







-Strumos


Battle-Defense

LEVEL	3	NAE'EM			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Protect Fighter vs Ranged/Thrown					4 pts				8 Squares		1 Recipient		Initiative		4 Hours			
					<p>Barely visible straw colored sparks swirl around the fighter the fades.</p> <p>Recipient Fighter must have a Nae'Em with the caster.</p> <p>Gains +2 to AC vs ranged and thrown attacks. No benefit vs melee.</p>												<p>FOCUS:Total AC bonus:+4</p> <p>COUNTER:Dispel Magic Spell Lvl:1</p> <p>ENHANCEMENTS:</p> <p>Lvl 12 Range X2 8 SP</p> <p>Lvl 14 Duration X2 8 SP</p> <p>Lvl 9 Duration +50% 6 SP</p>	

Battle-Offense

LEVEL	1			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		HTH: 2		
Cause Illness				4 pts		4 Squares		1 Square		Initiative		Possibly Days					No 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. Use comparison Save. This can progress through Sickness II and III, to Disease I-II, then to death.															COUNTER: None			
																	ENHANCEMENTS:			
																	Lvl 18	Range X4		10 SP
																	Lvl 9	Range +50%		6 SP
																	Lvl 12	AoE X2		6 SP

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1	Target Sees
Barbed Sparks						4 pts	Self	4 sq Triangle	Initiative	5 Rounds			
 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.												FOCUS: Save +1 Col COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP Lvl 12 AoE X2 6 SP	

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Electric Zap						4 pts	8 Squares	1 Square	Initiative	Instant		
				<p>Sparkling flaxen colored sparks race directly to the target, zapping them. (No ToHit)</p> <p>Direct damage of 1d8+ACU on 1 sq. +2 damage if non-Adamantine armor.</p> <p>Sparks race to the target without any arc or lobbing.</p> <p>No ToHit or Save required.</p>								
				<div>FOCUS:+4 Initiative</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X28 SP</div> <div>Lvl 9 Damage +50%8 SP</div> <div>Lvl 18 AoE = 2 Targets10 SP</div>								

LEVEL

4

STACK

2

COST

4 pts

RANGE

4 Squares

AREA OF EFFECT

1 Mark

ROLL OUT

Initiative

DURATION

2 Rounds

SAVE:

SKL: 2

Conjure Native Beetles

A 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 conjure.

CREATE:Beetleroot Granules

FOCUS:Save +1 Col

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP

Battle-Prep

LEVEL

1

STACK

1

COST

4 pts

RANGE

Touch

AREA OF EFFECT

3x3 Squares

ROLL OUT


2 Minutes

DURATION

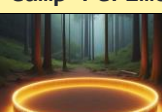
8 Hours

SAVE:

SNS: 2



No 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.

FOCUS:+1d3 Dmg

COUNTER:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

Lvl 14

Duration X2

8 SP

Lvl 9






Duration +50%

6 SP

Lvl 12

AOE +50%

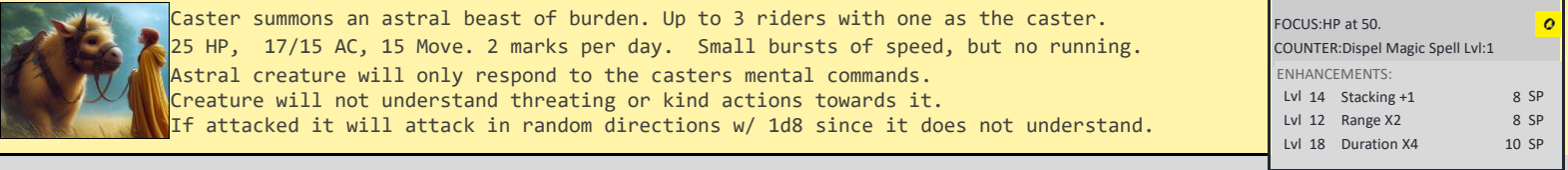
12 SP

LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Triggered Forced Healing 2d8				6 pts	Self	Caster	1 Hour	3 Days											
<div><p>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.</p></div>				<div>CREATE:Triggered Forced Health Dr  </div> <div>FOCUS:Stack+1 </div> <div>COUNTER:Rollout Interruption Lvl:1 </div> <div>ENHANCEMENTS:<table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 16</td><td>Healing +4</td><td>10 SP</td></tr><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr></table></div>							Lvl 10	Rollout Halved	6 SP	Lvl 16	Healing +4	10 SP	Lvl 18	Duration X4	10 SP
Lvl 10	Rollout Halved	6 SP																	
Lvl 16	Healing +4	10 SP																	
Lvl 18	Duration X4	10 SP																	

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Call-Summon

LEVEL	3	NAE'EM			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Summon Astral Beast of Burden							4 pts	30 Squares	1 Creature	20 Minutes	1 Month (30 days)		Summoned	



FOCUS:HP at 50.

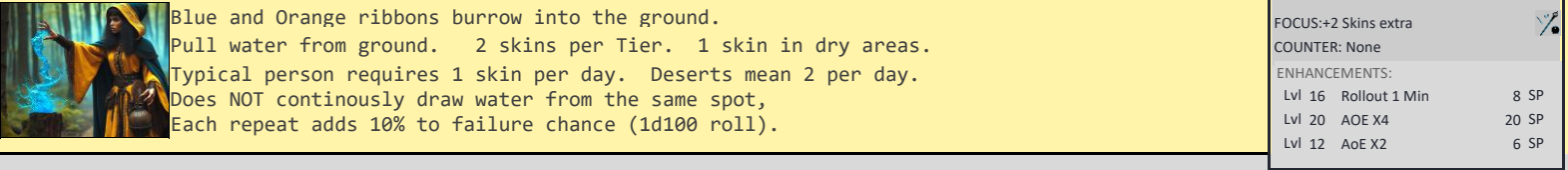
COUNTER:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

Lvl 14	Stacking +1	8 SP
Lvl 12	Range X2	8 SP
Lvl 18	Duration X4	10 SP

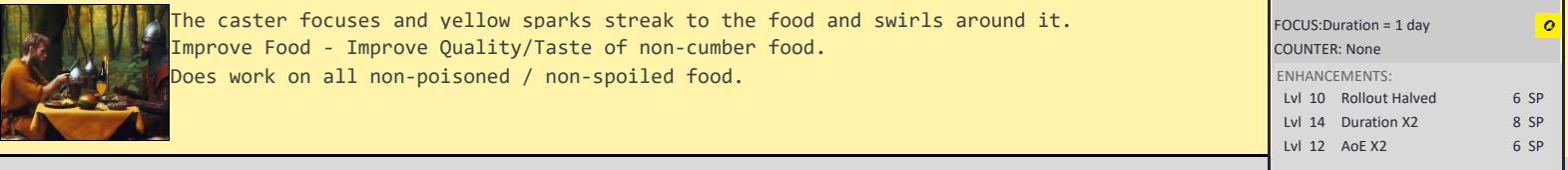
Food-Water

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



FOCUS:+2 Skins extra
 COUNTER: None
 ENHANCEMENTS:
 Lvl 16 Rollout 1 Min 8 SP
 Lvl 20 AOE X4 20 SP
 Lvl 12 AoE X2 6 SP

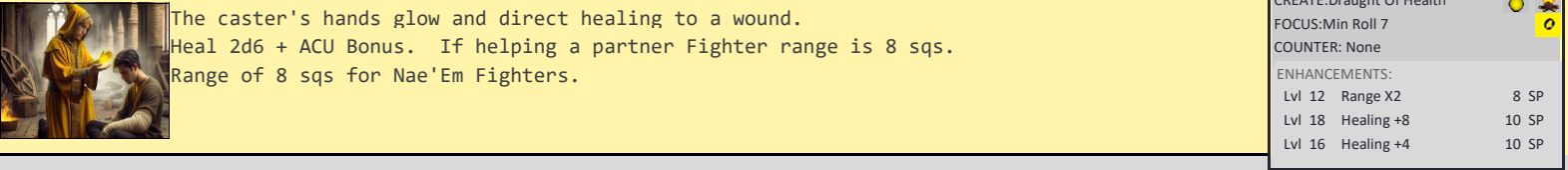
LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Improve Food						4 pts	1 Square	4 Meals	10 Minutes	1 Hour		



FOCUS: Duration = 1 day
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 14 Duration X2 8 SP
Lvl 12 AoE X2 6 SP

Health-Life-Death

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Basic Healing 2d6+ACU						4 pts	2 Squares	1 Target	Initiative	Permanent		



CREATE: Draught of Health

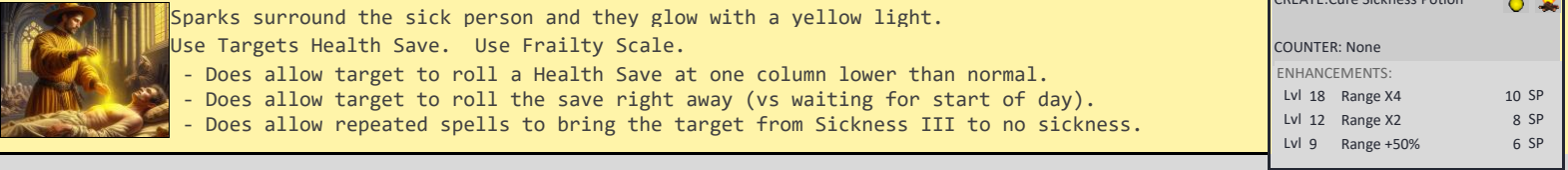
FOCUS: Min Roll 7

COUNTER: None

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 18	Healing +8	10 SP
Lvl 16	Healing +4	10 SP



LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2
Heal Sickness						4 pts	2 Squares	1 Target	1 Minute	Instant		Sickness 1 better

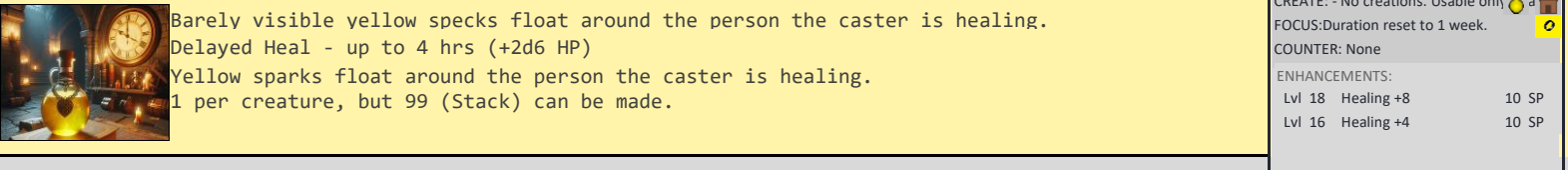


COUNTER: None


ENHANCEMENTS:

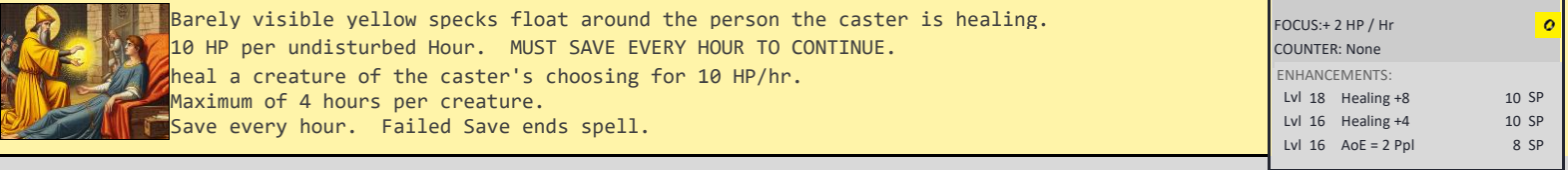
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

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



CREATE: - NO creations. Usable only if a
FOCUS: Duration reset to 1 week.
COUNTER: None
ENHANCEMENTS:
Lvl 18 Healing +8 10 SP
Lvl 16 Healing +4 10 SP

LEVEL	4	<div></div> <div></div>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Slow Healing 10/Hr (Max=4 hrs)					10 pts	2 Squares	2 Creatures	4 Hours	permanent	Healing continues		



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


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Other-Counter


DO NOT DELETE !!!! This is a counter


COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

Personal-Connections


	<p>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.</p>	<p>FOCUS: Healing through Nae'Em COUNTER: Rollout Interruption Lvl:1 ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 1 Fake Effort -2 SP Lvl 4 Aura Brightens -2 SP</p>
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Shelter-Rest-Protection


	<p>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...</p>	<div> <div>FOCUS:AOE = 2</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table> <tr> <td>Lvl 12</td> <td>Rollout Init</td> <td>12 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Duration +50%</td> <td>6 SP</td> </tr> <tr> <td>Lvl 12</td> <td>AOE +50%</td> <td>12 SP</td> </tr> </table> </div>	Lvl 12	Rollout Init	12 SP	Lvl 9	Duration +50%	6 SP	Lvl 12	AOE +50%	12 SP
Lvl 12	Rollout Init	12 SP									
Lvl 9	Duration +50%	6 SP									
Lvl 12	AOE +50%	12 SP									

Sleep	Prerequisites	Target	Initiative	See Notes	Heavy Sleep									
 <p>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.</p>					<p>FOCUS:Col +1 COUNTER: None</p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 14</td> <td>Stacking +1</td> <td>8 SP</td> </tr> <tr> <td>Lvl 10</td> <td>Rollout Halved</td> <td>6 SP</td> </tr> <tr> <td>Lvl 12</td> <td>Range X2</td> <td>8 SP</td> </tr> </table>	Lvl 14	Stacking +1	8 SP	Lvl 10	Rollout Halved	6 SP	Lvl 12	Range X2	8 SP
Lvl 14	Stacking +1	8 SP												
Lvl 10	Rollout Halved	6 SP												
Lvl 12	Range X2	8 SP												

Travel-PMP

Strumos Run	1 pet	5 min	caster	5 minutes	5 hours	Potion
	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 FOCUS:Move x2 COUNTER:Same Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 18 AoE = 2 Targets 10 SP

Utility-

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

4

STACK

99

COST

4 pts

RANGE

Self

AREA OF EFFECT

3 Sq Dia Sphere

ROLL OUT

Initiative


DURATION

Conc +4 Rds

SAVE:

No Save

Shadow of the Magi



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



FOCUS:Dur=20 Min (No conc)



COUNTER:Dispel Magic Spell Lvl:1



ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
Lvl 14	Range At 3 Sqs	8 SP
Lvl 9	Range at 1 Sq	6 SP