-Strumos **Battle Defense** STACK 1 AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 3 NAE'EM 4 pts 8 Squares 1 Recipient Initiative 4 Hours Protect Fighter vs Ranged/Thrown Barely visible straw colored sparks swirl around the fighter the fades. FOCUS:Total AC bonus:+4 Recipient Fighter must have a Nae'Em with the caster. COUNTER:Dispel Magic Spell Lvl:1 ENHANCEMENTS: Gains +2 to AC vs ranged and thrown attacks. No benefit vs melee. Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP **Battle Offense** ROLL OUT STACK 99 SAVE: HTH: 2 LEVEL 1 4 pts 4 Squares 1 Square Initiative Possibly Days No Illness 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. COUNTER: None Target's failed Save indicates Sickness I. Use comparison Save. **ENHANCEMENTS** Lvl 18 Range X4 10 SP This can progress through Sickness II and III, to Disease I-II, then to death. Lvl 9 Range +50% 6 SP Lvl 12 AoE X2 6 SP RANGE AREA OF EFFECT ROLL OUT DURATION STACK 99 COST SAVE: 0 LEVEL 2 RM: 1 4 nts Self 4 sq Triangle Initiative 5 Rounds **Target Sees** Barbed Sparks Caster conjures and throws colorful lights fom their fingertips into the AOE. FOCUS-Save +1 Col 0 Can distract or temporarily blind people for up to 2 rounds. COUNTER: None All in AoE must Save to not be blinded for this round + 1 more. ENHANCEMENTS: Lvl 18 Duration X4 10 SP Those that do Save have no visual issues. Lyl 9 Duration +50% 6 SP Failed saves create issues seeing clearly. Penalties: Init & ToHIT -2. Lvl 12 AoE X2 6 SP STACK 99 COST RANGE AREA OF FEFECT ROLL OUT DURATION SAVE: No Save LEVEL 2 4 pts 8 Squares 1 Square Initiative Instant Electric Zap Sparkling flaxen colored sparks race directly to the target, zapping them. (No ToHIT) FOCUS:+4 Initiative Direct damage of 1d8+ACU on 1 sq. +2 damage if non-Adamantine armor. COUNTER: None Sparks race to the target without any arc or lobbing. ENHANCEMENTS: 8 SP No ToHit or Save required. Lvl 12 Range X2 Lvl 9 Damage +50% 8 SP Lvl 18 AoE = 2 Targets 10 SP Fences and Shelters STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SNS: 2 LEVEL 1 2 Minutes 8 Hours 4 pts Touch 3x3 Squares No damage Camp Perimeter Shock Sandy colored sparks scatter to the perimeter and fade away. FOCUS:+3 Damage 3x3 Squares circle delivers 1d3 electric damage when crossed. 10 COUNTER:Dispel Magic Spell Lvl:1 When a creature crosses the perimeter causes a zap sound. ENHANCEMENTS: 8 SP Lvl 14 Duration X2 The creature must roll a Save. Passing means no damage, otherwise 1d3 damage. Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP **Healing and Rest** STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION No Save LEVEL 1 4 pts 2 Squares 1 Target Initiative Permanent Basic Healing 2d6+ACU CREATE:Draught Of Health The caster's hands glow and direct healing to a wound. FOCUS:Min Roll 7 Heal 2d6 + ACU Bonus. If helping a partner Fighter range is 8 sqs. COUNTER: None Range of 8 sqs for Nae'Em Fighters. ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP

-Strumos										
LEVEL 2		STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No Save	
Feather Bed 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								FOCUS:AOE = 2 COUNTER: None ENHANCEMENTS: LVI 12 Rollout Init 12 SP LVI 9 Duration +50% 6 SP LVI 12 AOE +50% 12 SP		
LEVEL 2		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: HTH:	2 s 1 better
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 Potion COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP		
2		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: SNS.	2
Sleep		JINCK I	4 pts	4 Squares	1 Target	1 Minute	1d6 Hours	5	5145.	avy Sleep
Jacep 1	Inactive persons Encourages a Tar Save fail means Save pass means Once a target is	rget to fall as Target falls i the GM rolls a	sleep. Any into a lig a d6 to se	ywhere from 1 t ght sleep. ee how long the	The state of the s	asleep.		Lvl 10	R: None	8 SP 6 SP 8 SP
LEVEL 2	- 1 110074	STACK 1	6 pts	RANGE Self	AREA OF EFFECT Caster	ROLL OUT 1 Hour	3 Days		SAVE: No Save	
Triggered Forced Healing 2d8 6 pts Self Caster 1 Hour 3 Days								CREATE:Triggered Forced Health Dr h h FOCUS:Stack+1 COUNTER:Rollout Interruption Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Healing +4 10 SP Lvl 18 Duration X4 10 SP		
	STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURA'						DURATION		SAVE: No Save	
Delaved He	ealing 2d6		4 pts	2 Squares	1 Creature	2 Minutes	4 Hours		INO Suve	
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 5 a focus: Duration reset to 1 week. COUNTER: None ENHANCEMENTS: Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP		
LEVEL 4		STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: SKL:	2
	ing 10/Hr (Max=	=4 hrs)	10 pts	2 Squares	2 Creatures	4 Hours	permaner	t	Healing o	
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.								FOCUS:+ 2 HP / Hr COUNTER: None ENHANCEMENTS: Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP Lvl 16 AoE = 2 Ppl 8 SP		
Light- LEVEL O No Counter	r Available DO NOT DELETE !	STACK !!! This is a	cost pts a counter	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	COUNTER ENHANCI LvI 0		0 SP

-Strumos Light and Darkness ROLL OUT DURATION SAVE: No Save STACK 99 COST AREA OF EFFECT 4 pts Self Varies Initiative 4 Hours Light of Strumos Yellow With a twirling of the fingers the caster brings about light! FOCUS:Brighter by Tier No Focus = Candle power. With Focus caster can set power. COUNTER:Same Spell This spell does stay fixed in relation to the caster, right above them. Use a Focus item for ENHANCEMENTS: control of light brightness. Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP COST RANGE AREA OF EFFECT ROLL OUT DURATION STACK 99 LEVEL 4 SAVE: No Save Conc +4 Rds 4 pts Self 3 Sq Dia Sphere Initiative Shadow of the Magi CREATE:Dust of Darkness Stays fixed right above the caster. FOCUS:Dur=20 Min (No conc) Darkness to continues for up to 4 rds after the concentration has stopped. COUNTER:Dispel Magic Spell LvI:1 Caster to creates darkness that will stay centered above them. ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Keep darkness active by lightly concentrating on the spell, Lvl 14 Range At 3 Sqs 8 SP Other spells actions that do not state a need to concentrate may be used. Lvl 9 Range at 1 Sq 6 SP Nae'Ems AREA OF EFFECT ROLL OUT LEVEL 2 NAE'EM RANGE DURATION STACK COST SAVE: No Save 4 nts РМР 1 Recipient 2 Davs Permanent Connect With A Fighter Caster surrounds a Fighter with a bright yellow glow. FOCUS:Healing through Nae'Em Permanent mental bond allows either party to initiate and/or accept. COUNTER:Rollout Interruption LvI:1 Each person must be within the same PMP to communicate. ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Arcane (Ancient Magic) will erase the bonding. Lyl 1 Fake Effort -2 SP This spell will only support 2 (See Stack) connections to Fighters. Lvl 4 Aura Brightens -2 SP Summon or Send AREA OF EFFECT DURATION RANGE ROLL OUT STACK 2 COST SAVE: 9 I FVFI 4 SKI: 2 4 pts 4 Squares Initiative 2 Rounds 1 Mark Conjured Conjure Native Beetles CREATE:Beetleroot Granules A swarm appears in a square adjacent to the target. FOCUS:Save +1 Col Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg. COUNTER:Same Spell Will attack any living target. Even if the target is friendly to the caster. ENHANCEMENTS: Lvl 12 Range X2 8 SP Save to conure. Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP Traveling (PMP AREA OF EFFECT ROLL OUT DURATION STACK RANGE No Save LEVEL 3 4 pts Self Caster 5 Minutes 6 Hours Strumos Run CREATE Potion Of Speed Boost Caster is able to run as fast as a horses canter for the duration. FOCUS:Move x2 1.5 times travel through a PMP. COUNTER:Same Spell O Caster avoids objects like normal. Can carry items and small pets. ENHANCEMENTS: 6 SP Lvl 10 Rollout Halved Lvl 9 Duration +50% 6 SP Lvl 18 AoE = 2 Targets 10 SP AREA OF EFFECT LEVEL 3 NAE'EM STACK 3 COST RANGE ROLL OUT DURATION SKL: 2 4 pts 30 Squares 1 Creature 20 Minutes 1 Month (30 days) Summoned Summon Astral Beast of Burden Caster summons an astral beast of burden. Up to 3 riders with one as the caster. FOCUS:HP at 50. 25 HP, 17/15 AC, 15 Move. 2 marks per day. Small bursts of speed, but no running. COUNTER:Dispel Magic Spell Lvl:1 Astral creature will only respond to the casters mental commands. ENHANCEMENTS: Creature will not understand threating or kind actions towards it. Lvl 14 Stacking +1 8 SP

If attacked it will attack in random directions w/ 1d8 since it does not understand.

Lvl 12 Range X2

Lvl 18 Duration X4

8 SP

10 SP

