

Battle Actions/Prep

LEVEL	6	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	2 Squares	1 Fighter	Initiative	6 Hours	No Save
Increase Fighter Movement									



Fighter recipient moves faster (+2 sqs) in normal conditions. Not for caster (Self). Does work for base traveling during battle. Walking, Flight. Can be added on top of other multipliers for movement.

CREATE:Potion Of Speed Boost	
FOCUS:Move+2 SqS	
COUNTER:Dispel Magic. Lvl:1	
ENHANCEMENTS:	
Lvl 12 Range X2	
Lvl 9 Range +50%	
Lvl 14 Duration X2	
8 SP	
6 SP	
8 SP	

Battle Defense

LEVEL	3	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
					4 pts	8 Squares	1 Recipient	Initiative	End of Battle or 4 hr	No Save
Protect FTR vs Ranged/Thrown										



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.

FOCUS:Total AC bonus:+4	
COUNTER:No Counter Available. Lvl:1	
ENHANCEMENTS:	
Lvl 12 Range X2	
Lvl 14 Duration X2	
8 SP	
6 SP	
6 SP	

Battle Offense

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	10 squares	2 x 2 Squares	Initiative	1 Round / Tier	Resist (Skill/Non)
Blinding Flashes									



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 caster they use the 'Skill' save, others all use 'non-Skill' Save. Failing the Save means the target has a -2 to AC and ToHIT. Party members that are aware of this spell has been cast can gain a +20 to their Save roll

FOCUS:Save Roll +20	
COUNTER:None	
ENHANCEMENTS:	
Lvl 14 Save Roll -20	8 SP
Lvl 9 Range +50%	6 SP
Lvl 9 Duration +50%	6 SP

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	10 Squares	1 Square	Initiative	1 Round	No Save
Electric Zap									



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.

FOCUS:+4 Initiative	
COUNTER:None	
ENHANCEMENTS:	
Lvl 20 Rollout Instant	16 SP
Lvl 12 Range X2	8 SP
Lvl 9 Damage +50%	8 SP

LEVEL	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	15 Squares	Direct Line	Initiative	1 Round	No Save
Static Bolt									



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.

FOCUS:+2/Tier ToHIT	
COUNTER:None	
ENHANCEMENTS:	
Lvl 12 Range X2	8 SP
Lvl 9 Range +50%	6 SP
Lvl 14 Damage X2	12 SP

LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				2.4 pts	10 Squares	1 Target	Initiative	1 Round	No Save
Power Attack Duel									

Power Types: SYL:Ice, STM:Elect, ORX:Force, EOL:Acid, DOK:Fire

ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK.

To be called AFTER this 'Class Power Attack' is mentioned & BEFORE damage is rolled. The GM may have to make a call if the Class Power Attack proceeds too quickly.

COUNTER:None	
ENHANCEMENTS:	
Lvl 12 Range X2	8 SP
Lvl 9 Range +50%	6 SP
Lvl 14 Damage X2	12 SP



Sends electrical stream directly to the target. No lobbing. Damage of 4d10 + ACU Bonus. Save for 1/2 damage. No ToHIT required. Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments. Another caster using the same power (Electric) may start a 'Class Power Attack Duel'. Class Power Attack Duels force 2 casters into a head to head personal battle.

FOCUS:+1d10 Damage	
COUNTER:None	
ENHANCEMENTS:	
Lvl 14 Save Roll -20	8 SP
Lvl 9 Range +50%	6 SP
Lvl 9 Damage +50%	8 SP

LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				18 pts	12 Squares	1 Target	Initiative	1 Round	Skill 1/2 Damage
Electric Power Attack									

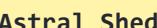


Fences and Shelters

LEVEL	7	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Strumos Waystation		8 pts	4 Squares	3x3 Squares	1 Minute	12 Hours											

LEVEL	8	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	1	COST	8 pts	RANGE	6 squares	AREA OF EFFECT	3 Square Radius	ROLL OUT	Initiative	DURATION	5 Rounds	SAVE: Skill Cross Perimeter	
Circle:Protection from 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.																	
FOCUS:Range +6 SqS COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 12 Range X2 8 SP Lvl 16 AoE X2 16 SP																	

LEVEL	9	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
Charged Fencing				12 pts		6 Squares	2 - 9 Sqs		Initiative	4 Hours		1/2 Dmg	

LEVEL	12	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Astral Shed				12 pts	Touch	1x1x2 SqS	1 Minute	8 Hours		
	Run-down-looking wooden shed that's actually a 4-bedrooms & common room on the inside. Fully stocked with enough food, furnishings, and firewood for 8 people. View the Astral plane via windows, but no entry/exit except through door to PMP. PMP and Astral creatures can see, but cannot force entry. Views the Astral plane, not PMP. Space within the shed is PMP space and does not follow Astral rules.	FOCUS:+ upstairs room. COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP								

Find or Reveal

LEVEL	5		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
Detect Magic					8 pts	2 Squares	1-5 item	5 Minutes	Instant		Sight
	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 it 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.										
	CREATE: Scroll of Detect Magic FOCUS: Save Roll +20 COUNTER: No Counter Available. Lvl:1										
	ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP										

LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
Dispel Magic		8 pts	Touch	1 Target	2 Minutes	Permanent				Varies	
	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). (Strsyl)									COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 9 Range at 1 Sq 6 SP	

-Strumos

Food And Drink

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Draw Up Ground Water		4 pts	Touch	2 Skins/Tier	10 Minutes	Permanent				

Fragility

LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Health	
Cause Illness					8 pts	4 Squares	1 Square	Initiative	Possibly Days		Illness Increased	
	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. Target's failed Save indicates Sickness I. This can progress through Sickness II and III, to Disease I-II, then to death.	FOCUS:Col +1										
	COUNTER: None	ENHANCEMENTS:										
	Lvl 18 Range X4	10 SP										
	Lvl 9 Range +50%	6 SP										
	Lvl 16 AoE X2	16 SP										

LEVEL	3	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	4 pts	RANGE	2 Squares	AREA OF EFFECT	1 Target	ROLL OUT	1 Minute	DURATION	Permanent	SAVE: Skill Sickness 1 better	
Detoxify																CREATE:Cure Sickness Potion	

LEVEL	5		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Quarantine Isolation					8 pts	4 Squares	1x2 Squares	1 Day	Permanent		

LEVEL	9	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	Focus
Cure Disease				12 pts	2 Squares	1 Target	4 Hours	Permanent	No Disease		
	Golden sparks move from the caster to the recipient and hover. Creature cleared of Disease. but very uncomfortable. Does make the caster immune to getting THIS disease for the rollout. Creature must pass Save. This spell will NOT drop HP enough to kill.								FOCUS:Col-1 COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP		
Healing and Rest											
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Basic Healing 1d8+ACU				4 pts	8 sqs	1 Target	Initiative	Permanent			
	Caster's most basic form of healing. Heals living creatures. Any Heal also binds. Does NOT heal anything not currently living.								FOCUS:+1 HP/Tier COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP		
LEVEL	2	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Feather Bed				4 pts	Touch	1 Bed (1x2 sqs)	2 Minutes	12 Hours			
	Yellow sparks trace the shape as it creates a rope bed. A feather bed with a blank 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.								FOCUS:AOE = 2 COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP		
LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses	
Sleep: Light Nap				4 pts	8 Squares	1 Target	1 Minute	1d6 Hours	Tired, but aware		
	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.								FOCUS:Save Roll -20 COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Range X2 8 SP Lvl 9 Duration +50% 6 SP		
LEVEL	2	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Triggered Forced Healing 2d8				8 pts	Touch	Recipient	30 Minutes	Til Damage			
	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.								CREATE:Triggered Forced Health Dr. 1 COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqrs 8 SP		
LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Consecration: Final Rites				4 pts	Touch	1 Body	30 Min	Permanent			
	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.								COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqrs 8 SP		
LEVEL	4	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
Slow Healing				10 pts	2 Squares	1 Creature	Max of 4 Hours	permanent	Healing continues		
	Maximum of 4 hours Only 1 or 2 creatures per spell. 10 HP per undisturbed Hour per creature. Save at beginning of every hour. Failed Save ends spell. MUST SAVE EVERY HOUR TO CONTINUE. No other concentrated efforts by either caster or recipient.								FOCUS:+1 HP/Tier/Cycle COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Healing +8 10 SP Lvl 16 AoE = 2 Targets 12 SP		

-Strumos

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				2 pts	1 Square	1 Target	30 Minutes	Permanent			
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.	FOCUS:Range = 8 Sqs COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 12 AoE = 2 Recipients 10 SP									
LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				6 pts	8 sqs	1 Creature	Initiative	Permanent			
Common Healing 2d8+ACU											
	One of the most common healing spells from the Strumos. Heals living creatures. Any Heal also binds. Does NOT heal anything not currently living.	CREATE:Draught Of Health FOCUS:+1 HP/Tier COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP									
LEVEL	9	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				8.4 pts	8 Squares	1 Creature	Initiative	Permanent			
Extra Healing 3d8+ACU											
	A Strumos healing spell that has something Extra in it. Heals living creatures. Any Heal also binds. Does NOT heal anything not currently living.	FOCUS:+1 HP/Tier COUNTER: None ENHANCEMENTS: Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP Lvl 16 AoE = 2 Targets 12 SP									
LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Alive!	
				36 pts	Touch	1 Body	4 Hours	Permanent			
Revive Life With A ZAP!											
	Sparks surround then converge on the fallen body. Restore a creature that has been dead less than 25 hrs & passes the Save. When brought back to life the creature has 0 HP. - Passing the Save takes 5 HP from the recipient Max HP, - Failing the Save takes 1 HP from the Casters Max HP.	FOCUS:Dead less than 2 mo COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP									
LEVEL	12	STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses Tired, but awake.	
				12 pts	4 sqs/Tier	1 Target	10 Minutes	4 Hours			
Deep Doze Sleep											
	Push a person to a deep sleep. Multiple castings may be needed. Save roll -40 each. Failure means target falls asleep for 2d6 Hours. Or if voluntary 8-10 hrs of rest. Success means the target is very tired but awake, Very active targets are not put to sleep, though they might feel a bit tired. Subsequent Deep Doze spells have a Save Roll -40	FOCUS:Save Roll -20 COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP									
LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				12 pts	8 Squares	1 Creature	Initiative	Permanent			
Great Healing 5d8 +ACU											
	A great Strumos healing spell. Heals living creatures. Any Heal also binds. Does NOT heal anything not currently living.	FOCUS:+1 HP/Tier COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP									
Light and Darkness											
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				4 pts	Self	Varies	Initiative	12 Hours			
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.	CREATE:Healthy Yellow Candle FOCUS:Brighter by Tier COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP									

-Strumos

Nae'ems

LEVEL	6	NAE'EM		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create a Vae'Em Location												

LEVEL	7	NAE'EM		STACK	10	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create Permanent Nae'Em													

LEVEL	7	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	12 pts	RANGE	Self+1	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Portal To Nae'Em											4 Minutes	5 Minutes	

LEVEL	11	NAE'EM	 	STACK	1	COST	36 pts	RANGE	Touch	AREA OF EFFECT	1 Item	ROLL OUT	4 Days	DURATION	Permanent	SAVE: Resist (Skill/Non) 
Connect to Focus Item																

 Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollout. Creates a connection between the caster and the Arcane Focus Item.
Require the item to be of the highest quality.
Caster must currently not have a Focus Item.

COUNTER:No Counter Available. Lvl:1
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 9 Range at 1 Sq 6 SP

Partner Cooperations

Planar