

-Strumos

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Battle Actions/Prep

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
6	8 pts	Increase Nae'Em Fighter Movement	Target moves faster in normal conditions. +2 Move.	2 Squares	1 Creatures	6 Hours	Initiative	none	1

Battle Defense

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
3	4 pts	Protect Fighter vs Ranged/Thrown	Recipient gains +2 vs ranged/thrown attacks.	8 Squares	1 Recipient	4 Hours	Initiative	none	1

Battle Offense

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
1	4 pts	Cause Illness	Targets 1 sq w/ No ToHIT. Dmg 1d4+ACU. Save vs Sickness I	4 Squares	1 Square	Possibly Days	Initiative	HTH 2	99
2	4 pts	Barbed Sparks	Save vs Visual issues. Fail= Init & ToHIT -2.	Self	4 sq Triangle	5 Rounds	Initiative	RM 1	99
2	4 pts	Electric Zap	Dmg 1d8+ACU, If non-Adam armor +2 Dmg. No ToHIT or Save.	8 Squares	1 Square	Instant	Initiative	none	99
8	8 pts	Static Bolt	Dmg 1d8 +ACU. Row of 3. Dmg +1d8 if non-Adamantine armor.	10 Squares	Direct Line	Instant	Initiative	none	99
12	12 pts	Class Power Attack	Class Bolt Dmg 4d10+ACU. Save for 1/2 dmg IF same class.	8 Squares	1 Target	1 Round	Initiative	RM 3	99
17	20 pts	Lightening Bolt	Dmg: 2d6+ACU. Non-Admn amor +6. Up to 4 targets in a row.	12 Squares	Direct Line	Instant	Initiative	AGL 2	99

Class Specialty

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
11	36 pts	Connect To An Arcane Focus Item	Creates connection between caster and a Arcane Focus Item.	Touch	1 Item	Permanent	3 Days	RM 3	1
18	60 pts	Arcane Removal (3 of 3)	2nd of 3 castings made by separate casters to remove power.	Touch	1 Target	Permanent	6 Hours	RM 3	99

Communication

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
6	8 pts	Speak with Dead	Up to 100 years dead per Tier. Skull answers in common.	Touch	1 Target	20 Minutes	1 Round	none	99
9	12 pts	Speak With The Resting Dead	Requires undisturbed & marked grave. Save allows speech.	6 Squares	3 Squares	5 Minutes	20 Rds (2 Min)	SKL 2	1
19	20 pts	Dead Spirit Conversation Circle	Speaks with up to 6 souls. Requires a ritual & tokens.	6 Squares	1 Spirit	Rollout	10 Minutes	SKL 2	1

Enchantments

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
6	8 pts	Dispel Magic Spell	List of spells that can be affected are in the Full Description list.	Touch	1 Item	Permanent	6 Minutes	SKL 2	99

Fences and Shelters

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
1	4 pts	Camp Perimeter Shock	1d3 electric dmg. Save for no dmg. Crossing = zap sound.	Touch	3x3 Squares	8 Hours	2 Minutes	SNS 2	1
7	8 pts	Strumos Waystation	3x3 Sqs platform that protects from some weather	4 Squares	3x3 Squares	12 Hours	1 Minute	none	1
8	8 pts	Circle of Protection vs Undead	Undead must Save to pass. Column = casters tier.	Self	3 Square Radius	4 Hours	Initiative	RM Tier	1
10	12 pts	Charged Fencing - Two Sides	3d6 touch dmg. Save to pass through.	6 Squares	2 - 9 Sqs	4 Hours	Initiative	RM 3	99
13	16 pts	Astral Shed	Small shed outside... 5 rooms inside.	Touch	1x1x2 Sqs	8 Hours	1 Minute	none	1
13	16 pts	Circle of Containment	Creatures from exiting its area. Must Save to Exit.	Touch	3 Sq Rad Circle	4 Hours	10 Minutes	BRU 3	99

Find or Reveal

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
5	8 pts	Detect Magic	Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind.	2 Squares	1-5 item	Instant	5 Minutes	RM 2	1
9	24 pts	Find Clues To True Name	Use of this spell will reveal clues about a True Name.	4 Squares	1 Item	Permanent	2 Hours	RM 2	99
9	12 pts	Search for Focus Item	Detects focus item within range. Vibration/Audible/Visual.	Self	1 Mark	4 Hours	1 Day	SKL 2	1
16	64 pts	Reveal True Name	This uses all the clues to find the True Name.	1 Square	1 Square	Permanent	12 Hours	none	99

Healing and Rest

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
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End	1	4 pts	Basic Healing 2d6+ACU	Heal 2d6+ACU. Range of 8 sqs for Nae'Em Fighters.	2 Squares	1 Target	Permanent	Initiative	none	99
	2	4 pts	Feather Bed	A feather bed for 2 appears.	Touch	1x2 Sqs	12 Hours	2 Minutes	none	3
End	2	4 pts	Heal Sickness	Target can Save (@ - 1 Col) right away instead of morning.	2 Squares	1 Target	Instant	1 Minute	HTH 2	99
	2	4 pts	Sleep	Inactive persons. Save: pass = 1d6 hrs. Fail = Light sleep.	4 Squares	1 Target	1d6 Hours	1 Minute	SNS 2	1
End	2	6 pts	Triggered Forced Healing 2d8	Dmg triggers 2d8 rolled. Dmg first, then 2x Healing.	Self	Caster	3 Days	1 Hour	none	1
	4	4 pts	Delayed Healing 2d6	Delayed Heal - up to 4 hrs (+2d6 HP). 1 per creature.	2 Squares	1 Creature	4 Hours	2 Minutes	none	99
End	4	10 pts	Slow Healing 10/Hr (Max=4 hrs)	10 HP per undisturbed hr. MUST SAVE EVERY HOUR. Max 4 hrs.	2 Squares	2 Creatures	permanent	4 Hours	SKL 2	3
	5	8 pts	Quarantine Isolation	Sick/Diseased/Poisoned get 1 column better. No spreading.	4 Squares	1x2 Squares	1 Day	1 Hour	none	99
	5	4 pts	Repair A Dead Body	Preps a body for funeral viewing.	1 Square	1 Target	Permanent	30 Minutes	SKL 2	1
	6	8 pts	Common Healing 2d8+ACU	Heal 2d8+ACU	Touch	1 Creature	Instant	Initiative	none	99
End	7	8 pts	Deep Doze	4 deep sleep hours to recover from exhaustion.	Touch	1 Ctrr/Tier	4 Hours	10 Minutes	SNS 4	99
	7	8 pts	Electrifying Sickness Cleanse	1 pt damage, removes Sickness I, II, III (with Save).	Touch	1 Creature	Permanent	2 Hours	SKL 2	99
End	9	12 pts	Cure Disease	2d8 pts damage, removes Disease I, II, III (with Save).	2 Squares	1 Target	Permanent	4 Hours	SKL 2	99
	9	12 pts	Extra Healing 3d8+ACU	Heal 3d8 + ACU Bonus	Touch	1 Creature	Instant	Initiative	none	99
End	11	12 pts	Ectoplasmic Cast	Broken bone heals in 1 Hour.	Touch	1 broken bone	Permanent	1 Hour		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	10 Minutes	SKL 3	99
End	12	12 pts	Ranged Forced Healing 2d8+2 HP	Roll 2d8+2. Dmg x1 then Heal x2	6 Squares	1 Target	Permanent	Initiative	none	99
	13	20 pts	Great Healing 5d6+6 +ACU	Heal 4d6+6 +ACU Bonus	2 Squares	1 Creature	Permanent	Instant	none	99
End	14	16 pts	Consecration of Corpse	Block animation and removes Nae'Ems.	1 Square	1 Corpse	Permanent	30 Minutes	none	99
	14	16 pts	Major Healing Bolt 6d6-1d2	1d2 electrical damage, then 6d6 Healing.	12 Squares	1 Creature	Permanent	Initiative	none	99
End	18	20 pts	Major Group Heal 200 HP	3 persons minimum within AoE. 200 pts divided equally.	6 Squares	3 Sq Rad Circle	Permanent	20 Minutes	none	99
	20	40 pts	Raise The Dead	Must be dead <20 years. Come back with 5 hp.	Touch	1 Corpse	Permanent	8 Hours	SKL 2	99

Light-

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0	pts	No Counter Available	x					none	

Light and Darkness

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Light of Strumos Yellow	Default Light: Candle light	Self	Varies	4 Hours	Initiative	none	99
End	4	4 pts	Shadow of the Magi	Darkness centered just above caster.	Self	3 Sq Dia Sphere	Conc +4 Rds	Initiative	none	99

Nae'Ems

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	2	4 pts	Connect With A Fighter	4 Days casting creates a permanent bond. Limited to PMP.	PMP	1 Recipient	Permanent	2 Days	none	2
End	6	8 pts	Create a Vae'Em Location.	GM Saves for accurate destination.	1 Square	1 Square	Permanent	4 Hours	none	7
	7	12 pts	Create Permanent Nae'Em	Willing person & caster connect. Save required.	1 Square	1 Recipient	Permanent	4 Days	SKL 2	3
End	8	8 pts	Portal To Nae'Em	portal can't be opened/created unless Nae'Em agrees to the portal.	Self	PMP	5 Minutes	30 Minutes	None	1
	8	8 pts	Raise Nae'Em Fighter Str +1	Raises the fighters Strength 1 point.	Touch	1 Fighter	1 Hour	2 Minutes	none	2
End	15	16 pts	Create Permanent Location Tae'Em	Location becomes a teleport destination.	10 Squares	2x2 Sq Area	Permanent	1 Day	none	1

Planar

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	5	8 pts	Arlo's Astral Storage	x	Touch	1 Square	Permanent	2 Minutes	none	1
End	7	8 pts	Astral Portal	GM Saves for accurate destination.	1 Square	1 Square	1 Minute	2 Hours	SKL 4	1
	10	12 pts	Astral Mental Shield	Save vs Astral = RM:2. AC bonus +2.	Self	Self	4 Hours	2 Minutes	RM 2	99
End	10	12 pts	Project Astral Image Within PMP	Astral Ghost-like: HP=50, AC=12/12, Move=12, no attacks.	Self	PMP	4 Hours	20 Minutes	none	99
	11	12 pts	Astral Plane Projection	ACUMEN Bonus... x2=HP x3=AC. Movement=1/2 Spell Points.	Self	Astral Plane	4 Hours	20 Minutes	none	99

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End	13	16 pts	Circle of Astral Expulsion	Caster Saves to expell a creature. Once cast range no issue.	Touch	3 Sq Radius	4 Hours	10 Minutes	SKL 2	1
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Summon or Send

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	4	4 pts	Conjure Native Beetles	Swarm. HP:15, AC:12, Init+4, ToHit+4, Attacks:x1x1, Dmg: 1d8	4 Squares	1 Mark	2 Rounds	Initiative	SKL 2	2
End	6	4 pts	Summon Nisse	A creature that can be seen with ultra violet vision.	Self	8x8x8 Sqs	1 Month (30 da	10 Minutes	SKL 1	1
	13	16 pts	Summon Strumos Item (Tae'Em)	Caster summons up to 6 items from a Vae'Em.	PMP	1 Nae'Em	Instant	10 Minutes	none	1

Traveling (PMP)

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	3	4 pts	Strumos Run	1.5 times normal travel.	Self	Caster	6 Hours	5 Minutes	none	1
End	3	4 pts	Summon Astral Beast of Burden	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	SKL 2	3

Utility or Misc

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Draw Up Ground Water	Pull water from ground. 2 skins/Tier. Dry areas 1 skin.	Touch	2 Skins/Tier	Permanent	5 Minutes	none	99
End	4	4 pts	Improve Food	Food becomes nutritional.	1 Square	4 Meals	1 Hour	10 Minutes	none	99
	15	16 pts	Create Food For A Family	2d12+10 meals w/ water.	Touch	1 Square	Permanent	5 Minutes	none	3