


[illegible]

#Name?

LEVEL	#Name?	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?
1	#Name?			#Name?	4 Squares	1 Square	Initiative	Possibly Days	#Name?


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.

LEVEL	#Name?	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?
3	#Name?			#Name?	2 Squares	1 Target	1 Minute	Permanent	#Name?

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.

#Name?

LEVEL	#Name?	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?
1	#Name?			#Name?	2 or 8 sqs	1 Target	Initiative	Permanent	#Name?


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.

LEVEL	#Name?	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?
2	#Name?			#Name?	Touch	1 Bed (1x2 sqs)	2 Minutes	12 Hours	#Name?


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.

LEVEL	#Name?	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?
2	#Name?			#Name?	4 Squares	1 Target	1 Minute	1d6 Hours	#Name?


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.

LEVEL	#Name?	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?
2	#Name?			#Name?	Touch	Recipient	30 Minutes	Damage Taken	#Name?


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.

LEVEL	#Name?	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?
4	#Name?			#Name?	Touch	1 Body	30 Min	Permanent	#Name?

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.


CLASS SKILLS

VAINGLORIOUS

-Strumos

LEVEL	4	#Name?	<input type="checkbox"/>	<input type="checkbox"/>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?	
		#Name?					#Name?	2 Squares	1 Creature	4 Hours	permanent	#Name?	


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.

LEVEL	1	#Name?	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?	
		#Name?					#Name?	Self	Varies	Initiative	12 Hours	#Name?	


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.

LEVEL	3	#Name?	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?	
		#Name?					#Name?	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds	#Name?	


Shadow of the Magi



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.

LEVEL	3	#Name?		<input type="checkbox"/>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?	
		#Name?					#Name?	30 Squares	1 Creature	20 Minutes	1 Month (30 days)	#Name?	


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.

LEVEL	4	#Name?	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?	
		#Name?					#Name?	Self	Caster	5 Minutes	8 Hours	#Name?	

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).