

## Battle Actions/Prep

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



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 8 SP         |
| Lvl 9 Range +50% 6 SP        |
| Lvl 14 Duration X2 8 SP      |

## Battle Defense

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



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 8 SP                |
| Lvl 14 Duration X2 8 SP             |
| Lvl 9 Duration +50% 6 SP            |

## Battle Offense

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



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: | No Save |
|---------------------|---|-------|----|-------|------------|----------------|------------|----------|-------|---------|
|                     |   |       |    | 4 pts | 10 Squares | 1 Square       | Initiative | 1 Round  |       |         |
| <b>Electric Zap</b> |   |       |    |       |            |                |            |          |       |         |



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: | No Save |
|--------------------|---|-------|----|-------|------------|----------------|------------|----------|-------|---------|
|                    |   |       |    | 8 pts | 15 Squares | Direct Line    | Initiative | 1 Round  |       |         |
| <b>Static Bolt</b> |   |       |    |       |            |                |            |          |       |         |



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 |

## Fences and Shelters

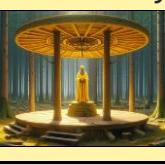
| LEVEL                       | 1 | STACK | 1 | COST  | RANGE | AREA OF EFFECT | ROLL OUT  | DURATION | SAVE: | Senses Avoiding the trap |
|-----------------------------|---|-------|---|-------|-------|----------------|-----------|----------|-------|--------------------------|
|                             |   |       |   | 4 pts | Touch | 3x3 Squares    | 2 Minutes | 8 Hours  |       |                          |
| <b>Camp Shock Perimeter</b> |   |       |   |       |       |                |           |          |       |                          |



Sandy colored sparks scatter to the perimeter and fade away. 3x3 Squares circle may delivers 1d3+3 electric damage if Save failed. When a creature crosses the perimeter causes a zap sound regardless wether damage is taken or not.

|                             |
|-----------------------------|
| FOCUS:+3 Damage             |
| COUNTER:Dispel Magic. Lvl:1 |
| ENHANCEMENTS:               |
| Lvl 9 Duration +50% 6 SP    |
| Lvl 14 Damage X2 12 SP      |
| Lvl 12 AOE +50% 12 SP       |

| LEVEL                     | 7 | STACK | 1 | COST  | RANGE     | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
|---------------------------|---|-------|---|-------|-----------|----------------|----------|----------|-------|---------|
|                           |   |       |   | 8 pts | 4 Squares | 3x3 Squares    | 1 Minute | 12 Hours |       |         |
| <b>Strumos Waystation</b> |   |       |   |       |           |                |          |          |       |         |



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.

|                           |
|---------------------------|
| FOCUS:Canvas walls        |
| COUNTER:Same Skill. Lvl:1 |
| ENHANCEMENTS:             |
| Lvl 18 Duration X4 10 SP  |
| Lvl 16 Duration X2 8 SP   |
| Lvl 16 AOE X2 16 SP       |

## **-Strumos**

|                                      |          |  |       |   |      |       |       |           |                |                 |          |            |          |          |       |       |
|--------------------------------------|----------|--|-------|---|------|-------|-------|-----------|----------------|-----------------|----------|------------|----------|----------|-------|-------|
| LEVEL                                | <b>8</b> |  | STACK | 1 | COST | 8 pts | RANGE | 6 squares | AREA OF EFFECT | 3 Square Radius | ROLL OUT | Initiative | DURATION | 5 Rounds | SAVE: | Skill |
| <b>Circle:Protection from Undead</b> |          |  |       |   |      |       |       |           |                |                 |          |            |          |          |       |       |

## Find or Reveal

# Food And Drink

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

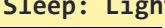
# Fragility

|                      |  |       |    |       |           |                |            |               |       |                   |
|----------------------|--|-------|----|-------|-----------|----------------|------------|---------------|-------|-------------------|
| LEVEL                | 1  | STACK | 99 | COST  | RANGE     | AREA OF EFFECT | ROLL OUT   | DURATION      | SAVE: | Health            |
|                      |  |       |    | 8 pts | 4 Squares | 1 Square       | Initiative | Possibly Days |       | Illness Increased |
| <b>Cause Illness</b> |  |       |    |       |           |                |            |               |       |                   |
|                      | Sparks directed straight to target the square the caster points to. (No ToHIT)<br>Damage of $1d4+ACU$ to 1 sq for 1 round from a direct spark. No lobbing.<br>Target's failed Save indicates Sickness I.<br>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 |           |                |            |               |       |                   |

## -Strumos

|  |          |               |               |        |                |       |                |            |           |       |                   |   |
|--|----------|---------------|---------------|--------|----------------|-------|----------------|------------|-----------|-------|-------------------|---|
| LEVEL  | <b>8</b> | □ □           | STACK         | 99     | COST           | RANGE | AREA OF EFFECT | ROLL OUT   | DURATION  | SAVE: | Resist (Skill/Non | ① |
| <b>Electric Cleanse</b>  |          |               |               |        | 8 pts          | Touch | 1 Creature     | 30 Minutes | Permanent |       | Fragility 0       |   |
|  This spell works to help the victim get past the fragility effect from a spell. |          |               |               |        |                |       |                |            |           |       |                   |   |
| FOCUS:COL-1  | ①        | COUNTER: None | ENHANCEMENTS: | Lvl 10 | Rollout Halved | 6 SP  |                |            |           |       |                   |   |
|  |          |               |               | Lvl 14 | Range At 3 Sqs | 8 SP  |                |            |           |       |                   |   |
|  |          |               |               | Lvl 14 | Duration X2    | 8 SP  |                |            |           |       |                   |   |

## Healing and Rest

| LEVEL  | 2   | STACK               | 1   | COST  | RANGE     | AREA OF EFFECT | ROLL OUT | DURATION  | SAVE: | Senses           |
|--|---|---------------------|---|-------|-----------|----------------|----------|-----------|-------|------------------|
|  |   |                     |   | 4 pts | 8 Squares | 1 Target       | 1 Minute | 1d6 Hours |       | Tired, but aware |
| <b>Sleep: Light Nap</b>  |   |                     |   |       |           |                |          |           |       |                  |
|  | 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 | o   |       |           |                |          |           |       |                  |
|  |   | 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.   | COUNTER:No Counter Available. Lvl:1 | ENHANCEMENTS: | Lvl 10 Rollout Halved | 6 SP           | Lvl 14 Range At 3 Sqs | 8 SP       |            |         |

|   |   |  |    |       |   |       |                |          |           |      |         |
|---|---|--|----|-------|---|-------|----------------|----------|-----------|------|---------|
| LEVEL   | 4   | STACK  | 35 | COST  | 1 | RANGE | Area of Effect | ROLL OUT | BURNT     | SAVE | No Save |
| Consecration: Final Rites   |   |  |    | 4 pts |   | Touch | 1 Body         | 30 Min   | Permanent |      |         |
|  | Yellow flames creep across the body without burning it.<br>Must be dead a month or less.<br>The dead are sent beyond any connection that can be made from the known planes.<br>To finish the spell a deity's name must be spoken aloud. | COUNTER:No Counter Available. Lvl:1<br><br>ENHANCEMENTS:<br>Lvl 10 Rollout Halved 6 SP<br>Lvl 14 Range At 3 Sqs 8 SP |    |       |   |       |                |          |           |      |         |

# -Strumos

| LEVEL                     | 4                               | STACK  | 3     | COST   | RANGE     | AREA OF EFFECT  | ROLL OUT       | DURATION    | SAVE:                               | Skill             |         |  |
|---------------------------|---------------------------------|--------|-------|--------|-----------|-----------------|----------------|-------------|-------------------------------------|-------------------|---------|--|
|                           | <b>Slow Healing</b>             |        |       | 10 pts | 2 Squares | 1 Creature      | Max of 4 Hours | permanent   |                                     | Healing continues |         |  |
|                           |                                 |        |       |        |           |                 |                |             | 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             |         |  |
| LEVEL                     | 5                               | STACK  | 1     | COST   | RANGE     | AREA OF EFFECT  | ROLL OUT       | DURATION    | SAVE:                               | No Save           |         |  |
|                           | <b>Repair A Dead Body</b>       |        |       | 2 pts  | 1 Square  | 1 Target        | 30 Minutes     | Permanent   |                                     |                   |         |  |
|                           |                                 |        |       |        |           |                 |                |             | FOCUS:Range = 8 Sq                  |                   |         |  |
|                           |                                 |        |       |        |           |                 |                |             | 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           |         |  |
|                           | <b>Common Healing 2d8+ACU</b>   |        |       | 6 pts  | 8 sqs     | 1 Creature      | Initiative     | Permanent   |                                     |                   |         |  |
|                           |                                 |        |       |        |           |                 |                |             | 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             |         |  |
| <b>Light and Darkness</b> |                                 |        |       |        |           |                 |                |             |                                     |                   |         |  |
| LEVEL                     | 1                               | STACK  | 99    | COST   | RANGE     | AREA OF EFFECT  | ROLL OUT       | DURATION    | SAVE:                               | No Save           |         |  |
|                           | <b>Light of Strumos Yellow</b>  |        |       | 4 pts  | Self      | Varies          | Initiative     | 12 Hours    |                                     |                   |         |  |
|                           |                                 |        |       |        |           |                 |                |             | 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              |         |  |
| LEVEL                     | 3                               | STACK  | 99    | COST   | RANGE     | AREA OF EFFECT  | ROLL OUT       | DURATION    | SAVE:                               | No Save           |         |  |
|                           | <b>Shadow of the Magi</b>       |        |       | 4 pts  | Self      | 3 Sq Dia Sphere | Initiative     | Conc +4 Rds |                                     |                   |         |  |
|                           |                                 |        |       |        |           |                 |                |             | CREATE:Dust of Darkness             |                   |         |  |
|                           |                                 |        |       |        |           |                 |                |             | FOCUS:Dur=10 rds (No conc)          |                   |         |  |
|                           |                                 |        |       |        |           |                 |                |             | COUNTER:Dispel Magic. Lvl:1         |                   |         |  |
|                           |                                 |        |       |        |           |                 |                |             | ENHANCEMENTS:                       |                   |         |  |
|                           |                                 |        |       |        |           |                 |                |             | Lvl 20 Rollout Instant              | 16 SP             |         |  |
|                           |                                 |        |       |        |           |                 |                |             | Lvl 16 AoE X2                       | 16 SP             |         |  |
| <b>Nae'Ems</b>            |                                 |        |       |        |           |                 |                |             |                                     |                   |         |  |
| LEVEL                     | 6                               | NAE'EM | Stack | 7      | COST      | RANGE           | AREA OF EFFECT | ROLL OUT    | DURATION                            | SAVE:             | No Save |  |
|                           | <b>Create a Vae'Em Location</b> |        |       |        | 8 pts     | 1 Square        | 1 Square       | 4 Hours     | Permanent                           |                   |         |  |
|                           |                                 |        |       |        |           |                 |                |             | FOCUS:Reset Rollout 1/2             |                   |         |  |
|                           |                                 |        |       |        |           |                 |                |             | COUNTER:No Counter Available. Lvl:1 |                   |         |  |
|                           |                                 |        |       |        |           |                 |                |             | ENHANCEMENTS:                       |                   |         |  |
|                           |                                 |        |       |        |           |                 |                |             | Lvl 6 Subtle Casting                | 4 SP              |         |  |
|                           |                                 |        |       |        |           |                 |                |             | Lvl 10 Rollout Halved               | 6 SP              |         |  |
|                           |                                 |        |       |        |           |                 |                |             | Lvl 4 Increase Aura                 | -2 SP             |         |  |
| LEVEL                     | 7                               | NAE'EM | Stack | 10     | COST      | RANGE           | AREA OF EFFECT | ROLL OUT    | DURATION                            | SAVE:             | No Save |  |
|                           | <b>Create Permanent Nae'Em</b>  |        |       |        | 16 pts    | 1 Square        | 1 Recipient    | 4 Days      | Permanent                           |                   |         |  |
|                           |                                 |        |       |        |           |                 |                |             | FOCUS:Reset time 1/2                |                   |         |  |
|                           |                                 |        |       |        |           |                 |                |             | COUNTER:No Counter Available. Lvl:1 |                   |         |  |
|                           |                                 |        |       |        |           |                 |                |             | ENHANCEMENTS:                       |                   |         |  |
|                           |                                 |        |       |        |           |                 |                |             | Lvl 10 Rollout Halved               | 6 SP              |         |  |
|                           |                                 |        |       |        |           |                 |                |             | Lvl 18 Range X4                     | 10 SP             |         |  |

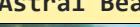
## **-Strumos**

# Partner Cooperations

|   |   |        |   |       |   |        |  |       |  |                |  |            |  |          |  |       |   |
|---|---|--------|---|-------|---|--------|--|-------|--|----------------|--|------------|--|----------|--|-------|---|
| LEVEL   | 5 | NAE'EM |  | STACK | 1 | COST   |  | RANGE |  | AREA OF EFFECT |  | ROLL OUT   |  | DURATION |  | SAVE: | Skill   |
|   |   |        |   |       |   | 16 pts |  | Self  |  | 1/2 Mark       |  | 10 Minutes |  | Perm     |  |       | Summoned  |
| <b>Summon Nisse Spirit</b>  |   |        |   |       |   |        |  |       |  |                |  |            |  |          |  |       |  |
|  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. |   |        |   |       |   |        |  |       |  |                |  |            |  |          |  |       | FOCUS:Range = 1 Mark<br>COUNTER: None   |

## Planar

# Traveling (PMP)

|  |          |        |   |       |   |       |            |                |            |                   |                 |   |
|--|----------|--------|---|-------|---|-------|------------|----------------|------------|-------------------|-----------------|---|
| LEVEL  | <b>3</b> | NAE'EM |  | STACK | 3 | COST  | RANGE      | AREA OF EFFECT | ROLL OUT   | DURATION          | SAVE:           | No Save   |
| <b>Astral Beast of Burden</b>  |          |        |   |       |   | 4 pts | 30 Squares | 1 Creature     | 20 Minutes | 1 Month (30 days) |                 |   |
|  |          |        |   |       |   |       |            |                |            |                   | FOCUS:HP at 50. |  |

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.

FOCUS:HP at 50.  
 COUNTER:No Counter Available. Lvl:1  
 ENHANCEMENTS:  
 Lvl 14 Stacking +1 8 SP  
 Lvl 12 Range X2 8 SP  
 Lvl 18 Duration X4 10 SP

| LEVEL  | 4   | STACK   | 1 | COST  | RANGE | AREA OF EFFECT | ROLL OUT  | DURATION | SAVE | No Save |
|--|---|---|---|-------|-------|----------------|-----------|----------|------|---------|
| Strumos Run  |   |   |   | 4 pts | Self  | Caster         | 5 Minutes | 8 Hours  |      |         |
|  | Caster is able to run as fast as a horses canter for the duration.<br>2 times travel through the PMP/Astral. (speed of a horse)<br>Caster avoids objects as they travel as per normal.<br>Allows the caster to carry normal inventory (Pack, Class carry, and on body). | CREATE:Potion Of Speed Boost<br>FOCUS:Duration +4 hrs<br>COUNTER:Dispel Magic. Lvl:1<br>ENHANCEMENTS:<br>Lvl 10 Rollout Halved      6 SP<br>Lvl 9 Duration +50%      6 SP<br>Lvl 12 AoE = 2 Recipients      10 SP |   |       |       |                |           |          |      |         |