### -Folas **Altered Reality** AREA OF EFFECT ROLL OUT DURATION 15% Max Self Self 5 Minutes 12 Hours Recipient becomes more attractive by their race's standards. Caster lets colorful sparks cover the part they wish to change, COUNTER: None



STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 20 20 pts 15 Square Radius 1 Person 2 Rounds 1 Hour Person

> Caster creates the image of a person within range. The image can speak in their own voice, move and say what the caster commands it to. No effect unless the caster can also use those skills/spells and attacks. tats= HP:20 (Focus Item=35), AC:10/10, Battle x1x1 Init+2 ToHit+2 Dmg+2

COUNTER: SAME SPELL WILL COUNTER, LOS ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Range X2 8 SP Lvl 18 Duration X4 10 SP

### -Eolas Battle-Defense COST AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 4 pts Self 1 Battle 1 Minute 3 days Protect vs Ranged and Thrown Redish blue sparks dance around the caster. Dodging (+2 AC) vs Ranged and Thrown attacks. COUNTER:Same Spell Does not protect vs Melee ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Battle-Offense AREA OF EFFECT STACK 99 ROLL OUT DURATION RM: 1 LEVEL 0.2 20% Max 6 Squares 1 Target Initiative Instant 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 ENHANCEMENTS: Lvl 0 No Enhancements 0 SP STACK 99 AREA OF EFFECT ROLL OUT DURATION SAVE: COST LEVEL 0.4 AGL: 2 30% Max Initiative Instant 12 Squares 1 Target No Damage TIRO: Quick Flash Fire Colorful embers appear in the caster's palm. ToHIT Required. COUNTER: None 1d12 Damage. Save for half damage. ENHANCEMENTS: Lvl 0 No Enhancements STACK 2 RANGE AREA OF EFFECT ROLL OUT DURATION COST No Save LEVEL 1 4 pts 6 Squares 1 Square Initiative 3 Rounds 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. COUNTER:Same Spell No ToHIT is required. ENHANCEMENTS: 8 SP Effects all creatures in the square regardless of armor/clothing. Lvl 12 Range X2 Lyl 14 Duration X2 8 SP Does NOT cause any structural damage or damage to the armor. Lvl 9 Damage +50% 8 SP STACK 99 RANGE AREA OF EFFECT ROLL OUT DURATION HTH·1 3 Squares 1 Square Initiative until Healed Not Sick 4 pts 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. COUNTER:Same Spel Does put upon the enemy an advancement of fragility (Starting at Sickness I) ENHANCEMENTS: Can't go beyond the given fragility during the battle, Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP May go beyond the given fragility during start of day from this point forward Lvl 9 Range +50% 6 SP STACK 2 AREA OF EFFECT ROLL OUT DURATION SAVE 9 SKL: 2 4 pts 4 Squares 1 Mark Initiative 2 Rounds Conjured Conjure Native Beetles CREATE:Beetleroot Granules A swarm appears in a square adjacent to the target. FOCUS:Save +1 Col Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg. COUNTER:Same Spell Will attack any living target. Even if the target is friendly to the caster. ENHANCEMENTS: Lvl 12 Range X2 8 SP Save to conure. Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP

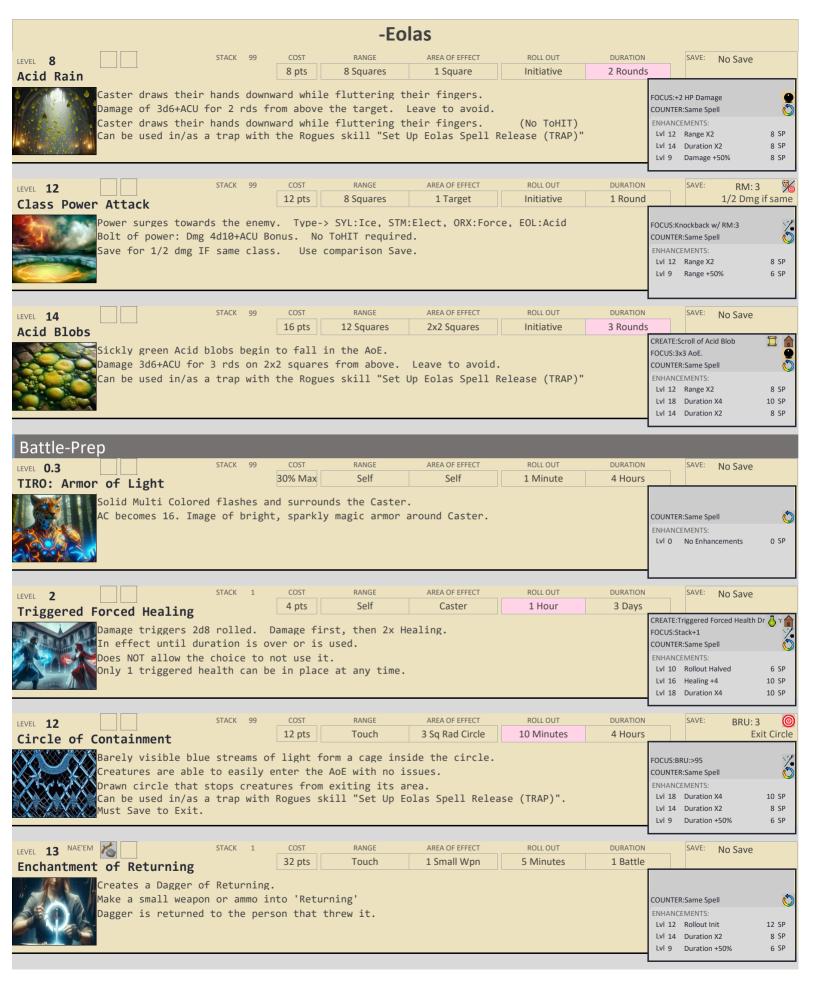
DURATION STACK 3 COST RANGE AREA OF EFFECT ROLL OUT 9 SAVE SKL: 2 6 Initiative 3 Rounds Conjured 8 pts 8 Squares 1 Square Create Arcane Beetles CREATE:Cinderroot powder Save to conjure. Recommend sequential casting due to multiple round Duration. FOCUS:SKL:>05 Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2). COUNTER: None This spell continues through Duration even if caster is not aware. ENHANCEMENTS: Lvl 12 Range X2 8 SP 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

Lvl 14 Duration X2

Lvl 9 Damage +50%

8 SP



## -Eolas

Call-Summo	n									
LEVEL 0.3		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SA	VE: RM: 1	
TIRO: I Have	Your Item!		30% Max	4 Sqs	1 Item	Initiative	1 Round		Item g	rabbed.
Rar	ight Multi Colore ndom object (No m ve to retrieve it	nagic/metal						COUNTER: No ENHANCEME LVI 0 No		O SP
Communica	tion-									
LEVEL 0.2		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SA	.VE: No Save	
TIRO: Amplify	Own Speech		20% Max	Self	3x3x3 Sq	Initiative	5 Minutes	5		
Amp Amp Doe	e caster takes a plifies sound out plify even whispe esn't affect anyo normal for the r	up to a 3 ers. one but the	Square wi	ide Cube.		s.		COUNTER:Sar ENHANCEME Lvl () No		o SP
LEVEL 0.3		STACK 0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SA	.VE: No Save	
	  Signal Flare		15% Max	20 Squares	1 Flare	Initiative	1 Minute			
	colored signal fl 1 - 5 5 - 10 10 - 15	are. Rando	t red, t blue, t yellow,	Red, Blue, Ye	llow, and Green	. Roll 1d20		COUNTER:Sar ENHANCEME Lvl 0 No		<b>0</b> SP
LEVEL <b>0.4</b> NAE'EM	1	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SA	.VE: No Save	
TIRO: Sloppy	Spving		25% Max	12 Squares	3x3x3 Sqs	Initiative	5 Minutes	5	110 3410	
Ghostly Multi Colored flashes surround the caster for the duration.  Caster is the only one that sees the effects of this spell.  Others have no indication beyond a lot of multi colored magic floating around.							COUNTER: None ENHANCEMENTS: LVI 0 No Enhancements 0 SP			
LEVEL 5 NAE'EM	3	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SA	VE: RM: 2	•
Arcane Interp	retation - 1	Page	8 pts	Touch	200 Char	10 Minutes	1 Hours		С	an read
Int Say	rely visible oliv teraction with li ve vs interpretat 2nd attempt at 3r 3rd attempt at 4t	ving text. ion. Each	Writing	materials req	uired. Only 3 at	ttempts allowed		FOCUS:Rando COUNTER: No ENHANCEME Lvl 10 Rol Lvl 16 Rol Lvl 9 Dai	NTS: lout Halved lout 1 Min	6 SP 8 SP 8 SP
LEVEL 6		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SA	VE: No Save	
Overhear the	Conversation thin sight & Rang nversations can b kample: In the m you would normal	e heard, b	ut if in a	a very loud cr Lebrating and	singing.		1 Hour	FOCUS:Use in COUNTER: No ENHANCEME LVI 12 Rar LVI 14 Dui LVI 9 Dui	one NTS: nge X2 ration X2	8 SP 8 SP 6 SP
LEVEL 6 NAE'EM		STACK 99	COST 8 pts	RANGE 1 Sqare	AREA OF EFFECT  1 Person	ROLL OUT  30 Minutes	DURATION 4 Hours	SA	VE: No Save	
Read/Write La				· · · · · · · · · · · · · · · · · · ·			4 Hours	CREATE:Scroll	of Read/Write Lang	ui 🗎 🏫
Cor Al: Tex	rely visible gree mmon & Ancient La lows the caster t kt appears to the ansform what the	inguages. To read and to caster in	write the	e recipient's n language.	language.	rson.		COUNTER: No ENHANCEME Lvl 18 Dui Lvl 14 Dui Lvl 9 Dui	one NTS: ration X4 ration X2	10 SP 8 SP 6 SP



		-Eo	las			
LEVEL 2 STACK  Crack in the Wall	1 COST 4 pts	RANGE 2 Squares	AREA OF EFFECT  Caster+Guest	ROLL OUT Initiative	DURATION 5 Rounds	SAVE: No Save
Caster must find a visibl Caster uses a crack to cr Caster can include anothe Caster must enter and use Caster and other person a	FOCUS:Can cast from hiding. COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP					
LEVEL 2 NAE'EM TO STACK  Know Your Name	1 COST 4 pts	RANGE 20 Squares	AREA OF EFFECT  1 Target	ROLL OUT Initiative	DURATION Instant	SAVE: No Save
No standard casting movem Learn the name target goe Locally known name of the	s by for the si					COUNTER: None ENHANCEMENTS: LvI 6 Subtle Casting 4 SP LvI 12 Range X2 8 SP LvI 9 Range +50% 6 SP
LEVEL 4 STACK Aspects Counted By Type	99 COST 4 pts	RANGE 1 Square	AREA OF EFFECT  1 Item	ROLL OUT  30 Minutes	DURATION Permanen	SAVE: RM: 2 Fig. 12 Revelation
Barely visible lime color Get an accurate count of Also get a count of the t	Aspects. SAVE ype of aspects: le Effects,	required. Spell Effect	hand and surro	und the item.		FOCUS:read 1st aspect  COUNTER: None  ENHANCEMENTS:  Lvl 10 Rollout Halved 6 SP  Lvl 18 Range X4 10 SP  Lvl 12 Range X2 8 SP
LEVEL 4 NAE'EM STACK  Direction to Ionic Marker	99 COST 4 pts	RANGE PMP	AREA OF EFFECT  1 Nae'Em	ROLL OUT  1 Hour	DURATION Instant	SAVE: No Save
Barely visible lime color Identifies the markers lo Must be on the current PM	cation. (N,NE,					FOCUS:reveals plane COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP
LEVEL 4 STACK  Identify Aspects (1/Tier)	99 COST 4 pts	RANGE 1 Square	AREA OF EFFECT  1 Item	ROLL OUT  30 Minutes	DURATION Permanen	SAVE: No Save
Learn magical properties Identify one Aspect per t To view more aspect than Does NOT reveal the numbe Can be used to make a scr	ier. One at ti a spell allows r of Aspects.	ier 1, two at more casters	tier 2 etc . are needed.			CREATE:Scroll Of Identify One Aspet FOCUS:Rollout is 10 Min.  COUNTER: None  ENHANCEMENTS: LvI 10 Rollout Halved 6 SP LvI 20 AOE X4 20 SP LvI 12 AOE X2 6 SP
LEVEL 5 NAE'EM STACK  Create Ionic Marker (Nae'Em)	9 COST 48 pts	RANGE Touch	AREA OF EFFECT  Caster	ROLL OUT  1 Day	DURATION Permanen	SAVE: No Save  CREATE:ionic Marker Ingredients (It
From common unworked non-magic item creates a trackable marker as a Tae'Em.  Ionic Marker. Cannot be purchased. Must be made by the caster.  - Trackable common place item w/ no other magic on it.  - Beetleroot, Cinderroot, Oak/Pine/Palm wood or  - Beetleroot, Cinderroot, common stone.						COUNTER: None  ENHANCEMENTS: Lvl 18 Range X4
Know About You  Spend short amount of tim Name, Job (Class and Tier	8 pts e and learn abo			ROLL OUT  30 Seconds (5 rds)	Instant	SAVE: SKL: 1 GM Not noticed
Learn the following: Loc Postion title (Wagon mast Block Scrying counters th	ally known name er, Prince, Tav	of the pers	on, Job (Class	and Tier),	TET UT HEG	ENHANCEMENTS:  Lvl 16 Rollout 1 Min 8 SP  Lvl 12 Range X2 8 SP  Lvl 18 AoE = 2 Targets 10 SP



1 000 Water							
LEVEL 1 STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: N	No Save
Draw Up Ground Water	4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent		
Blue and Orange ribbons burrow Pull water from ground. 2 ski	cou	FOCUS:+2 Skins extra COUNTER: None ENHANCEMENTS:					
Typical person requires 1 skin Does NOT continously draw water Each repeat adds 10% to failure	from	the same spot,			Lv Lv	HANCEMENTS:  1 16 Rollout 1 Mi  1 20 AOE X4	in 8 SP 20 SP 6 SP

### -Folas Health-Life-Death STACK 99 COST AREA OF EFFECT ROLL OUT SAVE: No Save LEVEL 0.1 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 1 RANGE AREA OF EFFECT ROLL OUT DURATION LEVEL 1 No Save 4 pts 1 Square 1 Target Initiative Permanent 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 Then apply as force damage to the target, if the target is dead next steps fail. ENHANCEMENTS: 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 STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION No Save LEVEL 10 12 pts 8 Squares Initiative Permanent 1 Target End Current Dmg Over Time Stops current Damage Over Time (DoT) upon 1 target. FOCUS:d6 healing Enacted in next round on casters initiative COUNTER: None ENHANCEMENTS: Does NOT heal or cure the target of any diseases. Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 18 AoE = 2 Targets 10 SP STACK 99 AREA OF EFFECT ROLL OUT DURATION No Save LEVEL 12 12 pts 6 Squares 1 Target Initiative Permanent Ranged Forced Healng 2d8+2 HP Barely visible Blue sparks and Orange ribbons wind around the recipient. Energy from throughout the body is force to an injury. COUNTER: None Roll dice and use the result to apply damage, ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP the use double the same result and apply healing. 6 SP Lvl 9 Range at 1 Sq Lvl 14 Duration X2 8 SP Light-RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 0.4 10% Max 10 Squares 2x2 Sqs Initiative 1d20 Minutes TIRO: Aural Spark Colorful lights surround an area. Non-flammable point of low light. 1 of 5 colors. COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP N Nae'Em-People STACK 99 RANGE AREA OF EFFECT ROLL OUT DURATION LEVEL 1 NAE'EM SKL: 2 4 pts 2 Squares 1 Civ Creature 2 Hours 1 Week Nae'Em created. Create a Temporary Nae'Em Short term bonding with a willing civilized creature. Short term bonding with a willing civilized creature. COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP DURATION LEVEL 2 NAE'EM RANGE AREA OF EFFECT ROLL OUT SAVE: No Save COST 5 Minutes 1 Hour 4 pts Touch 1 Rogue Rogue's Right Place, Right Time M M M Barely visible spruce colored weave shines around the rogue, then dissipates. FOCUS:COL+1 Assists the Rogue to be unnoticed. COUNTER: None Barely visible spruce colored weave shines around the rogue, then dissipates. ENHANCEMENTS: 10 SP Lvl 18 Duration X4

Lvl 14 Duration X2

Lvl 16 AoE = 2 Ppl

8 SP



### -Eolas



Lvl 18 Nae'Em Clues Remove

Lvl 4 Cast from below level (6/Lvl SP

# -Eolas

#### Personal-Connections STACK 99 COST AREA OF EFFECT ROLL OUT DURATION SAVE LEVEL 0.2 SKL: 3 40% Max 10 Squares 1 Target Initiative Special Friends! TIRO: Random Friendship Colorful heart-shaped sparkles around casters hands. Potentially makes someone more tolerant of the caster. COUNTER: None Does last only 10 minutes (outside of battle) or one round (in battle). ENHANCEMENTS: Lvl 0 No Enhancements 0 SP Does allow the Target to make a Save. LEVEL 7 NAE'EM STACK 3 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE SKL: 2 Created 12 pts 1 Square 1 Recipient 4 Days Permanent Create Permanent Nae'Em Bright yellow ribbons encircle the recipient. FOCUS-SKI-1 Permanent mental bond allows either party to initiate and/or accept. COUNTER: None Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP This spell will only support 3 (See Stack) connections to another person. Recipient must Save for connection to work. Lvl 18 Range X4 10 SP LEVEL 9 NAE'EM STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE 9 RM: 2 4 Squares 24 pts 2 Hours Permanent 1 Item success Find Clues To True Name Bright Orange ribbons float to the object/person and fade as they surround them. FOCUS:Rollout Halved 1/6 Caster attempts to locate clues to find a True Name. COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP RANGE AREA OF EFFECT ROLL OUT DURATION LEVEL 11 NAE'EM SAVE 9 RM: 3 36 pts Touch 1 Item 3 Days Permanent Connected Connect To An Arcane Focus Item Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollo FOCUS:No current Focus Item. Creates a connection between the caster and the Arcane Focus Item. COUNTER: None Require the item to be of the highest quality. FNHANCEMENTS: Lvl 14 Save -1 Col 8 SP Caster must currently not have a Focus Item. Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP Shelter-Rest-Protection RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save STACK 99 COST LEVEL 0.2 20% Max 8 Squares 1 Minute 8 Hours 1x2 Squares TIRO: Garish Pup Tent Bright Multi Colored flashes form a broken down colorful tent. Bright multicolored pup tent. 2 participants. COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements O SP STACK 99 AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 8 pts 9 Squares 3 Sq Radius 5 Minutes 1 Hour Circle of Protection vs Acid Caster draws a magical circle in green weave that protects against acid. FOCUS: Acid 1d6 dmg at edge The green weave becomes bubbling acid. COUNTER:Same Spell Those within the circle reduce acid damage by 3 points (min 1). ENHANCEMENTS: Passing in or out (crossing the edge) CAUSES 1d6 points of acid damage. Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lyl 9 Duration +50% 6 SP Tracking-RANGE AREA OF EFFECT ROLL OUT DURATION STACK 99 COST SAVE: LEVEL **0.4** No Save 30% Max Self 1 Trail Initiative 1 Hour TIRO: Tracking Solid Multi Colored flashes to show everyone in sight where path is. Find and follow a trail while leaving an obvious trail with signposts. COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP

### -Folas Travel-Planes STACK 99 COST AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL **0.1** 20% Max 1d6 Squares Self Initiative Instant TIRO: Quick Jump Colorful glow appears under caster's feet & follows them as they jump. 1d6 squares in direction indicated. COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP COST RANGE AREA OF EFFECT ROLL OUT DURATION STACK 99 SAVE: LEVEL 0.3 BRU: 2 40% Max 4 Squares 1 Recipient Initiative Instant Not moved TIRO: Quick Push! Bright Multi Colored flashes travel towards the Target and surround them. Recipient forced to random spot up to 4 Squares away. COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements STACK 3 RANGE AREA OF EFFECT ROLL OUT DURATION No Save 6 8 pts Initiative 4 Rounds 4 Squares 4x4 squares Decrease Movement CREATE:Scroll of Grabbing Roots Inhibits movement by 4 squares. (by 5 sqs with Focus) FOCUS:Move -1 again Does make the target's movement 4 less. (by 5 sqs with Focus) COUNTER: None ENHANCEMENTS: Does also work on swimming and climbing if the roots/vines are in those areas. Lvl 12 Range X2 8 SP Does slow running/dashes to a walk. Does NOT stop the target's movement entirely, Minimum of 1 square movement. Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP Utility-STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION No Save LEVEL **0.4** 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: Lvl 0 No Enhancements 0 SP RANGE AREA OF EFFECT ROLL OUT DURATION No Save Initiative 4 Hours Arcane Light with Class Hue CREATE: Astral Candle Light Powde 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: Use a Focus item for control of light brightness. Lvl 14 Duration X2 8 SP Lvl 9 6 SP Lvl 18 Duration - EOY 20 SP AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 4 pts Self 3 Sq Dia Sphere Initiative Conc +4 Rds 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, Lvl 14 Range At 3 Sqs Other spells actions that do not state a need to concentrate may be used. 8 SP Lvl 9 Range at 1 Sq 6 SP DURATION STACK 99 RANGE AREA OF EFFECT ROLL OUT GM RM: 3 6 LEVEL 10 Minutes Rollout Lock/Trap paused 8 pts 2 Squares Lock Pause Magical Lock Freezes all magic within a specific trap for the duration. FOCUS:Range = 12 Squares helps rogue with magical locks COUNTER: None ENHANCEMENTS: Must target a specific magical trap. Lvl 10 Rollout Halved 6 SP Freezes all magic within the trap for the duration with Save passed. If duration ends then magic may be enacted.

### -Eolas LEVEL 8 NAE'EM T SAVE: No Save COST RANGE AREA OF EFFECT ROLL OUT DURATION 3 Minutes 2 Hours 8 pts Touch 1 Rogue Increase Nae'Em Rogues Grace CREATE:Scroll of Rogues Grace Barely visible jade colored weave surrounds the targeted Rogue. FOCUS:12 Sq Range Increase Grace of a Nae'Em Rogue by 2. Does NOT increase any other stats. COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP

Lvl 9 Duration +50%