-Strumos

Battle-Defense

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL NAE'EM		4 pts	8 Squares	1 Recipient	Initiative	10 Minutes		
3 Protect Fighter vs Ranged/Thrown								

Barely visible straw colored sparks swirl around the fighter the fades.
Recipient Fighter must have a Nae'Em with the caster.
Gains +2 to AC vs ranged and thrown attacks. No benefit vs melee.

Ring w/Crystal ⚡
Total AC bonus:+4

ENHANCEMENTS: 7

Battle-Offense

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2 ◎
LEVEL		4 pts	4 Squares	1 Square	Initiative	Possibly Days		No Illness
1 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.

NO FOCUS USE

ENHANCEMENTS: 6

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1 ◎
LEVEL		4 pts	Self	4 sq Triangle	Initiative	5 Rounds		Target Sees
2 Barbed Sparks								

Caster conjures and throws colorful lights fom their fingertips into the AOE.
Can distract or temporarily blind people for up to 2 rounds.
All in AoE must Save to not be blinded for this round + 1 more.
Those that do Save have no visual issues.
Failed saves create issues seeing clearly. Penalties: Init & ToHIT -2.

Ring w/Crystal ⚡
Total Duration 4 rounds

ENHANCEMENTS: 7

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		4 pts	8 Squares	1 Square	Initiative	Instant		
2 Electric Zap								

Sparkling flaxen colored sparks race directly to the target, zapping them. (No ToHIT)
Direct damage of 1d8+ACU on 1 sq. +2 damage if non-Adamantine armor.
Sparks race to the target without any arc or lobbing.
No ToHit or Save required.

Ring w/Crystal ⚡
+4 Damage

ENHANCEMENTS: 5

	STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 😀
LEVEL		4 pts	4 Squares	1 Mark	Initiative	2 Rounds		Conjured
4 Conjure Native Beetles								

Arcane swarm appears in a square adjacent to the target.
Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.
Will attack any living target. Even if the target is friendly to the caster.
Save to conure.

CREATE: 🔥
Beetleroot Granules 🎒

Ring w/Crystal ✂️
Dmg set at 5 pts

SAME SPELL WILL COUNTER. 🔄

ENHANCEMENTS: 7

Battle-Prep

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2 ◎
LEVEL		4 pts	Touch	3x3 Sq	2 Minutes	8 Hours		No shock
1 Camp Perimeter Shock								

Sandy colored sparks scatter to the perimeter and fade away.
8 Sq Dia circle around caster delivers 1d3 electric damage.
When a creature crosses the perimeter causes a zap sound.
The creature must roll a Save. Passing means no damage, otherwise 1d3 damage.

Ring w/Crystal ⚡
+1d3 Dmg

SAME SPELL WILL COUNTER. 🔄

ENHANCEMENTS: 4

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		4 pts	Self	Caster	1 Hour	3 Days		
2 Triggered Forced Healing								

Damage triggers 2d8 rolled. Damage first, then 2x Healing.
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 at any time.

CREATE: 🧪
Triggered Forced Health Draught

Ring w/Crystal ✂️
Stack+1

SAME SPELL WILL COUNTER. 🔄

ENHANCEMENTS: 4

Call-Summon

	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 😀
LEVEL NAE'EM		4 pts	30 Squares	1 Creature	20 Minutes	1 Month (30 days)		Summoned
3 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 threating or kind actions towards it.
If attacked it will attack in random directions w/ 1d8 since it does not understand.

Ring w/Crystal ⚡
HP at 50.

ENHANCEMENTS: 10

-Strumos

Find-Hide-Reveal

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

Stays fixed right above the caster.
Darkness to 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
Ring w/Crystal
Brighter by Tier
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 7

Food-Water

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1 Draw Up Ground Water			4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent		

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.
Does NOT continously draw water from the same spot,
Each repeat adds 10% to failure chance (1d100 roll).

Ring w/Crystal
+2 Skins extra
ENHANCEMENTS: 2

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4 Improve Food			4 pts	1 Square	4 Meals	10 Minutes	1 Hour		

The caster focuses and yellow sparks streak to the food and swirls around it.
Improve Food - Improve Quality/Taste of non-cumber food.
Does work on all non-poisoned / non-spoiled food.

Ring w/Crystal
Duration = 1 day
ENHANCEMENTS: 7

Health-Life-Death

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1 Basic Healing			4 pts	2 Squares	1 Target	Initiative	Permanent		

When assisting a Nae'Emed fighter use range of 8 sqs
Heal 2d6 + ACU Bonus. If helping a partner Fighter range is 8 sqs.
The caster's hands glow and direct the healing to a wound.
When assisting a Nae'Emed fighter use range of 8 sqs

CREATE:
Draught Of Health
Ring w/Crystal
Min Roll 7
ENHANCEMENTS: 6

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1 Forced Heal 1d6 HP (+more)			4 pts	1 Square	1 Target	Initiative	Permanent		

Healing energy drawn from all parts of the body are forced to the wounded area.
First roll the dice and calculate full healing with enhancements,
Then apply as force damage to the target, if the target is dead next steps fail.
Lastly, apply the full healing time two (x2) to the target.
This becomes more powerful (and more costly) with the Enhancements.

Ring w/Crystal
Fragility Save - 1 Column
ENHANCEMENTS: 8

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Heal Sickness			4 pts	2 Squares	1 Target	1 Minute	Instant		

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
NO FOCUS USE
ENHANCEMENTS: 6

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4 Delayed Healing 2d6			4 pts	2 Squares	1 Creature	2 Minutes	4 Hours		

Barely visible yellow specks float around the person the caster is healing.
Delayed Heal - up to 4 hrs (+2d6 HP)
Yellow sparks float around the person the caster is healing.
1 per creature, but 99 (Stack) can be made.

CREATE:
 - No creations. Usable only as a
Ring w/Crystal
Duration reset to 1 week.
ENHANCEMENTS: 7

LEVEL	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Healing continues
4 Slow Healing			4 pts	2 Squares	2 Creatures	10 Minutes	8 Hours		

Barely visible yellow specks float around the person the caster is healing.
10 HP per undisturbed Hour. MUST SAVE EVERY HOUR TO CONTINUE.
heal a creature of the caster's choosing for 10 HP/hr.
Maximum of 4 hours per creature.
Save every hour. Failed Save ends spell.

Ring w/Crystal
+ 2 HP / Hr
ENHANCEMENTS: 7

-Strumos

Personal-Connections

LEVEL NAE'EM	STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Connect With A Fighter		4 pts	PMP	1 Recipient	2 Days	Permanent		

Caster surrounds a Fighter with a bright yellow glow.
Permanent mental bond allows either party to initiate and/or accept.
Each person must be within the same PMP to communicate.
Arcane (Ancient Magic) will erase the bonding.
This spell will only support 2 (See Stack) connections to Fighters.

Ring w/Crystal
Healing through Nae'Em

ENHANCEMENTS: 3

LEVEL NAE'EM	STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3 Connect To A House		4 pts	PMP	Nae'Em	4 Days	Permanent		

Caster surrounds a House member with a bright yellow glow.
Permanent mental bond allows either party to initiate and/or accept.
Each person must be within the same PMP to communicate.
Arcane (Ancient Magic) will erase the bonding.
This spell will only support 2 (See Stack) connections to Fighters.

NO FOCUS USE

ENHANCEMENTS: 3

Shelter-Rest-Protection

LEVEL	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Feather Bed		4 pts	Touch	1x2 Sqs	2 Minutes	12 Hours		

Yellow sparks trace the shape as it creates a rope bed.
A feather bed appear.
Can fit 2 persons.
Does continue even once the caster is out cold, asleep, etc…

Ring w/Crystal
AOE = 2

ENHANCEMENTS: 4

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
2 Sleep		4 pts	4 Squares	1 Target	1 Minute	1d6 Hours		Heavy Sleep

Inactive persons. Save: pass = 1d6 hrs. Fail = Light sleep.
Encourages a Target to fall asleep. Anywhere from 1 to 6 Hours.
Save fail means Target falls into a light sleep.
Save pass means the GM rolls a d6 to see how long the Target remains asleep.
Once a target is asleep they cannot wake themselves.

Ring w/Crystal
Col +1

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6

Travel-PMP

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3 Strumos Run		4 pts	Self	Caster	5 Minutes	4 Hours		

Caster is able to run as fast as a horses canter for the duration.
1.5 times travel through a PMP.
Caster avoids objects like normal. Can carry items and small pets.

CREATE:
Potion Of Speed Boost

Ring w/Crystal
Move x2

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 4

Utility-

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1 Arcane Light with Class Hue		4 pts	Self	Varies	Initiative	4 Hours		

With a twirling of the fingers the caster brings about light!
No Focus = Candle power. With Focus caster can set power.
This spell does stay fixed in relation to the caster, right above them.
Use a Focus item for control of light brightness.

CREATE:
Astral Candle Light Powder

Ring w/Crystal
Brighter by Tier

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 7