-Strumos Battle Actions/Prep COST ROLL OUT DURATION AREA OF EFFECT SAVE: No Save 8 pts 2 Squares 1 Creatures Initiative 6 Hours Increase Nae'Em Fighter Movement CREATE: Potion Of Speed Boost Target can move faster in normal conditions. +2 Move. FOCUS:Move+2 Sas Does work for base traveling during battle. Walking, Swimming, Flight. COUNTER:Same Spell ENHANCEMENTS: Does NOT allow casting on the caster AND a creature. Stack of 1. 8 SP Lvl 12 Range X2 Range +50% 6 SP Lyl 14 Duration X2 8 SP Battle Defense LEVEL 3 NAE'EM STACK 1 ROLL OUT No Save 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 honus:+4 Recipient Fighter must have a Nae'Em with the caster. COUNTER: Dispel Magic Spell LvI:1 Gains +2 to AC vs ranged and thrown attacks. No benefit vs melee. ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP **Battle Offense** AREA OF EFFECT ROLL OUT DURATION COST SAVE RM: 1 LEVEL 1 4 pts 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. Lvl 9 Duration +50% 6 SP Failed saves create issues seeing clearly. Penalties: Init & ToHIT -2. Lvl 12 AnF X2 6 SP AREA OF EFFECT STACK 99 COST RANGE ROLL OUT DURATION SAVE: HTH: 2 LEVEL 1 No Illness 4 pts 4 Squares Initiative Possibly Days 1 Square Cause Illness Sparks directed straight to target the square the caster points to. 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 STACK 99 COST AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 2 4 pts 8 Squares 1 Square Initiative 1 Round 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. COLINTER: None Sparks race to the target without any arc or lobbing. ENHANCEMENTS 8 SP Lvl 12 Range X2 No ToHit or Save required. Lvl 9 Damage +50% 8 SP 10 SP Lvl 18 AoE = 2 Targets AREA OF EFFECT DURATION STACK 2 ROLL OUT SAVE SKL: 2 LEVEL 3 Initiative 2 Rounds 4 pts 4 Squares 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 SAVE: No Save LEVEL 8 Instant 8 pts 10 Squares **Direct Line** Initiative Static Bolt Sparks travel from the caster's hand directly towards the target. (ToHIT Required) FOCUS:Save +1 Col 0 Damage of 1d8 + ACU on 3 in row. +1d8 damage if non-Adamantine armor. COUNTER: None Sparks travel for 3 squares in a direct row. ENHANCEMENTS: 8 SP st square of row must be within Range. Lvl 12 Range X2 Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP

-Strumos Communication ROLL OUT DURATION 6 NAE'EM STACK 99 COST RANGE AREA OF EFFECT SAVE: No Save 8 pts Touch 1 Target 1 Round 20 Minutes 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:Interruption Of Duration LvI:13 Requires full skull and a jawbone. Max of 5 questions within the rollout time. ENHANCEMENTS: 6 SP Spell will interpret older languages to the current common language. Lvl 10 Rollout Halved Lvl 14 Range At 3 Sqs 8 SP Lyl 9 Range at 1 Sq. 6 SP **Fences and Shelters** STACK ROLL OUT SAVE: SNS: 2 LEVEL 1 No damage 4 pts Touch 3x3 Squares 2 Minutes 8 Hours 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. COUNTER: Dispel Magic Spell LvI:1 When a creature crosses the perimeter causes a zap sound. ENHANCEMENTS: Lvl 14 Duration X2 8 SP 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 DURATION STACK 1 AREA OF EFFECT ROLL OUT SAVE: No Save LEVEL 7 4 Squares 1 Minute 12 Hours 8 nts 3x3 Squares Strumos Waystation Caster creates a waystation that looks normal in most respects. FOCUS:Canvass walls 3x3 Sqs platform that protects from some weather COUNTER:Dispel Magic Spell Lvl:1 Has center area for fires and 4 posts supporting a flat roof. ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lyl 14 Duration X2 8 SP Lvl 12 AoE X2 6 SP STACK COST RANGE AREA OF FEFECT ROLL OUT DURATION SAVE RM: Tier LEVEL 8 Self Pass through 8 pts 3 Square Radius Initiative 4 Hours Circle of Protection vs Undead Barely visible mustard colored sparks which highlights the perimeter then fades. FOCUS:Range 6 Sq Radius Undead must Save to pass through the perimeter. Save column is equal to casters tier. COUNTER: Dispel Magic Spell Lvl:1 Class symbol must be represented in the art of the circle. ENHANCEMENTS: 8 SP Does function as long as the caster concentrates (within duration). Lvl 14 Stacking +1 Lvl 14 Range At 3 Sqs 8 SP Lvl 12 AoF X2 6 SP Find or Reveal STACK 1 COST AREA OF EFFECT ROLL OUT DURATION SAVE: RM: 2 LEVEL 5 5 Minutes 8 pts 2 Squares 1-5 item Instant Sight Detect Magic

Caster attempts to find out if an item/object is magical.

this will not enact the powers or magic,

Can be used to disrupt permanent magic.

LEVEL 6

Dispel Magic Spell

nor does it reveal the kind of magic is in play.

STACK 99

Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind.

8 pts

List of spells that can be affected are in the Full Description list. GM determines the Save column for the item based on the nature of its power.

Doesn't affect non permanent spells, except as noted by each spell.

Caster and GM both roll the Save. The greater success wins out. (Or least loss)

Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. Casting

Touch

AREA OF EFFECT

1 Item

ROLL OUT

6 Minutes

CREATE:Scroll of Detect Magic

COUNTER Rollout Interruption Lyl-1

Range +50%

COUNTER:Rollout Interruption Lvl:1

10 SP

8 SP

6 SP

6 SP

10 SP

6 SP

SKL: 2

Comparative

GM

FOCUS:Save Col -1

ENHANCEMENTS:

Lvl 18 Range X4

Lvl 12 Range X2 Lvl 9

ENHANCEMENTS: Lvl 10 Rollout Halved

Lvl 18 Range X4

Lvl 9 Range at 1 Sq

DURATION

Permanent

-Strumos Food And Drink AREA OF EFFECT ROLL OUT COST RANGE DURATION SAVE: No Save 4 pts 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: 8 SP Does NOT continously draw water from the same spot, Lvl 16 Rollout 1 Min Lvl 20 AOE X4 20 SP Each repeat adds 10% to failure chance (1d100 roll). Lvl 12 AoF X2 6 SP RANGE AREA OF EFFECT ROLL OUT DURATION STACK 99 LEVEL 4 SAVE: No Save 1 Hour 4 pts 1 Square 4 Meals 10 Minutes 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 Does work on all non-poisoned / non-spoiled food. ENHANCEMENTS Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 12 AoF X2 6 SP Healing and Rest AREA OF EFFECT ROLL OUT DURATION RANGE STACK 99 No Save 4 nts 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 Lyl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP STACK COST RANGE AREA OF FEFECT ROLL OUT DURATION SAVE: No Save LEVEL 2 4 pts Touch 1x2 Sas 2 Minutes 12 Hours Feather Bed Yellow sparks trace the shape as it creates a rope bed. FOCUS:AOE = 2 A feather bed appear. COUNTER: None Can fit 2 persons. ENHANCEMENTS: 12 SP Does continue even once the caster is out cold, asleep, etc... Lvl 12 Rollout Init Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP ROLL OUT DURATION AREA OF EFFECT SNS: 2 ര 4 Squares 1 Minute 1d6 Hours **Heavy Sleep** Sleen Inactive persons. Save: pass = 1d6 hrs. Fail = Light sleep. FOCUS:Col +1 0 Encourages a Target to fall asleep. Anywhere from 1 to 6 Hours. COUNTER: None Save fail means Target falls into a light sleep. ENHANCEMENTS: Save pass means the GM rolls a d6 to see how long the Target remains asleep. Lvl 14 Stacking +1 8 SP Lvl 10 Rollout Halved 6 SP Once a target is asleep they cannot wake themselves. Lvl 12 Range X2 8 SP AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 6 pts Self 1 Hour 3 Davs Triggered Forced Healing 2d8 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:Rollout Interruption Lvl:1 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 AREA OF FEFE COST ROLL OUT DURATION STACK 99 HTH: 2 Sickness 1 better 4 pts 2 Squares 1 Minute Permanent 1 Target **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. COUNTER: None ENHANCEMENTS: - Does allow target to roll a Health Save at one column lower than normal. Lvl 18 Range X4 10 SP 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. Lvl 12 Range X2 8 SP

6 SP

Lvl 9

Range +50%



-Strumos AREA OF FEFECT ROLL OUT DURATION SKL: 2 8 nts Touch 1 Creature 2 Hours Permanent No Sickness **Electrifying Sickness Cleanse** Golden sparks move from the caster to the recipient. FOCUS:COL -1 0 Creature cleared of Sickness. but very uncomfortable. COUNTER: None Does make the caster immunue to getting any Sickness for the rollout. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Creature must pass Save. Lvl 14 Range At 3 Sqs 8 SP 8 SP Lvl 14 Duration X2 **Light and Darkness** RANGE AREA OF EFFECT ROLL OUT DURATION STACK 99 COST SAVE: No Save 1 4 pts Self Varies Initiative 4 Hours Light of Strumos Yellow CREATE: 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: Lvl 18 Duration X4 10 SP control of light brightness. Lvl 14 Duration X2 8 SP Duration +50% 6 SP Lvl 9 STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save Self 3 Sq Dia Sphere Initiative Conc +4 Rds 4 pts Shadow of the Magi CREATE: Dust of Darkness Stavs 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 Lyl:1 ENHANCEMENTS: Caster to creates darkness that will stay centered above them. Lvl 20 Rollout Instant 16 SP Keep darkness active by lightly concentrating on the spell, Other spells actions that do not state a need to concentrate may be used. Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq 6 SP Nae'Ems STACK 2 COST RANGE AREA OF FEFECT ROLL OUT DURATION LEVEL 2 NAE'EM No Save 2 Days PMP 4 pts 1 Recipient 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 Lvl:1 Each person must be within the same PMP to communicate. ENHANCEMENTS: 4 SP Arcane (Ancient Magic) will erase the bonding. Lvl 6 Subtle Casting Lvl 1 Fake Effort -2 SP This spell will only support 2 (See Stack) connections to Fighters. Lvl 4 Aura Brightens -2 SP LEVEL 6 NAE'EM STACK 7 AREA OF EFFECT ROLL OUT SAVE: No Save RANGE DURATION 4 Hours Permanent 1 Square Create a Vae'Em Location. Caster concentrates to create a connection with a one square area. 2 hours to cast, 1 minute open. Caster must enter first. COUNTER:Rollout Interruption Lvl:1 GM Saves for accuracy. Failed Save means caster steps thru to a misdirected location. All ENHANCEMENTS: 8 SP misdirected locations are safe to walk through. Lvl 14 Save -1 Col Lvl 10 Rollout Halved 6 SP LEVEL 7 NAE'EM STACK 3 AREA OF EFFECT ROLL OUT DURATION SKL: 2 12 pts 1 Square 1 Recipient 4 Davs Permanent Created Create Permanent Nae'Em Bright yellow ribbons encircle the recipient. FOCUS:SKL:1 Permanent mental bond allows either party to initiate and/or accept. COUNTER:Rollout Interruption Lvl:1 Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding. ENHANCEMENTS: This spell will only support 3 (See Stack) connections to another person. Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Recipient must Save for connection to work. AREA OF FEFECT STACK 1 ROLL OUT DURATION No Save LEVEL 8 **PMP** 30 Minutes 8 pts Self 5 Minutes Portal To Nae'Em portal can't be opened/created unless Nae'Em agrees to the portal. portal can't be opened/created unless Nae'Em agrees to the portal. COUNTER: None ENHANCEMENTS: the caster and one other person can pass through. Or Nae'Em and one other person can pass Lvl 10 Rollout Halved 6 SP through. First to pass through must be either the Nae'Em or the caster.

