

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									

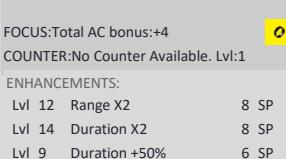
 Fighter recipient moves faster (+2 sqs) in normal conditions. Not for caster (Self). Does work for base traveling during battle. Walking, Swimming, Flight. Can be added on top of other multipliers for movement.



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.



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



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.

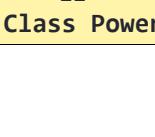


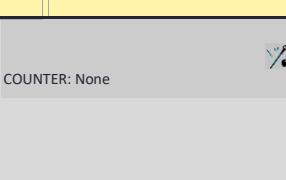
LEVEL	8	Stack	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	15 Squares	Direct Line	Initiative	Instant	No Save
Static Bolt									

 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.



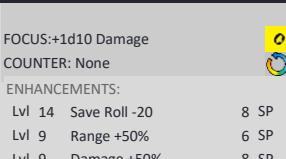
LEVEL	11	Stack	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				2.4 pts	10 Squares	1 Target	Initiative	1 Round	Skill
Class Power Attack Duel									

 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.



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.



-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	1 Round	SAVE:	Agility 1/2 Damage
Lightning Bolt																	

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
O
ENHANCEMENTS:
 Lvl 9 Duration +50% 6 SP
 Lvl 14 Damage X2 12 SP
 Lvl 12 AOE +50% 12 SP

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

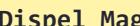
LEVEL	13		STACK	99	COST	16 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Brute Exit Circle
Circle of Containment											

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



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	6	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Varies	GM
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										
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
Determine True Name		24 pts	4 Squares	1 Item	2 Hours	Permanent						

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	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		

LEVEL	15	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create Food For A Family				16 pts	Touch	1 Square	5 Minutes	Permanent		
	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
Cause Illness					8 pts	4 Squares	1 Square	Initiative	Possibly Days		Illness Increased
											o
											None
											None
 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	
	Aid Poisons (Fragility)			4 pts	2 Squares	1 Target	1 Minute	Permanent		Sickness 1 better	
	Sparks surround the sick person and they glow with a yellow light. Use Targets Health Save. Use Frailty Scale. <ul style="list-style-type: none">- 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		
LEVEL	5	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
	Quarantine Isolation			8 pts	4 Squares	1x2 Squares	1 Day	Permanent			
	For the Fragility of Disease and Sickness								FOCUS:AOE x2		
LEVEL	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
	Electrifying Spell Effect Cleanse			8 pts	Touch	1 Creature	30 Minutes	Permanent		Fragility 0	
	This spell works to help the victim get past the fragility effect from a spell.								FOCUS:COL -1		
LEVEL	9	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. 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		
	Healing and Rest										
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
	Basic Healing 1d8+ACU			4 pts	2 or 8 sqs	1 Target	Initiative	Permanent			
	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		
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		
LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses	
	Sleep: Light Nap			4 pts	4 Squares	1 Target	1 Minute	1d6 Hours		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		

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

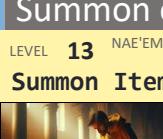
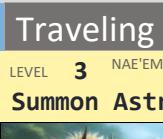
-Strumos

LEVEL	15	<input type="checkbox"/>	<input checked="" type="checkbox"/>	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		

Light and Darkness

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	
<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	SAVE: Skill 	Expected location	
	LEVEL 10	STACK 99	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 2 Minutes	DURATION 4 Hours	 Focus:Skill 	Avoid Attack
<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	SAVE: Skill 	Avoid Attack	
	LEVEL 11	STACK 99	COST 12 pts	RANGE 3 sq Radius	AREA OF EFFECT 1 Person / Tier	ROLL OUT 4 Hours	DURATION 3 Days	 Focus:No Save	
<p>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.</p>						 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	SAVE: No Save		
	LEVEL 13	STACK 1	COST 16 pts	RANGE Touch	AREA OF EFFECT 3 Sq Radius	ROLL OUT 10 Minutes	DURATION 4 Hours	 Focus:Skill 	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	SAVE: Skill 	Expulsion	
	Summon or Send	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
	Traveling (PMP)	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

