




## Battle Actions/Prep


LEVEL <b>6</b>			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
				8 pts	2 Squares	1 Fighter	Initiative	6 Hours	
<b>Increase Fighter Movement</b>  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 <b>3</b>	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 Fighter vs Ranged/Thrown</b>  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 <b>1</b>			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	
<b>Typhlotic Sparky</b>  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 <b>2</b>			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
				4 pts	8 Squares	1 Square	Initiative	1 Round	
<b>Electric Zap</b>  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 <b>8</b>			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
				8 pts	15 Squares	Direct Line	Initiative	Instant	
<b>Static Bolt</b>  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 <b>11</b>			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
				2.4 pts	10 Squares	1 Target	Initiative	1 Round	
<b>Class Power Attack Duel</b>  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 <b>12</b>			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill 1/2 Damage
				12 pts	12 Squares	1 Target	Initiative	1 Round	
<b>Electric Class Power Attack</b>  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 <b>16</b>			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Agility	🎯
<b>Lightning Bolt</b>				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

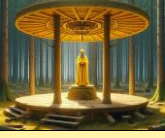
LEVEL <b>18</b>			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	🎯
<b>Arcane Removal Close (3 of 3)</b>				60 pts	1 Square	1 Target	6 Hours	Permanent	SP not removed	
	After all 3 spells are cast target has - 5 HP and 0 SP (No future growth of that class SP) DOES NOT PERMANENTLY 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 <b>19</b>	NAE'EM		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	👤
<b>Dead Spirit Conversation</b>				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 <b>1</b>			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Senses	🎯
<b>Camp Shock Perimeter</b>				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 <b>7</b>			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
<b>Strumos Waystation</b>				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 <b>8</b>			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	🎯
<b>Circle of Protection vs Undead</b>				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 <b>9</b>			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	🎯
<b>Charged Fencing, Two Sides</b>				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		



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 Exit Circle
						16 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours		



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

## Find or Reveal

LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Sight
						8 pts	2 Squares	1-5 item	5 Minutes	Instant		



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 Varies
						8 pts	Touch	1 Target	2 Minutes	Permanent		





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 success
						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
						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
						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

LEVEL 15

STACK 3

COST16 pts

RANGETouch


AREA OF EFFECT1 Square

ROLL OUT5 Minutes

DURATIONPermanent

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

COST8 pts

RANGE4 Squares


AREA OF EFFECT1 Square

ROLL OUTInitiative

DURATIONPossibly Days

SAVE: HealthIllness Increased

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

COST4 pts

RANGE2 Squares


AREA OF EFFECT1 Target

ROLL OUT1 Minute

DURATIONPermanent

SAVE: SkillSickness 1 better

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

COST8 pts

RANGE4 Squares


AREA OF EFFECT1x2 Squares

ROLL OUT1 Day

DURATIONPermanent

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

COST8 pts

RANGETouch


AREA OF EFFECT1 Creature

ROLL OUT30 Minutes

DURATIONPermanent

SAVE: Resist (Skill/Non)Fragility 0

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

COST12 pts

RANGE2 Squares


AREA OF EFFECT1 Target

ROLL OUT4 Hours

DURATIONPermanent

SAVE: SkillNo Disease

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

COST4 pts

RANGE2 or 8 sqs


AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATIONPermanent

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



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LEVEL

2

STACK

3

COST

4 pts

RANGE

Touch

AREA OF EFFECT

1 Bed (1x2 sqs)

ROLL OUT

2 Minutes

DURATION

12 Hours

SAVE:

No Save

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

2

STACK

1

COST

4 pts

RANGE

4 Squares

AREA OF EFFECT

1 Target

ROLL OUT

1 Minute

DURATION

1d6 Hours

SAVE:

Senses

Tired, but aware

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

2

STACK

9

COST

8 pts

RANGE

Touch

AREA OF EFFECT

Recipient

ROLL OUT

30 Minutes

DURATION

Damage Taken

SAVE:

No Save

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 h

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 14

Range At 3 Sqs

8 SP

LEVEL

4

STACK

99

COST

4 pts

RANGE

Touch

AREA OF EFFECT

1 Body

ROLL OUT

30 Min

DURATION

Permanent

SAVE:

No Save

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

LEVEL

4

STACK

3

COST

10 pts

RANGE

2 Squares

AREA OF EFFECT

1 Creature

ROLL OUT

4 Hours

DURATION

permanent

SAVE:

Skill

Healing continues

Slow Healing

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

STACK

1

COST

2 pts

RANGE

1 Square

AREA OF EFFECT

1 Target

ROLL OUT

30 Minutes

DURATION

Permanent

SAVE:

Skill

Repair done

Repair A Dead Body

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

STACK

99

COST

6 pts

RANGE

2 or 8 sqs

AREA OF EFFECT

1 Creature

ROLL OUT

Initiative

DURATION

Permanent

SAVE:

No Save

Common Healing 2d8+ACU

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	
											
						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	
											
						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	
											
						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	
											
						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	
											
						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	
											
						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	
											
						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
						20 pts	6 Squares	3 Sq Rad Circle	20 Minutes	Permanent	
<div>  <div> <p>Orange sparks Surround the group.</p> <p>3 persons minimum within AoE. 200 pts divided equally. (remainder dropped)</p> </div> </div>											
										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	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!</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
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 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






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

<b>LEVEL</b>	<b>8</b>	Nae'Em			<b>STACK</b>	<b>2</b>	<b>COST</b>	<b>RANGE</b>	<b>AREA OF EFFECT</b>	<b>ROLL OUT</b>	<b>DURATION</b>	<b>SAVE:</b>	No Save
<b>Raise Nae'Em Fighter Str +1</b>							8 pts	Touch	1 Fighter	2 Minutes	1 Hour		
					Use Character sheet to add 1 to Strength. It will automatically make the adjustments. All adjustments to saves, initiatives, ToHITs are then applied.								FOCUS:Duration= 4 hr 
					See stacking number to determine how many Nae'Em Fighters can be affected. One spell per recipient, even if stack indicates more than 1.								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


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.

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	
						16 pts	Touch	3 Sq Radius	10 Minutes	4 Hours	Expulsion	
<div>  <div> <h3>Circle of Astral Expulsion</h3> <p>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.</p> </div> </div>												
											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

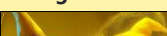
LEVEL	13	NAE'Em			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Summon Item (Tae'Em)							16 pts	Same PMP	1 Tae'Em	Initiative	Instant	
 <p>The caster focuses on up to 6 items they have created and left behind. The items the Strumos summons from must be a preset location (Vae'Em). Item(s) are drawn to the caster from a Vae'Em. The connection is to the items.</p>				FOCUS:Subtle Casting (Free)								O
				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					4 pts	30 Squares	1 Creature	20 Minutes	1 Month (30 days)														
					<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.</p> <p>COUNTER:No Counter Available. Lvl:1</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 14</td><td>Stacking +1</td><td>8 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr></table>		Lvl 14	Stacking +1	8 SP	Lvl 12	Range X2	8 SP	Lvl 18	Duration X4	10 SP
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
<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>										
				4 pts	Self	Caster	5 Minutes	8 Hours		
<div> <div> CREATE: Potion Of Speed Boost </div> <div> FOCUS: Duration +4 hrs </div> <div> COUNTER: Dispel Magic. Lvl:1 </div> <div> ENHANCEMENTS: </div> <div> Lvl 10 Rollout Halved </div> <div> Lvl 9 Duration +50% </div> <div> Lvl 12 AoE = 2 Recipients </div> <div> 6 SP </div> <div> 6 SP </div> <div> 10 SP </div> </div>										

## 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			
 <p>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.</p>		<div> <div>FOCUS:Move=18</div> <div>COUNTER:Dispel Magic. Lvl:1</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 10 Rollout Halved</div> <div>Lvl 18 Duration X4</div> <div>Lvl 14 Duration X2</div> </div> <div>6 SP</div> <div>10 SP</div> <div>8 SP</div> </div>								