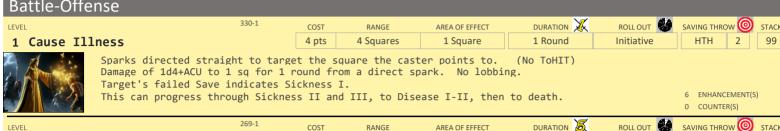
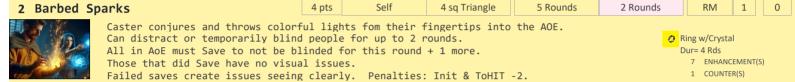
-Strumos Battle-Defense DURATION ROLL OUT LEVEL NAE'EM AREA OF EFFECT SAVING THROW STACK COST RANGE 10 Minutes Initiative 4 pts 8 Squares 1 Recipient none 3 Protect Fighter vs Ranged/Thrown 1 Barely visible straw colored sparks swirl around the fighter the fades. Recipient Fighter must have a Nae'Em with the caster. Ring w/Crystal Total AC bonus:+4 Gains +2 to AC vs ranged and thrown attacks. No benefit vs melee. 7 ENHANCEMENT(S) 0 COUNTER(S) Battle-Offense 330-1 SAVING THROW STACK DURATION X ROLL OUT RANGE AREA OF FEFECT 4 pts 4 Squares 1 Round Initiative HTH Cause Illness 1 Square





Self

261-1 COST RANGE AREA OF FEFECT DURATION ROLL OUT SAVING THROW 2 Electric Zap 4 pts 8 Squares 1 Square Instant Initiative none Sparkling flaxen colored sparks race directly to the target, zapping them. (No ToHIT) Ring w/Crystal

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.

DURATION X SAVING THROW COST RANGE AREA OF EFFECT ROLL OUT 2 Rounds Initiative SKL Conjure Native Beetles 4 pts 4 Squares 1 Mark

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.

COST

COST

4 pts

Dmg set at 5 pts 7 ENHANCEMENT(S) 2 COUNTER(S)

DURATION (*)

DURATION 🔀

Permanent

ROLL OUT

2 Minutes

ROLL OUT

5 Minutes

RM

+4 Damage

5 ENHANCEMENT(S)

0 COUNTER(S)

Ring w/Crystal

SAVING THROW

SNS

Ring w/Crystal

Ring w/Crystal

SAVING THROW

none

Ring w/Crystal

+2 Skins extra

2 ENHANCEMENT(S) 0 COUNTER(S)

STACK

99

STACK

99

8 Hours 1 Camp Perimeter Shock 4 pts Touch 3x3 Sq Sandy colored sparks scatter to the perimeter and fade away. 8 Sq Dia circle around caster delivers 1d3 electric damage.

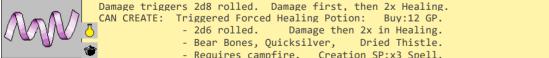
256-1

When a creature crosses the perimeter causes a zap sound. The creature must roll a Save. Passing means no damage, otherwise 1d3 damage.

+1d3 Dmg 4 ENHANCEMENT(S) 2 COUNTER(S)

RANGE

DURATION (D) COST AREA OF EFFECT ROLL OUT SAVING THROW STACK 2 Triggered Forced Healing 4 pts Self Caster 3 Days 1 Hour none



246-1

Stack+1 4 ENHANCEMENT(S) 1 COUNTER(S) Requires campfire. Creation SP:x3 Spell

AREA OF EFFECT

2 Skins/Tier

AREA OF FEFECT

1 Draw Up Ground Water

Food-Water

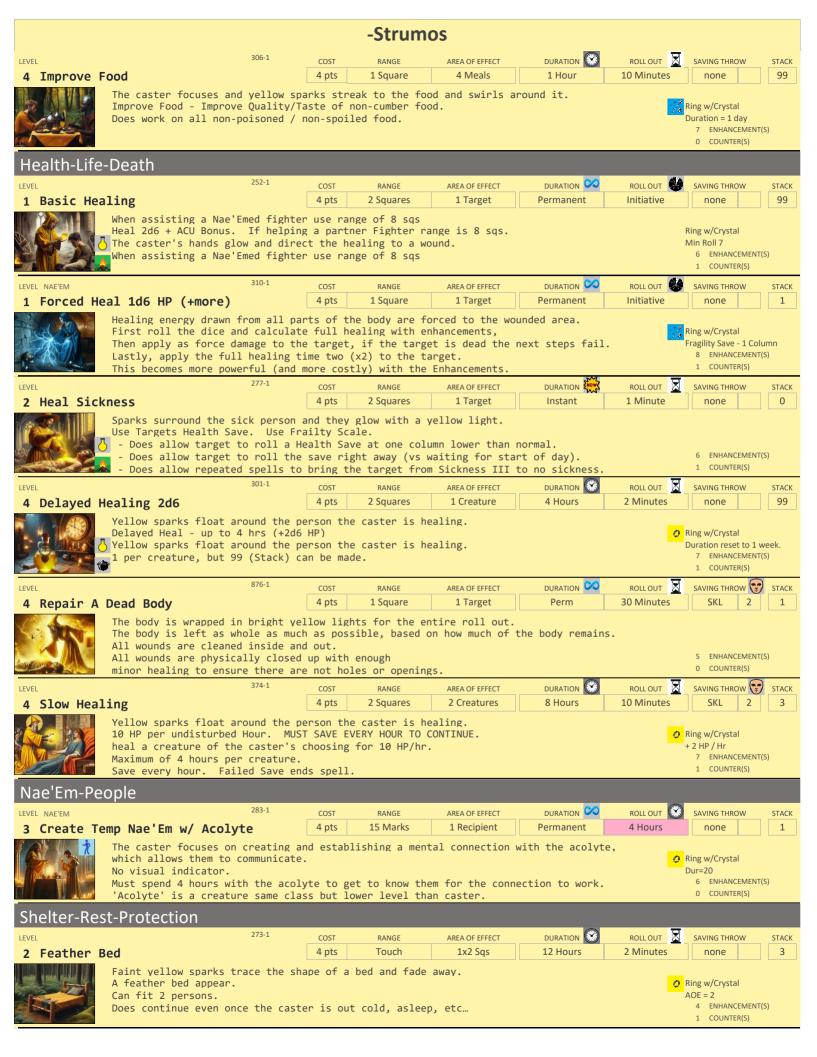
Battle-Prep

Blue and Orange ribbons burrow into the ground. Typical person requires 1 skin per day. De Pull water from ground. 2 skins per Tier. 1 skin in dry areas. Blue and Orange ribbons burrow into the ground.

Typical person requires 1 skin per day. Deserts mean 2 per day.

RANGE

Touch



-Strumos Travel-Planes ROLL OUT DURATION AREA OF EFFECT SAVING THROW COST RANGE STACK 4 pts Self Caster 4 Hours 5 Minutes none 3 Strumos Run 1 Sparks form a circle around the caster. 1.5 times travel through a PMP. Ring w/Crystal Caster avoids objects like normal. Can carry items and small pets. Move x2 4 ENHANCEMENT(S) 1 COUNTER(S) Utility-806-1 LEVEL RANGE DURATION X SAVING THROW AREA OF EFFECT ROLL OUT COST STACK 4 pts 1 Arcane Light Self Varies 4 Hours Initiative none 99 With a twirling of the fingers the caster brings about light! No Focus = Candle power. With Focus caster can set power as per Tier. Ring w/Crystal With a twirling of the fingers the caster brings about light! Brighter by Tier Eolas can use as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)" 7 ENHANCEMENT(S) 1 COUNTER(S) Default Light: Candle light RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK 3 Shadow of the Magi 4 pts Self Varies Conc +4 Initiative none 99 With a twirling of the fingers the caster brings about a blanket of darkness. Bag of Dust of Darkness. If purchased: BUY @ 20 GP. Ring w/Crystal



- Creates a dark shade for 20 minutes.
- Ginger Oil, Grave Dirt. Sand, Fine Grit.
 - Kitchen/Lab. Creation SP: x3 spell cost.

Brighter by Tier

- 7 ENHANCEMENT(S)
- 0 COUNTER(S)