

## 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
<b>Protect FTR 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 1		STACK 99	COST 4 pts	RANGE 10 squares	AREA OF EFFECT 2 x 2 Squares	ROLL OUT Initiative	DURATION 1 Round / Tier	SAVE: Resist (Skill/Non) Target Sees
<b>Blinding Flashes</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 caster they use the 'Skill' save, others all use 'non-Skill' Save.

Failing the Save means the target has a -2 to AC 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 10 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
<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

## 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
<b>Camp Shock Perimeter</b>								

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
<b>Draw Up Ground Water</b>								

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 Up to 21 Meals	ROLL OUT 10 Minutes	DURATION 1 Hour	SAVE: No Save
<b>Improve Food</b>								

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
<b>Cause Illness</b>								FOCUS:Col +1 COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP Lvl 16 AoE X2 16 SP

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.

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
<b>Detoxify</b>								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

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.

## Healing and Rest

LEVEL 1		STACK 99	COST 4 pts	RANGE 8 sqs	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION Permanent	SAVE: No Save
<b>Basic Healing 1d8+ACU</b>								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

Caster's most basic form of healing.  
 Heals living creatures. Any Heal also binds.  
 Does NOT heal anything not currently living.

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
<b>Feather Bed</b>								FOCUS:AOE = 2 COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP

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.

LEVEL 2		STACK 1	COST 4 pts	RANGE 8 Squares	AREA OF EFFECT 1 Target	ROLL OUT 1 Minute	DURATION 1d6 Hours	SAVE: Senses Tired, but aware
<b>Sleep: Light Nap</b>								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

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.

LEVEL 2		STACK 9	COST 8 pts	RANGE Touch	AREA OF EFFECT Recipient	ROLL OUT 30 Minutes	DURATION Til Damage	SAVE: No Save
<b>Triggered Forced Healing 2d8</b>								CREATE:Triggered Forced Health Dr. COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sq 8 SP

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.

LEVEL 4		STACK 99	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Body	ROLL OUT 30 Min	DURATION Permanent	SAVE: No Save
<b>Consecration: Final Rites</b>								COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sq 8 SP

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.

# -Strumos

LEVEL 4	<input type="checkbox"/> <input type="checkbox"/>	STACK 3	COST 10 pts	RANGE 2 Squares	AREA OF EFFECT 1 Creature	ROLL OUT Max of 4 Hours	DURATION permanent	SAVE: Skill Healing continues
<b>Slow Healing</b>								



Maximum of 4 hours  
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

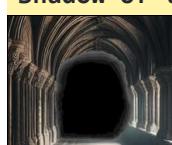
LEVEL 1	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 4 pts	RANGE Self	AREA OF EFFECT Varies	ROLL OUT Initiative	DURATION 12 Hours	SAVE: No Save
<b>Light of Strumos Yellow</b>								



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
<b>Shadow of the Magi</b>								



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 checked="" 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
<b>Astral Beast of Burden</b>								



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
<b>Strumos Run</b>								



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