

Battle Actions/Prep									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
6	8 pts	Increase Fighter Movement	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	Protect FTR vs Ranged/Thrown	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

Battle Offense									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Blinding Flashes	Bright sparkling lights may partially blind the targets. Save vs Visual issues. Fail= AC & ToHIT -2.	10 squares	2 x 2 Squares	1 Round / Tier	Initiative	Resist (Skill/N)	99
2	4 pts	Electric Zap	Cast directly to the target w/o any arc or lobbing. Dmg 1d8+ACU, If non-Adam armor +2 Dmg. No ToHIT or Save.	10 Squares	1 Square	1 Round	Initiative	None	99
8	8 pts	Static Bolt	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	1 Round	Initiative	None	99
11	2.4 pts	Power Attack Duel	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	none	99
12	18 pts	Electric Power Attack	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	Lightning Bolt	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	Arcane Removal:Close	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

Fences and Shelters									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Camp Shock Perimeter	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
7	8 pts	Strumos Waystation	platform protects anyone on it from normal weather effects. 3x3 Sq platform that protects from some weather	4 Squares	3x3 Squares	12 Hours	1 Minute	None	1
8	8 pts	Circle:Protection from Undead	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	Charged Fencing	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

-Strumos

11/30/2025 9:41:37 AM

12	12 pts	Astral Shed	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	Circle of Containment	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	Detect Magic	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	Dispel Magic	See the list of spells this affects in Full Descriptions	Touch	1 Target	Permanent	2 Minutes	Skill	99
10	24 pts	Determine True Name	Caster attempts to locate clues to find a True Name.	4 Squares	1 Item	Permanent	2 Hours	Unskilled	99

End

Food And Drink

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Draw Up Ground Water	Capture wanter 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	Improve Food	Improve Quality/Taste of non-cumber food. Works on all non-poisoned / non-spoiled food.	1 Square	Up to 21 Meals	1 Hour	10 Minutes	None	99
15	16 pts	Create Food For A Family	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	Cause Illness	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	Detoxify	Target can Save (@ - 1 Col) right away instead of morning.	2 Squares	1 Target	Permanent	1 Minute	Skill	99
5	8 pts	Quarantine Isolation	Sick/Diseased/Poisoned get 1 column better. No spreading.	4 Squares	1x2 Squares	Permanent	1 Day	None	99
8	8 pts	Electric Cleanse		Touch	1 Creature	Permanent	30 Minutes	Resist (Skill/N)	99
9	12 pts	Cure Disease	2d8 pts damage, removes Disease I, II, III (with Save).	2 Squares	1 Target	Permanent	4 Hours	Skill	99

End

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.	8 sqs	1 Target	Permanent	Initiative	None	99

-Strumos

11/30/2025 9:41:37 AM

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.	8 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	Til Damage	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. No other concentrated efforts by either caster or recipient.	2 Squares	1 Creature	permanent	Max of 4 Hour	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	None	1
6	6 pts	Common Healing 2d8+ACU	common healing spell from the Strumos. Heal 2d8+ACU.	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.	8 Squares	1 Creature	Permanent	Initiative	None	99
11	36 pts	Revive Life With A ZAP!	Dead < 25 hrs SKL Save: Curr HP=20, Max HP -5.	Touch	1 Body	Permanent	4 Hours	Skill	99
12	12 pts	Deep Doze Sleep	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	5
12	12 pts	Great Healing 5d8 +ACU	Great heavy duty healing! Heal 5d8 +ACU Bonus.	8 Squares	1 Creature	Permanent	Initiative	None	99
14	15.2 pts	Major Healing 5d10+4	Healing 5d10 +4 + Acumen Bonus to living corporeal creatures.	8 Squares	1 Creature	Permanent	Initiative	None	99
16	16 pts	Major Bolt Of Health 6d12+6	Damages for 1d4, then heals for 6d12+6. Recipient looses 1 attack, but may dodge with Save Roll +40	15 Squares	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

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
3	4 pts	Shadow of the Magi	Darkness centered just above caster. Duration of concentration + 4 rounds.	Self	3 Sq Dia Sphere	Conc +4 Rds	Initiative	None	99

Nae'Em's									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
6	8 pts	Create a Vae'Em Location	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

-Strumos

11/30/2025 9:41:37 AM

7	16 pts	Create Permanent Nae'Em	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	10
7	12 pts	Portal To Nae'Em	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	Fighter Strength +1	Add 1 to STR (in Sheet) & and it will auto adjustment.	Touch	1 Fighter	1 Hour	2 Minutes	None	2
11	36 pts	Connect to Focus Item	Creates connection between caster and a Arcane Focus Item.	Touch	1 Item	Permanent	4 Days	Resist (Skill/N)	1
14	48 pts	Bestow House Authority	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

Partner Cooperations

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
5	16 pts	Summon Nisse Spirit	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	Raise The Dead	Must be dead <20 years and recipient is revived with 5 HP. Any missing parts/limbs are still gone. Max HP -15.	Touch	1 Corpse	Permanent	8 Hours	Skill	99

End

Planar

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
5	8 pts	Arlo's Astral Storage	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	Vae'Em Portal (Astral Style)	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	Astral Mental Shield	When in the Astral plane this protects the caster. +2 AC vs Astral creatures. Caster Save Rolls +40.	Touch	1 Creature	4 Hours	2 Minutes	Skill	99
11	12 pts	Astral Plane Projection	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	Astral Expulsion	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

Summon or Send

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
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

End

Traveling (PMP)

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
3	4 pts	Astral Beast of Burden	Up to 3 riders with one as the caster. HP=25 AC:17/15, Attk:x0x1, Dmg:1d8, Move:12, 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
---	-------	--------------------	--	------	--------	---------	-----------	------	---