## -Eolas

### **Altered Reality** STACK 1 AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 8 pts Self 4 Rounds 4 Hours 7 Annie's Slow Alteration Take 4 rounds to slowly morph. Move from young FTR elf & exit as older commoner elf. Enter a crowd as a young armored elf and exit as an older unarmored elf. 6" Crystal Orb Can change their age, clothing, carried items, hair, eyes, and facial hair. Change Race, Ht. Wt. Gender They normally cannot change their race, height, weight, and gender. SAME SPELL WILL COUNTER. Safest to do when surround (in a crowd) by 10 or more people. ENHANCEMENTS: 4 STACK 99 AREA OF FEFECT DURATION No Save 12 pts Self 3 Minutes 2 Hours 9 Image of Nae'Em Rogue This image may be more useful after the rogue dons a disguise. Creates an illusion making the caster look like the Rogue. Caster must have a current conversation with the rogue to start and keep this going. speak like rogue This uses the rogues current image. Therefore will copy a disguise as well. SAME SPELL WILL COUNTER. FNHANCEMENTS: 7 STACK 5 COST RANGE AREA OF EFFECT ROLL OUT DURATION No Save 12 pts 25 Squares 25 Sq Radius 2 Rounds 20 Minutes 11 Personal Decoy Barely visible seafoam colored weave surround an area where the duplicate appears. Creates an image of the caster. 6" Crystal Orb But must stay in range and moves at 1/2 rate. Image +10 HP If casters image changes within duration the image changes as well. SAME SPELL WILL COUNTER. ENHANCEMENTS: 6 Battle-Defense SAVE: STACK AREA OF EFFECT ROLL OUT DURATION RANGE No Save Self 1 Battle 1 Minute 3 days 4 pts Protect vs Ranged and Thrown Redish blue sparks dance around the caster. Dodging (+2 AC) vs Ranged and Thrown attacks. NO FOCUS USE Does not protect vs Melee SAME SPELL WILL COUNTER. ENHANCEMENTS: 4 STACK 99 RANGE AREA OF EFFECT ROLL OUT DURATION BRU: 3 3 Sq Rad Circle 12 pts Touch 10 Minutes 4 Hours Able to exit Circle Circle of Containment Barely visible blue streams of light form a cage inside the circle. Drawn circle that stops creatures from exiting its area. 6" Crystal Orb Can be used in/as a trap with Rogues skill "Set Up Eolas Spell Release (TRAP)". BRII:>95 Must Save to Exit. SAME SPELL WILL COUNTER. ENHANCEMENTS: 4 Battle-Offense STACK DURATION SAVE: No Save 4 pts 6 Squares 1 Square Initiative 3 Rounds 1 Acid Mist A green cloud emits from the caster's hands and gathers over the target square. Damage of 2d4 + ACU for 2 rds on 1 square. Leave area to avoid. NO FOCUS USE No ToHIT is required. Effects all creatures in the square regardless of armor/clothing. SAME SPELL WILL COUNTER. Does NOT cause any structural damage or damage to the armor. ENHANCEMENTS: AREA OF EFFECT ROLL OUT DURATION HTH: 1 until Healed 4 pts 3 Squares 1 Square Initiative Not Sick 1 Acid Rash w/ Ongoing Fragility The caster throws green acid at the target in an arc. This is lobbable. Damage of 2d4 + ACU Bonus for 3 rds. Targets Save to avoid sickness I. NO FOCUS USE Does put upon the enemy an advancement of fragility (Starting at Sickness I) Can't go beyond the given fragility during the battle, SAME SPELL WILL COUNTER. May go beyond the given fragility during start of day from this point forward **ENHANCEMENTS: 6** STACK 2 COST RANGE AREA OF EFFECT ROLL OUT DURATION SKI:2 1 Mark Initiative 2 Rounds 4 pts 4 Squares Conjured 4 Conjure Native Beetles CREATE: Arcane swarm appears in a square adjacent to the target. Beetleroot Granules Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg. 6" Crystal Orb

Will attack any living target. Even if the target is friendly to the caster.

Save to conure.

Dmg set at 5 pts

SAME SPELL WILL COUNTER. ENHANCEMENTS: 7

### -Folas AREA OF FEFECT STACK COST ROLL OLIT DURATION 9 SAVE: SKL: 2 8 nts 8 Squares Initiative 3 Rounds 1 Square Conjured 6 Create Arcane Beetles CREATE: Save to conjure. Recommend sequential casting due to multiple round Duration. Cinderroot powde Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2). 6" Crystal Orb This spell continues through Duration even if caster is not aware. SKL:>05 The beetles attack non-enemies if no enemies are in range. Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8 ENHANCEMENTS: 9 STACK COST RANGE AREA OF EFFECT DURATION SAVE: No Save 8 pts 8 Squares 1 Square Initiative 2 Rounds 8 Acid Rain Caster draws their hands downward while fluttering their fingers. Damage of 3d6+ACU for 2 rds from above the target. Leave to avoid. 6" Crystal Orb Caster draws their hands downward while fluttering their fingers. (No ToHIT) +2 HP Damage Can be used in/as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)" SAME SPELL WILL COUNTER. ENHANCEMENTS: 9 AREA OF EFFECT RM: 3 12 pts 8 Squares 1 Target Initiative 1 Round 1/2 Dmg if same 12 Class Power Attack Bolt of power: Dmg 4d10+ACU Bonus. Save for 1/2 dmg IF same class. SYL:Ice, STM:Elect, ORX:Force, EOL:Acid 6" Crystal Orb The power surges outward impacting the enemy. Knockback w/ RM:3 No ToHIT required. SAME SPELL WILL COUNTER. ENHANCEMENTS: 2 Battle-Prep STACK 1 AREA OF EFFECT ROLL OUT DURATION No Save 4 pts Self Caster 1 Hour 3 Davs 2 Triggered Forced Healing CREATE: Damage triggers 2d8 rolled. Damage first, then 2x Healing. Triggered Forced Health Draught In effect until duration is over or is used. 6" Crystal Orb Does NOT allow the choice to not use it. Stack+1 Only 1 triggered health can be in place at any time. SAME SPELL WILL COUNTER. FNHANCEMENTS: 4 Communication-RANGE AREA OF FEFECT ROLL OUT DURATION STACK 99 COST SAVE: RM: 2 I EVEL NAF'EM 200 Char Initiative 20 Minutes Touch 8 pts Can read Arcane Interpretation - 1 Page Barely visible olive weave drifts to the text and lightly rebounds back to the caster. Interaction with living text. Writing materials required. Only 3 attempts allowed. 6" Crystal Orb Save vs interpretation. Each attempt requires a recasting of this spell. Random Enhancement 2nd attempt at 3rd column. 3rd attempt at 4th column. ENHANCEMENTS: 6 STACK 99 RANGE AREA OF FEFE DURATION SAVE: No Save 8 pts 8 Squares 1 Conversation 5 Minutes 1 Hour Overhear the Conversation Within sight & Range can hear as if within 1 Sq. Conversations can be heard, but if in a very loud crowd won't be as effective. 6" Crystal Orb Example: In the middle of a crowd celebrating and singing. Use in combat If you would normally have to lean into someone's personal space this won't work. ENHANCEMENTS: 4 STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save I EVEL NAF'FM 1 Person 30 Minutes 4 Hours 8 pts 1 Sgare Read/Write Language Barely visible green weave in the shape of letters surrounds the person. Scroll of Read/Write Language Common & Ancient Languages. NO FOCUS USE Allows the caster to read and write the recipient's language. Text appears to the caster in their own language. Transform what the caster writes into the recipient's language. ENHANCEMENTS: 4 DURATION SAVE: No Save

12 pts

The caster touches a person who speaks the language.

The caster touches a person who speaks the language.

Can create Scroll of Speak Languages with this spell.

Allows speaking of a current language.

10 Speak Language

Touch

a person

3 Minutes

1 Day

Scroll Of Speak Languages

ENHANCEMENTS: 7

6" Crystal Orb

Proficency

# -Eolas

Creation-M								
VEL	leta							
	STACK 9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Bolas Fal	lse Magical Glow	2 pts	4 Squares	1 Item	10 Minutes	End Of Year		
<b>1</b>	When cast a bright blue glow s Make an item appear magical.  - Once scroll is read the fir  - Ingredients: Peppermint Oil  - Creation SP: x3 spell cost.	Trap?   st item ., Pine	Lock? Weapon? touched glows w Tar, Wine. Ef	Rock? Rope? with magic. Fect Dur: EOY Sa			CREATE: Dust Of Arca 6" Crystal Orb AOE X2 SAME SF	PELL WILL COUNTER.
	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	CAV/E-	ENHANCEMENTS: 1:
VEL		4 pts	15 Squares	1 Sign Post	1 Minute	2 Days	SAVE:	No Save
Reveal Si	Barely visible seafoam colored Sign posts from teleports beco Make signposts visible (or not	ome visil		and reveal sign	posts.		6" Crystal Orb Reveals 5 po SAME SF	sts PELL WILL COUNTER. & ENHANCEMENTS:
ind-Hide-l	Reveal							
VEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
	agic & Number of Aspects	4 pts	2 Squares	1x1x1 Square	5 Minutes	Instant		Not Blinde
7	Caster attempts to find out if Mundane=Nothing, Magic=Candle Everyone in 20 sqs must Save i Detection will not enact power Does not reveal the kind of magic process and the state of magic process.	pwr, Ep: f the it	ic=Dazed, God=Bi tem is powerful	lind(Save vs Bli . Failing blinds	2d4 rds.		Scroll of Dete 6" Crystal Orb No blinding.	ect Magic   ENHANCEMENTS: 1
VEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Crack in	the Wall	4 pts	2 Squares	Caster+Guest	Initiative	5 Rounds		
VEL NAE'EM 2 Know Your	Caster can include another per Caster must enter and use the Caster and other person are ei  STACK 1  Name  No standard casting movements Learn the name target goes by Locally known name of the person	cost 4 pts as the for the	or out. Cannot RANGE 20 Squares caster mumbles	AREA OF EFFECT  1 Target	ROLL OUT Initiative	DURATION Instant	SAVE:	ENHANCEMENTS: (
								ENHANCEMENTS: 4
VEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shadow of	f the Magi	4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		
	Stays fixed right above the ca Darkness to continues for up t Caster to creates darkness tha Keep darkness active by lightl Other spells actions that do n	o 4 rds it will s y conce	stay centered al	oove them. spell,			CREATE: Dust of Darki 6" Crystal Orb Brighter by T SAME SF	
VEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
	Counted By Type	4 pts	1 Square	1 Item	30 Minutes	Permanent		Revelatio
		ave leav		hand and surrou	and the item.			
	Barely visible lime colored we Get an accurate count of Aspec Also get a count of the type of Informational, Battle Ef Intelligence Within, or	of aspect	ts: Spell Effects	s (non-Battle),			6" Crystal Orb read 1st aspe	
	Get an accurate count of Aspec Also get a count of the type o Informational, Battle Ef	of aspect	ts: Spell Effects ouched	s (non-Battle),	ROLL OUT	DURATION		
A Aspects (	Get an accurate count of Aspec Also get a count of the type of Informational, Battle Ef Intelligence Within, or	of aspect fects, Diety To	ts: Spell Effects ouched		ROLL OUT  1 Hour		read 1st aspe	ENHANCEMENTS:

			-Eola	S				
LEVE!	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1 Identify	Aspects (1/Tier)	4 pts	1 Square	1 Item	30 Minutes	Permanent		NO Save
4 Identity	Learn magical properties and o Identify one Aspect per tier.							tify One Aspect
	To view more aspect than a spe	ll allo	ws more casters				Crystal Orb Rollout is 10	Min.
	Does NOT reveal the number of Can be used to make a scroll o							
	STACK 9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
E Create To	nic Marker (Nae'Em)	48 pts	Touch	Caster	1 Day	Permanent	371721	NO Save
5 Create 10	From common unworked non-magic	item c	reates a trackal	ale marker as a	Tae'Fm		REATE:	
	Ionic Marker. Cannot be purc  - Trackable common place item  - Beetleroot, Cinderroot, Oak  - Beetleroot, Cinderroot, com	hased. w/ no /Pine/P	Must be made by other magic on it alm wood or	the caster.			D FOCUS USE	Ingredients (Item N
LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 GM
5 Know Abou	t You	8 pts	8 Squares	1 Creature	30 Seconds (5 rds)	Instant		Not noticed
Spend short amount of time and learn about the subject.  Name, Job (Class and Tier), Postion title (Wagon master, Prince, Tavern owner), general heal  Learn the following: Locally known name of the person, Job (Class and Tier),  Postion title (Wagon master, Prince, Tavern owner), general health.  Block Scrying counters this.								
LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
7 Sphere Of	Privacv	8 pts	8 Squares	3x3 Squares	4 Minutes	2 hours / Tier		Scry's are noticed
LEVEL 9 Detect 'F	GM rolls Save to see if caster If Save passes then any curren GM usually does NOT report pas  STACK 99  ms (All Types)	t scryi	ng within AoE fa	•	ROLL OUT  20 Minutes		Crystal Orb Aoe: 5x5 Sqa	ENHANCEMENTS: 8  RM: 2  Revealed
9 Detect 'Ems (All Types)  Bright Orange ribbons float to the object/person and fade as they surround them.  Caster attempts to reveal the existence and nature of a Nae'Em.  This will create a separate glow for each Nae'Em, Ae'Em, Vae'Em, Tae'Em, and Cae'Em.  But only 1 can be reviewed.  ENHANCEMENTS: 4								
LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
	r Arcane Focus Item	12 pts	Self	1 Mark	1 Day	4 Hours		Found
	Caster is soley able to detect Caster chooses detection metho Vibration: Caster feels a vi Audible: Caster hears a low Visual: Caster sees a glowin	d: bration siren w	which grows as hich grows loude	they near the i	the item.	No	O FOCUS USE	ENHANCEMENTS: 7
LEVEL NAE'EM	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2 GM
11 Sight of	the Statue	12 pts	1 Mark per Tier	1 Object	30 Minutes	1 Day		See eyes move.
	Barely visible seafoam colored Used on art/sculptures with ey Caster to see through the eyes Does NOT allow the caster to h	es. of a s	tatue.			N	O FOCUS USE	ENHANCEMENTS: 2
Food-Wate	r							
	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1 Draw IIn G		4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent		NO Save
1 Draw Up G	Blue and Orange ribbons burrow	into t ins per per da r from	Tier. 1 skin i y. Deserts mean the same spot,	in dry areas.		6"	Crystal Orb +2 Skins extra	ENHANCEMENTS: 2

ENHANCEMENTS: 2

-Eolas									
Health-Life	-Death								
LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
1 Forced He	al 1d6 HP (+more)	4 pts	1 Square	1 Target	Initiative	Permanent			
	Healing energy drawn from all First roll the dice and calcul Then apply as force damage to Lastly, apply the full healing This becomes more powerful (an	ate ful the tar time t	l healing with eget, if the targ wo (x2) to the	enhancements, get is dead next target.		6'	" Crystal Orb Fragility Save	- 1 Column  ENHANCEMENTS: 8	
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
10 End Curre	nt Dmg Over Time	12 pts	8 Squares	1 Target	Initiative	Permanent			
Stops current Damage Over Time (DoT) upon 1 target. Enacted in next round on casters initiative Does NOT heal or cure the target of any diseases.								ENHANCEMENTS: 5	
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
12 Ranged Fo	rced Healng 2d8+2 HP	12 pts	6 Squares	1 Target	Initiative	Permanent			
Barely visible Blue sparks and Orange ribbons wind around the recipient.  Energy from throughout the body is force to an injury.  Roll dice and use the result to apply damage, the use double the same result and apply healing.								NO FOCUS USE  ENHANCEMENTS: 6	
N Nae'Em-F	People								
LEVEL NAE'EM	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
1 Create a	Temporary Nae'Em	4 pts	2 Squares	1 Civ Creature	2 Hours	1 Week		Nae'Em created.	
	Short term bonding with a will Short term bonding with a will	_				N	O FOCUS USE	ENHANCEMENTS: 3	
LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
2 Rogue's R	ight Place, Right Time	4 pts	Touch	1 Rogue	5 Minutes	1 Hour			
	Barely visible spruce colored Assists the Rogue to be unnoti Barely visible spruce colored	ced.		9 7	·	6'	" Crystal Orb COL+1	•	
	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
7 Favesdron	on Nae'Em Convo (Eolas)	8 pts	8x8 Squares	1 Convo	10 Minutes	5 Min/Tier	J. IVE.	Can hear convo.	
Lavesdrop	Listen in on a private convers Creates a temporary Nae'Em whe				y to see.				
	But blocks the vision of the o The owners of the Nae'Em commu	aster w nicatio	hile they lister	n to a Nae'Em co	onversation.	N	O FOCUS USE		
	Can be used as a True Name clu		DANCE	ADEA OF SECON	DOLL OUT	DUDATION	CANE	ENHANCEMENTS: 6	
LEVEL NAE'EM		COST 8 pts	RANGE PMP	AREA OF EFFECT  1 Rogue	ROLL OUT  3 Days	Permanent	SAVE:	No Save	
& Create Bo	nd With Rogue								
	Barely visible jade colored we Quickly create a Nae'Em with a This quick spell can be used t	rogue o conne				N	O FOCUS USE		
	a partner class to Eolas caste	rs.						ENHANCEMENTS: 5	

LEVEL NAE'EM

STACK 1 COST RANGE AREA OF EFFECT ROLL OUT

12 Eavesdrop on Nae'Em Convo

12 pts 20 Sq Radius 1 Convo 5 rounds



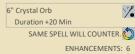
Listen in on a private conversation. But give up the ability to see.

Creates a temporary Nae'Em when a conversation is within range.

But blocks the vision of the caster while they listen to a Nae'Em conversation.

The owners of the Nae'Em communication will not be aware.

Can be used as a True Name clue.



SKL: 2

Able to listen

SAVE:

DURATION

5 Min/Tier

### -Folas STACK COST AREA OF FEFECT ROLL OUT DURATION SAVE: No Save LEVEL NAE'EM 12 nts Self PMP & 2 Uses 30 Minutes 2 Minutes 12 Portal To Nae'Em portal can't be opened/created unless Nae'Em agrees to the portal. portal can't be opened/created unless Nae'Em agrees to the portal. NO FOCUS USE First to pass through must be either the Nae'Em or the caster. Nae'Em/caster and one other person can pass through. ENHANCEMENTS: 6 N Tae'Em-Thing AREA OF EFFECT DURATION SAVE: No Save 4 pts PMP 1 Item Initiative 4 Call/Return Nae'Em Item Lime colored weave spins around the caster's hand until the item appears. Unbound light weight Nae'Em can be called. Limit of 10 lbs / 4.5 Kg. 6" Crystal Orb Lime colored weave spins around the caster's hand until the item appears. 30 lbs / 13.6 Kg ENHANCEMENTS: 3 STACK COST AREA OF EFFECT ROLL OUT DURATION 8 pts 1 Minute Permanent 7 Call/Send From Home Library Green weave surrounds the caster's hand and a book appears. Summons books the caster has read. 6" Crystal Orb Reading light SAME SPELL WILL COUNTER. ENHANCEMENTS: 10 Vae'Em-Venue Site AREA OF EFFECT ROLL OUT DURATION SAVE: No Save STACK 99 RANGE LEVEL NAF'EM PMP Caster 2 Hours 2 Minutes 4 pts Ethereal Return Portal Solid mint colored weave create a portal. Returns to Home Pad. Default = casters school pad. 6" Crystal Orb Solid mint colored weave create a portal. Extra item ENHANCEMENTS: 4 STACK 1 RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save I EVEL NAF'EM 30 Min / Tier 8 pts 5 Marks 15x15 Squares 5 Minutes Scry Open areas - 5 Marks Able to view an area's that have smaller or no populations. (villages, open land, open sea) View is from a maximum of 5 squares above. 6" Crystal Orb View is always from above. Must Save to view inside buildings. +1 col for each level below Includes Audio grnd. Can hear Nae'Em from above IF using the Focus Item. ENHANCEMENTS: 4 STACK RANGE AREA OF FEFE ROLL OUT DURATION SAVE: SKL: 2 8 Marks 2 Minutes 8 pts 1 Nae'Em 1 Hour Scry to a Nae'Em Caster is able to view one of their Nae'Ems from above. NO FOCUS USE

View from 4 squares above, but will lower the view if needed.

ENHANCEMENTS: 7

STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 1 Hour 1 Hour 8 pts 1 Square 1x1 Square Create Ethereal Home Pad



Barely visible green weave surrounds a 1x1 square area and forms the pad.

A return spot for Ethereal Portals. ROLLOUT AND DURATION AT SAME TIME.

Allows any Eolas to use this as a destination even if they don't have this as a Vae'Em.

ENHANCEMENTS: 6 SAVE: No Save

ENHANCEMENTS: 2

8 pts Community 4x4 Squares 5 Minutes 10 Min / Tier Scry - Dense Populations



Able to view an area's that have larger populations. (Towns and Cities).

View is from a maximum of 5 squares above.

View is always from above. Must Save to view inside buildings. +1 col for each level below grnd.

Can hear Nae'Em from above IF using the Focus Item.

6" Crystal Orb Includes Audio SAME SPELL WILL COUNTER.

6" Crystal Orb

change location

### -Eolas STACK AREA OF FEFECT ROLL OUT DURATION COST SAVE: No Save LEVEL NAF'EM 12 nts Current Plane Nae'Fm 4x4 Sqs 5 Minutes 1 Hour / Tier 9 Scry To A Vae'Em (Place) With Save able to view a Nae'Em. View is from a maximum of 5 squares above. 6" Crystal Orb



View is always from above.

Can hear Nae'Em from above IF using the Focus Item.

Does NOT require acceptance from, or notice to, the Tae'Em, since it is a place.

Includes Audio

C	30Hai-Collifections	
E\/EI	NIAE'ENA	

STACK AREA OF EFFECT ROLL OUT COST RANGE DURATION SAVE: No Save 12 pts Touch 1 Recipient 4 Days Permanent

RANGE

7 Create Permanent Nae'Em



Bright yellow ribbons encircle the recipient.

Permanent mental bond allows either party to initiate and/or accept.

COST

Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding. This spell will only support 3 (See Stack) connections to another person.

6" Crystal Orb SKL:>05

DURATION

Permanent

Permanent

DURATION

Permanent

DURATION

1 Hour

DURATION

4 Rounds

ENHANCEMENTS: 1

RM· 2

ENHANCEMENTS: 2

Find Clues To True Name

24 pts 4 Squares Bright Orange ribbons float to the object/person and fade as they surround them. Caster attempts to locate clues to find a True Name.

STACK 99

6" Crystal Orb Rollout Halved

1/2

success

IEVEL ΝΔΕ'ΕΜ

11 Connect To An Arcane Focus Item

COST RANGE 36 pts Touch AREA OF FEFECT 1 Item

AREA OF EFFECT

Current Item

AREA OF EFFECT

3 Sq Radius

AREA OF EFFECT

4x4 squares

AREA OF EFFECT

1 Item

ROLL OLIT 3 Days

ROLL OUT

20 Minutes

ROLL OUT

5 Minutes

ROLL OUT

Initiative

ROLL OUT

2 Hours

DURATION SAVE: RM: 3

Connected

ENHANCEMENTS: 6

Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollou

RANGE

Touch

RANGE

9 Squares

4 Squares

Creates a connection between the caster and the Arcane Focus Item.

COST

36 pts

Require the item to be of the highest quality. Caster must currently not have a Focus Item.

STACK 99

STACK 99

6" Crystal Orh No current Focus Item

SAVE:

LEVEL NAE'EM

11 Disconnect An Arcane Focus Item

A weave engulfs the caster. Removes the connection between all creatures and the focus item.

A creature that is currently connected will know when the disconnection happens.

NO FOCUS USE

SAVE:

ENHANCEMENTS: 2

**ENHANCEMENTS: 5** 

SKL: 2

Connection broken

Shelter-Rest-Protection

Circle of Protection vs Acid

Caster draws a magical circle in green weave that protects against acid. The green weave becomes bubbling acid.

8 pts

Those within the circle reduce acid damage by 3 points (min 1).

Passing in or out (crossing the edge) CAUSES 1d6 points of acid damage.

COST

8 pts

6" Crystal Orb Acid 1d6 dmg at edge SAME SPELL WILL COUNTER.

SAVE: No Save

No Save

ENHANCEMENTS: 8

Travel-Planes

6

Decrease Movement Inhibits movement by 4 squares. (by 5 sqs with Focus)

STACK 3

Does make the target's movement 4 less. (by 5 sqs with Focus)

Does also work on swimming and climbing if the roots/vines are in those areas.

Does slow running/dashes to a walk.

Scroll of Grabbing Roots

6" Crystal Orb

CREATE:

Move -1 again

Does NOT stop the target's movement entirely, Minimum of 1 square movement. **ENHANCEMENTS: 5** 

Utility-

STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 4 pts Self Varies Initiative 4 Hours

1 Arcane Light with Class Hue



With a twirling of the fingers the caster brings about light! No Focus = Candle power. With Focus caster can set power.

This spell does stay fixed in relation to the caster, right above them.

Use a Focus item for control of light brightness.

CREATE: Astral Candle Light Powder 6" Crystal Orb Brighter by Tier

> SAME SPELL WILL COUNTER. **ENHANCEMENTS: 7**

#### -Eolas STACK 99 COST AREA OF EFFECT ROLL OUT DURATION SAVE: RM: 3 Lock/Trap paused 10 Minutes 8 pts 2 Squares Lock Rollout 6 Pause Magical Lock Freezes all magic within a specific trap for the duration. helps rogue with magical locks



Must target a specific magical trap.

Freezes all magic within the trap for the duration with Save passed.

If duration ends then magic may be enacted.

6" Crystal Orb Range = 12 Squares

ENHANCEMENTS: 1 RANGE AREA OF EFFECT SAVE: No Save LEVEL NAE'EM 8 pts Touch 1 Rogue 3 Minutes 2 Hours 8 Increase Nae'Em Rogues Grace CREATE: Barely visible jade colored weave surrounds the targeted Rogue. Scroll of Rogues Grace Increase Grace of a Nae'Em Rogue by 2. Does NOT increase any other stats. 6" Crystal Orb 12 Sq Range

ENHANCEMENTS: 7