




Battle Actions/Prep


LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	2 Squares	1 Fighter	Initiative	6 Hours		
Increase Fighter Movement  Fighter recipient moves faster (+2 sqs) in normal conditions. Not for caster (Self). Does work for base traveling during battle. Walking, Swimming, Flight. Can be added on top of other multipliers for movement.												
										CREATE:Potion Of Speed Boost FOCUS:Move+2 Sqs COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP		


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		
Protect Fighter vs Ranged/Thrown  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 Target Sees
						4 pts	8 squares	2 x 2 Squares	Initiative	1 Round / Tier		
Typhlotic Sparky  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
						4 pts	8 Squares	1 Square	Initiative	1 Round		
Electric Zap  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		


LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	15 Squares	Direct Line	Initiative	Instant		
Static Bolt  Sparks travel from the caster's hand directly towards the target. (ToHIT Required) Damage of 2d6 + ACU on 3 in row. +1d6 damage if non-Adamantine armor. A single ToHIT roll is required and applies to all targets. Focus: +2/Tier ToHIT. Sparks travel for 15 squares in a direct row. All the targets must be within the Range.												
										FOCUS:+2/Tier ToHIT COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP		

LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
						2.4 pts	10 Squares	1 Target	Initiative	1 Round		
Class Power Attack Duel  Power Types: SYL:Ice, STM:Elect, ORX:Force, EOL:Acid, DOK:Fire ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK. Duel to be called AFTER this 'Class Power Attack' is mentioned & BEFORE damage is rolled. The GM may have to make a call if the Class Power Attack proceeds too quickly.												
										COUNTER: None		

LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill 1/2 Damage
						12 pts	12 Squares	1 Target	Initiative	1 Round		
Electric Class Power Attack  Sends electrical stream directly to the target. No lobbing. Damage of 4d10 + ACU Bonus. Save for 1/2 damage. No ToHIT required. Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments. Another caster using the same power (Electric) may start a 'Class Power Attack Duel'. Class Power Attack Duels force 2 casters into a head to head personal battle.												
										FOCUS:+1d10 Damage COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP		

-Strumos

LEVEL	16			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Agility	🎯
Lightning Bolt						16 pts	15 Squares	ect Line up to 4 targ	Initiative	1 Round	1/2 Damage	




Lightning travels from the caster's hand directly towards the target(s).
Bolt may go through persons in a row, but will not pass through Adamantine Body armor.
Damage Adjustments: +1d6 damage if non-Adamn armor.
+4 damage with use of Focus ring.
1/2 damage if Save passed.

FOCUS:+6 Dmg
COUNTER: None
ENHANCEMENTS:
Lvl 14 Save Roll -20 8 SP
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP

Class Specialty

LEVEL	18			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	🎯
Arcane Removal Close (3 of 3)						60 pts	1 Square	1 Target	6 Hours	Permanent	SP not removed	




After all 3 spells are cast target has - 5 HP and 0 SP (No future growth of that class SP)
DOES NOT PERMANENTLY REMOVE CLASS OR HP. DOES PERMANENTLY REMOVE CLASS SP.
This is step 3 of process to permanently remove the class SP. Focus item is required.
1st the ORIX opens, 2nd the DOKOUR burns, then lastly the STRUMOS closes.
Nae'Em between casters & target. Afterwards (failed or not) Nae'Em is permanently ends.

FOCUS:Required.
COUNTER:No Counter Available. Lvl:1
ENHANCEMENTS:
Lvl 18 Range X4 10 SP
Lvl 12 Range X2 8 SP

Communication

LEVEL	19	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	👤
Dead Spirit Conversation						20 pts	6 Squares	1 Spirit	10 Minutes	Rollout (10 Min)	Summoned	




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:Save roll +20
COUNTER:Consecration of Corpse Lvl:1
ENHANCEMENTS:
Lvl 14 Save Roll +20 8 SP
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 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


LEVEL	7			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Strumos Waystation						8 pts	4 Squares	3x3 Squares	1 Minute	12 Hours		



Caster creates a waystation that looks normal in most respects.
3x3 Sqs platform that protects from normal weather.
Has center area for fires and posts supporting a flat roof.

FOCUS:Canvass walls
COUNTER:Same Skill. Lvl:1
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP
Lvl 16 AoE X2 16 SP


LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	🎯
Circle of Protection vs Undead						8 pts	6 squares	3 Square Radius	Initiative	5 Rounds	Cross Perimeter	



Undead are not able to cross the perimeter of the circle.
Living Dead can only cross the perimeter if the target passes a Skill Save
Class symbol must be represented in the art of the circle.

FOCUS:Range +6 Sqs
COUNTER:Dispel Magic. Lvl:1
ENHANCEMENTS:
Lvl 14 Save Roll -20 8 SP
Lvl 12 Range X2 8 SP
Lvl 16 AoE X2 16 SP

LEVEL	9			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	🎯
Charged Fencing, Two Sides						12 pts	6 Squares	2 - 9 Sqs	Initiative	4 Hours	1/2 Dmg	



Creates two very thin walls are are joined at a 90 degree angle.
The walls are each 3 sqs long and 1 sq above the ground and 1 sq below the ground.
Creatures must roll a Save as they move through it.
Pass the Save to make it 1/2 damage.

FOCUS:Invisible Wall
COUNTER:Dispel Magic. Lvl:1
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 9 Duration +50% 6 SP
Lvl 14 Damage X2 12 SP

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LEVEL 12

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

12 pts


Touch

1x1x2 Sqs

1 Minute

8 Hours

Astral Shed



Run-down-looking wooden shed that's actually a 4-bedrooms & common room on the inside. Fully stocked with enough food, furnishings, and firewood for 8 people. View the Astral plane via windows, but no entry/exit except through door to PMP. PMP and Astral creatures can see, but cannot force entry. Views the Astral plane, not PMP. Space within the shed is PMP space and does not follow Astral rules.

FOCUS:+ upstairs room.

COUNTER: None

ENHANCEMENTS:

Lvl 20

Rollout Instant

16 SP

Lvl 14

Duration X2

8 SP

Lvl 9

Duration +50%

6 SP

LEVEL 13

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Brute

16 pts

Touch


3 Sq Rad Circle

10 Minutes

4 Hours

Exit Circle

Circle of Containment



A pattern of light encloses or marks the AoE. After Rollout the light fades. Creatures are able to easily enter the AoE. Those that are inside must Save to exit. Can be used in/as a trap with Rogues skill "Set Up Spell Release (TRAP)". Does NOT inhibit the Caster from leaving the circle.

FOCUS:Save Roll -20

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 14

Duration X2

8 SP

Lvl 9

Duration +50%

6 SP

Lvl 16

AoE X2

16 SP

LEVEL 5

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Skill

8 pts

2 Squares


1-5 item

5 Minutes

Instant

Sight

Detect Magic



Caster attempts to find out if an item/object is magical. No Magic: No light means no magic found in/on item. (Best description in FULL report) Minor Magic: Dim light (candle) shines if is has lower powered effects. Major Magic: Bright light that dazes a character for 1 round if Save failed. Diety Magic: Blazing light that will blind a char for 4 hrs if Save failed.

CREATE:Scroll of Detect Magic

FOCUS:Save Roll +20

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 18

Range X4

10 SP

Lvl 12

Range X2

8 SP

Lvl 9

Range +50%

6 SP

LEVEL 6

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Skill

8 pts

Touch


1 Target

2 Minutes

Permanent

Varies

Strsyl Tcane Magic (Dispel Magic)



Many spells can be temporarily halted or entirely stopped by a Dispel Magic. Strumos & Sylvan are able to Rollout this spell out in 2 minutes (1 with the enhancement). The full description has the list. Also, there is a list in the players handbook (Spells chapter).

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 18

Range X4

10 SP


Lvl 9

Range at 1 Sq

6 SP

LEVEL 10

NAE'EM



STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Unskilled

24 pts

4 Squares


1 Item

2 Hours

Permanent

success

Determine True Name



Caster attempts to locate clues to find a True Name. 100 minus all Clues: Current Nae'Ems (-5 pts) Mementos (-2 pts) Current Focus Items (-20 pts) Past True Names (-10 pts) Caster rolls 1d100, if higher than results from clues then True Name revealed. NOTE: Age of clues may lower point values AND Current Nae'Em/Past True Names are 1 use.

FOCUS:Rollout Halved.

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 14

Save Roll +20

8 SP

Lvl 18

Range X4

10 SP

Lvl 9

Range +50%

6 SP

LEVEL 1

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

4 pts


Touch

2 Skins/Tier

10 Minutes

Permanent

Draw Up Ground Water



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

4 pts


1 Square

4 Meals

10 Minutes

1 Hour

Improve Food



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

-Strumos

LEVEL 15

STACK 3

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Create Food For A Family



Barely visible golden sparks surround an area, before food and water appear.
2d12+10 meals and 3 skins of water.
Simple hot meal and cool water.

FOCUS:Improved taste & Wine

COUNTER: None

ENHANCEMENTS:

Lvl 12 Rollout Init12 SP

Lvl 18 Range X410 SP

Lvl 14 Range At 3 Sqs8 SP

Fragility

LEVEL 1

STACK 99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Health

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 X410 SP

Lvl 9 Range +50%6 SP

Lvl 16 AoE X216 SP

LEVEL 3

STACK 99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Skill

Aid Poisons (Fragility)



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 X410 SP

Lvl 12 Range X28 SP

Lvl 9 Range +50%6 SP

LEVEL 5

STACK 99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Quarantine Isolation



For the Fragility of Disease and Sickness

FOCUS:AoE x2

COUNTER: None

ENHANCEMENTS:

Lvl 14 Save Roll +208 SP

Lvl 10 Rollout Halved6 SP

Lvl 12 Range X28 SP

LEVEL 8

STACK 99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Resist (Skill/Non)

Electrifying Spell Effect Cleanse



This spell works to help the victim get past the fragility effect from a spell.

FOCUS:COL -1

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved6 SP

Lvl 14 Range At 3 Sqs8 SP

Lvl 14 Duration X28 SP

LEVEL 9

STACK 99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Skill

Cure Disease



Golden sparks move from the caster to the recipient and hover.
Creature cleared of Disease. but very uncomfortable.
Does make the caster immune to getting THIS disease for the rollout.
Creature must pass Save.
This spell will NOT drop HP enough to kill.

FOCUS:Col -1

COUNTER: None

ENHANCEMENTS:

Lvl 18 Range X410 SP

Lvl 12 Range X28 SP

Lvl 9 Range +50%6 SP

Healing and Rest

LEVEL 1

STACK 99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Basic Healing 1d8+ACU



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 X28 SP

Lvl 18 Healing +810 SP

Lvl 16 Healing +410 SP

-Strumos


LEVEL	2	<div></div> <div></div>	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	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses Tired, but aware
					4 pts	4 Squares	1 Target	1 Minute	1d6 Hours		




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	<div></div> <div></div>	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

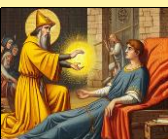
LEVEL	4	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Touch	1 Body	30 Min	Permanent		



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


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



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


LEVEL	5	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Repair done
					2 pts	1 Square	1 Target	30 Minutes	Permanent		




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.
All wounds are cleaned inside and out.
All wounds are physically closed up with enough
minor healing to ensure there are not holes or openings.

FOCUS:Range = 8 Sqs
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Range X4 10 SP
Lvl 12 AoE = 2 Recipients 10 SP

LEVEL	6	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					6 pts	2 or 8 sqs	1 Creature	Initiative	Permanent		



One of the most common healing spells from the Strumos.
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.

CREATE:Draught Of Health 
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

-Strumos

LEVEL 9

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

8.4 pts


2 or 8 sqs

1 Creature

Initiative

Permanent

Extra Healing 3d8+ACU



A Strumos healing spell that has something Extra in it.
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 18 Healing +8 10 SP

Lvl 16 Healing +4 10 SP

Lvl 16 AoE = 2 Targets 12 SP

LEVEL 11

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Skill Alive!

36 pts


Touch

1 Body

4 Hours

Permanent

Revive Life With A ZAP!



Sparks surround then converge on the fallen body.
Restore a creature that has been dead less than 25 hrs & passes the Save.
When brought back to life the creature has 0 HP.
- Passing the Save takes 5 HP from the recipient Max HP,
- Failing the Save takes 1 HP from the Casters Max HP.

FOCUS:Dead less than 2 mo

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 10 Rollout Halved 6 SP

Lvl 12 Range X2 8 SP

LEVEL 12

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

12 pts


2 or 8 sqs

1 Creature

Initiative

Permanent

Great Healing 5d8 +ACU



A great Strumos healing spell.
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 12

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Senses Tired, but awake.

12 pts


4 sqs/Tier

1 Target

10 Minutes

4 Hours

Sleep: Deep Doze



Push a person to a deep sleep. Multiple castings may be needed. Save roll -40 each.
Failure means target falls asleep for 2d6 Hours. Or if voluntary 8-10 hrs of rest.
Success means the target is very tired but awake,
Very active targets are not put to sleep, though they might feel a bit tired.
Subsequent Deep Doze spells have a Save Roll -40

FOCUS:Save Roll -20

COUNTER: None

ENHANCEMENTS:

Lvl 6 Subtle Casting 4 SP

Lvl 10 Rollout Halved 6 SP

Lvl 12 Range X2 8 SP

LEVEL 14

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

15.2 pts


8 or 16 sqs

1 Creature

Initiative

Permanent

Major Healing 5d10+4



One of the most powerful healing spells
Healing of 5d10 +4 + Acumen Bonus to living corporeal creatures.
If the Strumos heals a Fighter the spell range becomes 16 Sqs.

FOCUS:+1 HP/Tier

COUNTER: None

ENHANCEMENTS:

Lvl 18 Healing +8 10 SP

Lvl 16 Healing +4 10 SP

Lvl 12 AoE = 2 Recipients 10 SP

LEVEL 15

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

16 pts


1 Square

1 Corpse

30 Minutes

Permanent

Consecration of Corpse



Dull yellow sparks flutter around the corpse.
Blocks the dead from becoming animated and removes all Nae'Ems.
Cannot not work in environment that is blocked from other planes.
Requires a holy symbol from the caster or from the deceased.
Must be dead a month or less.

CREATE:Consecration Anointment

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 4 Increase Aura -2 SP

Lvl 12 AoE = 2 Recipients 10 SP

LEVEL 16

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: AGL Bolt Misses

16 pts

15 or 22 sqs

1 Recipient

Initiative

Permanent

Major Bolt Of Health 6d12+6

A Major electrical bolt is arched out the the recipient. NoHit or direct needed.
Recipient can dodge if desired with AGL Save. Save Roll adjustment of +40.
If the bolt hits then recipient loses 1 attack and 1d4 HP. Then is healed for 6d12+6+ACU.
Range of 15 squares, but if recipient is a FTR then 22 squares.

FOCUS:+1 HP/Tier

COUNTER: None


ENHANCEMENTS:

Lvl 9 Range +50% 6 SP





Lvl 12 AoE = 2 Recipients 10 SP


Lvl 8 +1d8 Heal 4 SP

-Strumos


LEVEL	17			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	Ultimate Group Heal	200 HP				20 pts	6 Squares	3 Sq Rad Circle	20 Minutes	Permanent	
 Orange sparks Surround the group. 3 persons minimum within AoE. 200 pts divided equally. (remainder dropped)											
										FOCUS: +1 HP/Tier COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP	0

Light and Darkness


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Light of Strumos Yellow						4 pts	Self	Varies	Initiative	12 Hours											
 <p>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.</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
Lvl 18	Duration X4	10 SP																			
Lvl 14	Duration X2	8 SP																			
Lvl 9	Duration +50%	6 SP																			

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

Nae'Ems

LEVEL	6	NAE'EM	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	1 Square	1 Square	4 Hours	Permanent		

Create a Vae'Em Location




Creates a landing spot for the "Vae'Em Portal (Astral Style)". [Vae'Em = Venue]
 Enhancement: Subtle casting means casual watcher will not take notice.
 Resetting a connection:
 Can be re-established with 1 hour rollout at the Vae'Em location,
 Can be re-established with a 2 day rollout while not at the Vae'Em location.


FOCUS:Reset Rollout 1/2			0
COUNTER:No Counter Available. Lvl:1			
ENHANCEMENTS:			
Lvl 6	Subtle Casting		4 SP
Lvl 10	Rollout Halved		6 SP
Lvl 4	Increase Aura		-2 SP

LEVEL

7

NAE'EM





STACK

3

COST

RANGE

AREA OF EFFECT

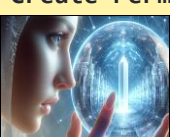
ROLL OUT

DURATION

SAVE:

No Save

Create Permanent Nae'Em



Caster mentally bonds and stays connected to another person when on the same plane.

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

Resetting a connection:

- Can be re-established with 1 hour rollout when next to the Nae'Em,
- Can be re-established with a 2 day rollout while not near the Nae'Em.

FOCUS:Reset time 1/2

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10


Rollout Halved

6 SP

Lvl 18


Range X4

10 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
7	1	12 pts	PMP	Self+1	4 Minutes	5 Minutes	No Save
Portal To Nae'Em  <p>When Nae'Em agrees a portal can be created. If the Nae'Em does not respond the portal will fail. First to pass through must be either the Nae'Em or the caster. After the caster or Nae'Em one more may follow.</p>							COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 AOE +2 12 SP

LEVEL	8	Nae'Em			STACK	2	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Raise Nae'Em Fighter Str +1							8 pts	Touch	1 Fighter	2 Minutes	1 Hour							
<p>Use Character sheet to add 1 to Strength. It will automatically make the adjustments. All adjustments to saves, initiatives, ToHITs are then applied.</p> <p>See stacking number to determine how many Nae'Em Fighters can be affected. One spell per recipient, even if stack indicates more than 1.</p>							FOCUS: Duration= 4 hr COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 4 Increase Aura -2 SP											

-Strumos


LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
11		1	36 pts	Touch	1 Item	4 Days	Permanent	Resist (Skill/Non) Connected

Connect To An Arcane Focus Item



Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollout
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.

COUNTER: No Counter Available. Lvl:1
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 9 Range at 1 Sq 6 SP

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
14		99	48 pts	1 Recipient	1 Target	1 Week	Permanent	No Save


Bestow House Authority



Character is able to draw followers to their banner.
Character knows if the follower has acted properly according to House ideals.
But, the creator of the House will NOT know the mind of the follower.
This skill allows the character to create a house that they alone own.
Only the character using the "House Authority" cause another to be a non-owner authority.

FOCUS: Sense Alliegience
COUNTER: None

Partner Cooperations


LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
5		1	16 pts	Self	1/2 Mark	10 Minutes	Perm	Skill Summoned

Summon Nisse Spirit



A small invisible familiar-like creature that can be seen via ultra violet vision.
After the summoning, the Nisse and caster are joined in a Nae'Em.
Timid invisible creatures stay within 1/2 a Mark of caster. 1 Mark w/ Focus Ring.
Is a spirit creature, HP:12 SP:4 AC:18 Init+10 ToHIT-10 Move=3 Wt=Inventory.
Will heal the caster for 1d6 up to twice a day. Can carry 10 lines of inventory.

FOCUS: Range = 1 Mark
COUNTER: None
ENHANCEMENTS:
Lvl 14 Stacking +1 8 SP
Lvl 18 Duration X4 10 SP
Lvl 9 Duration +50% 6 SP

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
20		99	40 pts	Touch	1 Corpse	8 Hours	Permanent	Skill Alive!


Raise The Dead



Bright amber sparks Surround the corpse, then heals it.
Must be dead <20 years. Come back with 5 hp.
Restore them to 5 HP.
Works if the person is missing body parts, but the parts will not come back.
Allows the person to be healed back to full HP with other spells.

FOCUS: Health at 10 HP
COUNTER: No Counter Available. Lvl:1
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 16 Healing +4 10 SP
Lvl 12 AoE = 2 Recipients 10 SP

Planar


LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
5		1	8 pts	Touch	1 Square	2 Minutes	Permanent	Non (if Mgc items) Items still there.

Arlo's Astral Storage



The caster opens a pale yellow and orange "pocket dimension" in the Astral plane.
Only the caster can open, close, or view the items within.
Items must be small to medium, non-living, and not a crystal. (Shortsword or smaller)
Magic items can be found & taken by Astral creatures. Best to not leave magic in there.
Non-Skill Save required if magic or crystal left in the area.

FOCUS: +5 items
COUNTER: None
ENHANCEMENTS:
Lvl 12 Rollout Init 12 SP
Lvl 10 Rollout Halved 6 SP


LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
7		1	8 pts	1 Square	1 Square	4 Hours	2 Hrs	Skill Expected location

Vae'Em Portal (Astral Style)



Creates a portal from and to destinations within the same PMP.
A disconnected Vae'Em can be reconnected while on the same plane,
At the site of the Vae'Em with a recasting but the rollout is only 4 minutes,
or
When not at the Vae'Em site the rollout is 4 days

FOCUS: Col -1
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
10		99	12 pts	Self	Self	2 Minutes	4 Hours	Skill Avoid Attack


Astral Mental Shield




When in the Astral plane this creates strong yellow glowing field around the caster.
Protection from Astral influence while in the Astral Plane. Caster Save Rolls +20.
+2 AC vs Astral creatures (while in the Astral plane).


FOCUS: AoE +1
COUNTER: None
ENHANCEMENTS:
Lvl 14 Save Roll +20 8 SP
Lvl 14 Duration X2 8 SP
Lvl 16 AoE = 2 Targets 12 SP

-Strumos


LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Astral Plane Projection												
												
Creates a glowing image of caster on the Astral plane. The plane is based mainly on Acumen. Caster may take 2 physical items with them into the Astral plane. Init, ToHIT, Daily Astral SP are calculated as Acumen Bonus X1 Astral HP, AC, Weapon Damage, Base Move are calculated as Acumen Bonus X2 Astral SP is calculated as Acumen Bonus X3. Projection death resets PMP SP to -10.												
FOCUS:Class bag items. COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 AoE X2 16 SP Lvl 12 AOE +2 12 SP												


LEVEL	13			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Expulsion
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. Creature lands in a random location within the Astral plane. Spell continues until end of duration regardless of number of creatures/save. Circle can be kept going if recast before end of duration.												
FOCUS:Save roll +20. COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP												

Summon or Send


LEVEL	13	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Summon Item (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). Item(s) are drawn to the caster from a Vae'Em. The connection is to the items.												
FOCUS:Subtle Casting (Free) COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 10 Rollout Halved 6 SP Lvl 12 AoE = 2 Recipients 10 SP												

Traveling (PMP)

LEVEL	3	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Summon Astral Beast of Burden												
												
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.												
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												

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Strumos Run												
												
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												

Watch/Scry

LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Project Astral Image Within PMP												
												
Colored sparks form a profile which becomes the image of the caster. Casters Astral image is able to take a ghostly form and watch living creatures. The caster can only see living sentient creatures, nothing else. Caster will seem ghostly to the local creatures and vice sa versa. Ghost-like: HP=50, AC=12/12, Move=12, no attacks/spells/skills.												
FOCUS:Move=18 COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP												