-Strumos Battle-Defense STACK 1 ROLL OUT 3 NAE'EM COST AREA OF EFFECT DURATION SAVE: No Save 4 pts 8 Squares 1 Recipient Initiative 10 Minutes Protect Fighter vs Ranged/Thrown Barely visible straw colored sparks swirl around the fighter the fades. FOCUS:Total AC bonus:+4 0 Recipient Fighter must have a Nae'Em with the caster. COUNTER: None ENHANCEMENTS: Gains +2 to AC vs ranged and thrown attacks. No benefit vs melee. 8 SP Lvl 12 Range X2 Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION LEVEL 8 SAVE: RM: Tier 8 pts 5 Rounds Pass through Self 3 Square Radius Initiative Circle of Protection vs Undead Barely visible mustard colored sparks which highlights the perimeter then fades. FOCUS:Range 6 Sq Radius 0 Undead must Save to pass through the perimeter. Save column is equal to casters tier. COUNTER:Same Spell O Class symbol must be represented in the art of the circle. ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Does function as long as the caster concentrates (within duration). Lvl 14 Range At 3 Sqs 8 SP Lvl 12 AoE X2 6 SP **Battle-Offense** AREA OF EFFECT ROLL OUT DURATION RANGE STACK 99 SAVE: HTH: 2 LEVEL 1 4 nts 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. Ivl 9 Range +50% 6 SP Lvl 12 AoE X2 6 SP STACK 99 RANGE AREA OF FEFECT ROLL OUT DURATION SAVE RM: 1 LEVEL 2 Self 4 pts 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 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: Those that do Save have no visual issues. Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP Failed saves create issues seeing clearly. Penalties: Init & ToHIT -2. Lvl 12 AoF X2 6 SP AREA OF EFFECT DURATION STACK 99 COST RANGE **ROLL OUT** No Save 8 Squares 1 Square Initiative Instant Electric Zap Sparkling flaxen colored sparks race directly to the target, zapping them. (No ToHIT) FOCUS:+4 Initiative 0 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: No ToHit or Save required. Lvl 12 Range X2 8 SP Lvl 9 Damage +50% 8 SP Lvl 18 AoE = 2 Targets 10 SP AREA OF EFFECT ROLL OUT DURATION • SKL: 2 4 pts 4 Squares Initiative 2 Rounds 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 AREA OF FEFECT DURATION ROLL OUT STACK 99 No Save LEVEL 8 8 pts 10 Squares Direct Line Initiative Instant Static Bolt Sparks travel from the caster's hand directly towards the target. (ToHIT Required) FOCUS:Save +1 Col Damage of 1d8 + ACU on 3 in row. +1d8 damage if non-Adamantine armor. COUNTER:Same Spell O

Sparks travel from the caster's hand directly towards the target. (ToHIT Required)

Damage of 1d8 + ACU on 3 in row. +1d8 damage if non-Adamantine armor.

Sparks travel for 3 squares in a direct row.

1st square of row must be within Range.

FOCUS:Save +1 Col
COUNTER:Same Spell
ENHANCEMENTS:

Lvl 12 Range X2 8 SP
Lvl 14 Damage X2 12 SP

-Strumos Battle-Prep AREA OF EFFECT ROLL OUT DURATION STACK 1 COST RANGE SNS: 2 8 Hours No shock 4 pts Touch 3x3 Sq 2 Minutes Camp Perimeter Shock Sandy colored sparks scatter to the perimeter and fade away. FOCUS:+1d3 Dmg 0 8 Sq Dia circle around caster delivers 1d3 electric damage. COUNTER:Same Spell When a creature crosses the perimeter causes a zap sound. ENHANCEMENTS: 8 SP The creature must roll a Save. Passing means no damage, otherwise 1d3 damage. Lvl 14 Duration X2 Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION LEVEL 2 SAVE: No Save 3 Days 4 pts Self Caster 1 Hour Triggered Forced Healing CREATE:Triggered Forced Health Dr Damage triggers 2d8 rolled. Damage first, then 2x Healing. FOCUS:Stack+1 In effect until duration is over or is used. COUNTER:Same Spell Does NOT allow the choice to not use it. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Only 1 triggered health can be in place at any time. Lvl 16 Healing +4 10 SP Lvl 18 Duration X4 10 SP RANGE DURATION 8 NAE'EM STACK 2 COST AREA OF EFFECT ROLL OUT SAVE: No Save 2 Minutes 8 pts Touch 1 Fighter 1 Hour Raise Nae'Em Fighter Str +1 Sparks cause the fighter to sparkle throughout the duration. FOCUS:4 Hours Raise Fighter Str +1 COUNTER:Same Spell O ENHANCEMENTS: All adjustments to saves, initiatives, ToHITs are then applied. Lvl 10 Rollout Halved 6 SP See stacking number to determine how many Nae'Em Fighters can be affected. One spell per recipient, even if stack indicates more than 1. Lvl 14 Range At 3 Sqs 8 SP Lvl 4 Aura Brightens -2 SP Call-Summon NAE'EM STACK 3 COST RANGE AREA OF FEFECT ROLL OUT DURATION SAVE: SKL: 2 20 Minutes 1 Month (30 days) 4 pts 30 Squares 1 Creature 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: None Astral creature will only respond to the casters mental commands. ENHANCEMENTS: 8 SP Creature will not understand threating or kind actions towards it. Lvl 14 Stacking +1 Lvl 12 Range X2 8 SP If attacked it will attack in random directions w/ 1d8 since it does not understand. Lvl 18 Duration X4 10 SP LEVEL 6 NAE'EM RANGE AREA OF EFFECT ROLL OUT COST DURATION 9 SKI · 1 Self 8x8x8 Sqs 3 Hours 1 Month (30 days) Summoned Summon Nisse The caster summons a small gnome-like familiar. FOCUS:Named Nisse, AoE:10x10x10 A creature that can be seen with ultra violet vision. COUNTER: None ENHANCEMENTS: Timid invisible creatures that stay within 8 sqs of caster. Is a physical creature, HP:12 AC:18 Init+10 ToHIT-10 (Runs from fights). Lvl 14 Stacking +1 8 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP Communication-RANGE AREA OF EFFECT ROLL OUT DURATION 6 NAE'EM No Save 8 pts Touch 20 Minutes 5 Questions 1 Target Speak with Dead Red flames extend from the caster to be infused into the skull of the target. FOCUS:Truthseer Can be up to 100 years dead per Tier. Creates a temporary Nae'Em (Cae'Em). COUNTER: None Requires full skull and a jawbone. Max of 5 questions within the rollout time. ENHANCEMENTS:

Spell will interpret older languages to the current common language.

Lvl 10 Rollout Halved

Lvl 14 Range At 3 Sqs

Lvl 9 Range at 1 Sq

6 SP

8 SP

6 SP

-Strumos Creation-Meta RANGE AREA OF EFFECT ROLL OUT DURATION STACK 99 COST SKI: 2 8 pts Touch 1 Item 10 Minutes Permanent Comparative Dispel Magic Casters reach out to place spell breaking magic on an item COUNTER: None ENHANCEMENTS: GM determines the Save column for the item based on the nature of its power. Caster and GM both roll the Save. The greater success wins out. (Or least loss) Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Can be used to disrupt permanent magic. Doesn't affect non permanent spells. Lyl 9 Range at 1 Sq. 6 SP Find-Hide-Reveal STACK ROLL OUT RM· 2 8 pts 2 Squares 5 Minutes Sight Detect Magic CREATE:Scroll of Detect Magic Caster attempts to find out if an item/object is magical. FOCUS:Save Col -1 Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind. COUNTER: None Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. Casting ENHANCEMENTS: Lvl 18 Range X4 10 SP this will not enact the powers or magic, Lvl 12 Range X2 8 SP nor does it reveal the kind of magic is in play. Lvl 9 Range +50% 6 SP Food-Water RANGE AREA OF EFFECT ROLL OUT DURATION COST SAVE: No Save LEVEL 1 4 pts Touch 2 Skins/Tier 5 Minutes Permanent Draw Up Ground Water Blue and Orange ribbons burrow into the ground. FOCUS:+2 Skins extra 1/2 Pull water from ground. 2 skins per Tier. 1 skin in dry areas. COUNTER: None Typical person requires 1 skin per day. Deserts mean 2 per day. ENHANCEMENTS: Does NOT continously draw water from the same spot, Lvl 16 Rollout 1 Min 8 SP 20 SP Lvl 20 AOE X4 Each repeat adds 10% to failure chance (1d100 roll). Lvl 12 AnF X2 6 SP AREA OF EFFECT ROLL OUT DURATION STACK 99 COST RANGE SAVE: No Save I FVFI 4 4 pts 4 Meals 10 Minutes 1 Hour 1 Square Improve Food The caster focuses and yellow sparks streak to the food and swirls around it. FOCUS:Duration = 1 day Improve Food - Improve Quality/Taste of non-cumber food. COUNTER: None ENHANCEMENTS Does work on all non-poisoned / non-spoiled food. Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 12 AoF X2 6 SP Health-Life-Death AREA OF EFFECT ROLL OUT SAVE: No Save LEVEL 1 4 pts 2 Squares 1 Target Initiative Permanent Basic Healing CREATE:Draught Of Health When assisting a Nae'Emed fighter use range of 8 sqs FOCUS:Min Roll 7 Heal 2d6 + ACU Bonus. If helping a partner Fighter range is 8 sqs. COUNTER: None The caster's hands glow and direct the healing to a wound. ENHANCEMENTS: 8 SP Lvl 12 Range X2 When assisting a Nae'Emed fighter use range of 8 sqs Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION No Save LEVEL 2 4 pts 2 Squares 1 Target 1 Minute Instant **Heal Sickness** CREATE: Cure Sickness Potion 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.

COUNTER: None

ENHANCEMENTS:

Lvl 18 Range X4

Lvl 12 Range X2

Lvl 9 Range +50%

10 SP

8 SP

6 SP

-Strumos											
LEVEL 4		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No Sa	ve	
Delayed Hea	ling 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 a a FOCUS:Duration reset to 1 week. COUNTER: None ENHANCEMENTS: LVI 18 Healing +8 10 SP LVI 16 Healing +4 10 SP		
LEVEL 4 Slow Healin	g	STACK 3	COST 4 pts	RANGE 2 Squares	AREA OF EFFECT 2 Creatures	ROLL OUT 10 Minutes	8 Hours			KL: 2	
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: LVI 18 Healing +8 10 SP		
									Healing +4 AoE = 2 Ppl	10 SP 8 SP	
LEVEL 5		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: SI	(L: 2	
Repair A De	ad Body		4 pts	1 Square	1 Target	30 Minutes	Permanen	it		Repair done	
	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: LvI 18 Range X4		
LEVEL 6		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No Sa	ve	
Common Heal	ing		8 pts	Touch	1 Creature	Initiative	Instant		raught Of Health	VC	
Barely visible force grows at casters feet & fades. Heal 2d8 + ACU Bonus. If helping a partner Fighter range is 8 sqs. Yellow sparks float around the person the caster is healing. (Potion of Milky Yellow Liquid								Lvl 16	: None	10 SP 10 SP 10 SP	
LEVEL 7		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION			KL: 2	
Electrifyin	g Sickness Clea	anse	8 pts	Touch	1 Creature	2 Hours	Permanen	nt		No Sickness	
Golden sparks move from the caster to the recipient. Creature cleared of Sickness. but very uncomfortable. Does make the caster immunue to getting any Sickness for the rollout. Creature must pass Save.									FOCUS:COL -1 COUNTER: None ENHANCEMENTS: LvI 10 Rollout Halved 6 SP LvI 14 Range At 3 Sqs 8 SP LvI 14 Duration X2 8 SP		
LEVEL 8		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No Sa	VQ.	
Extra Heali	ng		8 pts	Touch	1 Creature	Initiative	Instant				
Yellow sparks float around the person the caster is healing. Heal 3d8 + ACU Bonus Yellow sparks float around the person the caster is healing.								CREATE: - No creations. Usable only as a sp FOCUS:+4 HP COUNTER: None ENHANCEMENTS: LvI 18 Healing +8 10 SP LvI 16 Healing +4 10 SP LvI 16 AOE = 2 PpI 8 SP			
Oth an Car	and the second	_	_	_	_	_	_				
Other-Cou	inter	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No Co		
No Counter	 Available	STACK	pts	KANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No Sa	ve	
	DO NOT DELETE !!!!	This is a	counter					COUNTER ENHANCE Lvl 0		s O SP	





-Strumos STACK 99 COST AREA OF EFFECT ROLL OUT SAVE: No Save LEVEL 4 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:Same Spell Caster to creates darkness that will stay centered above them. ENHANCEMENTS: Lvl 20 Rollout Instant 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 LEVEL 5 NAE'EM AREA OF EFFECT ROLL OUT DURATION STACK 1 RANGE COST SAVE: No Save 8 pts Touch 1 Square 2 Minutes Permanent Arlo's Astral Storage The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the ca FOCUS:+5 items Open or Close storage. No magic or metal or crystals COUNTER: None The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the ENHANCEMENTS: 12 SP Lvl 12 Rollout Init caster sees the items within.

6 SP

6 SP

Lvl 10 Rollout Halved Lvl 12 AoE X2