Battle Defense

LEVEL 3	NAE'EM			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Protect Fighter vs Ranged/Thrown					4 pts	8 Squares	1 Recipient	Initiative	End of Battle or 4 hr	

Recipient Fighter gains +2 to AC vs ranged and thrown attacks.
No benefit vs melee.
Duration: Lasts to end of battle or 4 hours, whichever is shortest.

FOCUS:Total AC bonus:+4
COUNTER:No Counter Available. Lvl:1
ENHANCEMENTS:
Lvl 12   Range X2   8 SP
Lvl 14   Duration X2   8 SP
Lvl 9   Duration +50%   6 SP

Battle Offense

LEVEL 1			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill or non-Skill
Blinding Flashes				4 pts	8 squares	2 x 2 Squares	Initiative	1 Round / Tier	Target Sees

Caster throw bright sparkling lights, attempting to partially blind those in the AoE.
Creates enough sparks to interfere with accurate sight, a Save is required,
If the target is a Strumos they use the 'Skill' save, others all use 'non-Skill' Save.
Failing the Save means the target has a -2 to Init and ToHIT.
Party members that are aware of this spell has been cast can gain a +20 to their Save roll

FOCUS:Save Roll +20
COUNTER: None
ENHANCEMENTS:
Lvl 14   Save Roll -20   8 SP
Lvl 9   Range +50%   6 SP
Lvl 9   Duration +50%   6 SP

LEVEL 2			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Electric Zap				4 pts	8 Squares	1 Square	Initiative	1 Round	

Sparkling flaxen colored sparks race directly to the target, zapping them. (No ToHIT)
Hurl sparks toward a target for 1d8 damage. Add 2 dmg if non-Adamantine body armor.
Sparks race directly to the target without any arc or lobbing.
No ToHit or Save required.

FOCUS:+4 Initiative
COUNTER: None
ENHANCEMENTS:
Lvl 20   Rollout Instant   16 SP
Lvl 12   Range X2   8 SP
Lvl 9   Damage +50%   8 SP
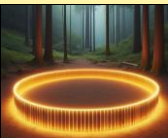
Fences and Shelters

LEVEL 1			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Senses
Camp Shock Perimeter				4 pts	Touch	3x3 Squares	2 Minutes	8 Hours	Avoiding the trap

Sandy colored sparks scatter to the perimeter and fade away.
3x3 Squares circle may delivers 1d3+3 electric damage if Save failed.
When a creature crosses the perimeter causes a zap sound regardless wether damage is taken
or not.

FOCUS:+3 Damage
COUNTER:Dispel Magic. Lvl:1
ENHANCEMENTS:
Lvl 9   Duration +50%   6 SP
Lvl 14   Damage X2   12 SP
Lvl 12   AOE +50%   12 SP

Food And Drink

LEVEL 1			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Draw Up Ground Water				4 pts	Touch	2 Skins/Tier	10 Minutes	Permanent	

Easily capture water in readied containers as the water sprays up.
Draws on the available water/moisture in the area. (1/4 of a Mark)
Temperate/Tropic Regions: 2 skins / Tier per spell (multiples: -1 skin per spell),
Arctic/Arid Regions: 2 skins spell (multiples: -1 skins per spell),
    Multiples: each repeated spell in same area reduces the effectiveness.

FOCUS:+2 Skins extra
COUNTER: None
ENHANCEMENTS:
Lvl 10   Rollout Halved   6 SP
Lvl 16   Rollout 1 Min   8 SP
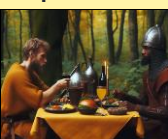
LEVEL 4			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Improve Food				4 pts	1 Square	4 Meals	10 Minutes	1 Hour	

The caster focuses and yellow sparks streak to the food and swirls around it.
Improve Food - Improve Quality/Taste of non rations (& non-cumber food).
Does work on all non-poisoned / non-spoiled food.

FOCUS:Duration = 1 day
COUNTER: None
ENHANCEMENTS:
Lvl 10   Rollout Halved   6 SP
Lvl 14   Duration X2   8 SP
Lvl 16   AoE X2   16 SP

Fragility

LEVEL 1 — Cause Illness

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Health
		8 pts	4 Squares	1 Square	Initiative	Possibly Days	Illness Increased

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:Col +1
COUNTER: None
ENHANCEMENTS:
Lvl 18   Range X4   10 SP
Lvl 9   Range +50%   6 SP
Lvl 16   AoE X2   16 SP

LEVEL 3 — Aid Poisons (Fragility)

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
		4 pts	2 Squares	1 Target	1 Minute	Permanent	Sickness 1 better

Sparks surround the sick person and they glow with a yellow light.
Use Targets Health Save. Use Frailty Scale.
 - 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).
 - Does allow repeated spells to bring the target from Sickness III to no sickness.

CREATE:Cure Sickness Potion

COUNTER: None
ENHANCEMENTS:
Lvl 18   Range X4   10 SP
Lvl 12   Range X2   8 SP
Lvl 9   Range +50%   6 SP

Healing and Rest

LEVEL 1 — Basic Healing 1d8+ACU

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
		4 pts	2 or 8 sqs	1 Target	Initiative	Permanent	

Caster's most basic form of healing.
Heals living creatures.   Any Heal also binds.
If the recipient is a Fighter then the Range is 8 squares.   (all others = 2 squares).
Does NOT heal anything not currently living.

FOCUS:+1 HP/Tier
COUNTER: None
ENHANCEMENTS:
Lvl 12   Range X2   8 SP
Lvl 18   Healing +8   10 SP
Lvl 16   Healing +4   10 SP

LEVEL 2 — Feather Bed

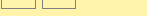|	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
		4 pts	Touch	1 Bed (1x2 sqs)	2 Minutes	12 Hours	

Yellow sparks trace the shape as it creates a rope bed.
A feather bed with a blank and pillow appears.
Can fit 1 person.
Does continue even once the caster is out cold, asleep, etc…
1 shift of sleep is equal to a full night.

FOCUS:AOE = 2
COUNTER: None
ENHANCEMENTS:
Lvl 12   Rollout Init   12 SP
Lvl 9   Duration +50%   6 SP
Lvl 12   AOE +50%   12 SP

LEVEL 2 — Sleep: Light Nap

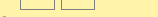|	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Senses
		4 pts	4 Squares	1 Target	1 Minute	1d6 Hours	Tired, but aware

Push a person to a light sleep. Multiple castings may be needed. Save roll -20 each.
Failure means target falls asleep for 1 to 6 Hours. Or if voluntary 6-7 hrs of rest.
Success means the target is very tired but awake,
Moderately active targets get a bonus of +40 to their Save roll,
Very active targets get a bonus of +80 to their Save roll.

FOCUS:Save Roll -20
COUNTER: None
ENHANCEMENTS:
Lvl 6   Subtle Casting   4 SP
Lvl 12   Range X2   8 SP
Lvl 9   Duration +50%   6 SP

LEVEL 2 — Triggered Forced Healing 2d8

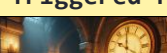|	STACK 9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
		8 pts	Touch	Recipient	30 Minutes	Damage Taken	

This is a delayed forced healing, triggered by taking damage,
In effect until duration is over or is used.
Does NOT allow the choice to not use it.
Only 1 triggered health can be in place per person at time.
Stacking allows multiple persons to have it simultaneously.

CREATE:Triggered Forced Health Dr

COUNTER:No Counter Available. Lvl:1
ENHANCEMENTS:
Lvl 10   Rollout Halved   6 SP
Lvl 14   Range At 3 Sqs   8 SP

LEVEL 4 — Consecration: Final Rites

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
		4 pts	Touch	1 Body	30 Min	Permanent	

Yellow flames creep across the body without burning it.
Must be dead a month or less.
The dead are sent beyond any connection that can be made from the known planes.
To finish the spell a deity's name must be spoken aloud.

COUNTER:No Counter Available. Lvl:1
ENHANCEMENTS:
Lvl 10   Rollout Halved   6 SP
Lvl 14   Range At 3 Sqs   8 SP

Slow Healing

LEVEL	4			STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
					10 pts	2 Squares	1 Creature	4 Hours	permanent	Healing continues

Maximum of 4 hours + 1 hour per caster Tier.
Only 1 or 2 creatures per spell.   10 HP per undisturbed Hour per creature.
Save at beginning of every hour. Failed Save ends spell.
MUST SAVE EVERY HOUR TO CONTINUE.
No other concentrated efforts by either caster or recipient.

FOCUS:+1 HP/Tier/Cycle
COUNTER: None
ENHANCEMENTS:
Lvl 12   Range X2   8 SP
Lvl 18   Healing +8   10 SP
Lvl 16   AoE = 2 Targets   12 SP

Light and Darkness

Light of Strumos Yellow

LEVEL	1			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
					4 pts	Self	Varies	Initiative	12 Hours	

With a twirling of the fingers the caster brings about light!
No Focus = Candle power. With Focus caster can set power level.
This spell does stay fixed in relation to the caster, right above them.
Use a Focus item for control of light brightness.

CREATE:Healthy Yellow Candle
FOCUS:Brighter by Tier
COUNTER:Dispel Magic. Lvl:1
ENHANCEMENTS:
Lvl 18   Duration X4   10 SP
Lvl 14   Duration X2   8 SP
Lvl 9   Duration +50%   6 SP

Shadow of the Magi

LEVEL	3			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
					4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds	

Stays fixed right above the caster.
Darkness continues for up to 4 rds after the concentration has stopped.
Caster to creates darkness that will stay centered above them.
Keep darkness active by lightly concentrating on the spell,
Other spells actions that do not state a need to concentrate may be used.

CREATE:Dust of Darkness
FOCUS:Dur=10 rds (No conc)
COUNTER:Dispel Magic. Lvl:1
ENHANCEMENTS:
Lvl 20   Rollout Instant   16 SP
Lvl 16   AoE X2   16 SP

Traveling (PMP)

Summon Astral Beast of Burden

LEVEL	3	NAE'EM		STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
					4 pts	30 Squares	1 Creature	20 Minutes	1 Month (30 days)	

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.
Astral creature will only respond to the casters mental commands.
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.

FOCUS:HP at 50.
COUNTER:No Counter Available. Lvl:1
ENHANCEMENTS:
Lvl 14   Stacking +1   8 SP
Lvl 12   Range X2   8 SP
Lvl 18   Duration X4   10 SP

Strumos Run

LEVEL	4			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
					4 pts	Self	Caster	5 Minutes	8 Hours	

Caster is able to run as fast as a horses canter for the duration.
2 times travel through the PMP/Astral. (speed of a horse)
Caster avoids objects as they travel as per normal.
Allows the caster to carry normal inventory (Pack, Class carry, and on body).

CREATE:Potion Of Speed Boost
FOCUS:Duration +4 hrs
COUNTER:Dispel Magic. Lvl:1
ENHANCEMENTS:
Lvl 10   Rollout Halved   6 SP
Lvl 9   Duration +50%   6 SP
Lvl 12   AoE = 2 Recipients 10 SP