

## Battle Actions/Prep

LEVEL	6	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	2 Squares	1 Fighter	Initiative	6 Hours	No Save
<b>Increase Fighter Movement</b>									



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	
Lvl 9 Range +50%	
Lvl 14 Duration X2	
8 SP	
6 SP	
8 SP	

## Battle Defense

LEVEL	3	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
					4 pts	8 Squares	1 Recipient	Initiative	End of Battle or 4 hr	No Save
<b>Protect FTR vs Ranged/Thrown</b>										



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	
Lvl 14 Duration X2	
8 SP	
6 SP	
6 SP	

## Battle Offense

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	10 squares	2 x 2 Squares	Initiative	1 Round / Tier	Resist (Skill/Non)
<b>Blinding Flashes</b>									



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

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

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	10 Squares	1 Square	Initiative	1 Round	No Save
<b>Electric Zap</b>									



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

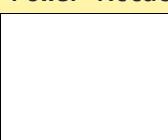
LEVEL	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	15 Squares	Direct Line	Initiative	1 Round	No Save
<b>Static Bolt</b>									



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:
				2.4 pts	10 Squares	1 Target	Initiative	1 Round	No Save
<b>Power Attack Duel</b>									



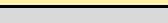
Power Types: SYL:Ice, STM:Elect, ORX:Force, EOL:Acid, DOK:Fire  
ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK.  
To be called AFTER this 'Class Power Attack' is mentioned & BEFORE damage is rolled. The GM may have to make a call if the Class Power Attack proceeds too quickly.

COUNTER:None	
ENHANCEMENTS:	
Lvl 12 Range X2	8 SP
Lvl 9 Damage +50%	6 SP
Lvl 14 Damage X2	12 SP



Sends electrical stream directly to the target. No lobbing. Damage of 4d10 + ACU Bonus. Save for 1/2 damage. No ToHIT required. Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments. Another caster using the same power (Electric) may start a 'Class Power Attack Duel'. Class Power Attack Duels force 2 casters into a head to head personal battle.

FOCUS:+1d10 Damage	
COUNTER:None	
ENHANCEMENTS:	
Lvl 14 Save Roll -20	8 SP
Lvl 9 Range +50%	6 SP
Lvl 9 Damage +50%	8 SP



# -Strumos

LEVEL 16  STACK 99 COST 16 pts RANGE 15 Squares AREA OF EFFECT Elect Line up to 4 targets ROLL OUT Initiative DURATION 1 Round SAVE: Agility 1/2 Damage

## Lightning Bolt



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-Adamant 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

## Class Specialty

LEVEL 18  STACK 99 COST 60 pts RANGE 1 Square AREA OF EFFECT 1 Target ROLL OUT 6 Hours DURATION Permanent SAVE: Resist (Skill/Non) SP not removed

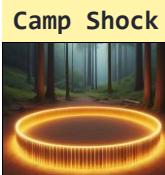


After all 3 spells are cast target has - 5 HP and 0 SP (No future growth of that class SP)  
DOES NOT PERMANENTLY REMOVE CLASS OR HP. DOES PERMANENTLY REMOVE CLASS SP.  
This is step 3 of process to permanently remove the class SP. Focus item is required.  
1st the ORIX opens, 2nd the DOKOUR burns, then lastly the STRUMOS closes.  
Nae'Em between casters & target. Afterwards (failed or not) Nae'Em is permanently ends.

FOCUS: Required.	
COUNTER: No Counter Available. Lvl:1	
ENHANCEMENTS:	
Lvl 18 Range X4	10 SP
Lvl 12 Range X2	8 SP

## Fences and Shelters

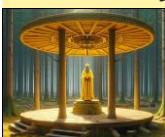
LEVEL 1  STACK 1 COST 4 pts RANGE Touch AREA OF EFFECT 3x3 Squares ROLL OUT 2 Minutes DURATION 8 Hours SAVE: Senses Avoiding the trap



Sandy colored sparks scatter to the perimeter and fade away.  
3x3 Squares circle may deliver 1d3+3 electric damage if Save failed.  
When a creature crosses the perimeter causes a zap sound regardless whether 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 8 pts RANGE 4 Squares AREA OF EFFECT 3x3 Squares ROLL OUT 1 Minute DURATION 12 Hours SAVE: No Save



Caster creates a waystation that looks normal in most respects.  
3x3 Sq 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 8 pts RANGE 6 squares AREA OF EFFECT 3 Square Radius ROLL OUT Initiative DURATION 5 Rounds SAVE: Skill 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  STACK 99 COST 12 pts RANGE 6 Squares AREA OF EFFECT 2 - 9 Sqs ROLL OUT Initiative DURATION 4 Hours SAVE: Resist (Skill/Non) 1/2 Dmg



Creates two very thin walls 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 12 pts RANGE Touch AREA OF EFFECT 1x1x2 Sqs ROLL OUT 1 Minute DURATION 8 Hours SAVE: No Save



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

# -Strumos

LEVEL	13	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute
				16 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours	Exit Circle	
<b>Circle of Containment</b>										

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	
<b>Detect Magic</b>										

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 it has lower powered effects.  
Major Magic: Bright light that dazes a character for 1 round if Save failed.  
Dietry 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	
<b>Dispel Magic</b>										

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

LEVEL	10	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
					24 pts	4 Squares	1 Item	2 Hours	Permanent	Unskilled success
<b>Determine True Name</b>										

Hello my name is True Meerie

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:
				4 pts	Touch	2 Skins/Tier	10 Minutes	Permanent	No Save
<b>Draw Up Ground Water</b>									

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:
				4 pts	1 Square	Up to 21 Meals	10 Minutes	1 Hour	No Save
<b>Improve Food</b>									

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:
				16 pts	Touch	1 Square	5 Minutes	Permanent	No Save
<b>Create Food For A Family</b>									

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	<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
<b>Cause Illness</b>								



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	<input type="checkbox"/>
COUNTER: None	<input type="checkbox"/>
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
<b>Detoxify</b>								



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	<input type="checkbox"/>
COUNTER: None	<input type="checkbox"/>
ENHANCEMENTS:	
Lvl 18 Range X4	10 SP
Lvl 12 Range X2	8 SP
Lvl 9 Range +50%	6 SP

LEVEL 5	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 8 pts	RANGE 4 Squares	AREA OF EFFECT 1x2 Squares	ROLL OUT 1 Day	DURATION Permanent	SAVE: No Save
<b>Quarantine Isolation</b>								



For the Fragility of Disease and Sickness

FOCUS:AOE x2	<input type="checkbox"/>
COUNTER: None	<input type="checkbox"/>
ENHANCEMENTS:	
Lvl 14 Save Roll +20	8 SP
Lvl 10 Rollout Halved	6 SP
Lvl 12 Range X2	8 SP

LEVEL 8	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 Creature	ROLL OUT 30 Minutes	DURATION Permanent	SAVE: Resist (Skill/Non) Fragility 0
<b>Electric Cleanse</b>								



This spell works to help the victim get past the fragility effect from a spell.

FOCUS:COL -1	<input type="checkbox"/>
COUNTER: None	<input type="checkbox"/>
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 14 Range At 3 SqS	8 SP
Lvl 14 Duration X2	8 SP

LEVEL 9	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 12 pts	RANGE 2 Squares	AREA OF EFFECT 1 Target	ROLL OUT 4 Hours	DURATION Permanent	SAVE: Skill No Disease
<b>Cure Disease</b>								



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.

FOCUS:COL -1	<input type="checkbox"/>
COUNTER: None	<input type="checkbox"/>
ENHANCEMENTS:	
Lvl 18 Range X4	10 SP
Lvl 12 Range X2	8 SP
Lvl 9 Range +50%	6 SP

LEVEL 1	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 4 pts	RANGE 8 sqs	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION Permanent	SAVE: No Save
<b>Basic Healing 1d8+ACU</b>								



Caster's most basic form of healing.  
Heals living creatures. Any Heal also binds.  
Does NOT heal anything not currently living.

FOCUS:+1 HP/Tier	<input type="checkbox"/>
COUNTER: None	<input type="checkbox"/>
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
<b>Feather Bed</b>								



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	<input type="checkbox"/>
COUNTER: None	<input type="checkbox"/>
ENHANCEMENTS:	
Lvl 12 Rollout Init	12 SP
Lvl 9 Duration +50%	6 SP
Lvl 12 AOE +50%	12 SP

# -Strumos

LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	TIER
	Sleep: Light Nap			4 pts	8 Squares	1 Target	1 Minute	1d6 Hours	Senses Tired, but aware	0
	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	0
LEVEL	2	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Triggered Forced Healing 2d8			8 pts	Touch	Recipient	30 Minutes	Til Damage		
	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. 1h COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP	0
LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Consecration: Final Rites			4 pts	Touch	1 Body	30 Min	Permanent		
	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	0
LEVEL	4	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Healing continues
	Slow Healing			10 pts	2 Squares	1 Creature	Max of 4 Hours	permanent		
	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	0
LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Repair A Dead Body			2 pts	1 Square	1 Target	30 Minutes	Permanent		
	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	0
LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Common Healing 2d8+ACU			6 pts	8 sqs	1 Creature	Initiative	Permanent		
	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	0
LEVEL	9	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Extra Healing 3d8+ACU			8.4 pts	8 Squares	1 Creature	Initiative	Permanent		
	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	0

## **-Strumos**

LEVEL	12	<input type="checkbox"/>	<input type="checkbox"/>	STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Senses Tired, but awake.
Deep Doze	Sleep					12 pts	4 sqs/Tier	1 Target	10 Minutes	4 Hours	 

LEVEL	16	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE: AGL Bolt Misses
<b>Major Bolt Of Health 6d12+6</b>		16 pts	15 Squares	1 Recipient	Initiative	Permanent										

LEVEL	17	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Ultimate Group Heal 200 HP</b>										
	Orange sparks Surround the group. 3 persons minimum within AoE. 200 pts divided equally. (remainder dropped)	20 pts	6 Squares	3 Sq Rad Circle	20 Minutes	Permanent	<b>FOCUS:+1 HP/Tier</b>	<b>COUNTER:None</b>	<b>ENHANCEMENTS:</b>	<b>Lvl 10 Rollout Halved</b> 6 SP <b>Lvl 18 Healing +8</b> 10 SP <b>Lvl 16 Healing +4</b> 10 SP

## Light and Darkness

LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Light of Strumos Yellow</b>					4 pts	Self	Varies	Initiative	12 Hours		
	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	

# -Strumos

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
<b>Shadow of the Magi</b>  <p>Stays fixed right above the caster.  Darkness continues for up to 4 rds after the concentration has stopped.  Caster 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.</p>								
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								
<h2>Nae'Ems</h2>								
LEVEL 6 NAE'EM		STACK 7	COST 8 pts	RANGE 1 Square	AREA OF EFFECT 1 Square	ROLL OUT 4 Hours	DURATION Permanent	SAVE: No Save
<b>Create a Vae'Em Location</b>  <p>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.</p>								
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 16 pts	RANGE 1 Square	AREA OF EFFECT 1 Recipient	ROLL OUT 4 Days	DURATION Permanent	SAVE: No Save
<b>Create Permanent Nae'Em</b>  <p>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.</p>								
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 12 pts	RANGE PMP	AREA OF EFFECT Self+1	ROLL OUT 4 Minutes	DURATION 5 Minutes	SAVE: No Save
<b>Portal To Nae'Em</b>  <p>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.</p>								
COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 AOE +2 12 SP								
LEVEL 8 NAE'EM		STACK 2	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 Fighter	ROLL OUT 2 Minutes	DURATION 1 Hour	SAVE: No Save
<b>Fighter Strength +1</b>  <p>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.</p>								
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 36 pts	RANGE Touch	AREA OF EFFECT 1 Item	ROLL OUT 4 Days	DURATION Permanent	SAVE: Resist (Skill/Non) Connected
<b>Connect to Focus Item</b>  <p>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.</p>								
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 48 pts	RANGE 1 Recipient	AREA OF EFFECT 1 Target	ROLL OUT 1 Week	DURATION Permanent	SAVE: No Save
<b>Bestow House Authority</b>  <p>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.</p>								
FOCUS:Sense Allegience COUNTER: None								

## Partner Cooperations

LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Summoned	
<b>Summon Nisse Spirit</b>						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

LEVEL	20	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Alive!	
<b>Raise The Dead</b>						40 pts	Touch	1 Corpse	8 Hours	Permanent			

Bright amber sparks Surround the corpse, then heals it.

Must be dead <20 years. Come back with 5 hp.

Restore them to 5 HP, But Max HP is lowered by 15.

Works if the person is missing body parts, but the parts will not come back.

Allows the person to be healed back to full HP with other spells.

FOCUS:Health at 10 HP

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 16 Healing +4 10 SP

Lvl 12 AoE = 2 Recipients 10 SP

## Planar

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

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	
<b>Vae'Em Portal (Astral Style)</b>						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 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	
<b>Astral Mental Shield</b>						12 pts	Touch	1 Creature	2 Minutes	4 Hours		Avoid Attack	

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	
<b>Astral Plane Projection</b>						12 pts	3 sq Radius	1 Person / Tier	4 Hours	3 Days			

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	
<b>Astral Expulsion</b>						16 pts	Touch	3 Sq Radius	10 Minutes	4 Hours		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 16 pts	RANGE Same PMP	AREA OF EFFECT 1 Tae'Em	ROLL OUT Initiative	DURATION Instant	SAVE: No Save
<b>Summon Item (Tae'Em)</b>								



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 4 pts	RANGE 30 Squares	AREA OF EFFECT 1 Creature	ROLL OUT 20 Minutes	DURATION 1 Month (30 days)	SAVE: No Save
<b>Astral Beast of Burden</b>								



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 4 pts	RANGE Self	AREA OF EFFECT Caster	ROLL OUT 5 Minutes	DURATION 8 Hours	SAVE: No Save
<b>Strumos Run</b>								



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