

## Battle-Actions

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK
12	12 pts		<b>COUNTER: End Ongoing Damage</b>	10 Squares	1 Spell	Instant	Instant	SKL 4	99
				Counters ongoing damage that is damage over time.				Ends damage cycle	
10	12 pts		<b>COUNTER: Block Healing</b>	20 Squares	1 Spell	Instant	Instant	SKL 3	99
				Save blocks a person using a healing spell.				Healing stopped	
9	12 pts		<b>COUNTER: Remove Shelter</b>	20 Squares	1 Spell	Instant	Instant	SKL 3	99
				Ends Magical shelters.				Shelter is gone.	
11	12 pts		<b>COUNTER: Disrupt Images</b>	20 Squares	1 Spell	Instant	Instant	SKL 2	99
				Can dispell unreal visages.				Images fails	
10	12 pts		<b>COUNTER: Remove Magic Defense</b>	20 Squares	1 Spell	Instant	Instant	SKL 3	99
				Ends a currently active defensive spell.				Ends target spell	

## Battle-Defense

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	COUNT	ENH
10	12 pts		<b>Astral Mental Shield</b>	Self	Self	4 Hours		2 Minutes	RM 2	99	1 5
				Total AC Bonus +4 with Item/Kit. Save vs Astral = RM:2. AC bonus +2.				Avoid Attack			
3	4 pts		<b>Protect Fighter vs Ranged/Thrown</b>	8 Squares	1 Recipient	10 Minutes		Initiative	none	1	7
				Total AC bonus:+4 with Item/Kit. Recipient gains +2 vs ranged/thrown attacks.							
8	8 pts		<b>Circle of Protection vs Undead</b>	Self	3 Square Radius	5 Rounds		Initiative	RM Tier	1	1 4
				Range 6 Sq Radius with Item/Kit. Undead must Save to pass. Column = casters tier.				Pass through			
10	12 pts		<b>Charged Fence - Two Sides</b>	6 Squares	2 - 9 Sqs	5 Rounds		Initiative	RM 3	99	1 5
				Invisible Wall with Item/Kit. 3d6 touch dmg. Save to pass through.				Pass			
12	12 pts		<b>Circle of Astral Expulsion</b>	Touch	3 Sq Radius	4 Hours		10 Mintes	SKL 2	1	1 6
				Caster Saves to expell a creature. Once cast range no issue.				Expulsion			
12	12 pts		<b>Circle of Containment</b>	Touch	3 Sq Rad Circle	4 Hours		10 Minutes	BRU 3	99	1 4
				BRU:>95 with Item/Kit. Creatures from exiting its area. Must Save to Exit.				Exit Circle			





## -Strumos

2/18/2024 3:07:47 PM

## Battle-Offense

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	COUNT	ENH
4	4 pts		<b>Conjure Native Beetles</b>	4 Squares	1 Mark	2 Rounds <del>4</del>	Initiative	SKL 2	2	2	7
Dmg set at 5 pts with Item/Kit. Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8  Conjured											
17	20 pts		<b>Lightening Bolt</b>	12 Squares	Direct Line	Instant	Initiative	AGL 2	99		3
+6 Dmg with Item/Kit. Dmg: 2d6+ACU. Non-Admn amor +6. Up to 4 targets in a row.  1/2 Damage											
8	8 pts		<b>Static Bolt</b>	10 Squares	Direct Line	Instant	Initiative	none	99	1	7
+4 Dmg with Item/Kit. Dmg 1d8 +ACU. Row of 3. Dmg +1d8 if non-Adamantine armor.											
2	4 pts		<b>Barbed Sparks</b>	Self	4 sq Triangle	5 Rounds <del>5</del>	2 Rounds	RM 1	0	1	7
Dur= 4 Rds with Item/Kit. Save vs Visual issues. Fail= Init & ToHIT -2.  Target Sees											
2	4 pts		<b>Electric Zap</b>	8 Squares	1 Square	Instant	Initiative	none	99		5
+4 Damage with Item/Kit. Dmg 1d8+ACU, If non-Adam armor +2 Dmg. No ToHIT or Save.											
12	12 pts		<b>Class Power Attack</b>	8 Squares	1 Target	1 Round <del>1</del>	Initiative	RM 3	99		2
Knockback w/ RM:3 with Item/Kit. Class Bolt Dmg 4d10+ACU. Save for 1/2 dmg IF same class.  1/2 Dmg if same											
11	12 pts		<b>COUNTER: Disrupt Perimeter</b>	20 Squares	1 Spell	Instant	Initiative	SKL 3	99		
Counter spell disrupts Magical perimeters.  Disrupted											
1	4 pts		<b>Cause Illness</b>	4 Squares	1 Square	1 Round <del>1</del>	Initiative	HTH 2	99		6
Targets 1 sq w/ No ToHIT. Dmg 1d4+ACU. Save vs Sickness I  No Illness											








## Battle-Prep

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	COUNT	ENH
1	4 pts		<b>Camp Perimeter Shock</b>	Touch	3x3 Sq	8 Hours	2 Minutes	SNS 2	1	2	4
			+1d3 Dmg with Item/Kit. 1d3 electric dmg. Save for no dmg. Crossing = zap sound.								
			No shock								
2	4 pts		<b>Triggered Forced Healing</b>	Self	Caster	3 Days	1 Hour	none	1	1	4
			Stack+1 with Item/Kit. Dmg triggers 2d8 rolled. Dmg first, then 2x Healing.								
8	8 pts		<b>Raise Nae'Em Fighter Str +1</b>	Touch	1 Fighter	1 Hour	2 Minutes	none	2		7
			2 Hrs with Item/Kit. Raises the fighters Strength 1 point.								










## -Strumos

2/18/2024 3:07:47 PM

## Find-Hide-Reveal

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	COUNT	ENH
10	12 pts		<b>Counter: Block Scrying</b>	Touch	4 x 4 Squares	1 Hour 	Initiative 	SKL 2	1		
GM rolls Save.  Scrying blocked											
5	8 pts		<b>Detect Magic</b>	2 Squares	1 item	Instant 	5 Minutes 	RM 2	1	1	3
 Save Col -1 with Item/Kit. Magic=Candle. Mundane=None. Epic=Blinding. Save vs Blind.  Sight											





























## Food-Water

LEVEL	COST	FOCUS	TITLE	RANGE	AOE	DURATION	ROLLOUT	SAVE	STACK		
15	16 pts		Create Food For A Family	Touch	1 Square	Permanent	 5 Minutes		none	3	ENH 5
			Improved taste & Wine with Item/Kit.	2d12+10 meals w/ water.							
1	4 pts		Draw Up Ground Water	Touch	2 Skins/Tier	Permanent	 5 Minutes		none	99	ENH 2
			+2 Skins extra with Item/Kit.	Pull water from ground. 2 skins / Tier. 1 skin in dry areas.							
4	4 pts		Improve Food	1 Square	4 Meals	1 Hour	 10 Minutes		none	99	ENH 7
			Duration = 1 day with Item/Kit.	Food becomes nutritional.							

# -Strumos





2/18/2024 3:07:47 PM

## Health-Life-Death

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	COUNT	ENH
1	4 pts		<b>Forced Heal 1d6 HP (+more)</b>  Fragility Save - 1 Column with Item/Kit. Roll dice. Apply as force damage. Apply x2 as healing.	1 Square	1 Target	Permanent 	Initiative 	none	1	1	8
4	4 pts		<b>Repair A Dead Body</b> Preps a body for funeral viewing.	1 Square	1 Target	Perm 	30 Minutes 	SKL 2 	1		5
11	12 pts		<b>Heal 5d6+2 HP</b> +1d4 HP with Item/Kit. x	2 Squares	1 Target	Permanent	Initiative	none	99	1	6
12	12 pts		<b>Heal 5d6+6 HP</b> +1d4 HP with Item/Kit. x	2 Squares	1 Creature	Permanent	Instant	none	99		5
6	8 pts		<b>Common Healing</b> +1d4 HP with Item/Kit. x	Touch	1 Creature	Instant	Initiative	none	99	1	4
4	4 pts		<b>Slow Healing</b>  + 2 HP / Hr with Item/Kit. 10 HP per undisturbed hr. MUST SAVE EVERY HOUR. Max 4 hrs.	2 Squares	2 Creatures	8 Hours 	10 Minutes 	SKL 2 	3	1	7
8	8 pts		<b>Extra Healing</b> +4 HP with Item/Kit. x	Touch	1 Creature	Instant	Initiative	none	99	1	4
2	4 pts		<b>Heal Sickness</b> Target can Save (@ - 1 Col) right away instead of morning.	2 Squares	1 Target	Instant 	1 Minute 	none	0	1	6
4	4 pts		<b>Delayed Healing 2d6</b>  Duration reset to 1 week. with Item/Kit. Delayed Heal - up to 4 hrs (+2d6 HP). 1 per creature.	2 Squares	1 Creature	4 Hours 	2 Minutes 	none	99	1	7
12	12 pts		<b>Ranged Forced Healing 2d8+2 HP</b> Roll 2d8+2. Dmg x1 then Heal x2	6 Squares	1 Target	Permanent 	Initiative 	none	99		6
16	16 pts		<b>Consecration of Corpse</b> Block animation and removes Nae'Ems.	1 Square	1 Corpse	Permanent 	30 Minutes 	none	99		4
1	4 pts		<b>Basic Healing</b> Min Roll 7 with Item/Kit. Heal 2d6 +ACU. If helping a Nae'Emed Fighter range is 8 sqs.	2 Squares	1 Target	Permanent 	Initiative 	none	99	1	6
17	20 pts		<b>Group Heal</b>  +50 HP with Item/Kit. 3 persons minimum within AoE. 200 pts divided equally.	6 Squares	3 Sq Rad Circle	Permanent 	20 Minutes 	none	99	1	5
11	48 pts		<b>Life Zap</b>  Health at 10 HP. with Item/Kit. Dead < 25 hrs & pass Save to be alive with -4 HP.	Touch	1 Body	Permanent 	8 Hrs 	HTH 3 	99	1	5

-Strumos

2/18/2024 3:07:47 PM

14	16 pts	<b>Healing Bolt</b>	12 Squares	1 Creature	Permanent	Initiative	none	99	COUNT	ENH
		 +1d4 HP with Item/Kit. 1d2 Dmg. Then 6d6 Healing.							1	4
7	8 pts	<b>Electrifying Sickness Cleanse</b>	Touch	1 Creature	Permanent	8 Hours	SKL 2	99	COUNT	ENH
		 COL -1 with Item/Kit. 1 pt damage, removes Sickness I, II, III (with Save).					 No Sickness		1	8
9	12 pts	<b>Heal Disease</b>	2 Squares	1 Target	Permanent	8 Hours	SKL 2	99	COUNT	ENH
		Col -1 with Item/Kit. 2d8 pts damage, removes Disease I, II, III (with Save).					 No Disease		1	6

Illusion-Reality										
LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
9	12 pts		<b>Young Helper</b>	1/2 Mark	1 Square	1 Hour	Initiative	none	1	COUNT 1 ENH 4
		Heal Conduit with Item/Kit. Helper can be far away but healing can be done through it.								

## -Strumos

2/18/2024 3:07:48 PM

## Nae'Em-People

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	COUNT	ENH
13	16 pts		<b>Summon Nae'Em</b> x8 Travel with Item/Kit. x	PMP	1 Nae'Em	2 Hours	10 Minutes	none	1		4
11	36 pts		<b>Disconnect An Arcane Focus Item</b> Removes connection between all creatures and focus item.	Touch	Current Item	Permanent	20 Minutes	SKL 2	99	1	2
3	4 pts		<b>Create Temp Nae'Em w/ Acolyte</b> Dur=20 with Item/Kit. Creates a permanent Nae'Em connection.	15 Marks	1 Recipient	Permanent	4 Hours	none	1		6
19	20 pts		<b>Dead Spirit Conversation Circle</b> MGC:1 with Item/Kit. x	6 Squares	1 Spirirt	10 Questions	10 Minutes	SKL 2	1		4
20	20 pts		<b>Bring Back The Dead</b> Health at 10 HP with Item/Kit. Must be dead <20 years. Come back with 5 hp.	Touch	1 Corpse	Permanent	8 Hours	SKL 2	99		5
16	64 pts		<b>Reveal True Name</b> Rollout 8 Hrs with Item/Kit. This uses all the clues to find the True Name.	1 Square	1 Square	Permanent	12 Hours	none	99	1	6
12	12 pts		<b>Eavesdrop on Nae'Em Convo</b> Listen to a private convo. But give up the ability to see.	20 Sq Radius	1 Convo	5 Min/Tier	5 rounds	SKL 2	1		6
11	36 pts		<b>Connect To An Arcane Focus Item</b> No current Focus Item. with Item/Kit. Creates connection between caster and a Arcane Focus Item.	Touch	1 Item	Permanent	3 Days	RM 3	99	1	5
7	8 pts		<b>Create Permanent Nae'Em</b> SKL:>05 with Item/Kit. A Willing person becomes connected to the caster.	Touch	1 Recipient	Permanent	3 Days	SKL 1	3		1
6	8 pts		<b>Speak With The Resting Dead</b> SKL:1 with Item/Kit. x	1 Square	3 Squares	15 Minutes	5 Rounds	SKL 2	1		6

## -Strumos

2/18/2024 3:07:48 PM













## Shelter-Rest-Protection

LEVEL	COST	FOCUS	TITLE	RANGE	AOE	DURATION	ROLLOUT	SAVE	STACK	COUNT	ENH
2	4 pts		<b>Feather Bed</b>	<div>Touch</div>	<div>1x2 Sqs</div>	<div>12 Hours</div>	<div>2 Minutes</div>	<div>none</div>	<div>3</div>	1	4
<div><div></div> AOE = 2 with Item/Kit.      A feather bed for 2 appears.</div>											
7	8 pts		<b>Strumos Waystation</b>	<div>4 Squares</div>	<div>3x3 Squares</div>	<div>12 Hrs</div>	<div>1 Minute</div>	<div>none</div>	<div>1</div>	1	5
<div><div></div> Canvass walls with Item/Kit.      3x3 Sqs platform that protects from some weather</div>											
13	16 pts		<b>Astral Shed</b>	<div>Touch</div>	<div>1x1x2 Sqs</div>	<div>8 Hours</div>	<div>1 Minute</div>	<div>none</div>	<div>1</div>	1	5
<div><div></div> +1 Bedroom with Item/Kit.      Small shed outside... 5 rooms inside.</div>											
5	8 pts		<b>Quarantine Isolation</b>	<div>4 Squares</div>	<div>1x2 Squares</div>	<div>1 Day</div>	<div>1 Hour</div>	<div>none</div>	<div>99</div>	1	7
<div><div></div> AOE x2 with Item/Kit.      Sick/Diseased/Poisoned get 1 column better. No spreading.</div>											

## Tae'Em-Thing

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	ENH
18	20 pts		<b>Summon Astral Beast of Burden</b> Calming with Item/Kit. x	8 Squares	2x2 Squares	1 Month	20 Minutes	SKL 2	3	10
9	12 pts		<b>Search for Arcane Focus Item</b> none with Item/Kit. x	Self	1 Mark	4 Hours	1 Day	SKL 2	1	7

## Travel-Planes

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
6	8 pts		<b>Increase Nae'Em Fighter Move</b>	2 Squares	1 Creatures	1 Hour 	Initiative 	none	1	ENH 5
 Move+2 Sqs with Item/Kit. Target moves faster in normal conditions. +2 Move.										
11	12 pts		<b>Astral Plane Projection</b>	Self	Astral Plane	4 Hours 	20 Minutes 	none	99	COUNT 1 ENH 4
 HP x2 with Item/Kit. ACUMEN Bonus... x2=HP x3=AC. Movement=1/2 Spell Points.										
10	12 pts		<b>PMP Projection</b>	Self	PMP	4 Hours 	20 Minutes 	none	99	COUNT 1 ENH 4
 Move=18 with Item/Kit. Astral Ghost-like: HP=50, AC=12/12, Move=12, no attacks.										
3	4 pts		<b>Strumos Run</b>	Self	Caster	4 Hours 	5 Minutes 	none	1	COUNT 1 ENH 4
 Move x2 with Item/Kit. 1.5 times normal travel.										

Utility-

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
5	8 pts		<b>Arlo's Astral Storage</b>	1 Square	1 Square	10 Minutes	2 Minutes	none	1	ENH 4
+5 items with Item/Kit. x										
3	4 pts		<b>Shadow of the Magi</b>	Self	Varies	Conc +4 ⚡	Initiative 🎲	none	99	ENH 7
		🔮	Brighter by Tier with Item/Kit. Darkness centered just above caster.							
1	4 pts		<b>Arcane Light</b>	Self	Varies	4 Hours ✂	Initiative 🎲	none	99	COUNT 1 ENH 7
		🔮	Brighter by Tier with Item/Kit. Default Light: Candle light							
8	16 pts		<b>Find Clues To True Name</b>	4 Squares	1 Item	Permanent ♾	2 Hours 🕒	RM 2	99	ENH 6
		🔮	Rollout Halved. with Item/Kit. Use of this spell will reveal clues about a True Name. 🧑 success							
Vae'Em-Venue Site										
LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
7	8 pts		<b>Astral Portal</b>	1 Square	1 Square	1 Minute ⌚	2 Hour 🕒	SKL 4	1	ENH 7
		🔮	Col -1 with Item/Kit. GM Saves for accurate destination. Correct location							
8	8 pts		<b>Summon Nisse Vae'Em</b>	Self	8x8x8 Sqs	1 Day	5 Minutes	SKL 1	1	ENH 8
Named Nisse with Item/Kit. x										