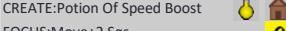


Battle Actions/Prep

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.

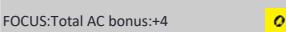
 CREATE:Potion Of Speed Boost
FOCUS:Move+2 SqS
COUNTER:Dispel Magic. Lvl:1

 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

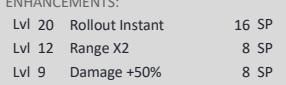
 FOCUS:Save Roll +20
COUNTER:None

 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.

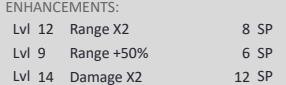
 FOCUS:+4 Initiative
COUNTER:None

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

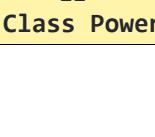
LEVEL	8		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
					8 pts	15 Squares	Direct Line	Initiative	Instant	No Save
Static Bolt										

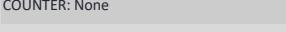
 Sparks travel from the caster's hand directly towards the target. (ToHIT Required) Damage of 2d6 + ACU on 3 in row. +1d6 damage if non-Adamantine armor. A single ToHIT roll is required and applies to all targets. Focus: +2/Tier ToHIT. Sparks travel for 15 squares in a direct row. All the targets must 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

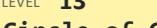
-Strumos

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 deliver 1d3+3 electric damage if Save failed. When a creature crosses the perimeter causes a zap sound regardless whether 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	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		

LEVEL	12	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Astral Shed						12 pts	Touch	1x1x2 SqS	1 Minute	8 Hours		

LEVEL	13	□ □	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute
Circle of Containment					16 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours	Exit Circle	
	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	
				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 it 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		

Dispel Magic (Strsyl)

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

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			

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

LEVEL	15	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				16 pts	Touch	1 Square	5 Minutes	Permanent			

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 Init 12 SP
 Lvl 18 Range X4 10 SP
 Lvl 14 Range At 3 Sqs 8 SP

Fragility

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Health	
				8 pts	4 Squares	1 Square	Initiative	Possibly Days	Illness 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 X4 10 SP
 Lvl 9 Range +50% 6 SP
 Lvl 16 AoE X2 16 SP

-Strumos

LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
				4 pts	2 Squares	1 Target	1 Minute	Permanent		Sickness 1 better	
Aid Poisons (Fragility)											
									CREATE:Cure Sickness Potion		
									COUNTER:None		
									ENHANCEMENTS:		
									Lvl 18 Range X4	10 SP	
									Lvl 12 Range X2	8 SP	
									Lvl 9 Range +50%	6 SP	
LEVEL	5	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				8 pts	4 Squares	1x2 Squares	1 Day	Permanent			
Quarantine Isolation											
									FOCUS:AOE x2		
									COUNTER:None		
									ENHANCEMENTS:		
									Lvl 14 Save Roll +20	8 SP	
									Lvl 10 Rollout Halved	6 SP	
									Lvl 12 Range X2	8 SP	
LEVEL	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
				8 pts	Touch	1 Creature	30 Minutes	Permanent		Fragility 0	
Electrifying Spell Effect Cleanse											
									FOCUS:COL -1		
									COUNTER:None		
									ENHANCEMENTS:		
									Lvl 10 Rollout Halved	6 SP	
									Lvl 14 Range At 3 Sqrs	8 SP	
									Lvl 14 Duration X2	8 SP	
LEVEL	9	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
				12 pts	2 Squares	1 Target	4 Hours	Permanent		No Disease	
Cure Disease											
									FOCUS:Col -1		
									COUNTER:None		
									ENHANCEMENTS:		
									Lvl 18 Range X4	10 SP	
									Lvl 12 Range X2	8 SP	
									Lvl 9 Range +50%	6 SP	
Healing and Rest											
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				4 pts	2 or 8 sqs	1 Target	Initiative	Permanent			
Basic Healing 1d8+ACU											
									FOCUS:+1 HP/Tier		
									COUNTER:None		
									ENHANCEMENTS:		
									Lvl 12 Range X2	8 SP	
									Lvl 18 Healing +8	10 SP	
									Lvl 16 Healing +4	10 SP	
LEVEL	2	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				4 pts	Touch	1 Bed (1x2 sqs)	2 Minutes	12 Hours			
Feather Bed											
									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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses	
				4 pts	4 Squares	1 Target	1 Minute	1d6 Hours		Tired, but aware	
Sleep: Light Nap											
									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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	Touch	Recipient	30 Minutes	Damage Taken		
Triggered Forced Healing 2d8										
	<p>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.</p>									
									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	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Touch	1 Body	30 Min	Permanent		
Consecration: Final Rites										
	<p>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.</p>									
									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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				10 pts	2 Squares	1 Creature	4 Hours	permanent	Healing continues	
Slow Healing										
	<p>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.</p>									
									FOCUS:+1 HP/Tier/Cycle	
									COUNTER:None	
									ENHANCEMENTS:	
									Lvl 12 Range X2	8 SP
									Lvl 18 Healing +8	10 SP
									Lvl 16 AoE = 2 Targets	12 SP
LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				2 pts	1 Square	1 Target	30 Minutes	Permanent	Repair done	
Repair A Dead Body										
	<p>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.</p>									
									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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				6 pts	2 or 8 sqs	1 Creature	Initiative	Permanent		
Common Healing 2d8+ACU										
	<p>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.</p>									
									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
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										
	<p>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.</p>									
									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
				36 pts	Touch	1 Body	4 Hours	Permanent	Alive!	
Revive Life With A ZAP!										
	<p>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.</p> <ul style="list-style-type: none"> - 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

-Strumos

LEVEL	14	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
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	<input checked="" type="checkbox"/>	COUNTER:None	ENHANCEMENTS:	Lvl 18	Healing +8	10 SP				o

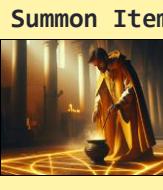
LEVEL	15	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Consecration of Corpse		<input type="checkbox"/>	<input checked="" type="checkbox"/>	16 pts	1 Square	1 Corpse		30 Minutes	Permanent		CREATE:Consecration Anointment	 

Light and Darkness

LEVEL	3	<input type="checkbox"/>	<input checked="" type="checkbox"/>	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			

Nae'ems

Planar

LEVEL 5 NAE'EM		STACK 1	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 Square	ROLL OUT 2 Minutes	DURATION Permanent	SAVE: Non (if Mgc items)								
								Items still there.								
Arlo's Astral Storage  <p>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.</p>								FOCUS:+5 items COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP								
LEVEL 7 NAE'EM		STACK 1	COST 8 pts	RANGE 1 Square	AREA OF EFFECT 1 Square	ROLL OUT 4 Hours	DURATION 2 Hrs	SAVE: Skill								
								Expected location								
Vae'Em Portal (Astral Style)  <p>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</p>								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 10		STACK 99	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 2 Minutes	DURATION 4 Hours	SAVE: Skill								
								Avoid Attack								
Astral Mental Shield  <p>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).</p>								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								
LEVEL 11		STACK 99	COST 12 pts	RANGE 3 sq Radius	AREA OF EFFECT 1 Person / Tier	ROLL OUT 4 Hours	DURATION 3 Days	SAVE: No Save								
								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 16 pts	RANGE Touch	AREA OF EFFECT 3 Sq Radius	ROLL OUT 10 Minutes	DURATION 4 Hours	SAVE: Skill								
								Expulsion								
Circle of Astral Expulsion  <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>								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								
<h2>Summon or Send</h2>																
LEVEL 13 NAE'EM		STACK 1	COST 16 pts	RANGE Same PMP	AREA OF EFFECT 1 Tae'Em	ROLL OUT Initiative	DURATION Instant	SAVE: No Save								
								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								
Summon Item (Tae'Em)  <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>																
<h2>Traveling (PMP)</h2>																
LEVEL 3 NAE'EM		STACK 3	COST 4 pts	RANGE 30 Squares	AREA OF EFFECT 1 Creature	ROLL OUT 20 Minutes	DURATION 1 Month (30 days)	SAVE: No Save								
								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								
Summon Astral Beast of Burden  <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>																

