




#Name?

[illegible]

#Name?


LEVEL	3	#Name?			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE: #Name?
Protect Fighter vs Ranged/Thrown				#Name?				8 Squares		1 Recipient		Initiative	End of Battle or 4 hr		#Name?		
				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.												#Name? #Name? #Name?	

#Name?


LEVEL	#Name?	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?
Typhtotic Sparky				#Name?	8 squares	2 x 2 Squares	Initiative	1 Round / Tier	#Name?
	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 has been cast can gain a +20 to their Save roll								#Name? #Name? #Name?

LEVEL 2 #Name?


Electric Zap

LEVEL	2	#Name?			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE: #Name?
Electric Zap		#Name?						8 Squares		1 Square		Initiative		1 Round			#Name?
		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.															
		#Name? #Name? #Name?															

LEVEL 8 #Name?
Static Bolt

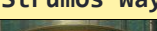
LEVEL	8	#Name?			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	#Name?
Static Bolt		#Name?						15 Squares	Direct Line		Initiative		Instant				#Name?	
		Sparks travel from the caster's hand directly towards the target. (ToHIT Required) Damage of 2d6 + ACU on 3 in row. +1d6 damage if 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.																

#Name?

LEVEL	1	#Name?		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE: #Name?	
Camp Shock		Perimeter		#Name?				Touch		3x3 Squares		2 Minutes		8 Hours		#Name?	
		<p>Sandy colored sparks scatter to the perimeter and fade away.</p> <p>3x3 Squares circle may delivers 1d3+3 electric damage if Save failed.</p> <p>When a creature crosses the perimeter causes a zap sound regardless wether damage is taken or not.</p>															

LEVEL **7** #Name?

Strumos Waystation

LEVEL	7	#Name?			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	#Name?
Strumos Waystation		#Name?							4 Squares		3x3 Squares		1 Minute		12 Hours		#Name?	
		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.															#Name? #Name? #Name?	


CLASS SKILLS

VAINGLORIOUS

-Strumos

LEVEL	#Name?	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8	#Name?	1	#Name?	6 squares	3 Square Radius	Initiative	5 Rounds	#Name?

Circle of Protection vs Undead




Undead are not able to cross the perimeter of the circle.
 Living Dead can only cross the perimeter if the target passes a Skill Save
 Class symbol must be represented in the art of the circle.

#Name?
 #Name?
 #Name?

LEVEL	#Name?	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
5	#Name?	1	#Name?	2 Squares	1-5 item	5 Minutes	Instant	#Name?

Detect Magic




Caster attempts to find out if an item/object is magical.
 No Magic: No light means no magic found in/on item. (Best description in FULL report)
 Minor Magic: Dim light (candle) shines if is has lower powered effects.
 Major Magic: Bright light that dazes a character for 1 round if Save failed.
 Diety Magic: Blazing light that will blind a char for 4 hrs if Save failed.

#Name?
 #Name?
 #Name?

LEVEL	#Name?	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
6	#Name?	99	#Name?	Touch	1 Target	2 Minutes	Permanent	#Name?

Strsylv Tcane Magic (Dispel Magic)




Many spells can be temporarily halted or entirely stopped by a Dispel Magic.
 Strumos & Sylvan are able to Rollout this spell out in 2 minutes (1 with the enhancement).
 The full description has the list.
 Also, there is a list in the players handbook (Spells chapter).

#Name?
 #Name?
 #Name?

LEVEL	#Name?	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	#Name?	99	#Name?	Touch	2 Skins/Tier	10 Minutes	Permanent	#Name?

Draw Up Ground Water




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.

#Name?
 #Name?
 #Name?

LEVEL	#Name?	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4	#Name?	99	#Name?	1 Square	4 Meals	10 Minutes	1 Hour	#Name?

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.

#Name?
 #Name?
 #Name?

LEVEL	#Name?	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	#Name?	99	#Name?	2 or 8 sqs	1 Target	Initiative	Permanent	#Name?

Basic Healing 2d6+ACU




Caster's most basic form of healing.
 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.

#Name?
 #Name?
 #Name?

LEVEL	#Name?	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
2	#Name?	3	#Name?	Touch	1 Bed (1x2 sqs)	2 Minutes	12 Hours	#Name?

Feather Bed



Yellow sparks trace the shape as it creates a rope bed.
 A feather bed with a blanket 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.

#Name?
 #Name?
 #Name?


CLASS SKILLS

VAINGLORIOUS

-Strumos

LEVEL	2	#Name?		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	#Name?	
						#Name?		4 Squares		1 Target		1 Minute		1d6 Hours		#Name?		


Sleep: Light Nap



Push a person to a light sleep. Multiple castings may be needed. Save roll -20 each. Failure means target falls asleep for 1 to 6 Hours. Or if voluntary 6-7 hrs of rest. Success means the target is very tired but awake, Moderately active targets get a bonus of +40 to their Save roll, Very active targets get a bonus of +80 to their Save roll.

LEVEL	2	#Name?		STACK	9	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	#Name?	
						#Name?		Touch		Recipient		30 Minutes		Damage Taken		#Name?		


Triggered Forced Healing 2d8



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.

LEVEL	4	#Name?		STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	#Name?	
						#Name?		Touch		1 Body		30 Min		Permanent		#Name?		


Consecration: Final Rites



Yellow flames creep across the body without burning it. Must be dead a month or less. The dead are sent beyond any connection that can be made from the known planes. To finish the spell a deity's name must be spoken aloud.

LEVEL	4	#Name?		STACK	3	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	#Name?	
						#Name?		2 Squares		2 Creatures		4 Hours		permanent		#Name?		


Slow Healing 10/Hr (Max=4 hrs)



Barely visible yellow specks float around the person the caster is healing. Maximum of 4 hours with each creature. 10 HP per undisturbed Hour. Save every hour. Failed Save ends spell. MUST SAVE EVERY HOUR TO CONTINUE. No other concentrated efforts by either caster or recipient.

LEVEL	5	#Name?		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	#Name?	
						#Name?		1 Square		1 Target		30 Minutes		Permanent		#Name?		


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.

LEVEL	6	#Name?		STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	#Name?	
						#Name?		2 or 8 sqs		1 Creature		Initiative		Permanent		#Name?		


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.

#Name?																		
LEVEL	1	#Name?		STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	#Name?	
						#Name?		Self		Varies		Initiative		12 Hours		#Name?		

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.


CLASS SKILLS

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-Strumos

LEVEL	3	#Name?		STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	#Name?
						#Name?		Self		3 Sq Dia Sphere		Initiative		Conc +4 Rds		#Name?	

Shadow of the Magi




Stays fixed right above the caster.
Darkness continues for up to 4 rds after the concentration has stopped.
Caster to 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.

#Name?
#Name?
#Name?

#Name?

LEVEL	6	#Name?		STACK	7	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	#Name?
						#Name?		1 Square		1 Square		4 Hours		Permanent		#Name?	

Create a Vae'Em Location

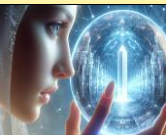


Creates a landing spot for the "Vae'Em Portal (Astral Style)". [Vae'Em = Venue]
Enhancement: Subtle casting means casual watcher will not take notice.
Resetting a connection:
Can be re-established with 1 hour rollout at the Vae'Em location,
Can be re-established with a 2 day rollout while not at the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

#Name?
#Name?
#Name?

LEVEL	7	#Name?		STACK	3	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	#Name?
						#Name?		1 Square		1 Recipient		4 Days		Permanent		#Name?	

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.

#Name?
#Name?
#Name?

LEVEL	7	#Name?		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	#Name?
						#Name?		PMP		Self+1		4 Minutes		5 Minutes		#Name?	

Portal To Nae'Em




When Nae'Em agrees a portal can be created.
If the Nae'Em does not respond the portal will fail.
First to pass through must be either the Nae'Em or the caster.
After the caster or Nae'Em one more may follow.

#Name?
#Name?
#Name?

LEVEL	8	#Name?		STACK	2	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	#Name?
						#Name?		Touch		1 Fighter		2 Minutes		1 Hour		#Name?	

Raise Nae'Em Fighter Str +1




Use Character sheet to add 1 to Strength. It will automatically make the adjustments.
All adjustments to saves, initiatives, ToHITs are then applied.
See stacking number to determine how many Nae'Em Fighters can be affected.
One spell per recipient, even if stack indicates more than 1.

#Name?
#Name?
#Name?

#Name?

LEVEL	5	#Name?		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	#Name?
						#Name?		Self		1/2 Mark		10 Minutes		Perm		#Name?	

Summon Nisse Spirit




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.

#Name?
#Name?
#Name?

#Name?

LEVEL	5	#Name?		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	#Name?
						#Name?		Touch		1 Square		2 Minutes		Permanent		#Name?	

Arlo's Astral Storage



The caster opens a pale yellow and orange "pocket dimension" in the Astral plane.
Only the caster can open, close, or view the items within.
Items must be small to medium, non-living, and not a crystal. (Shortsword or smaller)
Magic items can be found & taken by Astral creatures. Best to not leave magic in there.
Non-Skill Save required if magic or crystal left in the area.

#Name?
#Name?
#Name?


CLASS SKILLS

VAINGLORIOUS

-Strumos

LEVEL7

#Name?



STACK1

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

SAVE: #Name?

GM

Vae'Em Portal (Astral Style)



Creates a portal from and to destinations within the same PMP.
A disconnected Vae'Em can be reconnected while on the same plane,
At the site of the Vae'Em with a recasting but the rollout is only 4 minutes,
or
When not at the Vae'Em site the rollout is 4 days

#Name?

#Name?

#Name?

#Name?

LEVEL3

#Name?

STACK1

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: #Name?

Strumos Run





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).

#Name?


#Name?

#Name?



LEVEL3

#Name?



STACK3

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: #Name?

Summon Astral Beast of Burden



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.

#Name?

#Name?

#Name?