


-Strumos

LEVEL	16	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Agility	<div></div>
	Lightning Bolt				16 pts	15 Squares	ect Line up to 4 targ	Initiative	1 Round	1/2 Damage	



Lightning travels from the caster's hand directly towards the target(s).
Bolt may go through persons in a row, but will not pass through Adamantine Body armor.
Damage Adjustments: +1d6 damage if non-Adamn armor.
 +4 damage with use of Focus ring.
 1/2 damage if Save passed.

FOCUS:+6 Dmg


COUNTER: None

ENHANCEMENTS:

Lvl 14	Save Roll -20	8 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

Fences and Shelters

LEVEL	1	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Senses	<div></div>
	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 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

LEVEL	7	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
	Strumos Waystation				8 pts	4 Squares	3x3 Squares	1 Minute	12 Hours		



Caster creates a waystation that looks normal in most respects.
3x3 Sqs platform that protects from normal weather.
Has center area for fires and posts supporting a flat roof.


FOCUS:Canvass walls

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 16	AoE X2	16 SP

LEVEL	8	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	<div></div>
	Circle of Protection vs Undead				8 pts	6 squares	3 Square Radius	Initiative	5 Rounds	Cross Perimeter	



Undead are not able to cross the perimeter of the circle.
Living Dead can only cross the perimeter if the target passes a Skill Save
Class symbol must be represented in the art of the circle.


FOCUS:Range +6 Sqs

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 14	Save Roll -20	8 SP
Lvl 12	Range X2	8 SP
Lvl 16	AoE X2	16 SP

LEVEL	9	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	<div></div>
	Charged Fencing, Two Sides				12 pts	6 Squares	2 - 9 Sqs	Initiative	4 Hours	1/2 Dmg	



Creates two very thin walls are are joined at a 90 degree angle.
The walls are each 3 sqs long and 1 sq above the ground and 1 sq below the ground.
Creatures must roll a Save as they move through it.
 Pass the Save to make it 1/2 damage.


FOCUS:Invisible Wall

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP
Lvl 14	Damage X2	12 SP

LEVEL	12	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
	Astral Shed				12 pts	Touch	1x1x2 Sqs	1 Minute	8 Hours		



Run-down-looking wooden shed that's actually a 4-bedrooms & common room on the inside.
Fully stocked with enough food, furnishings, and firewood for 8 people.
View the Astral plane via windows, but no entry/exit except through door to PMP.
PMP and Astral creatures can see, but cannot force entry. Views the Astral plane, not PMP.
Space within the shed is PMP space and does not follow Astral rules.


FOCUS:+ upstairs room.

COUNTER: None

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	13	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Brute	<div></div>
	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 is 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)													


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 Illness Increased
				8 pts	4 Squares	1 Square	Initiative	Possibly Days		
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

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LEVEL	3	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	<div></div>
					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.

- 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

LEVEL	5	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
					8 pts	4 Squares	1x2 Squares	1 Day	Permanent		



For the Fragility of Disease and Sickness


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	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	<div></div>
					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

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Range At 3 Sqs	8 SP
Lvl 14	Duration X2	8 SP

LEVEL	9	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	<div></div>
					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 immunue to getting THIS disease for the rollout.
Creature must pass Save.
This spell will NOT drop HP enough to kill.

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	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
					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

COUNTER: None

ENHANCEMENTS:

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

LEVEL	2	<div></div> <div></div>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
					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

COUNTER: None

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 9	Duration +50%	6 SP
Lvl 12	AOE +50%	12 SP

LEVEL	2	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Senses	<div></div>
					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

COUNTER: None

ENHANCEMENTS:



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

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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

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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Touch	1 Body	30 Min	Permanent		

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		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

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 

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

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.

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

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.

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

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.

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!

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.
- 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

12

STACK

99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION


SAVE:

No Save

Great Healing

5d8

+ACU



A great Strumos healing spell.

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

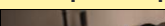
12 pts

2 or 8 sqs

1 Creature

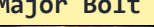
Initiative

Permanent





LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses	
Sleep: Deep Doze						12 pts	4 sqs/Tier	1 Target	10 Minutes	4 Hours		Tired, but awake.	
	Push a person to a deep sleep. Multiple castings may be needed. Save roll -40 each. Failure means target falls asleep for 2d6 Hours. Or if voluntary 8-10 hrs of rest. Success means the target is very tired but awake, Very active targets are not put to sleep, though they might feel a bit tired. Subsequent Deep Doze spells have a Save Roll -40												
												FOCUS:Save Roll -20	
												COUNTER: None	
												ENHANCEMENTS:	
												Lvl 6 Subtle Casting	4 SP
												Lvl 10 Rollout Halved	6 SP
												Lvl 12 Range X2	8 SP

		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SOURCE	No Save
LEVEL	14			15.2 pts	8 or 16 sqs	1 Creature	Initiative	Permanent		
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 COUNTER: None ENHANCEMENTS: Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP Lvl 12 AoE = 2 Recipients 10 SP

[illegible]

LEVEL	16			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: AGL	
						16 pts	15 or 22 sqs	1 Recipient	Initiative	Permanent	Bolt Misses	
<div> <div>Major Bolt Of Health 6d12+6</div> <div>  <div> <p>A Major electrical bolt is arched out the the recipient. NoHit or direct needed. Recipient can dodge if desired with AGL Save. Save Roll adjustment of +40.</p> <p>If the bolt hits the recipient loses 1 attack & 1d4 HP, then healed for 6d12+6+ACU. Range of 15 squares, but if recipient is a FTR then 22 squares.</p> </div> </div> </div>												
											<div> <div>FOCUS:+1 HP/Tier</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 9 Range +50%</div> <div>Lvl 12 AoE = 2 Recipients</div> <div>Lvl 8 +1d8 Heal</div> </div> <div> <div>6 SP</div> <div>10 SP</div> <div>4 SP</div> </div> </div>	

Light and Darkness

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
						4 pts	Self	Varies	Initiative	12 Hours											
<div><div></div><div><p>With a twirling of the fingers the caster brings about light!</p><p>No Focus = Candle power. With Focus caster can set power level.</p><p>This spell does stay fixed in relation to the caster, right above them.</p><p>Use a Focus item for control of light brightness.</p></div></div> <div><div>CREATE:Healthy Yellow Candle</div><div>FOCUS:Brighter by Tier</div><div>COUNTER:Dispel Magic. Lvl:1</div><div>ENHANCEMENTS:</div><table><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table></div>													Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
Lvl 18	Duration X4	10 SP																			
Lvl 14	Duration X2	8 SP																			
Lvl 9	Duration +50%	6 SP																			

LEVEL

3

STACK

99

COST

4 pts

RANGE

Self

AREA OF EFFECT

3 Sq Dia Sphere

ROLL OUT


Initiative

DURATION

Conc +4 Rds

SAVE:

No Save



Stays fixed right above the caster.

Darkness continues for up to 4 rds after the concentration has stopped.

Caster to 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





FOCUS:Dur=10 rds (No conc)

COUNTER:Dispel Magic. Lvl:1


ENHANCEMENTS:

Lvl 20 Rollout Instant 16 SP

Lvl 16 AoE X2 16 SP




Nae'Ems

LEVEL	6	NAE'EM		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	1 Square	1 Square	4 Hours	Permanent		

Create a Vae'Em Location

Creates a landing spot for the "Vae'Em Portal (Astral Style)". [Vae'Em = Venue]
 Enhancement: Subtle casting means casual watcher will not take notice.
 Resetting a connection:
 Can be re-established with 1 hour rollout at the Vae'Em location,
 Can be re-established with a 2 day rollout while not at the Vae'Em location.

FOCUS:Reset Rollout 1/2
 COUNTER:No Counter Available. Lvl:1
 ENHANCEMENTS:
 Lvl 6 Subtle Casting 4 SP
 Lvl 10 Rollout Halved 6 SP
 Lvl 4 Increase Aura -2 SP

LEVEL	7	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						16 pts	1 Square	1 Recipient	4 Days	Permanent		

Create Permanent Nae'Em

Caster mentally bonds and stays connected to another person when on the same plane.
 Permanent mental bond allows either party to initiate and/or accept.
 Resetting a connection:
 Can be re-established with 1 hour rollout when next to the Nae'Em,
 Can be re-established with a 2 day rollout while not near the Nae'Em.


FOCUS:Reset time 1/2
 COUNTER:No Counter Available. Lvl:1
 ENHANCEMENTS:
 Lvl 10 Rollout Halved 6 SP
 Lvl 18 Range X4 10 SP

LEVEL	7			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	PMP	Self+1	4 Minutes	5 Minutes		

Portal To Nae'Em

When Nae'Em agrees a portal can be created.
 If the Nae'Em does not respond the portal will fail.
 First to pass through must be either the Nae'Em or the caster.
 After the caster or Nae'Em one more may follow.


COUNTER: None
 ENHANCEMENTS:
 Lvl 10 Rollout Halved 6 SP
 Lvl 12 AOE +2 12 SP

LEVEL	8	NAE'EM		STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Touch	1 Fighter	2 Minutes	1 Hour		

Raise Nae'Em Fighter Str +1

Use Character sheet to add 1 to Strength. It will automatically make the adjustments.
 All adjustments to saves, initiatives, ToHITS are then applied.
 See stacking number to determine how many Nae'Em Fighters can be affected.
 One spell per recipient, even if stack indicates more than 1.


FOCUS:Duration= 4 hr
 COUNTER:Same Skill. Lvl:1
 ENHANCEMENTS:
 Lvl 10 Rollout Halved 6 SP
 Lvl 14 Range At 3 Sqs 8 SP
 Lvl 4 Increase Aura -2 SP

LEVEL	11	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non) Connected
						36 pts	Touch	1 Item	4 Days	Permanent		

Connect To An Arcane Focus Item

Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollout
 Creates a connection between the caster and the Arcane Focus Item.
 Require the item to be of the highest quality.
 Caster must currently not have a Focus Item.

COUNTER:No Counter Available. Lvl:1
 ENHANCEMENTS:
 Lvl 12 Range X2 8 SP
 Lvl 9 Range at 1 Sq 6 SP


LEVEL	14	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						48 pts	1 Recipient	1 Target	1 Week	Permanent		

Bestow House Authority

Character is able to draw followers to their banner.
 Character knows if the follower has acted properly according to House ideals.
 But, the creator of the House will NOT know the mind of the follower.
 This skill allows the character to create a house that they alone own.
 Only the character using the "House Authority" cause another to be a non-owner authority.

FOCUS:Sense Alliegence
 COUNTER: None

Partner Cooperations



LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Summoned
						16 pts	Self	1/2 Mark	10 Minutes	Perm		

Summon Nisse Spirit

A small invisible familiar-like creature that can be seen via ultra violet vision.
 After the summoning, the Nisse and caster are joined in a Nae'Em.
 Timid invisible creatures stay within 1/2 a Mark of caster. 1 Mark w/ Focus Ring.
 Is a spirit creature, HP:12 SP:4 AC:18 Init+10 ToHIT-10 Move=3 Wt=Inventory.
 Will heal the caster for 1d6 up to twice a day. Can carry 10 lines of inventory.

FOCUS:Range = 1 Mark
 COUNTER: None
 ENHANCEMENTS:
 Lvl 14 Stacking +1 8 SP
 Lvl 18 Duration X4 10 SP
 Lvl 9 Duration +50% 6 SP


Planar



LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Non (if Mgc items)	
						8 pts	Touch	1 Square	2 Minutes	Permanent		Items still there.	

Arlo's Astral Storage





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.


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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
						8 pts	1 Square	1 Square	4 Hours	2 Hrs		Expected location	



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


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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
						12 pts	Self	Self	2 Minutes	4 Hours		Avoid Attack	

Astral Mental Shield



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).



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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						12 pts	3 sq Radius	1 Person / Tier	4 Hours	3 Days			

Astral Plane Projection



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.


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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
						16 pts	Touch	3 Sq Radius	10 Minutes	4 Hours		Expulsion	



Circle of Astral Expulsion



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.

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


Summon or Send

LEVEL	13	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						16 pts	Same PMP	1 Tae'Em	Initiative	Instant			



Summon Item (Tae'Em)



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.

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	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



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.	
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

-Strumos

LEVEL4

STACK1

COST4 pts


RANGESelf

AREA OF EFFECTCaster

ROLL OUT5 Minutes

DURATION8 Hours

SAVE: No Save



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

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

Watch/Scry

LEVEL10

STACK99

COST12 pts


RANGESelf

AREA OF EFFECTPMP

ROLL OUT20 Minutes

DURATION4 Hours

SAVE: No Save



Colored sparks form a profile which becomes the image of the caster.
Casters Astral image is able to take a ghostly form and watch living creatures.
The caster can only see living sentient creatures, nothing else.
Caster will seem ghostly to the local creatures and vice sa versa.
Ghost-like: HP=50, AC=12/12, Move=12, no attacks/spells/skills.

FOCUS:Move=18

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP