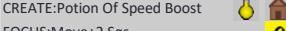


Battle Actions/Prep

| LEVEL | 6 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
|----------------------------------|---|-------|---|-------|-----------|----------------|------------|----------|---------|
| | | | | 8 pts | 2 Squares | 1 Fighter | Initiative | 6 Hours | No Save |
| 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.

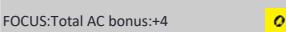
 CREATE:Potion Of Speed Boost
FOCUS:Move+2 SqS
COUNTER:Dispel Magic. Lvl:1

 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: |
|---|---|--------|-------|----|-------|-----------|----------------|------------|-----------------------|---------|
| | | | | | 4 pts | 8 Squares | 1 Recipient | Initiative | End of Battle or 4 hr | No Save |
| 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: |
|-------------------------|---|--|-------|----|-------|-----------|----------------|------------|----------------|-----------------------------------|
| | | | | | 4 pts | 8 squares | 2 x 2 Squares | Initiative | 1 Round / Tier | Skill or non-Skill Target Sees |
| Blinding Flashes | | | | | | | | | | |

 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

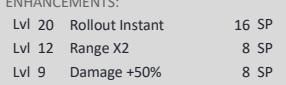
 FOCUS:Save Roll +20
COUNTER:None

 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: |
|---------------------|---|--|-------|----|-------|-----------|----------------|------------|----------|---------|
| | | | | | 4 pts | 8 Squares | 1 Square | Initiative | 1 Round | No Save |
| 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.

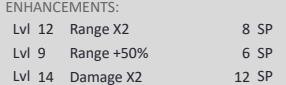
 FOCUS:+4 Initiative
COUNTER:None

 ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP
Lvl 12 Range X2 8 SP
Lvl 9 Damage +50% 8 SP

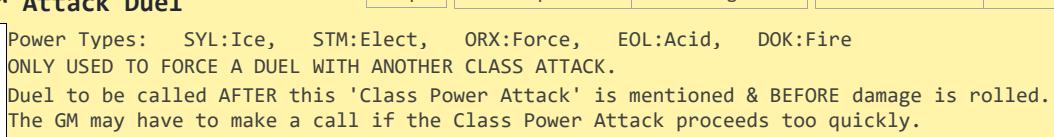
| LEVEL | 8 | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
|--------------------|---|--|-------|----|-------|------------|----------------|------------|----------|---------|
| | | | | | 8 pts | 15 Squares | Direct Line | Initiative | Instant | No Save |
| Static Bolt | | | | | | | | | | |

 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 | SHOW | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
|--------------------------------|----|------|-------|----|---------|------------|----------------|------------|----------|-------|
| | | | | | 2.4 pts | 10 Squares | 1 Target | Initiative | 1 Round | Skill |
| 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: |
|------------------------------------|----|--|-------|----|--------|------------|----------------|------------|----------|---------------------|
| | | | | | 12 pts | 12 Squares | 1 Target | Initiative | 1 Round | Skill 1/2 Damage |
| Electric Class Power Attack | | | | | | | | | | |

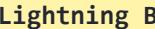
 Sends electrical stream directly to the target. No lobbing. Damage of 4d10 + ACU Bonus. Save for 1/2 damage. No ToHIT required. Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments. Another caster using the same power (Electric) may start a 'Class Power Attack Duel'. Class 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 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | STACK | 99 | COST | 16 pts | RANGE | 15 Squares | AREA OF EFFECT | ect Line up to 4 targ | ROLL OUT | Initiative | DURATION | SAVE: Agility 1/2 Damage |
| Lightning Bolt | | | | | | | | | | | | | | | |

 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 | 0 | |
| 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 | 20 pts | RANGE | 6 Squares | AREA OF EFFECT | 1 Spirit | ROLL OUT | 10 Minutes | DURATION | SAVE: Skill Summoned |
| Dead Spirit Conversation | | <p>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.</p> | | | | | | | | | | | | | FOCUS:Save roll +20 COUNTER:Consecration of Corpse Lvl:1  |

Fences and Shelters

| | | | | | | | | | | |
|--|---|-------|---|-------|-----------|----------------|----------|----------|---|---------|
| 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:Canvas 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 | 0 |

| | | | | | | | | | | | | | | | | |
|---------------------------------------|----------|--------------------------|-------------------------------------|-------|---|------|-------|-------|-----------|----------------|-----------------|----------|------------|----------|----------|-----------------------------|
| LEVEL | 8 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | STACK | 1 | COST | 8 pts | RANGE | 6 squares | AREA OF EFFECT | 3 Square Radius | ROLL OUT | Initiative | DURATION | 5 Rounds | SAVE: Skill Cross Perimeter |
| Circle of Protection vs Undead | | | | | | | | | | | | | | | | |

| | | | | | | | | | | | | | |
|-----------------------------------|---|--------------------------|-------------------------------------|-------|--------|------|-----------|----------------|------------|----------|-------|--------------------|--|
| LEVEL | 9 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | 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 | |

-Strumos

Find or Reveal

| | | | | | | | | | | | | | | | | | |
|---------------------|---|--------------------------|-------------------------------------|-------|---|------|-------|-------|-----------|----------------|----------|----------|-----------|----------|---------|-------------------------------|---|
| LEVEL | 5 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | STACK | 1 | COST | 8 pts | RANGE | 2 Squares | AREA OF EFFECT | 1-5 item | ROLL OUT | 5 Minutes | DURATION | Instant | SAVE: Skill Sight |  |
| Detect Magic | | | | | | | | | | | | | | | | CREATE:Scroll of Detect Magic | |

| | | | | | | | | | | | | | | | | | | |
|--|---|--------|---|--------|-----------|--------|--|---------|--|----------------|--|----------|--|----------|--|-------------------------------------|---|---|
| LEVEL | 10 | NAE'EM |   | STACK | 99 | COST | | RANGE | | AREA OF EFFECT | | ROLL OUT | | DURATION | | SAVE: | Unskilled success |  |
| Determine True Name | | | | 24 pts | 4 Squares | 1 Item | | 2 Hours | | Permanent | | | | | | | | |
|  | 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 | |

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 | | | | |

| | | | | | | | | | | | | |
|---|----------------|--------------------------|--------------------------|-------|----|----------|---------|----------------|------------|----------|--------|---------|
| LEVEL | 4 | <input type="checkbox"/> | <input type="checkbox"/> | 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 | |

-Strumos

Fragility

| | | | | | | | | | | | | |
|--|--|--------------------------|--------------------------|--------|-----------|----------|---------|----------------|----------|------------|------------------|---|
| LEVEL | 9 | <input type="checkbox"/> | <input type="checkbox"/> | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | Skill |
| Cure Disease | | | | 12 pts | 2 Squares | 1 Target | 4 Hours | Permanent | | No Disease | |  |
|  | Golden sparks move from the caster to the recipient and hover. | | | | | | | | | | FOCUS:Col -1 |  |
| | Creature cleared of Disease. but very uncomfortable. | | | | | | | | | | COUNTER: None | |
| | Does make the caster immune to getting THIS disease for the rollout. | | | | | | | | | | ENHANCEMENTS: | |
| | Creature must pass Save. | | | | | | | | | | Lvl 18 Range X4 | 10 SP |
| | This spell will NOT drop HP enough to kill. | | | | | | | | | | Lvl 12 Range X2 | 8 SP |
| | | | | | | | | | | | Lvl 9 Range +50% | 6 SP |

Healing and Rest

| | | | | | | | | | | | | | | | |
|------------------------------|---|-------|----|------|-------|-------|------------|----------------|----------|----------|------------|----------|-----------|-------|---------|
| LEVEL | 1 | STACK | 99 | COST | 4 pts | RANGE | 2 or 8 sqs | AREA OF EFFECT | 1 Target | ROLL OUT | Initiative | DURATION | Permanent | SAVE: | No Save |
| Basic Healing 1d8+ACU | | | | | | | | | | | | | | | |

-Strumos

| LEVEL | 2 | STACK | 3 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
|--|---|-------|----|--------|------------|-----------------|------------|--------------|--|-------------------|
| Feather Bed | | | | 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 | |
| Sleep: Light Nap | 2 | 2 | 2 | 4 pts | 4 Squares | 1 Target | 1 Minute | 1d6 Hours | SAVE: Senses | 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 | |
| Triggered Forced Healing 2d8 | 2 | 2 | 9 | 8 pts | Touch | Recipient | 30 Minutes | Damage Taken | SAVE: No Save | |
|  | 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 Sqrs 8 SP | |
| Consecration: Final Rites | 4 | 2 | 99 | 4 pts | Touch | 1 Body | 30 Min | Permanent | SAVE: No Save | |
|  | 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 Sqrs 8 SP | |
| Slow Healing | 4 | 2 | 3 | 10 pts | 2 Squares | 1 Creature | 4 Hours | permanent | SAVE: Skill | 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 | |
| Repair A Dead Body | 5 | 2 | 1 | 2 pts | 1 Square | 1 Target | 30 Minutes | Permanent | SAVE: Skill | Repair done |
|  | 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 | |
| Common Healing 2d8+ACU | 6 | 2 | 99 | 6 pts | 2 or 8 sqs | 1 Creature | Initiative | Permanent | SAVE: No Save | |
|  | 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 |
|--|---|-------|----|----------|--------------|----------------|------------|-----------|--|--------------------------|
| Extra Healing 3d8+ACU | | | | 8.4 pts | 2 or 8 sqs | 1 Creature | Initiative | Permanent | | |
|  | 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! |
| Revive Life With A ZAP! | | | | 36 pts | Touch | 1 Body | 4 Hours | Permanent | | |
|  | 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 |
| Great Healing 5d8 +ACU | | | | 12 pts | 2 or 8 sqs | 1 Creature | Initiative | Permanent | | |
|  | 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. |
| Sleep: Deep Doze | | | | 12 pts | 4 sqs/Tier | 1 Target | 10 Minutes | 4 Hours | | |
|  | 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 |
| Major Healing 5d10+4 | | | | 15.2 pts | 8 or 16 sqs | 1 Creature | Initiative | Permanent | | |
|  | 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 |
| Consecration of Corpse | | | | 16 pts | 1 Square | 1 Corpse | 30 Minutes | Permanent | | |
|  | 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 |
| Major Bolt Of Health 6d12+6 | | | | 16 pts | 15 or 22 sqs | 1 Recipient | Initiative | Permanent | | |
|  | 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 the recipient loses 1 attack & 1d4 HP, then 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 20 pts | RANGE 6 Squares | AREA OF EFFECT 3 Sq Rad Circle | ROLL OUT 20 Minutes | DURATION Permanent | SAVE: No Save |
| Ultimate Group Heal 200 HP | | | | | | | | |



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 |

Light and Darkness

| | | | | | | | | |
|--------------------------------|--|----------|------------|------------|-----------------------|---------------------|-------------------|---------------|
| LEVEL 1 | | STACK 99 | COST 4 pts | RANGE Self | AREA OF EFFECT Varies | ROLL OUT Initiative | DURATION 12 Hours | SAVE: No Save |
| Light of Strumos Yellow | | | | | | | | |



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

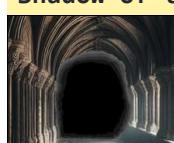
FOCUS:Brighter by Tier

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

| | | |
|--------|---------------|-------|
| Lvl 18 | Duration X4 | 10 SP |
| Lvl 14 | Duration X2 | 8 SP |
| Lvl 9 | Duration +50% | 6 SP |

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



Stays fixed right above the caster.
Darkness continues for up to 4 rds after the concentration has stopped.
Caster 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 |

Nae'Ems

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

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 16 pts | RANGE 1 Square | AREA OF EFFECT 1 Recipient | ROLL OUT 4 Days | DURATION Permanent | 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.

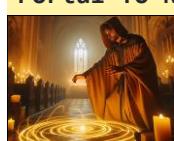
FOCUS:Reset time 1/2

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

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

| | | | | | | | | |
|-------------------------|--|---------|-------------|-----------|-----------------------|--------------------|--------------------|---------------|
| LEVEL 7 | | STACK 1 | COST 12 pts | RANGE PMP | AREA OF EFFECT Self+1 | ROLL OUT 4 Minutes | DURATION 5 Minutes | SAVE: No Save |
| Portal To Nae'Em | | | | | | | | |



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.

COUNTER: None

ENHANCEMENTS:

| | | |
|--------|----------------|-------|
| Lvl 10 | Rollout Halved | 6 SP |
| Lvl 12 | AOE +2 | 12 SP |

| | | | | | | | | |
|------------------------------------|--|---------|------------|-------------|--------------------------|--------------------|-----------------|---------------|
| LEVEL 8 NAE'EM | | STACK 2 | COST 8 pts | RANGE Touch | AREA OF EFFECT 1 Fighter | ROLL OUT 2 Minutes | DURATION 1 Hour | SAVE: No Save |
| Raise Nae'Em Fighter Str +1 | | | | | | | | |



Use Character sheet to add 1 to Strength. It will automatically make the adjustments.
All adjustments to saves, initiatives, ToHITs are then applied.
See stacking number to determine how many Nae'Em Fighters can be affected.
One spell per recipient, even if stack indicates more than 1.

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

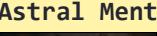
| | | | | | | | | | | | | | | | | |
|---|----|--------|---|-------|---|------|--------|-------|-------|----------------|--------|----------|--------|----------|--|--|
| LEVEL | 11 | NAE'EM |   | STACK | 1 | COST | 36 pts | RANGE | Touch | AREA OF EFFECT | 1 Item | ROLL OUT | 4 Days | DURATION | Permanent | SAVE: Resist (Skill/Non) Connected  |
| Connect To An Arcane Focus Item | | | | | | | | | | | | | | | | |
|  <p>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.</p> | | | | | | | | | | | | | | | COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP | |

Partner Cooperations

| | | | | | | | | | | | |
|--|--|---|---|--------|---|------|----------|----------------|----------|----------|-------------|
| LEVEL | 5 | NAE'EM |   | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: Skill |
| Summon Nisse Spirit | | | | 16 pts | | Self | 1/2 Mark | 10 Minutes | Perm | | Summoned |
|  | 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 | 20 | NAE'EM | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | Skill |
| Raise The Dead | | | | 40 pts | | Touch | 1 Corpse | 8 Hours | Permanent | | Alive! | |
| | 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 | 10 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | Skill |
| | | | | 12 pts | Self | Self | 2 Minutes | 4 Hours | 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 vsAstral 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 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Astral Plane Projection | | | 12 pts | 3 sq Radius | 1 Person / Tier | 4 Hours | 3 Days | | | | | |
|  | 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. | FOCUS:Class bag items. | COUNTER:Dispel Magic. Lvl:1 |  | | | | | | | | |
| | 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. | 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 | | 16 pts | Touch | 3 Sq Radius | 10 Minutes | 4 Hours | | | | | |

Summon or Send

Traveling (PMP)

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

Watch/Scry

| | | | | | | | | | | |
|--|---|---|------|------|------------|----------------|----------|----------|-------|---------|
| LEVEL | 10 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Project Astral Image Within PMP | | 12 pts | Self | PMP | 20 Minutes | 4 Hours | | | | |
|  | 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 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 | | | | | | | | |