





## Battle Defense


LEVEL	3	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						4 pts	8 Squares	1 Recipient	Initiative	End of Battle or 4 hr	
<b>Protect FTR vs Ranged/Thrown</b>  <p>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.</p>											
										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: Resist (Skill/Non) Target Sees
						4 pts	10 squares	2 x 2 Squares	Initiative	1 Round / Tier	
<b>Blinding Flashes</b>  <p>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 caster they use the 'Skill' save, others all use 'non-Skill' Save. Failing the Save means the target has a -2 to AC and ToHIT. Party members that are aware of this spell has been cast can gain a +20 to their Save roll</p>											
										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
						4 pts	10 Squares	1 Square	Initiative	1 Round	
<b>Electric Zap</b>  <p>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.</p>											
										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 Avoiding the trap
						4 pts	Touch	3x3 Squares	2 Minutes	8 Hours	
<b>Camp Shock Perimeter</b>  <p>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.</p>											
										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
						4 pts	Touch	2 Skins/Tier	10 Minutes	Permanent	
<b>Draw Up Ground Water</b>  <p>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.</p>											
										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
						4 pts	1 Square	Up to 21 Meals	10 Minutes	1 Hour	
<b>Improve Food</b>  <p>The caster focuses and yellow sparks streak to the food and swirls around it. Improve Food - Improve Quality/Taste of non rations (&amp; non-cumber food). Does work on all non-poisoned / non-spoiled food.</p>											
										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 <b>1</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST 8 pts	RANGE 4 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION Possibly Days	SAVE: Health Illness Increased	
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**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.  
 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 <b>3</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST 4 pts	RANGE 2 Squares	AREA OF EFFECT 1 Target	ROLL OUT 1 Minute	DURATION Permanent	SAVE: Skill Sickness 1 better	
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**Detoxify**

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 <b>1</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST 4 pts	RANGE 8 sqs	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION Permanent	SAVE: No Save	
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**Basic Healing 1d8+ACU**

Caster's most basic form of healing.  
 Heals living creatures. Any Heal also binds.  
 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 <b>2</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 3	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Bed (1x2 sqs)	ROLL OUT 2 Minutes	DURATION 12 Hours	SAVE: No Save	
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**Feather Bed**

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 <b>2</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST 4 pts	RANGE 8 Squares	AREA OF EFFECT 1 Target	ROLL OUT 1 Minute	DURATION 1d6 Hours	SAVE: Senses Tired, but aware	
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**Sleep: Light Nap**

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 <b>2</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 9	COST 8 pts	RANGE Touch	AREA OF EFFECT Recipient	ROLL OUT 30 Minutes	DURATION Til Damage	SAVE: No Save	
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**Triggered Forced Healing 2d8**

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 <b>4</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Body	ROLL OUT 30 Min	DURATION Permanent	SAVE: No Save	
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**Consecration: Final Rites**


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

# -Strumos



LEVEL	4			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
Slow Healing						10 pts	2 Squares	1 Creature	Max of 4 Hours	permanent	Healing continues	
												
<p>Maximum of 4 hours</p> <p>Only 1 or 2 creatures per spell.      10 HP per undisturbed Hour per creature.</p> <p>Save at beginning of every hour. Failed Save ends spell.</p> <p>MUST SAVE EVERY HOUR TO CONTINUE.</p> <p>No other concentrated efforts by either caster or recipient.</p>												
										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

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save									
						4 pts	Self	Varies	Initiative	12 Hours										
<b>Light of Strumos Yellow</b>																				
						<p>With a twirling of the fingers the caster brings about light!</p> <p>No Focus = Candle power. With Focus caster can set power level.</p> <p>This spell does stay fixed in relation to the caster, right above them.</p> <p>Use a Focus item for control of light brightness.</p>														
						<div>CREATE:Healthy Yellow Candle </div> <div>FOCUS:Brighter by Tier </div> <div>COUNTER:Dispel Magic. Lvl:1 </div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>						Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save					
Shadow of the Magi						4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds						
				<p>Stays fixed right above the caster.</p> <p>Darkness continues for up to 4 rds after the concentration has stopped.</p> <p>Caster to creates darkness that will stay centered above them.</p> <p>Keep darkness active by lightly concentrating on the spell,</p> <p>Other spells actions that do not state a need to concentrate may be used.</p>												
				<p>CREATE:Dust of Darkness</p> <p>FOCUS:Dur=10 rds (No conc)</p> <p>COUNTER:Dispel Magic. Lvl:1</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 20</td><td>Rollout Instant</td><td>16 SP</td></tr><tr><td>Lvl 16</td><td>AoE X2</td><td>16 SP</td></tr></table>							Lvl 20	Rollout Instant	16 SP	Lvl 16	AoE X2	16 SP
Lvl 20	Rollout Instant	16 SP														
Lvl 16	AoE X2	16 SP														

## Traveling (PMP)

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)	
<b>Astral Beast of Burden</b>											
						<p>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 threatening or kind actions towards it. If attacked it will attack in random directions w/ 1d8 since it does not understand.</p>					
						<p>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</p>					

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						4 pts	Self	Caster	5 Minutes	8 Hours	
<b>Strumos Run</b>											
						<p>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).</p>					
						<p>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</p>					