#### -Strumos Battle-Defense 3 NAE'EM ROLL OUT STACK 1 COST RANGE AREA OF EFFECT DURATION SAVE: No Save 4 pts 8 Squares 1 Recipient Initiative 10 Minutes Protect Fighter vs Ranged/Thrown Barely visible straw colored sparks swirl around the fighter the fades. FOCUS:Total AC bonus:+4 0 Recipient Fighter must have a Nae'Em with the caster. COUNTER: None ENHANCEMENTS: Gains +2 to AC vs ranged and thrown attacks. No benefit vs melee. 8 SP Lvl 12 Range X2 Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION LEVEL 8 SAVE RM: Tier 0 Pass through 8 pts Self 3 Square Radius Initiative 5 Rounds Circle of Protection vs Undead Barely visible mustard colored sparks which highlights the perimeter then fades. FOCUS:Range 6 Sq Radius 0 Undead must Save to pass through the perimeter. Save column is equal to casters tier. COUNTER:Same Spell O Class symbol must be represented in the art of the circle. ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Does function as long as the caster concentrates (within duration). Lvl 14 Range At 3 Sqs 8 SP Lvl 12 AoE X2 6 SP STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: 9 RM· 2 LEVEL 10 2 Minutes Self 4 Hours 12 pts Self Avoid Attack Astral Mental Shield Barely visible flaxen colored sparks surround the caster FOCUS:Total AC Bonus +4 Protection from astral influence while in the Astral Plane. COUNTER: None ENHANCEMENTS: Astral plane is a mental plane and as such attacks are generally mental. Lvl 18 Duration X4 10 SP This inhibits Astral attacks. Save vs Astral = RM:2. AC bonus +2. Lvl 14 Duration X2 8 SP Duration +509 6 SP STACK 99 COST RANGE AREA OF FEFECT ROLL OUT DURATION SAVE RM: 3 LEVEL 10 12 pts 6 Squares 2 - 9 Sas Initiative 2 Hours No damage taken. Charged Fencing - Two Sides Barely visible flaxen colored sparks create a two-sided wall around the caster. FOCUS:Invisible Wall Two 3 sqs walls that is 2 sqs high blocking anyone trying to pass. O COUNTER:Same Spell ENHANCEMENTS: Save to break through. If a person makes it through that does NOT leave a hole. 10 SP Lvl 18 Duration X4 3d6 electric damage when touched. Lvl 14 Duration X2 8 SP 6 SP Lvl 9 Duration +50% DURATION 9 SKL: 2 LEVEL 13 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. FOCUS:Save -1 Col Returns Astral creatures to their home plane. The caster rolls a Save. COUNTER: None Creature lands in a random location within the Astral plane. ENHANCEMENTS: 6 SP Lvl 10 Rollout Halved Spell continues until end of duration regardless of number of creatures/save. Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP **Battle-Offense** STACK 99 COST AREA OF EFFECT ROLL OUT DURATION SAVE % HTH: 2 1 4 pts 4 Squares 1 Square Initiative Possibly Days No Illness 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. COUNTER: None Target's failed Save indicates Sickness I. Use comparison Save. **ENHANCEMENTS:** Lvl 18 Range X4 10 SP This can progress through Sickness II and III, to Disease I-II, then to death. Lvl 9 Range +50% 6 SP Lvl 12 AoE X2 6 SP RANGE ROLL OLIT DURATION COST AREA OF EFFECT STACK 99 SAVE: RM: 1 6 LEVEL Initiative 5 Rounds **Target Sees** Self 4 sq Triangle 4 pts Barbed Sparks Caster conjures and throws colorful lights fom their fingertips into the AOE. FOCUS:Save +1 Col 0 Can distract or temporarily blind people for up to 2 rounds. COUNTER: None

All in AoE must Save to not be blinded for this round + 1 more.

Failed saves create issues seeing clearly. Penalties: Init & ToHIT -2.

Those that do Save have no visual issues.

ENHANCEMENTS:

Lvl 12 AoE X2

Lvl 18 Duration X4

Lvl 9 Duration +50%

10 SP

6 SP

6 SP

			-Stru	ımos					
LEVEL 2	STACK 99	COST 4 pts	RANGE 8 Squares	AREA OF EFFECT  1 Square	ROLL OUT	DURATION		SAVE: No Save	
Direct damage	of 1d8+ACU on 1 the target with	s race di sq. +2 d	rectly to the amage if non-	target, zapping Adamantine armor	them. (No ToHIT			None MENTS:	8 SP 8 SP 10 SP
Conjures a swar	y living target.	rest crea	ture to the ca	AREA OF EFFECT  1 Mark  aster for 1d8 Dmg s friendly to the	9	DURATION 2 Rounds	CREATE:Be FOCUS:Sav COUNTER:: ENHANCE! Lvl 12 I	etleroot Granules e +1 Col Same Spell MENTS:	onjured  8 SP 6 SP 12 SP
LEVEL 8	STACK 99	COST 8 pts	RANGE 10 Squares	AREA OF EFFECT  Direct Line	ROLL OUT Initiative	DURATION		SAVE: No Save	
Damage of 1d8 - Sparks travel	from the caster' + ACU on 3 in ro for 3 squares ir row must be with	s hand di w. +1d8 a direct	rectly towards		(ToHIT Required)			Same Spell MENTS:	8 SP 6 SP 12 SP
LEVEL 12	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: RM: 3	
Bolt of power:	owards the enemy Dmg 4d10+ACU Bo ng IF same class	nus. No	ToHIT required		e, EOL:Acid		COUNTER:: ENHANCEI Lvl 12	MENTS:	8 SP 6 SP
LEVEL 17 Lightening Bolt	STACK 99	COST 20 pts	RANGE 12 Squares	AREA OF EFFECT  Direct Line	ROLL OUT Initiative	DURATION Instant		SAVE: AGL: 2 1/2 [	2 <b>@</b> Damage
Lightening tray Damage of 2d6 - +1d6 damage in	+ ACU on 4 in ro f non-Adamn armo n use of Focus r	w. r.	nd directly to	owards the targe	t(s).		Lvl 12 l	Same Spell MENTS: Save +1 Col	8 SP 8 SP 6 SP
Battle-Prep									
Comp Benimeten Shock	STACK 1	COST 4 pts	RANGE Touch	AREA OF EFFECT  3x3 Sq	ROLL OUT  2 Minutes	DURATION 8 Hours		SAVE: SNS: 2	o shock
8 Sq Dia circle When a creature	sparks scatter t e around caster e crosses the pe ust roll a Save.	o the per delivers rimeter c	imeter and faction 1d3 electric causes a zap sc	de away. damage.	d3 damage.		FOCUS:+1c COUNTER:: ENHANCEI Lvl 14 I Lvl 9 I	l3 Dmg Same Spell	8 SP 6 SP 12 SP
In effect untiliposes NOT allow	STACK 1  S 2d8 rolled. D  duration is over the choice to red health can be	er or is ot use it	used.	AREA OF EFFECT  Caster  ealing.	ROLL OUT  1 Hour	DURATION 3 Days	CREATE:Tri FOCUS:Sta COUNTER::	Same Spell	6 SP
								Healing +4 Duration X4	10 SP 10 SP



# -Strumos

LEVEL 19 NAE'EM

Dead Spirit Conversation Circle

STACK

6 Squares

AREA OF EFFECT 1 Spirit

ROLL OUT 10 Minutes DURATION Rollout





The caster draws a summoning circle and attempts to summon up to 6 souls. Speaks with the souls. Requires a ritual and a token for each soul/spirit. Summoning an available soul/spirit is not voluntary.

Ancient dead or disconnected dead cannot be summoned forward.

20 pts

Caster may get multiple answers when asking 2 or more souls, but can't require it.

FOCUS:MGC:1 COUNTER:Same Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Range +50% 6 SP 6 SP Lvl 9 Duration +50%

## Creation-Meta

6 Dispel Magic STACK 99

COST 8 pts

RANGE AREA OF EFFECT Touch 1 Item

ROLL OUT 10 Minutes

DURATION Permanent SAVE: SKL: 2 Comparative



Casters reach out to place spell breaking magic on an item

GM determines the Save column for the item based on the nature of its power. Caster and GM both roll the Save. The greater success wins out. (Or least loss) Can be used to disrupt permanent magic. Doesn't affect non permanent spells.

COUNTER: None ENHANCEMENTS Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 9 Range at 1 Sq 6 SP

### Find-Hide-Reveal

LEVEL 5

STACK

COST 8 nts

2 Squares

RANGE

AREA OF EFFECT 1-5 item

ROLL OUT 5 Minutes DURATION Instant

Sight



Caster attempts to find out if an item/object is magical.

Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind.

Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. Casting this will not enact the powers or magic, nor does it reveal the kind of magic is in play.

FOCUS:Save Col -1 COUNTER: None ENHANCEMENTS: 10 SP Lyl 12 Range X2 8 SP Range +50% Lvl 9 6 SP

CREATE:Scroll of Detect Magic

LEVEL 9 NAE'EM

STACK 1

12 pts

AREA OF FEFECT 1 Mark

ROLL OUT DURATION 1 Day 4 Hours

SAVE SKL: 2

Found

Search for Arcane Focus Item

Caster is soley able to detect a focus item within range. Caster chooses detection method:

Vibration: Caster feels a vibration which grows as they near the item.

Audible: Caster hears a low siren which grows louder as they near the item. Visual: Caster sees a glowing dot which grows brighter as they near the item. COUNTER: None ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP 8 SP Lvl 14 Duration X2 Lvl 9 Duration +50% 6 SP

LEVEL 11

Astral Plane Projection

COST 12 pts RANGE Self

AREA OF EFFECT **Astral Plane** 

2 Skins/Tier

**ROLL OUT** 20 Minutes

ROLL OUT

5 Minutes

SAVE: No Save

The caster focuses, then creates a glowing astral projection in the astral plane. HP = Acumen bonus x2. AC = Acumen bonus x3.Movement = 1/2 Spell Points.

Disrupt Images spell does a flat 40 HP of damage.

STACK 99

Interaction with the Astral world is 100% dependant of the caster's Awareness. If image in the Astral Plane is destroyed or dies the char in PMP is at -8 HP. FOCUS:HP x2 0 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP

LEVEL 16 NAE'EM

STACK 99

64 pts

AREA OF EFFECT 1 Square 1 Square

Touch

DURATION 12 Hours Permanent

DURATION

4 Hours

Permanent

SAVE: No Save 9

Reveal True Name



This uses all the clues the caster has gathered attempt to find the True Name. Use clues gathered to attempt to find the True Name.

Caster states aloud all the clues during the rollout.

Resulting in the direction and distance in marks if the Save is passed.

The knowledge is NOT announced out loud.

% COUNTER: None **ENHANCEMENTS:** Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP

SAVE:

Food-Water

LEVEL 1 Draw Up Ground Water



Blue and Orange ribbons burrow into the ground.

Pull water from ground. 2 skins per Tier. 1 skin in dry areas. Typical person requires 1 skin per day. Deserts mean 2 per day.

4 pts

Does NOT continously draw water from the same spot,

Each repeat adds 10% to failure chance (1d100 roll).

FOCUS:+2 Skins extra COUNTER: None ENHANCEMENTS: 8 SP Lvl 16 Rollout 1 Min Lvl 20 AOE X4 20 SP Lvl 12 AoE X2 6 SP

No Save

The caster focuses and yel Improve Food - Improve Qua Does work on all non-poison Does Does Does Work on all non-poison Does Does Does Work on all non-poison Does Does Does Does Does Does Does Does	4 pts  low sparks lity/Taste med / non-s  3	RANGE  1 Square  streak to the form of non-cumber of non-cumber of spoiled food.  RANGE  Touch  an area, before  RANGE  2 Squares  e range of 8 squartner Fighter of the healing to a content of the range of 8 squares  RANGE  2 Squares  RANGE  2 Squares  RANGE  2 Squares  they glow with a content of the range of 8 squares  they glow with a content of the range of 8 squares	AREA OF EFFECT  1 Square  Per food and water  AREA OF EFFECT  1 Target  3 range is 8 sqs.  wound.  AREA OF EFFECT  1 Target	ROLL OUT  5 Minutes	DURATION  Permanent  DURATION  Permanent  DURATION  Instant	FOCUS:Duration : COUNTER: None ENHANCEMENTS Lvl 10 Rollout Lvl 14 Duratic Lvl 12 AoE X2  SAVE:  TOCUS:Improved COUNTER: None ENHANCEMENTS Lvl 12 Rollout Lvl 18 Range Lvl 14 Range SAVE:	No Save  No Save  taste & Wine  it Init  X4  At 3 Sqs  No Save  Of Health  X2  3 +8  3 +4	6 SP 8 SP 6 SP
Improve Food  The caster focuses and yell Improve Food - Improve Quadoes work on all non-poison Does Does work on all non-poison Does work on all non-poison Does Does Does Does Does all non-poison Does Does Does Does Does Does Does Does	low sparks lity/Taste ned / non-s  COST 16 pts  ks surround  Mater.  COST 4 pts  fighter use helping a p d direct th fighter use fighter use  A pts  COST 4 pts	RANGE Touch  RANGE Touch  an area, before  RANGE 2 Squares  Partner Fighter  The healing to a per range of 8 squares  RANGE 2 Squares  RANGE 2 Squares  RANGE 2 Squares  RANGE 2 Squares	AREA OF EFFECT  1 Square  Pe food and water  AREA OF EFFECT  1 Target  AREA OF EFFECT  1 Target  AREA OF EFFECT  1 Target	ROLL OUT  5 Minutes  appear.  ROLL OUT  Initiative	DURATION Permanent  DURATION Permanent  DURATION Instant	FOCUS:Duration : COUNTER: None ENHANCEMENTS LvI 10 Rollout LvI 14 Duratic LvI 12 AoE X2  SAVE:  t  FOCUS:Improved COUNTER: None ENHANCEMENTS LvI 12 Rollout LvI 18 Range LvI 14 Range  SAVE:  t  CREATE:Draught FOCUS:Min Roll 7 COUNTER: None ENHANCEMENTS LvI 12 Range LvI 14 Range  SAVE:  t  SAVE:	= 1 day  E: Halved on X2  No Save  taste & Wine  E: Init X4 At 3 Sqs  No Save  Of Health X2 R4-8 R4-8 R4-8 R4-8 R4-8 R4-8 R4-8 R4-8	6 SP 8 SP 6 SP 6 SP 0 SP 8 SP 8 SP 0 SP 8 SP 10 SP 8 SP 10 SP
The caster focuses and yel Improve Food - Improve Qua Does work on all non-poison Does Does work on all non-poison Does Does Does Does Does Does Does Does	ality/Taste ined / non-s  COST 16 pts  cks surround mater.  COST 4 pts  fighter use helping a p id direct th fighter use fighter use  COST 4 pts	RANGE Touch  RANGE Touch  an area, before  RANGE 2 Squares  e range of 8 squartner Fighter the healing to a terrange of 8 squares  RANGE 2 Squares  RANGE 2 Squares  they glow with a	AREA OF EFFECT  1 Square  Per food and water  AREA OF EFFECT  1 Target  3 range is 8 sqs.  wound.  AREA OF EFFECT  1 Target	ROLL OUT  5 Minutes  appear.  ROLL OUT  Initiative	DURATION  Permanent  DURATION  Permanent  DURATION  Instant	COUNTER: None ENHANCEMENTS LvI 10 Rollout LvI 14 Duratic LvI 12 AoE X2  FOCUS:Improved COUNTER: None ENHANCEMENTS LvI 12 Rollout LvI 18 Range LvI 14 Range  CREATE:Draught FOCUS:Min Roll 7 COUNTER: None ENHANCEMENTS LvI 12 Range LvI 14 Range SAVE:  t  CREATE:Draught FOCUS:Min Roll 7 COUNTER: None ENHANCEMENTS LvI 12 Range LvI 18 Healing LvI 16 Healing SAVE:	No Save  No Save  taste & Wine  taste & Wine  Init  X4  At 3 Sqs  No Save  Of Health  X2  g +8 g +4	6 SP 8 SP 6 SP 6 SP 0 SP 8 SP 8 SP 0 SP 8 SP 10 SP 8 SP 10 SP
Create Food For A Family  Barely visible golden span 2d12+10 meals.  Simple hot meal and cool was simpl	16 pts  tks surround  tater.  99 COST 4 pts  fighter use helping a p d direct th fighter use	RANGE 2 Squares e range of 8 sqs partner Fighter the healing to a e range of 8 sqs RANGE 2 Squares they glow with a	AREA OF EFFECT  Target  AREA OF EFFECT  1 Target  AREA OF EFFECT  AREA OF EFFECT  1 Target	S Minutes  ROLL OUT  Initiative  ROLL OUT	DURATION Instant	FOCUS:Improved COUNTER: None ENHANCEMENTS LvI 12 Rollout LvI 18 Range LvI 14 Range  TOUNTER: None ENHANCEMENTS LvI 12 Range LvI 14 Range  SAVE:  t  CREATE:Draught FOCUS:Min Roll 7 COUNTER: None ENHANCEMENTS LvI 12 Range LvI 18 Healing LvI 16 Healing SAVE:	taste & Wine i: Init X4 At 3 Sqs  No Save  Of Health X2 3 +8 3 +4	12 SP 10 SP 8 SP
Barely visible golden spar 2d12+10 meals. Simple hot meal and cool we simple hot meal and cool we start the start of the s	cost 4 pts  fighter use helping a p d direct th fighter use	RANGE 2 Squares e range of 8 sqs partner Fighter ne healing to a e range of 8 sqs  RANGE 2 Squares they glow with a	AREA OF EFFECT  1 Target  range is 8 sqs. wound.  AREA OF EFFECT  1 Target	ROLL OUT Initiative	DURATION Permanent	COUNTER: None ENHANCEMENTS LvI 12 Rollout LvI 18 Range LvI 14 Range  CREATE:Draught FOCUS:Min Roll 7 COUNTER: None ENHANCEMENTS LvI 12 Range LvI 18 Healing LvI 16 Healing SAVE:	No Save  No Save  Of Health  X2  X2  X4  X5  X4  X5  X6  X7  X8  X8  X8  X8  X8  X8  X8  X8  X8	12 SP 10 SP 8 SP
Basic Healing  When assisting a Nae'Emed Heal 2d6 + ACU Bonus. If The caster's hands glow are When assisting a Nae'Emed  When assisting a Nae'Emed  LEVEL 2  Heal Sickness  Sparks surround the sick property of the surround the sick property of t	4 pts  fighter use helping a p d direct th fighter use	2 Squares e range of 8 squartner Fighter ne healing to a e range of 8 squares  RANGE 2 Squares they glow with a	1 Target  range is 8 sqs. wound.  AREA OF EFFECT  1 Target	Initiative ROLL OUT	Permanen DURATION Instant	CREATE:Draught FOCUS:Min Roll 7 COUNTER: None ENHANCEMENTS LVI 12 Range LVI 18 Healing LVI 16 Healing SAVE:	Of Health , i: X2 3 +8 3 +4	8 SP 10 SP
Basic Healing  When assisting a Nae'Emed Heal 2d6 + ACU Bonus. If The caster's hands glow ar When assisting a Nae'Emed  When assisting a Nae'Emed  STACK  Heal Sickness  Sparks surround the sick proposed by the survey of the side of the survey of the surv	4 pts  fighter use helping a p d direct th fighter use	2 Squares e range of 8 squartner Fighter ne healing to a e range of 8 squares  RANGE 2 Squares they glow with a	1 Target  range is 8 sqs. wound.  AREA OF EFFECT  1 Target	Initiative ROLL OUT	Permanen DURATION Instant	CREATE:Draught FOCUS:Min Roll 7 COUNTER: None ENHANCEMENTS LVI 12 Range LVI 18 Healing LVI 16 Healing SAVE:	Of Health , i: X2 3 +8 3 +4	8 SP 10 SP
When assisting a Nae'Emed Heal 2d6 + ACU Bonus. If The caster's hands glow ar When assisting a Nae'Emed  When assisting a Nae'Emed  STACK  Heal Sickness  Sparks surround the sick puse Targets Health Save.  - Does allow target to receive a survey of the sick puse Targets and the sick puse Targets allow target to receive a survey of the s	fighter use helping a p d direct th fighter use	e range of 8 sqs partner Fighter he healing to a e range of 8 sqs  RANGE 2 Squares  they glow with a	range is 8 sqs. wound.  AREA OF EFFECT  1 Target	ROLL OUT	DURATION Instant	CREATE:Draught FOCUS:Min Roll 7 COUNTER: None ENHANCEMENTS LVI 12 Range LVI 18 Healing LVI 16 Healing SAVE:	;; X2 3 +8 3 +4	8 SP 10 SP
Heal Sickness  Sparks surround the sick puse Targets Health Save.  - Does allow target to receive a surround the sick puse Targets Health Save.  - Does allow target to receive a surround the sick puse Targets Health Save.  - Does allow target to receive a surround the sick puse Targets Health Save.  - Does allow target to receive a surround the sick puse Targets Health Save.  - Does allow target to receive a surround the sick puse Targets Health Save.  - Does allow target to receive a surround the sick puse Targets Health Save.  - Does allow target to receive a surround the sick puse Targets Health Save.  - Does allow target to receive a surround the sick puse Targets Health Save.  - Does allow target to receive a surround the sick puse Targets Health Save.  - Does allow target to receive a surround the sick puse Targets Health Save.  - Does allow target to receive a surround the sick puse Targets Health Save.  - Does allow target to receive a surround the sick puse Targets Health Save.  - Does allow target to receive a surround the sick puse Targets Health Save.  - Does allow target to receive a surround the sick puse Targets Health Save.  - Does allow target to receive a surround the sick puse Targets Health Save.  - Does allow target to receive a surround the sick puse Targets Health Save.  - Does allow target to receive a surround the sick puse Targets Health Save.  - Does allow target to receive a surround the sick puse Targets Health Save.  - Does allow target to receive a surround the sick puse Targets Health Save.  - Does allow target to receive a surround the sick puse Targets Health Save.  - Does allow target to receive a surround the sick puse Targets Health Save.  - Does allow target to receive a surround target to	4 pts	2 Squares	1 Target	1	Instant		No Save	
Sparks surround the sick puse Targets Health Save.  - Does allow target to receive a surround the sick push of the sick push		they glow with a		1 Minute		CDEATE: Come Circle		
Delayed Healing 2d6  Barely visible yellow spec	Use Frailty oll a Health oll the save	Save at one co right away (v	olumn lower than s waiting for sta	rt of day).		COUNTER: None ENHANCEMENTS Lvl 18 Range Lvl 12 Range Lvl 9 Range	i: X4 X2	10 SP 8 SP 6 SP
Delayed Healing 2d6  Barely visible yellow spec	99 COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Barely visible yellow spec	4 pts	2 Squares	1 Creature	2 Minutes	4 Hours		NO Save	
Yellow sparks float around 1 per creature, but 99 (St	(+2d6 HP) the person	n the caster is		ealing.		CREATE: - No cree FOCUS:Duration I COUNTER: None ENHANCEMENTS Lvl 18 Healing Lvl 16 Healing	reset to 1 week.	10 SP 10 SP
STACK	2007	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:		
LEVEL 4	3 COST 4 pts	2 Squares	2 Creatures	10 Minutes	8 Hours	JAVE.	SKL: 2 Healing co	ntinues
Slow Healing  Barely visible yellow spectors of the case of the ca	ks float ar . MUST SAV ter's choos	round the person /E EVERY HOUR TO sing for 10 HP/h	n the caster is h			FOCUS:+ 2 HP / H COUNTER: None ENHANCEMENTS LVI 18 Healing LVI 16 Healing LVI 16 AOE = 2	ir 3 +8 3 +4	10 SP 10 SP 8 SP
LEVEL 5 STACK	1 COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	•
Repair A Dead Body	4 pts	1 Square	1 Target	30 Minutes	Permanen			ir done
The body is wrapped in bri The body is left as whole All wounds are cleaned ins All wounds are physically minor healing to ensure th	as much as ide and out	possible, based :. with enough	d on how much of			FOCUS:Range = 8 COUNTER: None ENHANCEMENTS LVI 18 Range LVI 12 Range LVI 18 AOE = 2	:: X4 X2	10 SP 8 SP 10 SP

			-Stru	ımos			
LEVEL 6	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Common Healing		8 pts	Touch	1 Creature	Initiative	Instant	
Barely visible f Heal 2d8 + ACU B Yellow sparks fl	onus. If help	ing a pa	rtner Fighter		n of Milky Yell	ow Liquid)	CREATE:Draught Of Health FOCUS:+1d4 HP COUNTER: None ENHANCEMENTS: Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP Lvl 18 AoE = 2 Targets 10 SP
LEVEL 7 Electrifying Sickness Clo	STACK 99	COST 8 pts	RANGE Touch	AREA OF EFFECT  1 Creature	ROLL OUT 2 Hours	DURATION Permanen	SAVE: SKL: 2
Golden sparks mo Creature cleared Does make the ca Creature must pa	of Sickness. ster immunue t	but ver	y uncomfortable				FOCUS:COL -1
LEVEL 8	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Extra Healing		8 pts	Touch	1 Creature	Initiative	Instant	110 5446
Yellow sparks fl Heal 3d8 + ACU B Yellow sparks fl	onus						CREATE: - No creations. Usable only as a sp FOCUS:+4 HP  COUNTER: None  ENHANCEMENTS:  LvI 18 Healing +8 10 SP  LvI 16 Healing +4 10 SP  LvI 16 AOE = 2 PpI 8 SP
	CTACK 00	COST	DANCE	ADEA OF FEFECT	DOLL OUT	DUDATION	CANE: OW O
Cure Disease	STACK 99	12 pts	RANGE 2 Squares	AREA OF EFFECT  1 Target	ROLL OUT  8 Hours	DURATION Permanen	SAVE: SKL: 2 ON Disease
Creature cleared Does make the ca Creature must pa This spell will	ster immunue t ss Save.	o gettin	g THIS disease		ROLL OUT	DURATION	COUNTER: None  ENHANCEMENTS:  LvI 18 Range X4
Heal 5d6+2 HP		12 pts	2 Squares	1 Target	Initiative	Permanen	t
Yellow sparks fl 4d6+2 healed Yellow sparks fl							FOCUS:+1d4 HP
	STACK 99	COST	DANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: CW O
Devive Life With A 700	JACK 99	36 pts	RANGE Touch	1 Body	12 Hours	Permanen	save: SKL: 3 Skl: 3 Alive!
	that is dead k to life the e Save takes 5	on the f less tha creature HP from	allen body. n 25 hrs & pas	ses the Save.			FOCUS:Dead less 73 Hrs  COUNTER: None  ENHANCEMENTS: LVI 18 Range X4 10 SP LVI 12 Range X2 8 SP LVI 9 Range at 1 Sq 6 SP
LEVEL 12 Heal 5d6+6 HP	STACK 99	COST  12 pts	RANGE 2 Squares	AREA OF EFFECT  1 Creature	ROLL OUT	DURATION Permanen	SAVE: No Save
Yellow sparks su Heal 4d6+6 Yellow sparks su		nded per	son.				FOCUS:+1d4 HP

					-Stru	ımos				
			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
LEVEL 12	_	0.10.0		12 pts	6 Squares	1 Target	Initiative	Permanen	140 Save	
Ranged	Forced Healn	g 2d8+2	HP	12 pts	o squares	1 ranget	middive	remanen		
STATE OF	Barely vis	sible Blue	e sparks and	d Orange r	ribbons wind a	round the recipie	ent.			
EVA	Energy fro	om through	hout the boo	dy is forc	ce to an injur	у.			COUNTER: None	
			the result		0 ,				ENHANCEMENTS:	
	the use do	ouble the	same result	t and appl	ly healing.				Lvl 20 Rollout Instant	16 SP 6 SP
									Lvl 9 Range at 1 Sq Lvl 14 Duration X2	8 SP
									The Date of the Land	0 0.
LEVEL 14			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
	option of Con			16 pts	1 Square	1 Corpse	30 Minutes	Permanen		
Conseci	ration of Cor				<u> </u>	-			CREATE:Consecration Anointme	ent 👨 🏫
			flutter are							
			_		and removes a				COUNTER: None	
4					blocked from				ENHANCEMENTS:	c cp
	Requires a	a holy syr	mbol from th	he caster	or from the d	eceased.			Lvl 10 Rollout Halved Lvl 4 Cast from below level	6 SP
									Lvl 18 AoE = 2 Targets	10 SP
									<b>J</b>	
LEVEL 14			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Healing	T Pol+			16 pts	12 Squares	1 Creature	Initiative	Permanen		
пеатти										
					, which surrou				FOCUS:+1d4 HP	0
A Livery	Damages th	ne target	for 1d2 Lig	ghtning da	amage, then he	als 6d6 HP.			COUNTER: None	
	<b>10</b>								ENHANCEMENTS:	40. CD
111111111111111111111111111111111111111									Lvl 18 Healing +8 Lvl 16 Healing +4	10 SP 10 SP
									Lvl 18 AoE = 2 Targets	10 SP
LEVEL 18			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Group H	L L			20 pts	6 Squares	3 Sq Rad Circle	20 Minutes	Permanen		
di oup i										
	(A. A. M. M.)		ound the gro						FOCUS:+50 HP	0
					divided equal	ly.			COUNTER: None	
- 44	Orange spa	arks Surr	ound the gro	oup.					ENHANCEMENTS: Lvl 10 Rollout Halved	6 SP
11111	rella								Lvl 18 Healing +8	10 SP
	W. Arm.								Lvl 16 Healing +4	10 SP
								ا		
LEVEL 20	NAE'EM		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL:	2
	The Dead			20 pts	Touch	1 Corpse	8 Hours	Permanen	t	Alive!
	Rnight amh	on snank	c Sunnound	the connec	e, then heals	i+				
			ears. Come			10.			FOCUS:Health at 10 HP COUNTER: None	0
28	Restore th	-		DUCK WICH	1 5 Hp.				ENHANCEMENTS:	
	AMAL .			g body par	rts, but the p	arts will not com	ne back.		Lvl 10 Rollout Halved	6 SP
					full HP with				Lvl 16 Healing +4	10 SP
	1. A -7//					·			Lvl 18 AoE = 2 Targets	10 SP
Other	-Counter									
			STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
LEVEL O				pts					140 Save	
NO COU	nter Availabl	е								
	DO NOT DEL	ETE !!!!	This is a	a counter						
									COUNTER: None	
									ENHANCEMENTS:	0.50
									Lvl 0 No Enhancements	0 SP
LEVEL O			STACK 0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
	To Continue			pts	0	0	0	0		
Ilnahla										
Unable										
<b>Unable</b>	Missing fr			1.7 - 4						
Unable	Missing fr COUNTER AC		ct report rson is unal	ble to con	ntinue				COUNTER: None	
<b>Unable</b>	Missing fr			ble to con	ntinue				COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements	O SP

# -Strumos



12 SP

Lvl 12 AOE +50%



