



Battle Defense

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|----------------------------------|---|--------|---|---|-------|----|-------|-----------|----------------|------------|-----------------------|---------------|
| LEVEL | 3 | NAE'EM |  |  | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: No Save |
| Protect Fighter vs Ranged/Thrown | | | | | | | 4 pts | 8 Squares | 1 Recipient | Initiative | End of Battle or 4 hr | |

Protect Fighter vs Ranged/Infantry



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 | STACK | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | Skill or non-Skill | Target |
|-------|-------|-------|-----------|----------------|------------|----------------|-------|--------------------|--------|
| 1 | 99 | 4 pts | 8 squares | 2 x 2 Squares | Initiative | 1 Round / Tier | Sees | Target | Sees |

| Blinding | Flashies | Flashies | Flashies | Flashies | Flashies | Flashies |
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Caster throw bright sparkling lights, attempting to partially blind those in the AoE. Creates enough sparks to interfere with accurate sight, a Save is required, If the target is a Strumos they use the 'Skill' save, others all use 'non-Skill' Save. Failing the Save means the target has a -2 to Init and ToHit. Party members that are aware of this spell has been cast can gain a +20 to their Save roll

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

| LEVEL | 2 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
|-------|--------------|-------|-----------|----------|------------|----------------|----------|----------|-------|---------|
| | Electric Zap | 4 pts | 8 Squares | 1 Square | Initiative | 1 Round | | | | |

Electric zap



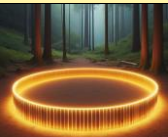
Sparkling flaxen colored sparks race directly to the target, zapping them. (No ToHit)
Hurl sparks toward a target for 1d8 damage. Add 2 dmg if non-Adamantine body armor.
Sparks race directly to the target without any arc or lobbing.
No ToHit or Save required.

FOCUS:+4 Initiative
COUNTER: None
ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP
Lvl 12 Range X2 8 SP
Lvl 9 Damage +50% 8 SP

Fences and Shelters

| LEVEL | STACK | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
|-------|-------|-------|-------|----------------|-----------|----------|-----------------------------|
| 1 | 1 | 4 pts | Touch | 3x3 Squares | 2 Minutes | 8 Hours | Senses Avoiding the trap |

| Camp Shock Perimeter | | | | | |
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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

Food And Drink

| LEVEL | 1 | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
|-------|----------------------|--|-------|----|-------|-------|----------------|------------|-----------|-------|---------|
| | Dray Up Ground Water | | | | 4 pts | Touch | 2 Skins/Tier | 10 Minutes | Permanent | | |

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| Draw Up Ground Water: | | | | | |
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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:

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|--------|----------------|------|
| 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 |
|--------------|---|--|-------|----|-------|----------|----------------|------------|----------|-------|---------|
| Improve Food | | | | | 4 pts | 1 Square | 4 Meals | 10 Minutes | 1 Hour | | |


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| Improve Food | | | | | |
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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

Fragility

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| LEVEL 1 | <input type="checkbox"/> | <input type="checkbox"/> | STACK 99 | COST 8 pts | RANGE 4 Squares | AREA OF EFFECT 1 Square | ROLL OUT Initiative | DURATION Possibly Days | SAVE: Health Illness Increased |  |
|----------------|--------------------------|--------------------------|----------|---------------|--------------------|----------------------------|------------------------|---------------------------|-----------------------------------|---|




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 |

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| LEVEL 3 | <input type="checkbox"/> | <input type="checkbox"/> | STACK 99 | COST 4 pts | RANGE 2 Squares | AREA OF EFFECT 1 Target | ROLL OUT 1 Minute | DURATION Permanent | SAVE: Skill Sickness 1 better |  |
|----------------|--------------------------|--------------------------|----------|---------------|--------------------|----------------------------|----------------------|-----------------------|----------------------------------|---|



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:

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|--------|------------|-------|
| Lvl 18 | Range X4 | 10 SP |
| Lvl 12 | Range X2 | 8 SP |
| Lvl 9 | Range +50% | 6 SP |

Healing and Rest

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| LEVEL 1 | <input type="checkbox"/> | <input type="checkbox"/> | STACK 99 | COST 4 pts | RANGE 2 or 8 sqs | AREA OF EFFECT 1 Target | ROLL OUT Initiative | DURATION Permanent | SAVE: No Save | |
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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:

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| Lvl 12 | Range X2 | 8 SP |
| Lvl 18 | Healing +8 | 10 SP |
| Lvl 16 | Healing +4 | 10 SP |

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| LEVEL 2 | <input type="checkbox"/> | <input type="checkbox"/> | STACK 3 | COST 4 pts | RANGE Touch | AREA OF EFFECT 1 Bed (1x2 sqs) | ROLL OUT 2 Minutes | DURATION 12 Hours | SAVE: No Save | |
|----------------|--------------------------|--------------------------|---------|---------------|----------------|-----------------------------------|-----------------------|----------------------|---------------|--|




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:

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|--------|---------------|-------|
| Lvl 12 | Rollout Init | 12 SP |
| Lvl 9 | Duration +50% | 6 SP |
| Lvl 12 | AoE +50% | 12 SP |

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| LEVEL 2 | <input type="checkbox"/> | <input type="checkbox"/> | 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 |  |
|----------------|--------------------------|--------------------------|---------|---------------|--------------------|----------------------------|----------------------|-----------------------|----------------------------------|---|



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:

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| Lvl 6 | Subtle Casting | 4 SP |
| Lvl 12 | Range X2 | 8 SP |
| Lvl 9 | Duration +50% | 6 SP |

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| LEVEL 2 | <input type="checkbox"/> | <input type="checkbox"/> | STACK 9 | COST 8 pts | RANGE Touch | AREA OF EFFECT Recipient | ROLL OUT 30 Minutes | DURATION 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:

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| Lvl 10 | Rollout Halved | 6 SP |
| Lvl 14 | Range At 3 Sqs | 8 SP |

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| LEVEL 4 | <input type="checkbox"/> | <input type="checkbox"/> | STACK 99 | COST 4 pts | RANGE Touch | AREA OF EFFECT 1 Body | ROLL OUT 30 Min | DURATION Permanent | SAVE: No Save | |
|----------------|--------------------------|--------------------------|----------|---------------|----------------|--------------------------|--------------------|-----------------------|---------------|--|




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:


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| Lvl 10 | Rollout Halved | 6 SP |
| Lvl 14 | Range At 3 Sqs | 8 SP |

-Strumos





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| LEVEL | 4 | | | STACK | 3 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: Skill | |
| Slow Healing | | | | | | 10 pts | 2 Squares | 1 Creature | 4 Hours | permanent | Healing continues | |
| <div><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></div> | | | | | | | | | | | | |
| | | | | | | | | | | FOCUS:+1 HP/Tier/Cycle COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Healing +8 10 SP Lvl 16 AoE = 2 Targets 12 SP | | |

Light and Darkness

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

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| LEVEL | 3 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: No Save | | | | | | |
| Shadow of the Magi | | | | | | 4 pts | Self | 3 Sq Dia Sphere | Initiative | Conc +4 Rds | | | | | | | |
|  | | | | <p>Stays fixed right above the caster.</p> <p>Darkness continues for up to 4 rds after the concentration has stopped.</p> <p>Caster to creates darkness that will stay centered above them.</p> <p>Keep darkness active by lightly concentrating on the spell,</p> <p>Other spells actions that do not state a need to concentrate may be used.</p> | | | | | | | | | | | | | |
| | | | | <p>CREATE:Dust of Darkness</p> <p>FOCUS:Dur=10 rds (No conc)</p> <p>COUNTER:Dispel Magic. Lvl:1</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 20</td><td>Rollout Instant</td><td>16 SP</td></tr><tr><td>Lvl 16</td><td>AoE X2</td><td>16 SP</td></tr></table> | | | | | | | | Lvl 20 | Rollout Instant | 16 SP | Lvl 16 | AoE X2 | 16 SP |
| Lvl 20 | Rollout Instant | 16 SP | | | | | | | | | | | | | | | |
| Lvl 16 | AoE X2 | 16 SP | | | | | | | | | | | | | | | |

Traveling (PMP)

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| LEVEL | 3 | NAE'EM |  | STACK | 3 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: No Save |
| | | | | | | 4 pts | 30 Squares | 1 Creature | 20 Minutes | 1 Month (30 days) | |
| 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> | | | | | |
| | | | | | | <p>FOCUS:HP at 50. COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Lvl 12 Range X2 8 SP Lvl 18 Duration X4 10 SP</p> | | | | | |
| LEVEL | 4 | |  | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: No Save |
| | | | | | | 4 pts | Self | Caster | 5 Minutes | 8 Hours | |
| Strumos Run | | | | | | | | | | | |
|  | | | | | | <p>Caster is able to run as fast as a horses canter for the duration. 2 times travel through the PMP/Astral. (speed of a horse) Caster avoids objects as they travel as per normal. Allows the caster to carry normal inventory (Pack, Class carry, and on body).</p> | | | | | |
| | | | | | | <p>CREATE:Potion Of Speed Boost FOCUS:Duration +4 hrs COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 12 AoE = 2 Recipients 10 SP</p> | | | | | |