-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 STACK 99 AREA OF EFFECT ROLL OUT DURATION COST RM: 3 LEVEL 12 1/2 Dmg if same 12 nts 8 Squares Initiative 1 Round 1 Target Class Power Attack Power surges towards the enemy. Type-> SYL:Ice, STM:Elect, ORX:Force, EOL:Acid FOCUS:Knockback w/ RM:3 Bolt of power: Dmg 4d10+ACU Bonus. No ToHIT required. COUNTER:Same Spell Save for 1/2 dmg IF same class. Use comparison Save. ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Communication RANGE AREA OF EFFECT ROLL OUT DURATION STACK 99 COST 6 NAE'EM SAVE: No Save 20 Minutes 8 pts Touch 1 Target 1 Round 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:1 Requires full skull and a jawbone. Max of 5 questions within the rollout time. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Spell will interpret older languages to the current common language. Lvl 14 Range At 3 Sqs 8 SP 6 SP Lvl 9 Range at 1 Sq 9 NAE'EM STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE 9 SKL: 2 20 Rds (2 Min) 5 Minutes 12 pts 6 Squares 3 Squares Speech allowed Speak With The Resting Dead Draw 2 Sqs diameter summoning circle with a memento of dead person in the centre. FOCUS:SKL:1 Speak with Dead. Ritual requires a Nae'Em connection and an item. COUNTER: None Dead must be undisturbed and in a covered grave with a marker. ENHANCEMENTS: Lvl 9 Range +50% 6 SP A summoning circle must be created within 6 squares of the grave. The dead can be summoned to be near the caster, but not forced to speak. Lvl 14 Duration X2 8 SP Duration +50% 6 SP **Fences and Shelters** STACK 1 COST RANGE AREA OF FEFECT ROLL OUT DURATION SAVE SNS: 2 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 Lvl: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 AREA OF EFFECT STACK COST RANGE **ROLL OUT** DURATION No Save 4 Squares 12 Hours 3x3 Squares 1 Minute 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 Lvl 14 Duration X2 8 SP Lvl 12 AoE X2 6 SP AREA OF EFFECT ROLL OUT DURATION SAVE RM: Tier LEVEL 8 Pass through 8 pts Self 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: 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 AnF X2 6 SP AREA OF EFFECT STACK 99 COST RANGE ROLL OUT DURATION RM: 3 LEVEL 10 12 pts 6 Squares 2 - 9 Sas Initiative 4 Hours No damage taken. Charged Fencing - Two Sides Barely visible flaxen colored sparks create a two-sided wall around the caster. FOCUS:Invisible Wall Two 3 sqs walls that is 2 sqs high blocking anyone trying to pass. COUNTER:Dispel Magic Spell Lvl:1

Save to break through. If a person makes it through that does NOT leave a hole.

3d6 electric damage when touched.

ENHANCEMENTS: Lvl 18 Duration X4

Lvl 14 Duration X2

Lvl 9 Duration +50%

10 SP

8 SP

6 SP

-Strumos STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 12 pts Touch 1x1x2 Sqs 1 Minute 8 Hours n-down-looking wooden shed that's actually a 4-bedroom house on the inside.

LEVEL 12

Astral Shed



Typical person requires 1 skin per day. Deserts mean 2 per day. Lvl 16 Rollout 1 Min 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). I VI 12 AnE X2 6 SP ROLL OUT DURATION COST RANGE AREA OF FEFE STACK 99 SAVE: No Save LEVEL 4 10 Minutes 1 Hour 4 pts 1 Square 4 Meals Improve Food The caster focuses and yellow sparks streak to the food and swirls around it. FOCUS:Duration = 1 day

The caster focuses and yellow sparks streak to the food and swirls around it.

Improve Food - Improve Quality/Taste of non-cumber food.

Does work on all non-poisoned / non-spoiled food.

ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 14 Duration X2 8 SP
Lvl 12 AoE X2 6 SP

-Strumos **Healing and Rest** ROLL OUT STACK 99 COST RANGE AREA OF EFFECT DURATION SAVE: No Save 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 ENHANCEMENTS: Range of 8 sqs for Nae'Em Fighters. Lvl 12 Range X2 8 SP Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP COST RANGE AREA OF EFFECT ROLL OUT DURATION STACK LEVEL 2 SAVE: No Save 4 pts 12 Hours Touch 1x2 Sas 2 Minutes Feather Bed Yellow sparks trace the shape as it creates a rope bed. FOCUS: AOF = 2 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... Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE SNS: 2 LEV/FI 2 **Heavy Sleep** 4 pts 4 Squares 1 Minute 1d6 Hours 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. COUNTER: None Save fail means Target falls into a light sleep. ENHANCEMENTS: Lvl 14 Stacking +1 8 SP 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. Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP STACK 1 DANGE AREA OF FEFECT ROLL OLI DURATION SAVE: No Save 2 6 pts Self Recipient 1 Hour 3 Days 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 10 SP Lvl 18 Duration X4 AREA OF EFFECT ROLL OUT DURATION HTH: 2 4 pts 2 Squares 1 Target 1 Minute Permanent Sickness 1 better **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 - 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). Lvl 12 Range X2 8 SP - Does allow repeated spells to bring the target from Sickness III to no sickness. Lvl 9 Range +50% 6 SP AREA OF EFFECT ROLL OUT DURATION STACK COST RANGE SAVE: No Save 4 pts 1 Creature 2 Minutes 4 Hours 2 Squares Delayed Healing 2d6 CREATE: - No creations. Usable only 💍 a 🥌 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 STACK 99

LEVEL 4 Final Rites

COST 4 pts

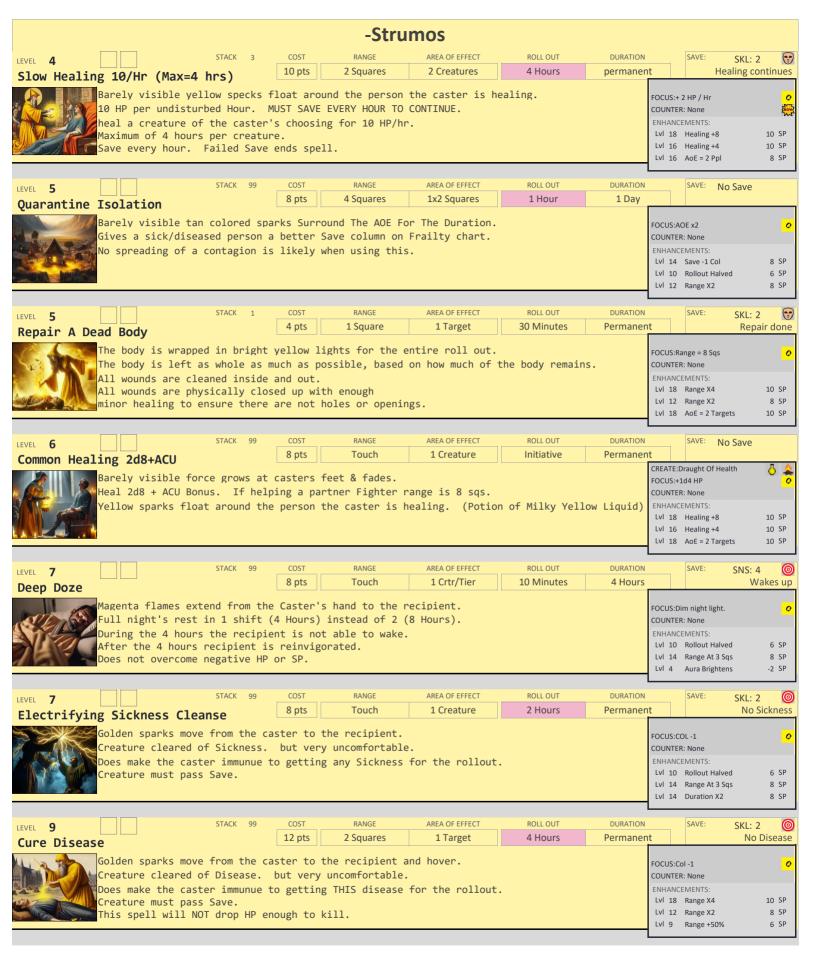
RANGE AREA OF EFFECT Touch 1 Body

ROLL OUT DURATION 30 Min Permanent No Save

Yellow flames creep across the body without burning it. Must be dead a month or less.

The dead are sent beyond any connection that can be made from the known planes. To finish the spell a dieties name must be spoken aloud.

COUNTER: Rollout Interruption Lyl:1 **ENHANCEMENTS:** Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP





-Strumos Nae'Ems ROLL OUT LEVEL 2 NAE'EM STACK 2 COST AREA OF EFFECT DURATION SAVE: No Save 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 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: 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. Aura Brightens Lvl 4 -2 SP LEVEL 6 NAE'EM STACK 7 AREA OF EFFECT ROLL OUT DURATION COST RANGE SAVE: No Save 8 pts 1 Square 1 Square 4 Hours Permanent 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 LvI:1 GM Saves for accuracy. Failed Save means caster steps thru to a misdirected location. All ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP misdirected locations are safe to walk through. Lvl 10 Rollout Halved 6 SP 7 NAE'EM STACK 3 COST RANGE AREA OF EFFECT ROLL OUT DURATION SKL: 2 4 Days Permanent 12 pts 1 Square 1 Recipient 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 Lyl:1 Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding. ENHANCEMENTS: Lvl 10 Rollout Halved This spell will only support 3 (See Stack) connections to another person. 6 SP Recipient must Save for connection to work. Lvl 18 Range X4 10 SP STACK COST RANGE AREA OF FEFECT ROLL OUT DURATION No Save LEVEL 8 8 pts Self PMP 30 Minutes 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. LEVEL 8 NAE'EM AREA OF EFFECT ROLL OUT No Save 8 pts Touch 1 Fighter 2 Minutes 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 All adjustments to saves, initiatives, ToHITs are then applied. ENHANCEMENTS: 6 SP Lvl 10 Rollout Halved See stacking number to determine how many Nae'Em Fighters can be affected. Lvl 14 Range At 3 Sqs 8 SP One spell per recipient, even if stack indicates more than 1. Lvl 4 Aura Brightens -2 SP AREA OF EFFECT ROLL OUT RANGE DURATION LEVEL 11 NAE'EM STACK COST SAVE: 9 RM: 3 36 pts Touch 1 Item 3 Davs Permanent Connected Connect To An Arcane Focus Item Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollou FOCUS:No current Focus Item Creates a connection between the caster and the Arcane Focus Item. COUNTER:Rollout Interruption LvI:1 ENHANCEMENTS: Require the item to be of the highest quality. Lvl 14 Save -1 Col 8 SP Caster must currently not have a Focus Item. Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP Planar

RANGE AREA OF EFFECT COST ROLL OUT DURATION STACK 1 5 NAE'EM SAVE: No Save Touch 2 Minutes 8 pts 1 Square Permanent Arlo's Astral Storage The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. FOCUS:+5 items Only the caster sees the items within. COUNTER: None

Open or Close storage. No magic or metal or crystals
The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the caster sees the items within.

ENHANCEMENTS:

LVI 12 Rollout Init 12 SP

LVI 10 Rollout Halved 6 SP

LVI 12 AGE X2 6 SP



Summon Astral Beast of Burden

Caster summons an astral beast of burden. Up to 3 riders with one as the caster.

25 HP, 17/15 AC, 15 Move. 2 marks per day. Small bursts of speed, but no running.

Astral creature will only respond to the casters mental commands.

Creature will not understand threating or kind actions towards it.

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

SAVE: No Save

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