### -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** 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: This can progress through Sickness II and III, to Disease I-II, then to death. Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP Lvl 12 AoF 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. Lvl 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 st square of row must be within Range. Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP **%** 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 AREA OF FEFECT

LEVEL 17 Lightening Bolt STACK 99

20 pts 12 Squares Direct Line

ROLL OUT DURATION Initiative Instant

SAVE AGL: 2 1/2 Damage

Damage of 2d6 + ACU on 4 in row. +1d6 damage if non-Adamn armor.

COUNTER: None ENHANCEMENTS: 8 SP 8 SP

Lightening travels from the caster's hand directly towards the target(s). +4 damage with use of Focus ring. 1/2 damage if Save passed.

Lvl 14 Save +1 Col Lvl 12 Range X2 Lvl 9 Range +50%

FOCUS:+6 Dmg

## Class Specialty

LEVEL 11 NAE'EM

STACK

COST 36 pts

RANGE AREA OF EFFECT Touch 1 Item

ROLL OLI 3 Days SAVE

SAVE:

SAVE:



6 SP

0

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.

FOCUS:No current Focus Item. COUNTER:Rollout Interruption LvI:1 ENHANCEMENTS: Lvl 14 Save -1 Col

8 SP Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP

LEVEL 18 NAE'EM

Arcane Removal (3 of 3)

STACK 99

COST 60 pts

RANGE AREA OF EFFECT Touch 1 Target

ROLL OUT 6 Hours

DURATION Permanent

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 Lvl 12 Range X2 8 SP

Communication

6 NAE'EM

STACK 99

COST 8 pts

RANGE Touch

AREA OF FEFECT 1 Target

ROLL OUT 1 Round

DURATION 20 Minutes No Save

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). 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 6 SP 8 SP Lvl 14 Range At 3 Sqs Lvl 9 Range at 1 Sq 6 SP

LEVEL 9 NAE'EM

Speak With The Resting Dead

STACK 1

COST 12 pts

RANGE 6 Squares AREA OF EFFECT 3 Squares

ROLL OUT 20 Rds (2 Min)

DURATION 5 Minutes

DURATION

Rollout

FOCUS:MGC:1

9 SKI · 2 Speech allowed

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 COUNTER: 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.

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

COUNTER:Rollout Interruption Lvl:1

Enchantments

LEVEL 6 Dispel Magic Spell

8 pts

Touch

AREA OF EFFECT 1 Item

6 Minutes

Permanent

SKL: 2

COUNTER:Rollout Interruption LvI:1

Comparative

6 SP



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.

Lvl 10 Rollout Halved Lvl 18 Range X4

ENHANCEMENTS:

10 SP Lvl 9 Range at 1 Sq 6 SP

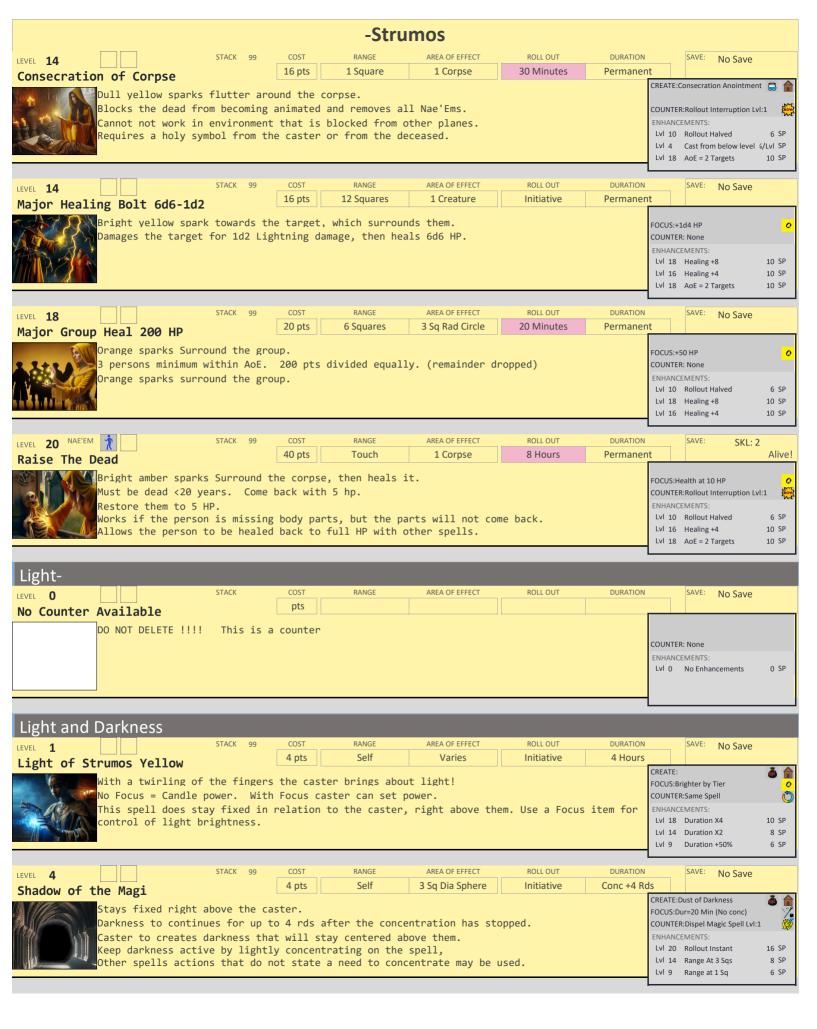
Doesn't affect non permanent spells, except as noted by each spell.

#### -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 RANGE 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:Rollout Interruption LvI: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 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 nor does it reveal the kind of magic is in play. 6 SP Lvl 9 Range +50%



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LEVEL 2 STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No Save	
Triggered Forced Healing 2d8	6 pts	Self	Caster	1 Hour	3 Days			
Damage triggers 2d8 rolled. Da In effect until duration is ove Does NOT allow the choice to no Only 1 triggered health can be	r or is t use i	used. t.	aling.			FOCUS:Sta COUNTER: ENHANCE LVI 10 LVI 16	Rollout Interruption Lv	Z
						<u> </u>		
LEVEL 4 STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No Save	
Delayed Healing 2d6	4 pts	2 Squares	1 Creature	2 Minutes	4 Hours	CDEATE	No creations. Usable or	
Barely visible yellow specks fl Delayed Heal - up to 4 hrs (+2d Yellow sparks float around the 1 per creature, but 99 (Stack)	6 HP) person	the caster is h		ealing.		COUNTER: ENHANCE Lvl 18		10 SP 10 SP
LEVEL 4 STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT  4 Hours	DURATION	·+	SAVE: SKL: 2	_
Slow Healing 10/Hr (Max=4 hrs)	10 pts	2 Squares	2 Creatures	4 Hours	permanen	it .	Healing co	ntinues
Barely visible yellow specks fl 10 HP per undisturbed Hour. MU heal a creature of the caster's Maximum of 4 hours per creature Save every hour. Failed Save e	ST SAVE choosi	EVERY HOUR TO ng for 10 HP/hr	CONTINUE.			Lvl 16	None	10 SP 10 SP 10 SP 8 SP
Quarantine Isolation STACK 99	COST 8 pts	RANGE 4 Squares	1x2 Squares	ROLL OUT  1 Hour	1 Day		SAVE: No Save	
Gives a sick/diseased person a No spreading of a contagion is						Lvl 10	MENTS: Save -1 Col Rollout Halved Range X2	8 SP 6 SP 8 SP
STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: SKI · 2	. 💬
Repair A Dead Body	4 pts	1 Square	1 Target	30 Minutes	Permanen	nt	JILL. 2	air done
The body is wrapped in bright y The body is left as whole as mu All wounds are cleaned inside a All wounds are physically close minor healing to ensure there a	ch as p nd out. d up wi	th enough	on how much of		5.	COUNTER: ENHANCE Lvl 18 Lvl 12		10 SP 8 SP 10 SP
STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No Save	
LEVEL 0	8 pts	Touch	1 Creature	Initiative	Instant		SAVE: No Save	
Common Healing 2d8+ACU  Barely visible force grows at c  Heal 2d8 + ACU Bonus. If helpi  Yellow sparks float around the	asters ng a pa	feet & fades. artner Fighter r	range is 8 sqs.			FOCUS:+10 COUNTER: ENHANCE LVI 18 LVI 16	None	10 SP 10 SP 10 SP
	COST	DANCE	ADEA OF FEFE	POLL OUT	DUDATION		CAVE	
LEVEL 7 STACK 99	COST 8 pts	RANGE Touch	1 Crtr/Tier	ROLL OUT  10 Minutes	4 Hours		SAVE: SNS: 4	l 🍥 'akes up
Magenta flames extend from the Full night's rest in 1 shift (4 During the 4 hours the recipien	Caster' Hours)	s hand to the r instead of 2 (	ecipient.			FOCUS:Dir	n night light.	0

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LEVEL <b>7</b>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE:	SKL: 2
Electrifying Sickness	Cleanse	8 pts	Touch	1 Creature	2 Hours	Permaner	nt		No Sickness
Golden sparks Creature clea	s move from the ca ared of Sickness. e caster immunue t	but very	uncomfortab	le.				: None	6 SP 8 SP
							Lvl 14	Duration X2	8 SP
Cure Disease	STACK 99	COST 12 pts	RANGE 2 Squares	AREA OF EFFECT  1 Target	ROLL OUT 4 Hours	DURATION Permaner		SAVE:	SKL: 2 O No Disease
Creature clea Does make the Creature must	s move from the ca ared of Disease. c caster immunue t pass Save. ill NOT drop HP en	but very o getting	uncomfortable THIS disease	e.			Lvl 12	: None	10 SP 8 SP 6 SP
_	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		CAVE:	
Extra Healing 3d8+ACU	STACK 99	12 pts	Touch	1 Creature	Initiative	Instant		SAVE: No	Save
Yellow sparks Heal 3d8 + AC	s float around the CU Bonus s float around the						FOCUS:+4 COUNTER ENHANCE Lvl 18 Lvl 16	HP : None	sable only as a sp  O  10 SP 10 SP 8 SP
	57464		24405	1051 05 5555	2011 0117	5115471011		GA1/5	
Ectoplasmic Cast	STACK 99	12 pts	Touch	1 broken bone	ROLL OUT  1 Hour	DURATION		SAVE:	:
	spell healing a b neals in 1 Hour. al sprains.	TOKETI DOI	ie can cake ii	om 1 to 0 months.			COUNTER ENHANCE	EMENTS: Range At 3 Sqs AOE X4	8 SP 20 SP 6 SP
LEVEL 11	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE:	SKL: 3
Revive Life With A ZAF	P!	36 pts	Touch	1 Body	10 Minutes	Permaner	nt		Alive!
Restore a cre When brought - Passing	and then converge eature that has be back to life the g the Save takes 5 g the Save takes 1	en dead l creature HP from	ess than 25 h has 0 HP. the recipient	t Max HP,	Save.		COUNTER ENHANCE LvI 10 LvI 12		6 SP 8 SP 6 SP
LEVEL 12	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No.5	Save
Ranged Forced Healing	2d8+2 HP	12 pts	6 Squares	1 Target	Initiative	Permaner	nt		
Barely visibl Energy from t Roll dice and	Le Blue sparks and Throughout the bod I use the result t Le the same result	y is force o apply o	ce to an inju Hamage,		ent.		Lvl 9		16 SP 6 SP 8 SP
42	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: NI-	Savo
Great Healing 5d6+6 +		20 pts	2 Squares	1 Creature	Instant	Permaner		SAVE: No S	Save
Yellow sparks Heal 4d6+6 +A	surround the wou	nded pers	son.		-		FOCUS:+1 COUNTER ENHANCE Lvl 9 Lvl 18	: None	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 SAVE: 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 LEVEL 15 NAE'EM ROLL OUT 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 <b>7</b> NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 4	GM
Astral Portal		8 pts	1 Square	1 Square	2 Hours	1 Minute	Correct Id	cation
If there is a lo GM Saves for acc Failed Save mean	cation Nae'Em uracy. Caster s caster steps	(Vae'Em) s must ente thru to a	set no Save i er/exit first a misdirected				FOCUS:Col -1 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved Lvl 14 Duration X2 Lvl 9 Duration +50%	6 SP 8 SP 6 SP
	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DUDATION	EAVE: DAA O	
Astral Mental Shield	STACK 99	12 pts	Self	Self	2 Minutes	4 Hours	SAVE: RM: 2 Avoid	Attack
Barely visible f Protection from Astral plane is This inhibits As Save vs Astral =	astral influen a mental plane tral attacks.	ce while a	in the Astral		tal.		FOCUS:Total AC Bonus +4 COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 Lvl 14 Duration X2 Lvl 16 AoE = 2 Ppl	10 SP 8 SP 8 SP
LEVEL 10	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Project Astral Image Wit	hin PMP	12 pts	Self	PMP	20 Minutes	4 Hours		
	mage is able t nly see living	o take a g	ghostly form creatures, n	•	creatures.		FOCUS:Move=18 COUNTER:Dispel Magic Spell Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved Lvl 18 Duration X4 Lvl 14 Duration X2	6 SP 10 SP 8 SP
LEVEL 11	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Astral Plane Projection		12 pts	Self	Astral Plane	20 Minutes	4 Hours	140 Save	
HP = Acumen bonu Disrupt Images s Interaction with	s x2. AC = A pell does a fl the Astral wo	cumen bonu at 40 HP o rld is 100	us x3. Move of damage. 0% dependant	ojection in the a ment = 1/2 Spell of the caster's A e char in PMP is	Points. Awareness.		FOCUS:HP x2 COUNTER:Rollout Interruption LvI: ENHANCEMENTS: LvI 10 Rollout Halved LvI 18 Duration X4 LvI 14 Duration X2	6 SP 10 SP 8 SP
LEVEL 13 Circle of Astral Expulsion	STACK 1	COST 16 pts	RANGE Touch	AREA OF EFFECT  3 Sq Radius	ROLL OUT  10 Minutes	DURATION 4 Hours	SAVE: SKL: 2 Exp	pulsion
Returns Astral c Creature lands i	reatures to th n a random loc	eir home pation with	plane. The ca hin the Astra	ave to banish a dister rolls a Save 1 plane. number of creatu	e.		FOCUS:Save -1 Col COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved Lvl 18 Duration X4 Lvl 9 Duration +50%	6 SP 10 SP 6 SP
Summon or Send				_			_	
LEVEL 4	STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 2	•
Conjure Native Beetles		4 pts	4 Squares	1 Mark	Initiative	2 Rounds	Co	njured
	to attack nea	rest creat	ture to the c	aster for 1d8 Dmg s friendly to the			CREATE:Beetleroot Granules FOCUS:Save +1 Col COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 Lvl 9 Range +50% Lvl 14 Damage X2	8 SP 6 SP 12 SP
LEVEL 6 NAE'EM TO Summon Nisse	STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT  8x8x8 Sqs	ROLL OUT  10 Minutes	DURATION  1 Month (30 c	SAVE: SKL: 1 Sumi	moned
The caster summo A creature that Timid invisible Is a physical cr	can be seen wi creatures that	th ultra v stay with	violet vision hin 8 sqs of		n fights).		FOCUS:Named Nisse. AoE:10x10x1 COUNTER: None ENHANCEMENTS: Lvl 14 Stacking +1 Lvl 18 Duration X4 Lvl 9 Duration +50%	8 SP 10 SP 6 SP

