

# -Strumos

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## Battle Actions/Prep

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
6	8 pts	<b>Increase Fighter Movement</b>	Fighter recipient can move faster (+2 sqs) Can be added on top of multipliers for move. Focus: +2 sqs.	2 Squares	1 Fighter	6 Hours	Initiative	None	1

## Battle Defense

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
3	4 pts	<b>Protect Fighter vs Ranged/Thrown</b>	Recipient must be a fighter class/subclass. Gains +2 vs ranged/thrown attacks. Focus Ring +2 AC.	8 Squares	1 Recipient	End of Battle or Initiative		None	99

End

## Battle Offense

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	<b>Blinding Flashes</b>	Bright sparkling lights may partially blind the targets. Save vs Visual issues. Fail= Init & ToHIT -2.	8 squares	2 x 2 Squares	1 Round / Tier	Initiative	Skill or non-Sk	99
2	4 pts	<b>Electric Zap</b>	Cast directly to the target w/o any arc or lobbing. Dmg 1d8+ACU, If non-Adam armor +2 Dmg. No ToHIT or Save.	8 Squares	1 Square	1 Round	Initiative	None	99
8	8 pts	<b>Static Bolt</b>	Roll 1 ToHIT for up to 3 targets. Focus: +2/Tier ToHIT. Dmg 2d6+ACU. Dmg +1d6 if non-Adamantine armor. No Save.	15 Squares	Direct Line	Instant	Initiative	None	99
11	2.4 pts	<b>Class Power Attack Duel</b>	ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK INTERRUPT: SYL-Ice, STM-Elect, VEN-Force, DOK-Fire	10 Squares	1 Target	1 Round	Initiative	Skill	99
12	12 pts	<b>Electric Class Power Attack</b>	Direct Dmg 4d10+ACU. Dmg+ by Enhancement & Focus Staff. No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.	12 Squares	1 Target	1 Round	Initiative	Skill	99
16	16 pts	<b>Lightning Bolt</b>	Can go through 3 persons not wearing Adamantine body armor. Damage: 2d6+ACU. Admn amor -1d6. Save for 1/2.	15 Squares	Direct Line up to 4 t	1 Round	Initiative	Agility	99

## Class Specialty

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
18	60 pts	<b>Arcane Removal Close (3 of 3)</b>	3rd of 3 castings made by remove all SP from a caster. Class remains, but no SP allowed in that class again.	1 Square	1 Target	Permanent	6 Hours	Resist (Skill/N	99

End

## Communication

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
19	20 pts	<b>Dead Spirit Conversation</b>	Speaks with up to 6 souls. Requires a shrine, ritual, and tokens.	6 Squares	1 Spirit	Rollout (10 Min)	10 Minutes	Skill	1

## Fences and Shelters

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	<b>Camp Shock Perimeter</b>	Caster controls a protective line around the AoE. Crossing = zap sound & 1d3+3 electric dmg. Save for 0 dmg.	Touch	3x3 Squares	8 Hours	2 Minutes	Senses	1

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7	8 pts	<b>Strumos Waystation</b>	platform protects anyone on it from normal weather effects. 3x3 Sqs platform that protects from some weather	4 Squares	3x3 Squares	12 Hours	1 Minute	None	1
8	8 pts	<b>Circle of Protection vs Undead</b>	Undead are not able to cross the perimeter. Living Dead must Save to pass.	6 squares	3 Square Radius	5 Rounds	Initiative	Skill	1
9	12 pts	<b>Charged Fencing, Two Sides</b>	2 Thin walls, 3 sq long, 1 sq above ground, 1 sq below ground Pass and take 3d6 electric dmg. Save for 1/2.	6 Squares	2 - 9 Sqs	4 Hours	Initiative	Resist (Skill/N	99
12	12 pts	<b>Astral Shed</b>	Run-down shed outside, 5 rooms inside. Accommodates 8 ppl. PMP entry/exit only through door. Windows view Astral.	Touch	1x1x2 Sqs	8 Hours	1 Minute	None	1
13	16 pts	<b>Circle of Containment</b>	Inhibits creatures from leaving the circle, not the caster. Those that are inside must Save to exit.	Touch	3 Sq Rad Circle	4 Hours	10 Minutes	Brute	99

## Find or Reveal

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
5	8 pts	<b>Detect Magic</b>	Item glows if magical. Brightness depends on power of magic. Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind.	2 Squares	1-5 item	Instant	5 Minutes	Skill	1
6	8 pts	<b>Dispel Magic (Strsyl)</b>	See the list of spells this affects in Full Descriptions	Touch	1 Target	Permanent	2 Minutes	Skill	99
10	24 pts	<b>Determine True Name</b>	Caster attempts to locate clues to find a True Name.	4 Squares	1 Item	Permanent	2 Hours	Unskilled	99

## Food And Drink

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	<b>Draw Up Ground Water</b>	Capture water in containers. Area=1/4 mark. Repeats may fail. Temp & Tropic= 2 skins/Tier. Arid & Arctic= 2 skins.	Touch	2 Skins/Tier	Permanent	10 Minutes	None	99
4	4 pts	<b>Improve Food</b>	Improve Quality/Taste of non-cumber food. Works on all non-poisoned / non-spoiled food.	1 Square	4 Meals	1 Hour	10 Minutes	None	99
15	16 pts	<b>Create Food For A Family</b>	Create food and water for 1d12+10 meals. Includes 3 skins of water.	Touch	1 Square	Permanent	5 Minutes	None	3

## Fragility

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	8 pts	<b>Cause Illness</b>	Targets 1 sq w/ No ToHIT. Dmg 1d4+ACU. Save vs Sickness I	4 Squares	1 Square	Possibly Days	Initiative	Health	99
3	4 pts	<b>Aid Poisons (Fragility)</b>	Target can Save (@ - 1 Col) right away instead of morning.	2 Squares	1 Target	Permanent	1 Minute	Skill	99
5	8 pts	<b>Quarantine Isolation</b>	Sick/Diseased/Poisoned get 1 column better. No spreading.	4 Squares	1x2 Squares	Permanent	1 Day	None	99
8	8 pts	<b>Electrifying Spell Effect Cleanse</b>		Touch	1 Creature	Permanent	30 Minutes	Resist (Skill/N	99
9	12 pts	<b>Cure Disease</b>	2d8 pts damage, removes Disease I, II, III (with Save).	2 Squares	1 Target	Permanent	4 Hours	Skill	99

Healing and Rest									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Basic Healing 1d8+ACU	Caster's most basic form of healing. Heal 1d8+ACU. Range of 8 sqs for Fighters.	2 or 8 sqs	1 Target	Permanent	Initiative	None	99
2	4 pts	Feather Bed	A feather bed for 1 appears. 1 shift of sleep is equal to a full night.	Touch	1 Bed (1x2 sqs)	12 Hours	2 Minutes	None	3
2	4 pts	Sleep: Light Nap	Inactive+0, Moderate+40, Very+80. Repeated cast -20 each. Save: Fail=Light sleep. Pass:Barely awake, Next Save -20.	4 Squares	1 Target	1d6 Hours	1 Minute	Senses	1
2	8 pts	Triggered Forced Healing 2d8	This is a delayed forced healing, triggered by taking damage, Dmg triggers 2d8 rolled. Dmg first, then 2x Healing.	Touch	Recipient	Damage Taken	30 Minutes	None	9
4	4 pts	Consecration: Final Rites	Dead are pushed beyond this world. A deity may be named. Once cast non-Deities cannot interact w/ that dead creature.	Touch	1 Body	Permanent	30 Min	None	99
4	10 pts	Slow Healing	Save each hour to heal 10 hp per recipient. 4 +1/Tier hrs. No other concentrated efforts by either caster or recipient.	2 Squares	1 Creature	permanent	4 Hours	Skill	3
5	2 pts	Repair A Dead Body	Ensure a body is prepared for a dignified burial. Doesn't do any actual healing.	1 Square	1 Target	Permanent	30 Minutes	Skill	1
6	6 pts	Common Healing 2d8+ACU	common healing spell from the Strumos. Heal 2d8+ACU. Range of 8 sqs for Fighters.	2 or 8 sqs	1 Creature	Permanent	Initiative	None	99
9	8.4 pts	Extra Healing 3d8+ACU	Extra specail healing! Heal 3d8 + ACU Bonus. Range of 8 sqs for Fighters.	2 or 8 sqs	1 Creature	Permanent	Initiative	None	99
11	36 pts	Revive Life With A ZAP!	Dead < 25 hrs & pass Save to be alive with 0 HP. Perm: loss of HP.	Touch	1 Body	Permanent	4 Hours	Skill	99
12	12 pts	Great Healing 5d8 +ACU	Great heavy duty healing! Heal 5d8 +ACU Bonus. Range of 8 sqs for Fighters.	2 or 8 sqs	1 Creature	Permanent	Initiative	None	99
12	12 pts	Sleep: Deep Doze	Does not affect very active targets. Save: Fail=Deep sleep. Pass:Barely awake, Next Save -40.	4 sqs/Tier	1 Target	4 Hours	10 Minutes	Senses	99
14	15.2 pts	Major Healing 5d10+4	Healing 5d10 +4 + Acumen Bonus to living corporeal creatures. If healing a Fighter the spell range becomes 16 Sqs.	8 or 16 sqs	1 Creature	Permanent	Initiative	None	99
15	16 pts	Consecration of Corpse	Corpse is no longer connected to any thing/body. Block animation and removes Nae'Ems.	1 Square	1 Corpse	Permanent	30 Minutes	None	99
16	16 pts	Major Bolt Of Health 6d12+6	Damages for 1d4, then heals for 6d12+6. Ftr=22 sq range. Recipient looses 1 attack, but may dodge with Save Roll +40	15 or 22 sqs	1 Recipient	Permanent	Initiative	AGL	99
17	20 pts	Ultimate Group Heal 200 HP	3 persons minimum within AoE. 200 HP divided equally. (remainder dropped)	6 Squares	3 Sq Rad Circle	Permanent	20 Minutes	None	99
End									

Light and Darkness									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Light of Strumos Yellow	Default is 'Candle' light. Focus Item make brighter. Coal= 0 Sq, Candle= 1 sq, Torch=6 sqs.	Self	Varies	12 Hours	Initiative	None	99

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3	4 pts	<b>Shadow of the Magi</b>	Darkness centered just above caster. Duration of concentration + 4 rounds.	Self	3 Sq Dia Sphere	Conc +4 Rds	Initiative	None	99
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## Nae'Ems

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
6	8 pts	<b>Create a Vae'Em Location</b>	Landing spot for the "Vae'Em Portal (Astral Style)". Resetting: 1 hr @ location or 2 days not @ location.	1 Square	1 Square	Permanent	4 Hours	None	7
7	16 pts	<b>Create Permanent Nae'Em</b>	Can mentally talk with a bonded person when on same plane. Resetting: 1 hr @ location or 2 days not @ location.	1 Square	1 Recipient	Permanent	4 Days	None	3
7	12 pts	<b>Portal To Nae'Em</b>	Caster or Nae'Em must be first to pass through. Can't be created unless Nae'Em agrees to the portal.	PMP	Self+1	5 Minutes	4 Minutes	None	1
8	8 pts	<b>Raise Nae'Em Fighter Str +1</b>	Add 1 to STR (in Sheet) & and it will auto adjustment.	Touch	1 Fighter	1 Hour	2 Minutes	None	2
11	36 pts	<b>Connect To An Arcane Focus Item</b>	Creates connection between caster and a Arcane Focus Item.	Touch	1 Item	Permanent	4 Days	Resist (Skill/N	1
14	48 pts	<b>Bestow House Authority</b>	Keep your House Organized. Can tell if a follower is true. Creates A House for the character.	1 Recipient	1 Target	Permanent	1 Week	None	99

End

## Partner Cooperations

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
5	16 pts	<b>Summon Nisse Spirit</b>	Small timid invisible helper must stay within 1/2 a Mark. Will heal caster 1d6 x2 a day and does minor chores.	Self	1/2 Mark	Perm	10 Minutes	Skill	1
20	40 pts	<b>Raise The Dead</b>	Must be dead <20 years and recipient is revived with 5 HP. Any missing parts/limbs are still gone.	Touch	1 Corpse	Permanent	8 Hours	Skill	99

## Planar

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
5	8 pts	<b>Arlo's Astral Storage</b>	Holds up to 10 small to medium items. No Save if no magic. Caster opens/views/closes from PMP. No crystals.	Touch	1 Square	Permanent	2 Minutes	Non (if Mgc ite	1
7	8 pts	<b>Vae'Em Portal (Astral Style)</b>	from/To PMP portal. Vae'Em removes need for a Save. Remote Vae'Em reset reduces Rollout to 2 hrs.	1 Square	1 Square	2 Hrs	4 Hours	Skill	1
10	12 pts	<b>Astral Mental Shield</b>	When in the Astral plane this protects the caster. +2 AC vs Astral creatures. Caster Save Rolls +20.	Self	Self	4 Hours	2 Minutes	Skill	99
11	12 pts	<b>Astral Plane Projection</b>	Astral HP/AC/Wpn Dmg/Base Move = ACU x2. Init/ToHit/Astral daily SP = ACU. Astral SP Max= ACU x3.	3 sq Radius	1 Person / Tier	3 Days	4 Hours	None	99
13	16 pts	<b>Circle of Astral Expulsion</b>	Circle can be kept going if recast before end of duration. Caster Saves to expell a creature. Once cast range no issue.	Touch	3 Sq Radius	4 Hours	10 Minutes	Skill	1

End

## Summon or Send

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
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13	16 pts	Summon Item (Tae'Em)	Sumon a Tae'Em from a Vae'Em that is on the same PMP. Kinds of Nae'Ems: Tae'Em=Thing/Item, Vae'Em=Venue/Location.	Same PMP	1 Tae'Em	Instant	Initiative	None	1
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Traveling (PMP)									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
3	4 pts	Summon Astral Beast of Burden	Up to 3 riders with one as the caster. HP=25 AC:17/15, Init+0, Attk:x0x1, ToHit+0, Dmg:1d8, Move:15, 2 Marks/Day.	30 Squares	1 Creature	1 Month (30 da	20 Minutes	None	3
4	4 pts	Strumos Run	Caster is able to run as fast as a horses canter. 2 times travel through a PMP/Astral. (speed of a horse)	Self	Caster	8 Hours	5 Minutes	None	1
End									

Watch/Scry									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
10	12 pts	Project Astral Image Within PMP	Caster vs others: each seem ghostly yellow to each other. Astral Ghost-like: HP=50, AC=12/12, Move=12, no attacks.	Self	PMP	4 Hours	20 Minutes	None	99