## -Strumos



COUNTER:Same Spell

Lvl 10 Rollout Halved Lvl 16 Healing +4

Lvl 18 Duration X4

6 SP

10 SP

10 SP

ENHANCEMENTS:

In effect until duration is over or is used.

Only 1 triggered health can be in place at any time.

Does NOT allow the choice to not use it.

## -Strumos Call-Summon STACK 3 ROLL OUT DURATION 3 NAE'EM AREA OF EFFECT 9 SKI: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. 0 25 HP, 17/15 AC, 15 Move. 2 marks per day. Small bursts of speed, but no running. COUNTER: None ENHANCEMENTS: Astral creature will only respond to the casters mental commands. 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 Food-Water ROLL OUT 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 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** Lvl 16 Rollout 1 Mir 8 SP Does NOT continously draw water from the same spot, Lvl 20 AOE X4 20 SP Each repeat adds 10% to failure chance (1d100 roll). Lvl 12 AoE X2 6 SP AREA OF FEFECT ROLL OLIT DURATION STACK 99 SAVE: LEVEL 4 No Save 4 nts 1 Square 4 Meals 10 Minutes 1 Hour Improve Food The caster focuses and yellow sparks streak to the food and swirls around it. FOCUS: Duration = 1 day 0 Improve Food - Improve Quality/Taste of non-cumber food. COUNTER: None Does work on all non-poisoned / non-spoiled food. ENHANCEMENTS: Lvl 10 Rollout Halved Lvl 14 Duration X2 8 SP Lvl 12 AoE X2 6 SP Health-Life-Death RANGE AREA OF FEFECT ROLL OUT DURATION STACK 99 COST SAVE: No Save LEVEL 1 4 pts 2 Squares Initiative Permanent 1 Target 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: 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 99 COST AREA OF EFFECT ROLL OUT DURATION SAVE: 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. COLINTER: None - Does allow target to roll a Health Save at one column lower than normal. ENHANCEMENTS Lvl 18 Range X4 10 SP Does allow target to roll the save right away (vs waiting for start of day). 8 SP Does allow repeated spells to bring the target from Sickness III to no sickness. Lvl 12 Range X2 6 SP Lvl 9 Range +50% STACK 99 AREA OF EFFECT ROLL OUT DURATION No Save LEVEL 4 4 Hours 2 Minutes 4 pts 2 Squares 1 Creature Delayed Healing 2d6 CREATE: - No creations. Usable only 💍 Barely visible yellow specks float around the person the caster is healing. FOCUS: Duration reset to 1 week. Delayed Heal - up to 4 hrs (+2d6 HP) COUNTER: None Yellow sparks float around the person the caster is healing. ENHANCEMENTS: Lvl 18 Healing +8 10 SP 1 per creature, but 99 (Stack) can be made. Lvl 16 Healing +4 10 SP DURATION LEVEL 4 SKL: 2 10 Minutes 8 Hours Healing continues 4 pts 2 Squares 2 Creatures Slow Healing Barely visible yellow specks float around the person the caster is healing. FOCUS:+ 2 HP / Hr 0 10 HP per undisturbed Hour. MUST SAVE EVERY HOUR TO CONTINUE. COUNTER: None heal a creature of the caster's choosing for 10 HP/hr. ENHANCEMENTS:

Maximum of 4 hours per creature.

Save every hour. Failed Save ends spell.

10 SP

10 SP

8 SP

Lvl 18 Healing +8 Lvl 16 Healing +4

Lvl 16 AoE = 2 Ppl

## -Strumos Personal-Connections STACK 2 AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 2 NAE'EM COST RANGE 4 pts 1 Recipient 2 Days Permanent Connect With A Fighter Caster surrounds a Fighter with a bright yellow glow. FOCUS:Healing through Nae'Em 0 Permanent mental bond allows either party to initiate and/or accept. COUNTER: None Each person must be within the same PMP to communicate. ENHANCEMENTS: 4 SP Arcane (Ancient Magic) will erase the bonding. Lvl 6 Subtle Casting Fake Effort -2 SP This spell will only support 2 (See Stack) connections to Fighters. Lvl 4 Aura Brightens -2 SP LEVEL 3 NAE'EM STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save PMP 4 Days Permanent 4 pts Nae'Em Connect To A House Caster surrounds a House member with a bright yellow glow. 0 Permanent mental bond allows either party to initiate and/or accept. COUNTER: None Each person must be within the same PMP to communicate. ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Arcane (Ancient Magic) will erase the bonding. Lvl 1 Fake Effort This spell will only support 2 (See Stack) connections to Fighters. -2 SP Lvl 4 Aura Brightens -2 SP Shelter-Rest-Protection AREA OF EFFECT ROLL OUT DURATION RANGE STACK 3 COST No Save LEVEL 2 4 nts Touch 1x2 Sas 2 Minutes 12 Hours Feather Bed Yellow sparks trace the shape as it creates a rope bed. $FOCUS \cdot \Delta OF = 2$ 0 A feather bed appear. COUNTER: None Can fit 2 persons. ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Does continue even once the caster is out cold, asleep, etc... Lyl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP STACK RANGE AREA OF FEFECT ROLL OLIT DURATION SAVF: SNS: 2 LEVEL 2 Heavy Sleep 4 pts 1 Minute 1d6 Hours 4 Squares 1 Target Sleep Inactive persons. Save: pass = 1d6 hrs. Fail = Light sleep. FOCUS:Col +1 Encourages a Target to fall asleep. Anywhere from 1 to 6 Hours. O COUNTER:Same Spell Save fail means Target falls into a light sleep. ENHANCEMENTS: 8 SP Save pass means the GM rolls a d6 to see how long the Target remains asleep. Lvl 14 Stacking +1 Lvl 10 Rollout Halved 6 SP Once a target is asleep they cannot wake themselves. Lvl 12 Range X2 8 SP Travel-PMP STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 3 5 Minutes 4 pts Self Caster 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. O COLINTER:Same Snell Caster avoids objects like normal. Can carry items and small pets. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 18 AoE = 2 Targets 10 SP Utility-STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION No Save LEVEL 1 4 pts Initiative 4 Hours Arcane Light with Class Hue CREATE: Astral Candle Light Powder 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. ENHANCEMENTS: Use a Focus item for control of light brightness. Lvl 14 Duration X2 8 SP

Lvl 9 Duration +50%

Lvl 18 Duration - EOY

6 SP

20 SP

