



Battle Defense

LEVEL3

NAE'EM



STACK99

COST4 pts

RANGE8 Squares


AREA OF EFFECT1 Recipient

ROLL OUTInitiative

DURATIONEnd 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

LEVEL1



STACK99

COST4 pts

RANGE8 squares


AREA OF EFFECT2 x 2 Squares

ROLL OUTInitiative

DURATION1 Round / Tier

SAVE: Skill or non-Skill Target Sees

Typhlotic Sparky



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 |

LEVEL2



STACK99

COST4 pts

RANGE8 Squares


AREA OF EFFECT1 Square

ROLL OUTInitiative

DURATION1 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

LEVEL1



STACK1

COST4 pts

RANGETouch


AREA OF EFFECT3x3 Squares

ROLL OUT2 Minutes

DURATION8 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

LEVEL1



STACK99

COST4 pts

RANGETouch


AREA OF EFFECT2 Skins/Tier

ROLL OUT10 Minutes

DURATIONPermanent

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 |

LEVEL4



STACK99

COST4 pts

RANGE1 Square


AREA OF EFFECT4 Meals

ROLL OUT10 Minutes

DURATION1 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 | <input type="checkbox"/> | <input type="checkbox"/> | 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 | <input type="checkbox"/> | <input type="checkbox"/> | 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 | <input type="checkbox"/> | <input type="checkbox"/> | 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 | <input type="checkbox"/> | <input type="checkbox"/> | 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 | <input type="checkbox"/> | <input type="checkbox"/> | 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 | <input type="checkbox"/> | <input type="checkbox"/> | 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 | <input type="checkbox"/> | <input type="checkbox"/> | 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 |

-Strumos

LEVEL 4

STACK 3

COST10 pts


RANGE2 Squares

AREA OF EFFECT1 Creature

ROLL OUT4 Hours

DURATIONpermanent

SAVE: SkillHealing continues



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

Light and Darkness

LEVEL 1

STACK 99

COST4 pts


RANGESelf

AREA OF EFFECTVaries

ROLL OUTInitiative

DURATION12 Hours

SAVE: No Save



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

FOCUS:Brighter by Tier

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP

LEVEL 3

STACK 99

COST4 pts


RANGESelf

AREA OF EFFECT3 Sq Dia Sphere

ROLL OUTInitiative

DURATIONConc +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

Traveling (PMP)

LEVEL 3

NAE'EM

STACK 3

COST4 pts


RANGE30 Squares

AREA OF EFFECT1 Creature

ROLL OUT20 Minutes

DURATION1 Month (30 days)

SAVE: No Save



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

LEVEL 4

STACK 1

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