-Strumos **Altered Reality** AREA OF EFFECT ROLL OUT DURATION SAVE: LEVEL 0.1 No Save 15% Max 5 Minutes 12 Hours TIRO: Beauty Contestant: 2nd Prize Recipient becomes more attractive by their race's standards. Caster lets colorful sparks cover the part they wish to change, COUNTER: None which fade after a moment. ENHANCEMENTS: Lvl 0 No Enhancements 0 SP COST RANGE AREA OF EFFECT ROLL OUT DURATION STACK 99 SAVE LEVEL 0.1 RM: 1 20% Max 1 Round **Blocks Vision** 4 Squares 1 Target Initiative TIRO: Pie Fight! Glowing Pie appears as thrown pie to block vision. The caster makes a throwing gesture and a pie made out of colorful light appears, COUNTER: None flying towards the target ENHANCEMENTS: LvI 0 No Enhancements RANGE DURATION STACK 1 COST AREA OF EFFECT ROLL OUT SAVE SKL: 1 LEVEL 0.3 1 Rope 10% Max 1 Rope 1 Minute 2 Hours Rope not cut TIRO: 2 Rope Image The caster conjures a rope that looks like two short ropes made out of colorful ribbons. Does allow the Caster to roll a Save to merge the ropes into one. COUNTER: None Any use or actions with the rope after conjuring reveals it as single length of 4 squares. ENHANCEMENTS: Lvl 0 No Enhancements 0 SP Battle-Defense LEVEL 3 NAE'EM STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION No Save Initiative 10 Minutes 4 pts 8 Squares 1 Recipient Protect Fighter vs Ranged/Thrown Barely visible straw colored sparks swirl around the fighter the fades. FOCUS:Total AC bonus:+4 Recipient Fighter must have a Nae'Em with the caster. COUNTER: None Gains +2 to AC vs ranged and thrown attacks. No benefit vs melee. ENHANCEMENTS: 8 SP Lvl 12 Range X2 Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP RANGE AREA OF EFFECT ROLL OUT DURATION STACK COST RM: Tier Self 3 Square Radius Initiative 5 Rounds Pass through 8 pts Circle of Protection vs Undead Barely visible mustard colored sparks which highlights the perimeter then fades. FOCUS:Range 6 Sq Radius Undead must Save to pass through the perimeter. Save column is equal to casters tier. O COUNTER:Same Spell Class symbol must be represented in the art of the circle. ENHANCEMENTS: Does function as long as the caster concentrates (within duration). Lvl 14 Stacking +1 8 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 12 AoE X2 6 SP Battle-Offense STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION LEVEL 0.2 RM: 1 20% Max 6 Squares Initiative Instant 1 Target Damage taken TIRO: Fire Crack! Bright Multi Colored flashes appear in the caster's hand. (ToHIT Required) Caster rolls a Thrown ToHit. 1d3 Damage. Metal armor requires Save. COUNTER: None FNHANCEMENTS: I VI 0 No Enhancements O SP STACK 99 AREA OF EFFECT ROLL OUT DURATION SAVE: COST LEVEL 0.4 AGL: 2 Initiative No Damage 30% Max 12 Squares 1 Target Instant TIRO: Quick Flash Fire Colorful embers appear in the caster's palm. ToHIT Required. COUNTER: None 1d12 Damage. Save for half damage. ENHANCEMENTS: 0 SP Lvl 0 No Enhancements

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LEVEL 1	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2
Cause Illness		4 pts	4 Squares	1 Square	Initiative	Possibly Days		No Illness
Sparks direct Damage of 1d4 Target's fail	ed straight to ta +ACU to 1 sq for ed Save indicates ress through Sick	1 round Sicknes	from a direct	spark. No lobbi	ng.	EN Lv	UNTER: None HANCEMENTS: vl 18 Range X4 vl 9 Range +50% vl 12 AoE X2	10 SP 6 SP 6 SP
Barbed Sparks	STACK 99	4 pts	RANGE Self	4 sq Triangle	ROLL OUT Initiative	5 Rounds	SAVE:	RM: 1 (iii) Target Sees
Can distract All in AoE mu Those that do	es and throws col or temporarily bl st Save to not be Save have no vis create issues see	ind peop blinded ual issu	ole for up to 2 d for this roun des.	? rounds. nd + 1 more.		CO EN Lv	CUS:Save +1 Col UNTER: None HANCEMENTS: vl 18 Duration X4 vl 9 Duration +50 vl 12 AoE X2	10 SP 9% 6 SP 6 SP
	V2AT2	T202	DANCE	ADEA OF FEFECT	DOLL OUT	DURATION	CAVE	
Electric Zap	STACK 99	COST 4 pts	RANGE 8 Squares	1 Square	ROLL OUT Initiative	Instant	SAVE: N	o Save
Direct damage Sparks race t	xen colored spark of 1d8+ACU on 1 o the target with ave required.	sq. +2	damage if non-	Adamantine armor		CO EN Lv	CUS:+4 Initiative UNTER: None HANCEMENTS: // 12 Range X2 // 9 Damage +50 // 18 AOE = 2 Targ	
LEVEL 4	STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Conjure Native Beetle	s	4 pts	4 Squares	1 Mark	Initiative	2 Rounds	EATE:Beetleroot Gra	Conjured
	arm to attack nea ny living target. e.					EN Lv	UNTER:Same Spell HANCEMENTS: vl 12 Range X2 vl 9 Range +50% vl 14 Damage X2	8 SP 6 SP 12 SP
LEVEL 8	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: N	o Save
Static Bolt		8 pts	10 Squares	Direct Line	Initiative	Instant		
Damage of 1d8 Sparks travel	from the caster' + ACU on 3 in ro for 3 squares in row must be with	w. +1d8 a dired	3 damage if non	**		CO EN L\	CUS:Save +1 Col UNTER:Same Spell HANCEMENTS: vl 12 Range X2 vl 9 Range +50% vl 14 Damage X2	8 SP 6 SP 12 SP
Battle-Prep								
LEVEL 0.3	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: N	o Save
TIRO: Armor of Light		30% Max	Self	Self	1 Minute	4 Hours		0 3010
Solid Multi C	olored flashes an . Image of bright					EN	UNTER:Same Spell HANCEMENTS: /I 0 No Enhancer	nents 0 SP
LEVEL 1	STACK 1	COST 4 pts	RANGE Touch	AREA OF EFFECT	ROLL OUT 2 Minutes	DURATION 8 Hours	SAVE:	SNS: 2
	sparks scatter t le around caster	o the pe	erimeter and fa	nde away.	2 Williates	FOO	CUS:+1d3 Dmg UNTER:Same Spell	o ©
When a creatu	re crosses the pe must roll a Save.	rimeter	causes a zap s	ound.	d3 damage.	EN Lv	HANCEMENTS: /I 14 Duration X2 /I 9 Duration +50 /I 12 AOE +50%	8 SP

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LEVEL 2		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No Save		
Triggered	Forced Healin	g	4 pts	Self	Caster	1 Hour	3 Days	CREATE:Tric	ggered Forced Health C	r And	
Damage triggers 2d8 rolled. Damage first, then 2x Healing.								CREATE:Triggered Forced Health Dr 5 1 FOCUS:Stack+1			
In effect until duration is over or is used. Does NOT allow the choice to not use it.									COUNTER:Same Spell ENHANCEMENTS:		
Only 1 triggered health can be in place at any time.								Lvl 10 Rollout Halved 6 SP			
								Lvl 16 F Lvl 18 D	Healing +4 Duration X4	10 SP 10 SP	
LEVEL 8 NAE'E	R	STACK 2	COST 8 pts	RANGE Touch	1 Fighter	ROLL OUT 2 Minutes	1 Hour		SAVE: No Save		
Raise Nae'	Em Fighter St					2 Williates	111001				
And Andrew	Sparks cause th Raise Fighter S		parkle th	roughout the d	uration.			FOCUS:4 Ho		0	
	All adjustments		tiatives,	ToHITs are th	en applied.			ENHANCEN		9	
	See stacking nu One spell per c			,		fected.			Rollout Halved Range At 3 Sqs	6 SP 8 SP	
112-576-11	one spell per c	reacure, even .	II Stack	indicates more	Cliali 1.				Aura Brightens	-2 SP	
			_								
Call-Sum	mon										
LEVEL 0.3		STACK 99	COST 30% Max	RANGE 4 Sqs	AREA OF EFFECT 1 Item	ROLL OUT Initiative	1 Round		SAVE: RM: 1	rabbed.	
TIRO: I Ha	ve Your Item!			· · ·			1 Kouliu		item gi	abbeu.	
	Bright Multi Co Random object (COLINTER	News		
	Save to retriev	0 ,	/ Cr.yStall	ine). Metai ar	unor. = I worse s	save.		COUNTER: I			
								Lvl 0 N	No Enhancements	0 SP	
ALA ELE	. ₩	CT1011 0		BANGS	4054 05 555507	2011 0117			041/5		
LEVEL 3 NAE'E		STACK 3	4 pts	RANGE 30 Squares	1 Creature	ROLL OUT 20 Minutes	1 Month (30 c		SAVE: SKL: 2 Sum	moned	
Summon Ast	ral Beast of			· · · · · · · · · · · · · · · · · · ·							
200	Caster summons 25 HP. 17/15 A			· · · · · · · · · · · · · · · · · · ·		is the caster. , but no running		FOCUS:HP at 50. COUNTER: None			
	Astral creature	will only resp	pond to t	he casters men	tal commands.		, -	ENHANCEMENTS:			
	Creature will n					es not understan	nd	Lvl 14 S Lvl 12 R	tacking +1 lange X2	8 SP 8 SP	
	II accacked it	WIII accack III	T arruolli u	Trections w/ I		s not under stan	iu.		Ouration X4	10 SP	
LEVEL 6 NAE'E	м	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: SKL: 1	•	
Summon Nis	sse		8 pts	Self	8x8x8 Sqs	3 Hours	1 Month (30 c	lays)		moned	
	The caster summ	ons a small gno	ome-like	familiar.				EOCHIS:Nan	ned Nisse. AoE:10x10x1	10 0	
	A creature that							COUNTER: I		10 <mark>0</mark>	
	Timid invisible				caster. HIT-10 (Runs fr	oom fights)		ENHANCEMENTS: Lvl 14 Stacking +1 8 SP			
	is a physical c	reacure, nr	12 AC.16	1111111110 10	HII-IO (KUIS II	om rights).		Lvl 18 C	Ouration X4	10 SP	
								Lvl 9	Ouration +50%	6 SP	
Commun	ication-										
LEVEL 0.2		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No Save		
_	Lify Own Speec	h	20% Max	Self	3x3x3 Sq	Initiative	5 Minutes		140 3440		
	The caster take		h and spe	aks at an ampl	ified volume.						
	Amplifies sound							COUNTER:Same Spell			
	Amplify even wh Doesn't affect		caston					ENHANCEN	MENTS: No Enhancements	O SP	
	As normal for t			does carry ove	r walls/barrier	rs.		EVI O	to Elimancements	0 31	
LEVEL 0.3		STACK 0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No Save		
	ored Signal Fl	are	15% Max	20 Squares	1 Flare	Initiative	1 Minute				
	A colored signa		m between	Red, Blue, Ye	llow, and Green	n. Roll 1d20					
1 - 5 is bright red, 5 - 10 is bright blue, 10 - 15 is bright yellow,								COUNTER:S		Ó	
							ENHANCEN Lvl 0 N	MENTS: No Enhancements	0 SP		
		20 is bright									



-Strumos Health-Life-Death AREA OF EFFECT ROLL OUT SAVE: LEVEL 0.1 No Save 30% Max 1 Square Recipient Initiative Permanent TIRO: Healing Bolus A rainbow of colors surrounds the person being healed. 1d12 HP healing. Does heal 1d12 painlessly. COUNTER: None Does NOT heal Undead or Living Dead. ENHANCEMENTS: Does NOT heal any sicknesses, diseases or other ailments. Lvl 0 No Enhancements 0 SP Does NOT deal any damage prior to healing the Recipient. STACK RANGE AREA OF EFFECT ROLL OUT DURATION LEVEL 1 SAVE: No Save 4 pts 2 Squares 1 Target Initiative Permanent Basic Healing CREATE:Draught Of Health When assisting a Nae'Emed fighter use range of 8 sqs FOCUS:Min Roll 7 Heal 2d6 + ACU Bonus. If helping a partner Fighter range is 8 sqs. COUNTER: None The caster's hands glow and direct the healing to a wound. ENHANCEMENTS: Lvl 12 Range X2 8 SP when assisting a Nae'Emed fighter use range of 8 sqs Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP RANGE STACK 1 COST AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 1 4 pts 1 Square Initiative Permanent 1 Target Forced Heal 1d6 HP (+more) Healing energy drawn from all parts of the body are forced to the wounded area. FOCUS:Fragility Save - 1 Column First roll the dice and calculate full healing with enhancements, COUNTER: None ENHANCEMENTS: Then apply as force damage to the target, if the target is dead next steps fail. Lvl 18 Range X4 10 SP astly, apply the full healing time two (x2) to the target. This becomes more powerful (and more costly) with the Enhancements. Lvl 14 Range At 3 Sqs 8 SP AREA OF EFFECT ROLL OUT DURATION STACK No Save LEVEL 2 4 pts 2 Squares 1 Target 1 Minute Instant Heal Sickness CREATE:Cure Sickness Sparks surround the sick person and they glow with a yellow light. Use Targets Health Save. Use Frailty Scale. COUNTER: None FNHANCEMENTS: Does allow target to roll a Health Save at one column lower than normal. Does allow target to roll the save right away (vs waiting for start of day). Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Does allow repeated spells to bring the target from Sickness III to no sickness. 6 SP Lvl 9 Range +50% AREA OF EFFECT RANGE ROLL OUT DURATION SAVE: No Save 4 pts 2 Squares 1 Creature 2 Minutes 4 Hours Delayed Healing 2d6 CREATE: - No creations. Usable only 🔥 Barely visible yellow specks float around the person the caster is healing. FOCUS: Duration reset to 1 week. Delayed Heal - up to 4 hrs (+2d6 HP) COUNTER: None Yellow sparks float around the person the caster is healing. ENHANCEMENTS Lvl 18 Healing +8 10 SP 1 per creature, but 99 (Stack) can be made. Lvl 16 Healing +4 10 SP ROLL OUT DURATION STACK COST RANGE AREA OF EFFECT SAVE: SKL: 2 10 Minutes 8 Hours Healing continues 4 pts 2 Squares 2 Creatures Slow Healing Barely visible yellow specks float around the person the caster is healing. FOCUS:+ 2 HP / Hr 0 10 HP per undisturbed Hour. MUST SAVE EVERY HOUR TO CONTINUE. COUNTER: None heal a creature of the caster's choosing for 10 HP/hr. ENHANCEMENTS: Lvl 18 Healing +8 10 SP Maximum of 4 hours per creature. Save every hour. Failed Save ends spell. Lvl 16 Healing +4 10 SP Lvl 16 AoE = 2 Ppl 8 SP STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SKI:2 LEVEL 5 8 pts 1 Square 1 Target 30 Minutes Permanent Repair done Repair A Dead Body The body is wrapped in bright yellow lights for the entire roll out. FOCUS:Range = 8 Sqs The body is left as whole as much as possible, based on how much of the body remains. COUNTER: None All wounds are cleaned inside and out. ENHANCEMENTS: Lvl 18 Range X4 10 SP All wounds are physically closed up with enough Lvl 12 Range X2 8 SP minor healing to ensure there are not holes or openings. Lvl 18 AoE = 2 Targets 10 SP

-Strumos										
	STACK 99	COST RANGE		AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save			
LEVEL 6		8 pts	Touch	1 Creature	Initiative	Instant	- NO Save			
Common Healing Barely visible f Heal 2d8 + ACU E Yellow sparks fl Liquid)	F	CREATE:Draught Of Health FOCUS:+1d4 HP COUNTER: None ENHANCEMENTS: Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP Lvl 18 AOE = 2 Targets 10 SP								
						L				
LEVEL 7	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 2	0		
Electrifying Sickness Cl	leanse	8 pts	Touch	1 Creature	2 Hours	Permanent	: No S	ickness		
Golden sparks mo Creature cleared Does make the ca Creature must pa		FOCUS:COL -1								
						_				
LEVEL 8	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save			
Extra Healing		8 pts	Touch	1 Creature	Initiative	Instant	CREATE: - No creations. Usable on			
Yellow sparks fl Heal 3d8 + ACU E Yellow sparks fl	F	FOCUS:+4 HP COUNTER: None ENHANCEMENTS: Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP Lvl 16 AoE = 2 Ppl 8 SP								
Light- LEVEL 0.4 TIRO: Aural Spark Colorful lights Non-flammable po			RANGE 10 Squares 5 colors.	AREA OF EFFECT 2x2 Sqs	ROLL OUT Initiative		SAVE: No Save COUNTER: None ENHANCEMENTS: LVI 0 No Enhancements	O SP		
Personal-Connections										
LEVEL 0.2	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 3			
TIRO: Random Friendship		40% Max	10 Squares	1 Target	Initiative	Special	F	riends!		
Colorful heart-s Potentially make Does last only 1 Does allow the 1		COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP								
LEVEL 2 NAE'EM	STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save			
ECVEC Z		4 pts	PMP	1 Recipient	2 Days	Permanent	IVO Save			
Caster surrounds Permanent mental Each person must Arcane (Ancient This spell will	F	FOCUS:Healing through Nae'Em COUNTER: None ENHANCEMENTS: LvI 6 Subtle Casting 4 SP LvI 1 Fake Effort -2 SP LvI 4 Aura Brightens -2 SP								
Connect To A House	STACK 2	COST 4 pts	RANGE PMP	AREA OF EFFECT Nae'Em	ROLL OUT 4 Days	DURATION Permanent	SAVE: No Save			
Caster surrounds Permanent mental Each person must Arcane (Ancient This spell will	bond allows e be within the Magic) will er	ither pa same PN ase the	arty to initiato MP to communica [.] bonding.	e and/or accept. te.			COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting Lvl 1 Fake Effort Lvl 4 Aura Brightens	4 SP -2 SP -2 SP		





-Strumos Utility-DURATION STACK 99 COST RANGE AREA OF EFFECT ROLL OUT SAVE: LEVEL 0.4 No Save 25% Max Touch Varies 1 Minute 1 Hour TIRO: Tasty Cumber Meals Multi Colored flashes extend from Caster's hand and form into consumable food. 1d12 meals appear at waist height of the Caster. COUNTER: None ENHANCEMENTS: LvI 0 No Enhancements 0 SP STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION LEVEL 1 No Save 4 Hours 4 pts Self Varies Initiative Arcane Light with Class Hue CREATE: Astral Candle Light Powder With a twirling of the fingers the caster brings about light! FOCUS:Brighter by Tier No Focus = Candle power. With Focus caster can set power. COUNTER:Same Spell This spell does stay fixed in relation to the caster, right above them. ENHANCEMENTS: Lvl 14 Duration X2 8 SP Use a Focus item for control of light brightness. Lvl 9 Duration +50% 6 SP Lvl 18 Duration - EOY 20 SP RANGE DURATION STACK 99 COST AREA OF EFFECT ROLL OUT SAVE: No Save Self Initiative Conc +4 Rds 4 pts 3 Sq Dia Sphere Shadow of the Magi CREATE: Dust of Darkness Stays fixed right above the caster. FOCUS:Dur=20 Min (No conc) Darkness to continues for up to 4 rds after the concentration has stopped. COUNTER:Same Spell Caster to creates darkness that will stay centered above them. ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Keep darkness active by lightly concentrating on the spell, Other spells actions that do not state a need to concentrate may be used. Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq LEVEL 5 NAE'EM STACK RANGE AREA OF EFFECT ROLL OUT DURATION No Save 8 pts Touch 1 Square 2 Minutes Permanent Arlo's Astral Storage The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the c FOCUS:+5 items 0 Open or Close storage. No magic or metal or crystals COUNTER: None The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the FNHANCEMENTS: 12 SP caster sees the items within. Lvl 12 Rollout Init Lvl 10 Rollout Halved 6 SP Lvl 12 AoE X2 6 SP