## -Strumos Battle-Defense 3 NAE'EM ROLL OUT STACK 1 COST RANGE AREA OF EFFECT DURATION SAVE: No Save 4 pts 8 Squares 1 Recipient Initiative 10 Minutes Protect Fighter vs Ranged/Thrown Barely visible straw colored sparks swirl around the fighter the fades. FOCUS:Total AC bonus:+4 0 Recipient Fighter must have a Nae'Em with the caster. COUNTER: None ENHANCEMENTS: Gains +2 to AC vs ranged and thrown attacks. No benefit vs melee. 8 SP Lvl 12 Range X2 Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION LEVEL 8 SAVE RM: Tier 0 8 pts Pass through Self 3 Square Radius Initiative 5 Rounds Circle of Protection vs Undead Barely visible mustard colored sparks which highlights the perimeter then fades. FOCUS:Range 6 Sq Radius 0 Undead must Save to pass through the perimeter. Save column is equal to casters tier. COUNTER:Same Spell O Class symbol must be represented in the art of the circle. ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Does function as long as the caster concentrates (within duration). Lvl 14 Range At 3 Sqs 8 SP Lvl 12 AoE X2 6 SP STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: 9 RM: 2 LEVEL 10 2 Minutes Avoid Attack Self 4 Hours 12 pts Self Astral Mental Shield Barely visible flaxen colored sparks surround the caster FOCUS:Total AC Bonus +4 Protection from astral influence while in the Astral Plane. COUNTER: None ENHANCEMENTS: Astral plane is a mental plane and as such attacks are generally mental. Lvl 18 Duration X4 10 SP This inhibits Astral attacks. Save vs Astral = RM:2. AC bonus +2. Lvl 14 Duration X2 8 SP Duration +509 6 SP STACK 99 COST RANGE AREA OF FEFECT ROLL OUT DURATION SAVE RM: 3 LEVEL 10 12 pts 6 Squares 2 - 9 Sas Initiative 2 Hours No damage taken Charged Fencing - Two Sides Barely visible flaxen colored sparks create a two-sided wall around the caster. FOCUS:Invisible Wall Two 3 sqs walls that is 2 sqs high blocking anyone trying to pass. O COUNTER:Same Spell ENHANCEMENTS: Save to break through. If a person makes it through that does NOT leave a hole. Lvl 18 Duration X4 10 SP 3d6 electric damage when touched. 8 SP Lvl 14 Duration X2 6 SP Lvl 9 Duration +50% DURATION 9 SKL: 2 LEVEL 13 16 pts Touch 3 Sq Radius 10 Minutes 4 Hours Expulsion Circle of Astral Expulsion Drawn 3 sq radius circle glows then fades. Caster Save to banish a creature. FOCUS:Save -1 Col Returns Astral creatures to their home plane. The caster rolls a Save. COUNTER: None Creature lands in a random location within the Astral plane. ENHANCEMENTS: 6 SP Lvl 10 Rollout Halved Spell continues until end of duration regardless of number of creatures/save. Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP Battle-Offense STACK 99 COST AREA OF EFFECT ROLL OUT DURATION SAVE % HTH: 2 1 4 pts 4 Squares 1 Square Initiative Possibly Days No Illness Cause Illness Sparks directed straight to target the square the caster points to. (No ToHIT) Damage of 1d4+ACU to 1 sq for 1 round from a direct spark. No lobbing. COUNTER: None Target's failed Save indicates Sickness I. Use comparison Save. **ENHANCEMENTS:** Lvl 18 Range X4 10 SP This can progress through Sickness II and III, to Disease I-II, then to death. Lvl 9 Range +50% 6 SP Lvl 12 AnF X2 6 SP RANGE ROLL OLIT DURATION COST AREA OF EFFECT STACK 99 SAVE: RM: 1 6 LEVEL Initiative 5 Rounds **Target Sees** Self 4 sq Triangle 4 pts Barbed Sparks Caster conjures and throws colorful lights fom their fingertips into the AOE. FOCUS:Save +1 Col 0 Can distract or temporarily blind people for up to 2 rounds. COUNTER: None ENHANCEMENTS All in AoE must Save to not be blinded for this round + 1 more. Lvl 18 Duration X4 10 SP Those that do Save have no visual issues.

Failed saves create issues seeing clearly. Penalties: Init & ToHIT -2.

Lvl 9 Duration +50%

Lvl 12 AoE X2

6 SP

6 SP

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	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Electric Zap	STACK 33	4 pts	8 Squares	1 Square	Initiative	Instant	No Save
Sparkling flaxe	f 1d8+ACU on 1 the target with	sq. +2	damage if non-	target, zapping Adamantine armor.	•	.)	FOCUS:+4 Initiative COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Damage +50% 8 SP Lvl 18 AoE = 2 Targets 10 SP
Conjure Native Beetles	STACK 2	COST 4 pts	RANGE 4 Squares	AREA OF EFFECT  1 Mark	ROLL OUT Initiative	DURATION 2 Rounds	SAVE: SKL: 2
	m to attack nea	rest cre	ature to the ca	aster for 1d8 Dmg s friendly to the			FOCUS:Save +1 Col COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP
LEVEL 8	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Static Bolt		8 pts	10 Squares	Direct Line	Initiative	Instant	
Sparks travel f Damage of 1d8 + Sparks travel for 1st square of re	ACU on 3 in ro or 3 squares in	w. +1d8 a direc	damage if non	s the target. ( -Adamantine armon	(TOHIT Required)		FOCUS:Save +1 Col  COUNTER:Same Spell  ENHANCEMENTS:  Lvi 12 Range X2 8 SP  Lvi 9 Range +50% 6 SP  Lvi 14 Damage X2 12 SP
	STACK OO	COST	DANCE	ADEA OF FEFECT	DOLL OUT	DUDATION	CAVE:
Class Power Attack	STACK 99	12 pts	RANGE 8 Squares	1 Target	ROLL OUT  Initiative	1 Round	SAVE: RM: 3 % 1/2 Dmg if same
Bolt of power: Save for 1/2 dm	o e				ROLL OUT	DURATION	COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP  SAVE: AGL: 2
Lightening Bolt		20 pts	12 Squares	Direct Line	Initiative	Instant	1/2 Damage
Lightening trave Damage of 2d6 + +1d6 damage if	ACU on 4 in ro non-Adamn armo use of Focus r	w. r.	and directly to	owards the target	c(s).		FOCUS:+6 Dmg  COUNTER:Same Spell  ENHANCEMENTS:  Lvl 14 Save +1 Col 8 SP  Lvl 12 Range X2 8 SP  Lvl 9 Range +50% 6 SP
Battle-Prep							
LEVEL 1	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SNS: 2
Camp Perimeter Shock		4 pts	Touch	3x3 Sq	2 Minutes	8 Hours	No shock
Sandy colored s 8 Sq Dia circle When a creature	around caster crosses the pe	delivers rimeter	1d3 electric o	damage.	d3 damage.		FOCUS:+1d3 Dmg COUNTER:Same Spell ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP
Triggered Forced Healing Damage triggers In effect until Does NOT allow Only 1 triggere	2d8 rolled. D duration is ov the choice to n	er or is ot use i	used. t.	AREA OF EFFECT  Caster  ealing.	ROLL OUT  1 Hour	3 Days	CREATE: Triggered Forced Health Dr  h FOCUS:Stack+1 COUNTER:Same Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP
							Lvl 16 Healing +4 10 SP Lvl 18 Duration X4 10 SP



## -Strumos

AREA OF EFFECT

1 Spirit

LEVEL 19 NAE'EM

Dead Spirit Conversation Circle

20 pts

6 Squares

ROLL OUT 10 Minutes DURATION Rollout

SKL: 2 Connection made



The caster draws a summoning circle and attempts to summon up to 6 souls. Speaks with the souls. Requires a ritual and a token for each soul/spirit. Summoning an available soul/spirit is not voluntary. Ancient dead or disconnected dead cannot be summoned forward.

Caster may get multiple answers when asking 2 or more souls, but can't require it.

FOCUS:MGC:1 COUNTER:Same Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Range +50% 6 SP Lvl 9 Duration +50% 6 SP

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LEVEL 6 Dispel Magic STACK 99

COST 8 pts

RANGE AREA OF EFFECT Touch 1 Item

ROLL OUT 10 Minutes

DURATION Permanent SAVE: SKL: 2 Comparative

Casters reach out to place spell breaking magic on an item

GM determines the Save column for the item based on the nature of its power. Caster and GM both roll the Save. The greater success wins out. (Or least loss) Can be used to disrupt permanent magic. Doesn't affect non permanent spells.

COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 9 Range at 1 Sq 6 SP

## Find-Hide-Reveal

LEVEL 5 Detect Magic

COST 8 nts

RANGE 2 Squares AREA OF EFFECT 1-5 item

AREA OF FEFECT

1 Mark

AREA OF EFFECT

2 Skins/Tier

ROLL OUT 5 Minutes

ROLL OUT

1 Day

**ROLL OUT** 

5 Minutes

DURATION Instant

DURATION

4 Hours

DURATION

4 Hours

Permanent

Sight

SKL: 2

Found

Caster attempts to find out if an item/object is magical.

Mundane=None. Epic=Blinding Light, Save vs Blind. Magic=Candle light.

12 pts

COST

Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. Casting this will not enact the powers or magic,

nor does it reveal the kind of magic is in play.

STACK 1

STACK 99

STACK

CREATE:Scroll of Detect Magic FOCUS:Save Col -1 COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lyl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP

SAVE:

SAVE

LEVEL 9 NAE'EM Search for Arcane Focus Item

Caster is soley able to detect a focus item within range.

Caster chooses detection method:

Vibration: Caster feels a vibration which grows as they near the item.

Audible: Caster hears a low siren which grows louder as they near the item. Visual: Caster sees a glowing dot which grows brighter as they near the item.

RANGE

Touch

COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP 8 SP Lvl 14 Duration X2 Lvl 9 Duration +50% 6 SP

SAVE: No Save

LEVEL 11

Astral Plane Projection

Self **Astral Plane** 20 Minutes 12 pts The caster focuses, then creates a glowing astral projection in the astral plane.

HP = Acumen bonus x2. AC = Acumen bonus x3. Movement = 1/2 Spell Points.

Disrupt Images spell does a flat 40 HP of damage. Interaction with the Astral world is 100% dependant of the caster's Awareness.

If image in the Astral Plane is destroyed or dies the char in PMP is at -8 HP.

FOCUS:HP x2 0 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP

LEVEL 16 NAE'EM

STACK 99

64 pts

AREA OF EFFECT 1 Square 1 Square

ROLL OUT DURATION 12 Hours Permanent SAVE: 9 No Save

Reveal True Name ello

This uses all the clues the caster has gathered attempt to find the True Name. Use clues gathered to attempt to find the True Name.

Caster states aloud all the clues during the rollout. Resulting in the direction and distance in marks if the Save is passed.

The knowledge is NOT announced out loud.

y, COUNTER: None **ENHANCEMENTS:** Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP

SAVE:

## Food-Water

LEVEL 1 Draw Up Ground Water

Blue and Orange ribbons burrow into the ground.

Pull water from ground. 2 skins per Tier. 1 skin in dry areas. Typical person requires 1 skin per day. Deserts mean 2 per day.

4 pts

Does NOT continously draw water from the same spot, Each repeat adds 10% to failure chance (1d100 roll). FOCUS:+2 Skins extra COUNTER: None ENHANCEMENTS: 8 SP Lvl 16 Rollout 1 Min Lvl 20 AOE X4 20 SP Lvl 12 AoE X2 6 SP

No Save



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	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
TENERS TOOL	STACK 99	4 pts	1 Square	4 Meals	10 Minutes	1 Hour	Save: No Save	
Improve Food  The caster focus Improve Food - I Does work on all	Lvl 14 Duration X2 8	6 SP 8 SP 6 SP						
Create Food For A Family	STACK 3	16 pts	RANGE Touch	1 Square	ROLL OUT  5 Minutes	Permanen	save: No Save	
Barely visible g 2d12+10 meals. Simple hot meal			an area, before	food and water	appear.		Lvl 18 Range X4 10	SP SP SP
Health-Life-Death								
LEVEL 1	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Basic Healing		4 pts	2 Squares	1 Target	Initiative	Permanen	CREATE:Draught Of Health	
When assisting a Heal 2d6 + ACU B The caster's han When assisting a	Bonus. If help	ing a par	rtner Fighter r healing to a w				Lvl 18 Healing +8 10	SP SP SP
LEVEL 2	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Heal Sickness		4 pts	2 Squares	1 Target	1 Minute	Instant		
- Does allow ta	th Save. Use rget to roll a rget to roll t	Frailty S Health S he save i	Scale. Save at one col right away (vs	yellow light. umn lower than waiting for sta m Sickness III	rt of day).		Lvl 12 Range X2 8	SP SP SP
LEVEL 4	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Delayed Healing 2d6		4 pts	2 Squares	1 Creature	2 Minutes	4 Hours		
Barely visible y Delayed Heal - u Yellow sparks fl 1 per creature,	up to 4 hrs (+2 oat around the	d6 HP) person t	the caster is h		ealing.		CREATE: - No creations. Usable only FOCUS:Duration reset to 1 week.  COUNTER: None  ENHANCEMENTS:  Lvl 18 Healing +8 10  Lvl 16 Healing +4 10	0
	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKI · 2	
LEVEL 4	STACK 5	4 pts	2 Squares	2 Creatures	10 Minutes	8 Hours	SAVE: SKL: 2 Healing contin	nues
Slow Healing  Barely visible y  10 HP per undist heal a creature Maximum of 4 hou Save every hour.	curbed Hour. M of the caster' ors per creatur	loat arou UST SAVE s choosin	und the person EVERY HOUR TO ng for 10 HP/hr	the caster is h	<u> </u>		FOCUS:+ 2 HP / Hr COUNTER: None ENHANCEMENTS: Lvl 18 Healing +8 10 Lvl 16 Healing +4 10	SP SP SP
LEVEL 5	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 2	•
Repair A Dead Body		4 pts	1 Square	1 Target	30 Minutes	Permanen		_
The body is wrap The body is left All wounds are of All wounds are p minor healing to	as whole as male as ma	uch as po and out. ed up wit	ossible, based th enough	on how much of			Lvl 12 Range X2 8	SP SP SP







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Deep Doze		STACK 99	8 pts	Touch	1 Crtr/Tier	ROLL OUT  10 Minutes	4 Hours	SAVE:	SNS: 4 (©) Wakes up
	Full night's r During the 4 h After the 4 ho	s extend from the rest in 1 shift ( nours the recipie ours recipient is come negative HP	4 Hours) nt is no reinvig	instead of 2 t able to wake	(8 Hours).			FOCUS:Dim night lig COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Hi Lvl 14 Range At Lvl 4 Aura Brigh	alved 6 SP 3 Sqs 8 SP
EVEL 7 Strumos Wa	aystation	STACK 1	COST 8 pts	RANGE 4 Squares	AREA OF EFFECT  3x3 Squares	ROLL OUT  1 Minute	DURATION 12 Hours	SAVE:	No Save
	3x3 Sqs platfo	s a waystation th orm that protects ea for fires and	from so	me weather				FOCUS:Canvass wall COUNTER: None ENHANCEMENTS: Lvl 18 Duration 2 Lvl 14 Duration 2 Lvl 12 AoE X2	K4 10 SP
LEVEL 13		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Astral She	ed		16 pts	Touch	1x1x2 Sqs	1 Minute	8 Hours		
	Small outside	ing wooden shed t but 4 bedroom ho sside… 5 rooms in	use insi		room house on the	e inside.		FOCUS:+1 Bedroom COUNTER: None ENHANCEMENTS: Lvl 20 Rollout In Lvl 18 Duration 2	X4 10 SP
Travel-Pl	anes								
EVEL <b>7</b> NAE'E	M	STACK 1	COST 8 pts	RANGE 1 Square	AREA OF EFFECT  1 Square	ROLL OUT  2 Hours	DURATION  1 Minute	SAVE:	SKL: 4 GM Correct location
	GM Saves for a	et, 1 minute open accuracy. Failed ed locations are	Save me	ans caster ste	irst. ps thru to a miso	directed location	on.	COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Ha Lvl 14 Duration I Lvl 9 Duration	K2 8 SP
LEVEL 10 PMP Projec		STACK 99	COST 12 pts	RANGE Self	AREA OF EFFECT PMP	ROLL OUT  20 Minutes	duration 4 Hours	SAVE:	No Save
	Colored sparks The casters As Only can see 1	s form a profile stral image is ab living sentient c eem ghostly to th	le to ta reatures	ke a ghostly f , nothing else	orm and watch liv	ving creatures.		FOCUS:Move=18 COUNTER:Same Spe ENHANCEMENTS: LVI 10 Rollout Hi LVI 18 Duration I LVI 14 Duration I	alved 6 SP K4 10 SP
Travel-PI	MP								
LEVEL 3 Strumos Ru		STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT  Caster	ROLL OUT 5 Minutes	duration 6 Hours	SAVE:	No Save
	1.5 times trav	e to run as fast vel through a PMP objects like nor						FOCUS:Move x2 COUNTER:Same Spe ENHANCEMENTS: Lvl 10 Rollout Ha Lvl 9 Duration - Lvl 18 AoE = 2 Ta	II 6 SP +50% 6 SP
LEVEL 6		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Increase N	Does work for	ve faster in norm	uring ba	ttle. Walking	, Swimming, Fligh	Initiative	6 Hours	CREATE:Potion Of SI FOCUS:Move+2 Sqs COUNTER:Same Spe ENHANCEMENTS: LVI 12 Range X2 LVI 9 Range +50	8 SP

Lvl 14 Duration X2

