

Battle Actions/Prep

LEVEL	6	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	2 Squares	1 Fighter	Initiative	6 Hours		

Increase Fighter Movement



Fighter recipient moves faster (+2 sqs) in normal conditions. Not for caster (Self). Does work for base traveling during battle. Walking, Swimming, Flight. Can be added on top of other multipliers for movement.

CREATE:Potion Of Speed Boost	
FOCUS:Move+2 SqS	
COUNTER:Dispel Magic. Lvl:1	
ENHANCEMENTS:	
Lvl 12 Range X2	8 SP
Lvl 9 Range +50%	6 SP
Lvl 14 Duration X2	8 SP

Battle Defense

LEVEL	3	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	8 Squares	1 Recipient	Initiative	End of Battle or 4 hr		

Protect Fighter vs Ranged/Thrown



Recipient Fighter gains +2 to AC vs ranged and thrown attacks. No benefit vs melee. Duration: Lasts to end of battle or 4 hours, whichever is shortest.

FOCUS:Total AC bonus:+4	
COUNTER:No Counter Available. Lvl:1	
ENHANCEMENTS:	
Lvl 12 Range X2	8 SP
Lvl 14 Duration X2	8 SP
Lvl 9 Duration +50%	6 SP

Battle Offense

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill or non-Skill
				4 pts	8 squares	2 x 2 Squares	Initiative	1 Round / Tier		Target Sees

Blinding Flashes



Caster throw bright sparkling lights, attempting to partially blind those in the AoE. Creates enough sparks to interfere with accurate sight, a Save is required, If the target is a Strumos they use the 'Skill' save, others all use 'non-Skill' Save. Failing the Save means the target has a -2 to Init and ToHIT. Party members that are aware of this spell have cast can gain a +20 to their Save roll

FOCUS:Save Roll +20	
COUNTER:None	
ENHANCEMENTS:	
Lvl 14 Save Roll -20	8 SP
Lvl 9 Range +50%	6 SP
Lvl 9 Duration +50%	6 SP

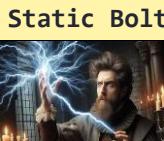
Electric Zap



Sparkling flaxen colored sparks race directly to the target, zapping them. (No ToHIT) Hurl sparks toward a target for 1d8 damage. Add 2 dmg if non-Adamantine body armor. Sparks race directly to the target without any arc or lobbing. No ToHit or Save required.

FOCUS:+4 Initiative	
COUNTER:None	
ENHANCEMENTS:	
Lvl 20 Rollout Instant	16 SP
Lvl 12 Range X2	8 SP
Lvl 9 Damage +50%	8 SP

Static Bolt



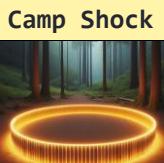
Sparks travel from the caster's hand directly towards the target. (ToHIT Required) Damage of 2d6 + ACU on 3 in row. +1d6 damage if non-Adamantine armor. A single ToHIT roll is required and applies to all targets. Focus: +2/Tier ToHIT. Sparks travel for 15 squares in a direct row. All the targets must be within the Range.

FOCUS:+2/Tier ToHIT	
COUNTER:None	
ENHANCEMENTS:	
Lvl 12 Range X2	8 SP
Lvl 9 Range +50%	6 SP
Lvl 14 Damage X2	12 SP

Fences and Shelters

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses
				4 pts	Touch	3x3 Squares	2 Minutes	8 Hours		Avoiding the trap

Camp Shock Perimeter



Sandy colored sparks scatter to the perimeter and fade away. 3x3 Squares circle may deliver 1d3+3 electric damage if Save failed. When a creature crosses the perimeter causes a zap sound regardless whether damage is taken or not.

FOCUS:+3 Damage	
COUNTER:Dispel Magic. Lvl:1	
ENHANCEMENTS:	
Lvl 9 Duration +50%	6 SP
Lvl 14 Damage X2	12 SP
Lvl 12 AoE +50%	12 SP

Strumos Waystation



Caster creates a waystation that looks normal in most respects. 3x3 SqS platform that protects from normal weather. Has center area for fires and posts supporting a flat roof.

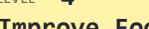
FOCUS:Canvas walls	
COUNTER:Same Skill. Lvl:1	
ENHANCEMENTS:	
Lvl 18 Duration X4	10 SP
Lvl 14 Duration X2	8 SP
Lvl 16 AoE X2	16 SP

-Strumos

Find or Reveal

Food And Drink

LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Draw Up Ground Water			4 pts		Touch		2 Skins/Tier	10 Minutes	Permanent		
	Easily capture water in readied containers as the water sprays up. Draws on the available water/moisture in the area. (1/4 of a Mark) Temperate/Tropic Regions: 2 skins / Tier per spell (multiples: -1 skin per spell), Arctic/Arid Regions: 2 skins spell (multiples: -1 skins per spell), Multiples: each repeated spell in same area reduces the effectiveness.	FOCUS:+2 Skins extra COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP									

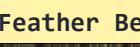
LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	1 Square	4 Meals	10 Minutes	1 Hour		
Improve Food  The caster focuses and yellow sparks streak to the food and swirls around it. Improve Food - Improve Quality/Taste of non rations (& non-cumber food). Does work on all non-poisoned / non-spoiled food.										
									FOCUS:Duration = 1 day	
									COUNTER: None	
									ENHANCEMENTS:	
									Lvl 10 Rollout Halved	6 SP
									Lvl 14 Duration X2	8 SP
									Lvl 16 AoE X2	16 SP

Fragility

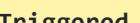
LEVEL	3	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill									
Aid Poisons (Fragility)			4 pts	2 Squares	1 Target	1 Minute	Permanent				Sickness	1 better									
			Sparks surround the sick person and they glow with a yellow light. Use Targets Health Save. Use Frailty Scale.																		
			<ul style="list-style-type: none"> - 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. 																		
			CREATE: Cure Sickness Potion   COUNTER: None																		
			ENHANCEMENTS: <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%;">Lvl 18</td> <td style="width: 33%;">Range X4</td> <td style="width: 33%;">10 SP</td> </tr> <tr> <td>Lvl 12</td> <td>Range X2</td> <td>8 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Range +50%</td> <td>6 SP</td> </tr> </table>										Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP
Lvl 18	Range X4	10 SP																			
Lvl 12	Range X2	8 SP																			
Lvl 9	Range +50%	6 SP																			

LEVEL	8	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	<input checked="" type="radio"/>
Electrifying Spell Effect Cleanse				8 pts	Touch	1 Creature	30 Minutes	Permanent				Fragility 0	
	This spell works to help the victim get past the fragility effect from a spell.												

Healing and Rest

LEVEL	2	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Feather Bed						4 pts	Touch	1 Bed (1x2 sqs)	2 Minutes	12 Hours		
	Yellow sparks trace the shape as it creates a rope bed. A feather bed with a blank and pillow appears. Can fit 1 person. Does continue even once the caster is out cold, asleep, etc... 1 shift of sleep is equal to a full night.	FOCUS:AOE = 2 COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP										

LEVEL	2	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	1	COST	4 pts	RANGE	4 Squares	AREA OF EFFECT	1 Target	ROLL OUT	1 Minute	DURATION	1d6 Hours	SAVE:	Senses
Sleep: Light Nap																	

LEVEL	2	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Triggered Forced Healing 2d8				8 pts		Touch	Recipient		30 Minutes	Damage Taken		
	This is a delayed forced healing, triggered by taking damage, 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 per person at time. Stacking allows multiple persons to have it simultaneously.	CREATE:Triggered Forced Health Dr.  	COUNTER:No Counter Available. Lvl:1	ENHANCEMENTS:	Lvl 10 Rollout Halved	6 SP	Lvl 14 Range At 3 Sq's	8 SP				

LEVEL	4	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Consecration: Final Rites		4 pts	Touch	1 Body	30 Min	Permanent						

-Strumos

LEVEL 4	<input type="checkbox"/> <input type="checkbox"/>	STACK 3	COST 10 pts	RANGE 2 Squares	AREA OF EFFECT 1 Creature	ROLL OUT 4 Hours	DURATION Permanent	SAVE: Skill Healing continues
Slow Healing								



Maximum of 4 hours + 1 hour per caster Tier.
Only 1 or 2 creatures per spell. 10 HP per undisturbed Hour per creature.
Save at beginning of every hour. Failed Save ends spell.
MUST SAVE EVERY HOUR TO CONTINUE.
No other concentrated efforts by either caster or recipient.

FOCUS:+1 HP/Tier/Cycle

COUNTER: None

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 18	Healing +8	10 SP
Lvl 16	AoE = 2 Targets	12 SP

LEVEL 5	<input type="checkbox"/> <input type="checkbox"/>	STACK 1	COST 2 pts	RANGE 1 Square	AREA OF EFFECT 1 Target	ROLL OUT 30 Minutes	DURATION Permanent	SAVE: Skill Repair done
Repair A Dead Body								



The body is wrapped in bright yellow lights for the entire roll out.
The body is left as whole as much as possible, based on how much of the body remains.
All wounds are cleaned inside and out.
All wounds are physically closed up with enough minor healing to ensure there are not holes or openings.

FOCUS:Range = 8 SqS

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 12	AoE = 2 Recipients	10 SP

LEVEL 6	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 6 pts	RANGE 2 or 8 sqs	AREA OF EFFECT 1 Creature	ROLL OUT Initiative	DURATION Permanent	SAVE: No Save
Common Healing 2d8+ACU								



One of the most common healing spells from the Strumos.
Heals living creatures. Any Heal also binds.
If the recipient is a Fighter then the Range is 8 squares. (all others = 2 squares).
Does NOT heal anything not currently living.

CREATE:Draught Of Health

FOCUS:+1 HP/Tier

COUNTER: None

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 18	Healing +8	10 SP
Lvl 16	Healing +4	10 SP

Light and Darkness

LEVEL 1	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 4 pts	RANGE Self	AREA OF EFFECT Varies	ROLL OUT Initiative	DURATION 12 Hours	SAVE: No Save
Light of Strumos Yellow								



With a twirling of the fingers the caster brings about light!
No Focus = Candle power. With Focus caster can set power level.
This spell does stay fixed in relation to the caster, right above them.
Use a Focus item for control of light brightness.

CREATE:Healthy Yellow Candle

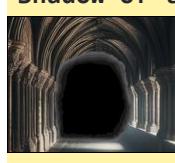
FOCUS:Brighter by Tier

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL 3	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 4 pts	RANGE Self	AREA OF EFFECT 3 Sq Dia Sphere	ROLL OUT Initiative	DURATION Conc +4 Rds	SAVE: No Save
Shadow of the Magi								



Stays fixed right above the caster.
Darkness continues for up to 4 rds after the concentration has stopped.
Caster creates darkness that will stay centered above them.
Keep darkness active by lightly concentrating on the spell,
Other spells actions that do not state a need to concentrate may be used.

CREATE:Dust of Darkness

FOCUS:Dur=10 rds (No conc)

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
Lvl 16	AoE X2	16 SP

LEVEL 6	NAE'EM	<input type="checkbox"/> <input type="checkbox"/>	STACK 7	COST 8 pts	RANGE 1 Square	AREA OF EFFECT 1 Square	ROLL OUT 4 Hours	DURATION Permanent	SAVE: No Save
Create a Vae'Em Location									



Creates a landing spot for the "Vae'Em Portal (Astral Style)". [Vae'Em = Venue]
Enhancement: Subtle casting means casual watcher will not take notice.
Resetting a connection:
Can be re-established with 1 hour rollout at the Vae'Em location,
Can be re-established with a 2 day rollout while not at the Vae'Em location.

FOCUS:Reset Rollout 1/2

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 10	Rollout Halved	6 SP
Lvl 4	Increase Aura	-2 SP

LEVEL 7	NAE'EM	<input checked="" type="checkbox"/> <input type="checkbox"/>	STACK 3	COST 16 pts	RANGE 1 Square	AREA OF EFFECT 1 Recipient	ROLL OUT 4 Days	DURATION Permanent	SAVE: No Save
Create Permanent Nae'Em									



Caster mentally bonds and stays connected to another person when on the same plane.
Permanent mental bond allows either party to initiate and/or accept.
Resetting a connection:
Can be re-established with 1 hour rollout when next to the Nae'Em,
Can be re-established with a 2 day rollout while not near the Nae'Em.

FOCUS:Reset time 1/2

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP

-Strumos

Partner Cooperations

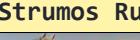
LEVEL	5	NAE'EM		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	Skill
						16 pts		Self		1/2 Mark		10 Minutes		Perm			Summoned
Summon Nisse Spirit		<p>A small invisible familiar-like creature that can be seen via ultra violet vision. After the summoning, the Nisse and caster are joined in a Nae' Em. Timid invisible creatures stay within 1/2 a Mark of caster. 1 Mark w/ Focus Ring. Is a spirit creature, HP:12 SP:4 AC:18 Init+10 ToHIT-10 Move=3 Wt=Inventory. Will heal the caster for 1d6 up to twice a day. Can carry 10 lines of inventory.</p>													FOCUS:Range = 1 Mark		
															COUNTER: None		
															ENHANCEMENTS:		
															Lvl 14	Stacking +1	8 SP
															Lvl 18	Duration X4	10 SP
															Lvl 9	Duration +50%	6 SP

Planar

LEVEL	7	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
Vae'Em Portal (Astral Style)				8 pts	1 Square	1 Square		4 Hours		2 Hrs	Expected location		

Traveling (PMP)

LEVEL	3	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Summon Astral Beast of Burden				4 pts	30 Squares	1 Creature	20 Minutes	1 Month (30 days)				
	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 threatening or kind actions towards it. If attacked it will attack in random directions w/ 1d8 since it does not understand.	FOCUS:HP at 50.										
		COUNTER:No Counter Available. Lvl:1										
		ENHANCEMENTS:										
	Lvl 14	Stacking +1	8 SP									
	Lvl 12	Range X2	8 SP									
	Lvl 18	Duration X4	10 SP									

LEVEL	4	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Strumos Run						4 pts		Self		Caster		5 Minutes		8 Hours			
 <p>Caster is able to run as fast as a horses canter for the duration. 2 times travel through the PMP/Astral. (speed of a horse) Caster avoids objects as they travel as per normal. Allows the caster to carry normal inventory (Pack, Class carry, and on body).</p>															CREATE:Potion Of Speed Boost		