Range +50%

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



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				-Stru	mos			
LEVEL 2		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Triggered Ford	ced Healing	2d8	6 pts	Self	Caster	1 Hour	3 Days	CREATE:Triggered Forced Health Dr 👗 h 🛖
In Doe	nage triggers 2 effect until d es NOT allow th y 1 triggered	uration is ov e choice to n	er or is us ot use it.	ed.	ealing.			FOCUS:Stack+1 COUNTER:Rollout Interruption LvI:1 ENHANCEMENTS: LvI 10 Rollout Halved 6 SP LvI 16 Healing +4 10 SP LvI 18 Duration X4 10 SP
LEVEL 4 Delayed Healin		STACK 99	COST 4 pts	RANGE 2 Squares	AREA OF EFFECT 1 Creature	ROLL OUT 2 Minutes	DURATION 4 Hours	SAVE: No Save CREATE: - No creations. Usable only \(\begin{array}{c} a \\ \ a \\ \end{array}
Del. Yel	rely visible ye ayed Heal - up low sparks flo per creature, b	to 4 hrs (+2 at around the	d6 HP) person the	caster is l	the caster is h	ealing.		FOCUS:Duration reset to 1 week. COUNTER: None ENHANCEMENTS: Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP
Slow Healing 1	<u> </u>	STACK 3	10 pts	2 Squares	AREA OF EFFECT 2 Creatures	ROLL OUT 4 Hours	permaner	SAVE: SKL: 2 SKL: 2 Healing continues
10 hea Max	rely visible ye HP per undistu al a creature o cimum of 4 hour re every hour.	rbed Hour. M f the caster' s per creatur	UST SAVE EV s choosing e.	YERY HOUR TO		ealing.		FOCUS:+ 2 HP / Hr
LEVEL 5		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Quarantine Iso	olation		8 pts	4 Squares	1x2 Squares	1 Hour	1 Day	
Giv		ased person a	better Sav	e column on	or The Duration. Frailty chart.			FOCUS:AOE x2 COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP
LEVEL 5 Repair A Dead	Body	STACK 1	COST 4 pts	RANGE 1 Square	AREA OF EFFECT 1 Target	ROLL OUT 30 Minutes	DURATION Permaner	SAVE: SKL: 2 Repair done
The The All All	body is wrapp	as whole as m eaned inside ysically clos	uch as poss and out. ed up with	enough		the body remains	;.	FOCUS:Range = 8 Sqs COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 18 AOE = 2 Targets 10 SP
LEVEL 6		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Common Healing	g 2d8+ΔCII		8 pts	Touch	1 Creature	Initiative	Instant	ito save
Bar _{Hea}	ely visible fo al 2d8 + ACU Bo	nus. If help	ing a partn	er Fighter	range is 8 sqs. nealing. (Potio	n of Milky Yellc	ow Liquid)	CREATE: Draught Of Health FOCUS: +144 HP COUNTER: None ENHANCEMENTS: Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP Lvl 18 AOE = 2 Targets 10 SP
LEVEL 7 Deep Doze		STACK 99	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 Crtr/Tier	ROLL OUT 10 Minutes	DURATION 4 Hours	SAVE: SNS: 4 Wakes up
Ful. Dur Aft	genta flames ex. I night's rest ring the 4 hours er the 4 hours es not overcome	in 1 shift (s the recipie recipient is	4 Hours) in nt is not a reinvigora	stead of 2 ble to wake	(8 Hours).			FOCUS:Dim night light. COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 4 Aura Brightens -2 SP

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LEVEL 7	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE:	SKL: 2
Electrifying Sickness	Cleanse	8 pts	Touch	1 Creature	2 Hours	Permanei	nt		No Sickness
Golden sparks Creature clea	s move from the cas ared of Sickness. e caster immunue to	but very	y uncomfortabl	e.			Lvl 10 Lvl 14		
Cure Disease	STACK 99	12 pts	2 Squares	1 Target	ROLL OUT 4 Hours	Permanei		SAVE:	SKL: 2 No Disease
Creature clear Does make the Creature must	s move from the casared of Disease. It is caster immunue to the pass Save. ill NOT drop HP end	out very o getting	uncomfortable g THIS disease				Lvl 18 Lvl 12		10 SP 8 SP 6 SP
	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No.	Cauc
Extra Healing 3d8+ACU		12 pts	Touch	1 Creature	Initiative	Instant		INO	Save
Yellow spark: Heal 3d8 + Ad	s float around the						FOCUS:+4 COUNTER ENHANC Lvl 18 Lvl 16	4 HP	Jsable only as a sp O 10 SP 10 SP 8 SP
	CTACK 00	COST	DANCE	ADEA OF FEFECT	DOLL OUT	DUDATION		CAME	
Ectoplasmic Cast	STACK 99	COST 12 pts	RANGE Touch	1 broken bone	ROLL OUT 1 Hour	Permanei		SAVE:	:
	spell healing a buneals in 1 Hour. al sprains.	roken bor	ne can take fr	om 1 to 6 months			COUNTER ENHANC Lvl 14 Lvl 20	ollout = 1 Min R: None EMENTS: Range At 3 Sqs AOE X4 AOE X2	8 SP 20 SP 6 SP
LEVEL 11	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE:	SKL: 3
Restore a cre When brought - Passing	P! und then converge of eature that has been back to life the of g the Save takes 5 g the Save takes 1	en dead I reature HP from	less than 25 h has 0 HP. the recipient	: Max HP,	10 Minutes	Permanei	FOCUS:DOCOUNTER ENHANC LVI 10 LVI 12	ead less 73 Hrs R: None EMENTS: Rollout Halved Range X2 Range at 1 Sq	Alive! 6 SP 8 SP 6 SP
LEVEL 12	STACK 99	12 pts	6 Squares	1 Target	ROLL OUT Initiative	Permanei		SAVE: No	Save
Energy from Roll dice and	2d8+2 HP le Blue sparks and throughout the body d use the result to le the same result	Orange of the contract of the	ribbons wind a ce to an injur damage,	round the recipi	J <u> </u>	remidiel	COUNTER ENHANC Lvl 20 Lvl 9	R: None EMENTS: Rollout Instant Range at 1 Sq Duration X2	: 16 SP 6 SP 8 SP
LEVEL 13 Great Healing 5d6+6 +	STACK 99	COST 20 pts	RANGE 2 Squares	AREA OF EFFECT 1 Creature	ROLL OUT Instant	DURATION		SAVE: No	Save
Yellow spark: Heal 4d6+6 +/	s surround the wour						Lvl 9 Lvl 18		6 SP 10 SP 10 SP



-Strumos Nae'Ems ROLL OUT SAVE: No Save LEVEL 2 NAE'EM STACK 2 COST RANGE AREA OF EFFECT DURATION 4 pts 1 Recipient 2 Days Permanent Connect With A Fighter Caster surrounds a Fighter with a bright yellow glow. FOCUS: Healing through Nae'Em Permanent mental bond allows either party to initiate and/or accept. COUNTER:Rollout Interruption Lvl:1 Each person must be within the same PMP to communicate. ENHANCEMENTS: Arcane (Ancient Magic) will erase the bonding. Lvl 6 Subtle Casting 4 SP Lvl 1 -2 SP This spell will only support 2 (See Stack) connections to Fighters. Lvl 4 Aura Brightens -2 SP LEVEL 6 NAE'EM STACK 7 RANGE AREA OF EFFECT ROLL OUT DURATION COST SAVE: No Save 8 pts 4 Hours 1 Square 1 Square Permanent Create a Vae'Em Location. Caster concentrates to create a connection with a one square area. 2 hours to cast, 1 minute open. Caster must enter first. COUNTER:Rollout Interruption LvI:1 GM Saves for accuracy. Failed Save means caster steps thru to a misdirected location. All ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP misdirected locations are safe to walk through. Lvl 10 Rollout Halved 6 SP 7 NAE'EM STACK 3 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE SKL: 2 4 Days Permanent 12 pts 1 Square 1 Recipient Created Create Permanent Nae'Em Bright yellow ribbons encircle the recipient. FOCUS:SKL:1 Permanent mental bond allows either party to initiate and/or accept. COUNTER:Rollout Interruption LvI:1 Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding. ENHANCEMENTS Lvl 10 Rollout Halved This spell will only support 3 (See Stack) connections to another person. 6 SP Recipient must Save for connection to work. Lvl 18 Range X4 10 SP STACK COST RANGE AREA OF FEFECT ROLL OUT DURATION No Save LEVEL 8 8 pts Self PMP 30 Minutes 5 Minutes Portal To Nae'Em portal can't be opened/created unless Nae'Em agrees to the portal. portal can't be opened/created unless Nae'Em agrees to the portal. COUNTER: None ENHANCEMENTS: the caster and one other person can pass through. Or Nae'Em and one other person can pass Lvl 10 Rollout Halved 6 SP through. First to pass through must be either the Nae'Em or the caster. LEVEL 8 NAE'EM AREA OF EFFECT ROLL OUT DURATION No Save 8 pts Touch 1 Fighter 2 Minutes 1 Hour Raise Nae'Em Fighter Str +1 Sparks cause the fighter to sparkle throughout the duration. FOCUS:4 Hours Raise Fighter Str +1 COUNTER:Same Spell All adjustments to saves, initiatives, ToHITs are then applied. ENHANCEMENTS: 6 SP Lvl 10 Rollout Halved See stacking number to determine how many Nae'Em Fighters can be affected. Lvl 14 Range At 3 Sqs 8 SP One spell per recipient, even if stack indicates more than 1. Lvl 4 Aura Brightens -2 SP AREA OF EFFECT DURATION ROLL OUT LEVEL 15 NAE'EM STACK SAVE: No Save 16 pts 10 Squares 2x2 Sq Area 1 Day Permanent Create Permanent Location Tae'Em FOCUS:Casual Location becomes a teleport destination. COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP 6 SP Lvl 9 Range +50% Planar RANGE AREA OF EFFECT DURATION COST ROLL OUT STACK 1 5 NAE'EM SAVE: No Save Touch 2 Minutes 8 pts 1 Square Permanent Arlo's Astral Storage The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. FOCUS:+5 items Only the caster sees the items within. COUNTER: None ENHANCEMENTS: Open or Close storage. No magic or metal or crystals Lvl 12 Rollout Init 12 SP The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the Lvl 10 Rollout Halved 6 SP caster sees the items within. Lvl 12 AoE X2 6 SP

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LEVEL 7 NAE'EM	STACK 1	COST 8 pts	1 Square	AREA OF EFFECT 1 Square	ROLL OUT 2 Hours	1 Minute	JKL. 4
If there is a GM Saves for a Failed Save me	location Nae'Em accuracy. Caster eans caster steps	through to (Vae'Em) so must enter thru to a	the astral pl set no Save i er/exit first a misdirected	ane to a destina			FOCUS:Col -1 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SI Lvl 14 Duration X2 8 SI Lvl 9 Duration +50% 6 SI
LEVEL 10 Astral Mental Shield	STACK 99	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 2 Minutes	DURATION 4 Hours	1/171. 2
Protection from Astral plane in This inhibits	e flaxen colored om astral influer os a mental plane Astral attacks. os = RM:2. AC bor	e and as su	in the Astral		tal.		FOCUS:Total AC Bonus +4 COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SI Lvl 14 Duration X2 8 SI Lvl 16 AoE = 2 Ppl 8 SI
10	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Project Astral Image W		12 pts	Self	PMP	20 Minutes	4 Hours	INO Save
Colored sparks Casters Astral The caster car	form a profile	o take a g	ghostly form creatures, r	•	creatures.		FOCUS:Move=18 COUNTER:Dispel Magic Spell LvI:1 ENHANCEMENTS: LvI 10 Rollout Halved 6 SI LvI 18 Duration X4 10 SI LvI 14 Duration X2 8 SI
	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Savo
Astral Plane Projection		12 pts	Self	Astral Plane	20 Minutes	4 Hours	TVO Save
HP = Acumen bo Disrupt Images Interaction wi	onus x2. AC = A s spell does a fl th the Astral wo	at 40 HP orld is 100	us x3. Move of damage. 3% dependant	rojection in the ament = 1/2 Spell of the caster's ament in PMP is	Points. Awareness.		FOCUS:HP X2 COUNTER:Rollout Interruption LvI:1 ENHANCEMENTS: LvI 10 Rollout Halved 6 SI LvI 18 Duration X4 10 SI LvI 14 Duration X2 8 SI
LEVEL 13 Circle of Astral Expul	STACK 1	COST 16 pts	RANGE Touch	AREA OF EFFECT 3 Sq Radius	ROLL OUT 10 Minutes	DURATION 4 Hours	JILL Z
Drawn 3 sq rac Returns Astral Creature lands	dius circle glows creatures to the in a random loc	neir home pation with	olane. The ca	save to banish a save rolls a Save rolls a Save al plane. number of creatu	e.		FOCUS:Save -1 Col COUNTER: None ENHANCEMENTS: LvI 10 Rollout Halved 6 SI LvI 18 Duration X4 10 SI LvI 9 Duration +50% 6 SI
Summon or Sond							
Summon or Send	STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 2
Conjure Native Beetles	2	4 pts	4 Squares	1 Mark	Initiative	2 Rounds	
A swarm appear Conjures a swa	y living target.	rest creat	ture to the d	easter for 1d8 Dm s friendly to the	~		CREATE:Beetleroot Granules FOCUS:Save +1 Col COUNTER:Same Spell ENHANCEMENTS: Lvi 12 Range X2 8 SI Lvi 19 Range +50% 6 SI Lvi 14 Damage X2 12 SI
Summon Nisse	STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT 8x8x8 Sqs	ROLL OUT 10 Minutes	DURATION 1 Month (30 c	JKL. I
A creature tha Timid invisibl	nmons a small gno nt can be seen wi ne creatures that creature, HP:1	th ultra v stay with	violet visior nin 8 sqs of		m fights).		FOCUS:Named Nisse. AoE:10x10x10 COUNTER: None ENHANCEMENTS: Lvl 14 Stacking +1 8 SI Lvl 18 Duration X4 10 SI Lvl 9 Duration +50% 6 SI

