

Battle Defense

LEVEL 3 NAE'EM		STACK 99	COST 4 pts	RANGE 8 Squares	AREA OF EFFECT 1 Recipient	ROLL OUT Initiative	DURATION End of Battle or 4 hr	SAVE: 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 4 pts	RANGE 8 squares	AREA OF EFFECT 2 x 2 Squares	ROLL OUT Initiative	DURATION 1 Round / Tier	SAVE: 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 4 pts	RANGE 8 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION 1 Round	SAVE: 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

Fences and Shelters

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



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 4 pts	RANGE Touch	AREA OF EFFECT 2 Skins/Tier	ROLL OUT 10 Minutes	DURATION Permanent	SAVE: No Save
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 4 pts	RANGE 1 Square	AREA OF EFFECT 4 Meals	ROLL OUT 10 Minutes	DURATION 1 Hour	SAVE: No Save
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

Fragility

LEVEL 1		STACK 99	COST 8 pts	RANGE 4 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION Possibly Days	SAVE: Health 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					

LEVEL 3		STACK 99	COST 4 pts	RANGE 2 Squares	AREA OF EFFECT 1 Target	ROLL OUT 1 Minute	DURATION Permanent	SAVE: Skill Sickness 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 X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP					

Healing and Rest

LEVEL 1		STACK 99	COST 4 pts	RANGE 2 or 8 sqs	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION Permanent	SAVE: No Save
Basic Healing 1d8+ACU		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 X2 8 SP Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP					

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. 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	<input type="checkbox"/> <input type="checkbox"/>	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	<input checked="" type="checkbox"/>
COUNTER:None	<input type="checkbox"/>
ENHANCEMENTS:	
Lvl 12 Range X2	8 SP
Lvl 18 Healing +8	10 SP
Lvl 16 AoE = 2 Targets	12 SP

Light and Darkness

LEVEL 1	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 4 pts	RANGE Self	AREA OF EFFECT Varies	ROLL OUT Initiative	DURATION 12 Hours	SAVE: No Save
Light of Strumos Yellow								



With a twirling of the fingers the caster brings about light!
No Focus = Candle power. With Focus caster can set power level.
This spell does stay fixed in relation to the caster, right above them.
Use a Focus item for control of light brightness.

CREATE:Healthy Yellow Candle	<input type="checkbox"/>
FOCUS:Brighter by Tier	<input type="checkbox"/>
COUNTER:Dispel Magic. Lvl:1	<input type="checkbox"/>
ENHANCEMENTS:	
Lvl 18 Duration X4	10 SP
Lvl 14 Duration X2	8 SP
Lvl 9 Duration +50%	6 SP

LEVEL 3	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 4 pts	RANGE Self	AREA OF EFFECT 3 Sq Dia Sphere	ROLL OUT Initiative	DURATION Conc +4 Rds	SAVE: No Save
Shadow of the Magi								



Stays fixed right above the caster.
Darkness continues for up to 4 rds after the concentration has stopped.
Caster creates darkness that will stay centered above them.
Keep darkness active by lightly concentrating on the spell,
Other spells actions that do not state a need to concentrate may be used.

CREATE:Dust of Darkness	<input type="checkbox"/>
FOCUS:Dur=10 rds (No conc)	<input type="checkbox"/>
COUNTER:Dispel Magic. Lvl:1	<input type="checkbox"/>
ENHANCEMENTS:	
Lvl 20 Rollout Instant	16 SP
Lvl 16 AoE X2	16 SP

Traveling (PMP)

LEVEL 3 NAE'EM	<input type="checkbox"/>	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
Summon Astral Beast of Burden								



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.

FOCUS:HP at 50.	<input type="checkbox"/>
COUNTER:No Counter Available. Lvl:1	<input type="checkbox"/>
ENHANCEMENTS:	
Lvl 14 Stacking +1	8 SP
Lvl 12 Range X2	8 SP
Lvl 18 Duration X4	10 SP

LEVEL 4	<input type="checkbox"/> <input type="checkbox"/>	STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT Caster	ROLL OUT 5 Minutes	DURATION 8 Hours	SAVE: No Save
Strumos Run								



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).

CREATE:Potion Of Speed Boost	<input type="checkbox"/>
FOCUS:Duration +4 hrs	<input type="checkbox"/>
COUNTER:Dispel Magic. Lvl:1	<input type="checkbox"/>
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 9 Duration +50%	6 SP
Lvl 12 AoE = 2 Recipients	10 SP