

## Battle Actions/Prep

LEVEL

6

STACK

1

COST

RANGE

AREA OF EFFECT

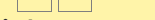
ROLL OUT

DURATION

SAVE:

No Save

Increase Fighter Movement



Fighter recipient moves faster (+2 sqs) in normal conditions. Not for caster (Self).  
Does work for base traveling during battle. Walking, Flight.  
Can be added on top of other multipliers for movement.

CREATE:Potion Of Speed Boost

FOCUS:Move+2 Sqs

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 12 Range X2

8 SP


Lvl 9 Range +50%

6 SP








Lvl 14 Duration X2


8 SP

## Battle Defense

LEVEL	3	NAE'EM	STOCK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Protect FTR vs Ranged/Thrown</b>					4 pts	8 Squares	1 Recipient	Initiative	End of Battle or 4 hr	
 <p>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.</p>					<div> <div>FOCUS:Total AC bonus:+4</div> <div>COUNTER:No Counter Available. Lvl:1</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 12</div> <div>Range X2</div> <div>8 SP</div> </div> <div> <div>Lvl 14</div> <div>Duration X2</div> <div>8 SP</div> </div> <div> <div>Lvl 9</div> <div>Duration +50%</div> <div>6 SP</div> </div> </div>					

## Battle Offense

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)																			
Blinding Flashes						4 pts	10 squares	2 x 2 Squares	Initiative	1 Round / Tier	Target Sees																			
				<p>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</p>																										
				<table><tr><td colspan="2">FOCUS:Save Roll +20</td><td></td></tr><tr><td colspan="2">COUNTER: None</td><td></td></tr><tr><td colspan="3">ENHANCEMENTS:</td></tr><tr><td>Lvl 14</td><td>Save Roll -20</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>									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
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ENHANCEMENTS:																														
Lvl 14	Save Roll -20	8 SP																												
Lvl 9	Range +50%	6 SP																												
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LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
<b>Electric Zap</b>						4 pts	10 Squares	1 Square	Initiative	1 Round												
						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.						<div>FOCUS:+4 Initiative</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 20</td><td>Rollout Instant</td><td>16 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Damage +50%</td><td>8 SP</td></tr></table>		Lvl 20	Rollout Instant	16 SP	Lvl 12	Range X2	8 SP	Lvl 9	Damage +50%	8 SP
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Lvl 9	Damage +50%	8 SP																				

LEVEL

8

STACK

99

COST

8 pts

RANGE

15 Squares

AREA OF EFFECT

Direct Line

ROLL OUT

Initiative


DURATION

1 Round

SAVE:

No Save

Static Bolt





Sparks travel from the caster's hand directly towards the target. (ToHIT Required)  
 Damage of 2d6 + ACU on 3 in row. +1d6 damage if non-Adamantine armor.  
 A single ToHIT roll is required and applies to all targets. Focus: +2/Tier ToHIT.  
 Sparks travel for 15 squares in a direct row.  
 All the targets must be within the Range.


FOCUS: +2/Tier ToHIT

COUNTER: None

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP


LEVEL	11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Power Attack Duel</b>					2.4 pts	10 Squares	1 Target	Initiative	1 Round			
<p>Power Types: SYL:Ice, STM:Elect, ORX:Force, EOL:Acid, DOK:Fire  ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK.  To be called AFTER this 'Class Power Attack' is mentioned &amp; BEFORE damage is rolled.  The GM may have to make a call if the Class Power Attack proceeds too quickly.</p>												 COUNTER: None

LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
						18 pts	12 Squares	1 Target	Initiative	1 Round	1/2 Damage	
<div>  <div> <h3>Electric Power Attack</h3> <p>Sends electrical stream directly to the target. No lobbing.</p> <p>Damage of 4d10 + ACU Bonus. Save for 1/2 damage. No ToHit required.</p> <p>Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments.</p> <p>Another caster using the same power (Electric) may start a 'Class Power Attack Duel'.</p> <p>Class Power Attack Duels force 2 casters into a head to head personal battle.</p> </div> </div>												
												<div> <div>FOCUS:+1d10 Damage</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 14</div> <div>Save Roll -20</div> <div>8 SP</div> </div> <div> <div>Lvl 9</div> <div>Range +50%</div> <div>6 SP</div> </div> <div> <div>Lvl 9</div> <div>Damage +50%</div> <div>8 SP</div> </div> </div>

## Fences and Shelters

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

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

**Strumos Waystation**



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	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
				8 pts	6 squares	3 Square Radius	Initiative	5 Rounds		Cross Perimeter	

**Circle:Protection from Undead**



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	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
				12 pts	6 Squares	2 - 9 Sqs	Initiative	4 Hours		1/2 Dmg	

**Charged Fencing**



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	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				12 pts	Touch	1x1x2 Sqs	1 Minute	8 Hours			

**Astral Shed**



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

## 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**



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).  
 (Strsyl)

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

# -Strumos

LEVEL	10	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Unskilled Success	
						24 pts	4 Squares	1 Item	2 Hours	Permanent		

## Determine True Name



Caster attempts to locate clues to find a True Name.  
100 minus all Clues: Current Nae'Ems (-5 pts) Mementos (-2 pts)  
Current Focus Items (-20 pts) Past True Names (-10 pts)  
Caster rolls 1d100, if higher than results from clues then True Name revealed.  
NOTE: Age of clues may lower point values AND Current Nae'Em/Past True Names are 1 use.

FOCUS:Rollout Halved.		
COUNTER:No Counter Available. Lvl:1		
ENHANCEMENTS:		
Lvl 14	Save Roll +20	8 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range +50%	6 SP

## 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	Up to 21 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

## 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

LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Sickness 1 better	
						4 pts	2 Squares	1 Target	1 Minute	Permanent		

## Detoxify



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			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						8 pts	4 Squares	1x2 Squares	1 Day	Permanent	

## Quarantine Isolation



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			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non) Fragility 0	
						8 pts	Touch	1 Creature	30 Minutes	Permanent		



## Electric Cleanse






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

## -Strumos

LEVEL	9			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
	Cure Disease					12 pts	2 Squares	1 Target	4 Hours	Permanent	No Disease	
 <p>Golden sparks move from the caster to the recipient and hover. Creature cleared of Disease. but very uncomfortable. Does make the caster immune to getting THIS disease for the rollout. Creature must pass Save. This spell will NOT drop HP enough to kill.</p>												
											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			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save									
						4 pts	8 sqs	1 Target	Initiative	Permanent										
<div><div></div><div><p>Caster's most basic form of healing.</p><p>Heals living creatures. Any Heal also binds.</p><p>Does NOT heal anything not currently living.</p></div></div>																				
<div><div><p>FOCUS: +1 HP/Tier</p><p>COUNTER: None</p><p>ENHANCEMENTS:</p><table><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 18</td><td>Healing +8</td><td>10 SP</td></tr><tr><td>Lvl 16</td><td>Healing +4</td><td>10 SP</td></tr></table></div><div></div></div>												Lvl 12	Range X2	8 SP	Lvl 18	Healing +8	10 SP	Lvl 16	Healing +4	10 SP
Lvl 12	Range X2	8 SP																		
Lvl 18	Healing +8	10 SP																		
Lvl 16	Healing +4	10 SP																		

LEVEL2

STACK3

COST4 pts


RANGETouch

AREA OF EFFECT1 Bed (1x2 sqs)

ROLL OUT2 Minutes

DURATION12 Hours

SAVE: No Save



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 12Rollout Init12 SP

Lvl 9Duration +50%6 SP

Lvl 12AOE +50%12 SP



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



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


Lvl 12 Range X2




Lvl 9 Duration +50%

4 SP

8 SP

6 SP



LEVEL	2	<div></div> <div></div>	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	Touch	Recipient	30 Minutes	Til Damage		
<b>Triggered Forced Healing 2d8</b>											
		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

STACK

3

COST

10 pts

RANGE

2 Squares

AREA OF EFFECT

1 Creature

ROLL OUT


Max of 4 Hours

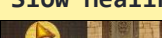
DURATION

permanent

SAVE: Skill

Healing continues





Slow Healing

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

COUNTER: None

ENHANCEMENTS:

Lvl 12

Range X2

8 SP

Lvl 18


Healing +8

10 SP

Lvl 16

AoE = 2 Targets

12 SP





# -Strumos

LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						2 pts	1 Square	1 Target	30 Minutes	Permanent		

## 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	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.  
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	8 Squares	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.  
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 Alive!	
						36 pts	Touch	1 Body	4 Hours	Permanent		

## 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

LEVEL	12			STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Senses Tired, but awake.	
						12 pts	4 sqs/Tier	1 Target	10 Minutes	4 Hours		

## Deep Doze Sleep



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

LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						12 pts	8 Squares	1 Creature	Initiative	Permanent		

## Great Healing 5d8 +ACU



A great Strumos healing spell.  
Heals living creatures. Any Heal also binds.  
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

## 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		

## 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			
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

# -Strumos

LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		



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		




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	10	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						16 pts	1 Square	1 Recipient	4 Days	Permanent		




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		




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		




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		



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

## 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		



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)  
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  
Expected location



Vae'Em Portal (Astral Style)





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 2 hours.

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  
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 +40. +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



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

Traveling (PMP)

LEVEL 3

NAE'EM



STACK 3

COST


RANGE

AREA OF EFFECT


ROLL OUT

DURATION

SAVE: No Save



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

LEVEL 4



STACK 1

COST


RANGE

AREA OF EFFECT


ROLL OUT

DURATION

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

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