

# -Strumos

11/8/2025 1:24:36 PM

## 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)<br>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.<br>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.<br>Save vs Visual issues. Fail= Init & ToHIT -2.          | 8 squares  | 2 x 2 Squares         | 1 Round / Tier | Initiative | Skill or non-Ski | 99    |
| 2   | 4 pts   | <b>Electric Zap</b>                | Cast directly to the target w/o any arc or lobbing.<br>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.<br>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<br>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.<br>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.<br>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.<br>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.<br>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.<br>Crossing = zap sound & 1d3+3 electric dmg. Save for 0 dmg. | Touch | 3x3 Squares | 8 Hours  | 2 Minutes | Senses | 1     |

# -Strumos

11/8/2025 1:24:36 PM

|     |        |                                       |  |           |                 |          |            |                 |    |
|-----|--------|---------------------------------------|--|-----------|-----------------|----------|------------|-----------------|----|
| 7   | 8 pts  | <b>Strumos Waystation</b>             | platform protects anyone on it from normal weather effects.<br>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.<br>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<br>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.<br>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.<br>Those that are inside must Save to exit.              | Touch     | 3 Sq Rad Circle | 4 Hours  | 10 Minutes | Brute           | 99 |
| End |        |                                       |  |           |                 |          |            |                 |    |

## 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.<br>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.<br>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.<br>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.<br>Includes 3 skins of water.  | Touch    | 1 Square     | Permanent | 5 Minutes  | None | 3     |

End

## 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    |

# -Strumos

11/8/2025 1:24:36 PM

## 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.<br>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.<br>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.<br>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,<br>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.<br>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.<br>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.<br>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.<br>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!<br>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!<br>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.<br>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.<br>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.<br>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.<br>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.<br>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.<br>Coal= 0 Sq, Candle= 1 sq, Torch=6 sqs. | Self  | Varies | 12 Hours | Initiative | None | 99    |

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11/8/2025 1:24:36 PM

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

## Nae'Ems

| 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)".<br>Resetting: 1 hr @ location or 2 days not @ location.       | 1 Square    | 1 Square    | Permanent | 4 Hours   | None            | 7     |
| 7   | 16 pts | Create Permanent Nae'Em         | Can mentally talk with a bonded person when on same plane.<br>Resetting: 1 hr @ location or 2 days not @ location. | 1 Square    | 1 Recipient | Permanent | 4 Days    | None            | 3     |
| 7   | 12 pts | Portal To Nae'Em                | Caster or Nae'Em must be first to pass through.<br>Can't be created unless Nae'Em agrees to the portal.            | PMP         | Self+1      | 5 Minutes | 4 Minutes | None            | 1     |
| 8   | 8 pts  | Raise Nae'Em Fighter Str +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 An Arcane 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.<br>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 | Summon Nisse Spirit | Small timid invisible helper must stay within 1/2 a Mark.<br>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.<br>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  | Arlo's Astral Storage        | Holds up to 10 small to medium items. No Save if no magic.<br>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.<br>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.<br>+2 AC vs Astral creatures. Caster Save Rolls +20.                    | Self        | Self            | 4 Hours   | 2 Minutes  | Skill           | 99    |
| 11  | 12 pts | Astral Plane Projection      | Astral HP/AC/Wpn Dmg/Base Move = ACU x2.<br>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 | Circle of Astral Expulsion   | Circle can be kept going if recast before end of duration.<br>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 |
|-----|------|-------|-------------|-------|-----|----------|---------|------|-------|
|-----|------|-------|-------------|-------|-----|----------|---------|------|-------|

-Strumos

|    |        |                      |  |          |          |         |            |      |   |
|----|--------|----------------------|--|----------|----------|---------|------------|------|---|
| 13 | 16 pts | Summon Item (Tae'Em) | Sumon a Tae'Em from a Vae'Em that is on the same PMP.<br>Kinds of Nae'Ems: Tae'Em=Thing/Item, Vae'Em=Venue/Location. | Same PMP | 1 Tae'Em | Instant | Initiative | None | 1 |
|----|--------|----------------------|--|----------|----------|---------|------------|------|---|

| 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.<br>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.<br>Astral Ghost-like: HP=50, AC=12/12, Move=12, no attacks. | Self  | PMP | 4 Hours  | 20 Minutes | None | 99    |