-Strumos **Battle Defense** STACK 1 AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 3 NAE'EM 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 bonus:+4 Recipient Fighter must have a Nae'Em with the caster. COUNTER:Dispel Magic Spell Lvl:1 ENHANCEMENTS: Gains +2 to AC vs ranged and thrown attacks. No benefit vs melee. Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP **Battle Offense** ROLL OUT STACK 99 SAVE: HTH: 2 LEVEL 1 4 pts 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. Lvl 9 Range +50% 6 SP Lvl 12 AoE X2 6 SP RANGE AREA OF EFFECT ROLL OUT DURATION STACK 99 COST SAVE: 0 LEVEL 2 RM: 1 4 nts 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. Lyl 9 Duration +50% 6 SP Failed saves create issues seeing clearly. Penalties: Init & ToHIT -2. Lvl 12 AoE X2 6 SP STACK 99 COST RANGE AREA OF FEFECT ROLL OUT DURATION SAVE: No Save LEVEL 2 4 pts 8 Squares 1 Square Initiative Instant 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. COUNTER: None Sparks race to the target without any arc or lobbing. ENHANCEMENTS: 8 SP No ToHit or Save required. Lvl 12 Range X2 Lvl 9 Damage +50% 8 SP Lvl 18 AoE = 2 Targets 10 SP Fences and Shelters STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SNS: 2 LEVEL 1 2 Minutes 8 Hours 4 pts Touch 3x3 Squares No damage 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. 10 COUNTER:Dispel Magic Spell Lvl:1 When a creature crosses the perimeter causes a zap sound. ENHANCEMENTS: 8 SP Lvl 14 Duration X2 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 **Healing and Rest** STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION No Save LEVEL 1 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 Range of 8 sqs for Nae'Em Fighters. ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP

-Strumos												
LEVEL 2				STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SA	AVE: No Save	
Feather	Bed				4 pts	Touch	1x2 Sqs	2 Minutes	12 Hours			
		A feath Can fit	her bed ap t 2 person	•						FOCUS:AOE = COUNTER: NO ENHANCEME Lvl 12 Rol Lvl 9 Du Lvl 12 AO	one ENTS: Illout Init Iration +50%	12 SP 6 SP 12 SP
2				STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	S.F.	AVE: HTH· 2	<u> </u>
LEVEL 2 Heal Si	ckned			STACK 33	4 pts	2 Squares	1 Target	1 Minute	Instant		AVE: HTH: 2 Sickness :	_
Heal Sickness 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: LVI 18 Range X4 10 SP LVI 12 Range X2 8 SP LVI 9 Range +50% 6 SP		
LEVEL 2				STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SA	AVE: SNS: 2	0
Sleep					4 pts	4 Squares	1 Target	1 Minute	1d6 Hours	;	Heav	vy Sleep
	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.									FOCUS:COI +1 COUNTER: No ENHANCEME LVI 14 Sta LVI 10 ROI LVI 12 Rai	one ENTS: acking +1 Illout Halved	8 SP 6 SP 8 SP
LEVEL 2				STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SA	AVE: No Save	
_	ed Fo	orced	Healing	2d8	6 pts	Self	Caster	1 Hour	3 Days			2 4
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.										FOCUS:Stack-	ollout Interruption Lv ENTS: ollout Halved ealing +4	Z
LEVEL 4				STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SA	AVE: No Save	
Delayed	Heal	ling 2	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 To a FOCUS:Duration reset to 1 week. COUNTER: None ENHANCEMENTS: Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP		
LEVEL 4				STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SA	AVE: SKL: 2	2
-	aling	g 10/l	Hr (Max=4	4 hrs)	10 pts	2 Squares	2 Creatures	4 Hours	permanen	t	Healing co	
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: Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP Lvl 16 AoE = 2 Ppl 8 SP		
Light-				27.24	COST	21NGE	1251 25 555567	2011 0117	SUBATION	C		
No Coun	tan (^vail	-h10	STACK	pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SA	AVE: No Save	
No Coun			DELETE !!	!! This is a						COUNTER: NO		
										Lvl 0 No	Enhancements	0 SP

-Strumos Light and Darkness ROLL OUT DURATION SAVE: No Save STACK 99 COST AREA OF EFFECT 4 pts Self Varies Initiative 4 Hours Light of Strumos Yellow 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: control of light brightness. Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP COST RANGE AREA OF EFFECT ROLL OUT DURATION STACK 99 LEVEL 4 SAVE: No Save 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:Dispel Magic Spell LvI:1 Caster to creates darkness that will stay centered above them. ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP 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 Nae'Ems AREA OF EFFECT ROLL OUT LEVEL 2 NAE'EM RANGE DURATION STACK COST SAVE: No Save 4 nts РМР 1 Recipient 2 Davs 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: Lvl 6 Subtle Casting 4 SP Arcane (Ancient Magic) will erase the bonding. Lyl 1 Fake Effort -2 SP This spell will only support 2 (See Stack) connections to Fighters. Lvl 4 Aura Brightens -2 SP Summon or Send AREA OF EFFECT DURATION RANGE ROLL OUT STACK 2 COST SAVE: 9 I FVFI 4 SKI: 2 4 pts 4 Squares Initiative 2 Rounds 1 Mark 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 Traveling (PMP AREA OF EFFECT ROLL OUT DURATION STACK RANGE No Save LEVEL 3 4 pts Self Caster 5 Minutes 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. COUNTER:Same Spell O Caster avoids objects like normal. Can carry items and small pets. ENHANCEMENTS: 6 SP Lvl 10 Rollout Halved Lvl 9 Duration +50% 6 SP Lvl 18 AoE = 2 Targets 10 SP AREA OF EFFECT LEVEL 3 NAE'EM STACK 3 COST RANGE ROLL OUT DURATION SKL: 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. 25 HP, 17/15 AC, 15 Move. 2 marks per day. Small bursts of speed, but no running. COUNTER:Dispel Magic Spell Lvl:1 Astral creature will only respond to the casters mental commands. ENHANCEMENTS: Creature will not understand threating or kind actions towards it. Lvl 14 Stacking +1 8 SP

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

Lvl 12 Range X2

Lvl 18 Duration X4

8 SP

10 SP

