

-Eolas

Altered Reality

LEVEL

0.1

STACK

99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

TIRO: Beauty Contestant:2nd Prize


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, which fade after a moment.


COUNTER: None

ENHANCEMENTS:

Lvl 0

No Enhancements

0 SP

LEVEL	0.1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
TIRO: Pie Fight!				20% Max		4 Squares	1 Target	Initiative	1 Round			Blocks Vision
		<p>Glowing Pie appears as thrown pie to block vision.</p> <p>The caster makes a throwing gesture and a pie made out of colorful light appears, flying towards the target</p>										


COUNTER: None


ENHANCEMENTS:

Lvl 0

No Enhancements

0 SP


LEVEL	0.3			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		SKL: 1	
TIRO: 2 Rope Image						10% Max		1 Rope		1 Rope		1 Minute		2 Hours				Rope not cut	
 <p>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. Any use or actions with the rope after conjuring reveals it as single length of 4 squares.</p>		<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements 0 SP</div>																	


LEVEL	7			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Annie's Slow Alteration						8 pts	Self	Self	4 Rounds	4 Hours		
	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. Can change their age, clothing, carried items, hair, eyes, and facial hair. They normally cannot change their race, height, weight, and gender. Safest to do when surround (in a crowd) by 10 or more people.											
										FOCUS: Change Race, Ht, Wt, Gender COUNTER: SAME SPELL WILL COUNTER. L		
										ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP		

LEVEL

9

NAE'EM





STACK

99

COST

12 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

3 Minutes


DURATION

2 Hours

SAVE:

No Save

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.

This uses the rogues current image. Therefore will copy a disguise as well.

FOCUS:speak like rogue

COUNTER:SAME SPELL WILL COUNTER. L

ENHANCEMENTS:

Lvl 6

Subtle Casting

4 SP

Lvl 10


Rollout Halved

6 SP

Lvl 18

Nae'Em Clues Remove

20 SP

LEVEL	11			STACK	5	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Personal Decoy						12 pts		25 Squares		25 Sq Radius		2 Rounds		20 Minutes			
		Barely visible seafoam colored weave surround an area where the duplicate appears. Creates an image of the caster. But must stay in range and moves at 1/2 rate. If casters image changes within duration the image changes as well.															FOCUS: Image +10 HP. COUNTER: SAME SPELL WILL COUNTER. L ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Rollout Init 12 SP Lvl 18 Duration X4 10 SP

Battle-Defense

1

STACK

1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

Protect vs Ranged and Thrown


4 pts

Self

1 Battle

1 Minute

3 days



Redish blue sparks dance around the caster.

Dodging (+2 AC) vs Ranged and Thrown attacks.

Does not protect vs Melee

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 18

Duration X4

10 SP

Lvl 14

Duration X2

8 SP

-Eolas

Battle-Offense

LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1	
						20% Max	6 Squares	1 Target	Initiative	Instant	Damage taken		
						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	

LEVEL	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
						30% Max	12 Squares	1 Target	Initiative	Instant	No Damage		
						Colorful embers appear in the caster's palm. ToHIT Required. 1d12 Damage. Save for half damage.						COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP	

LEVEL	1			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	6 Squares	1 Square	Initiative	3 Rounds			
						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 ToHIT is required. Effects all creatures in the square regardless of armor/clothing. Does NOT cause any structural damage or damage to the armor.						COUNTER: Same Spell  ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP	


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 1	
						4 pts	3 Squares	1 Square	Initiative	until Healed	Not Sick		
						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. Does put upon the enemy an advancement of fragility (Starting at Sickness I) Can't go beyond the given fragility during the battle, May go beyond the given fragility during start of day from this point forward						COUNTER: Same Spell  ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP	


LEVEL	4			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						4 pts	4 Squares	1 Mark	Initiative	2 Rounds	Conjured		
						A swarm appears in a square adjacent to the target. Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg. Will attack any living target. Even if the target is friendly to the caster. Save to conjure.						CREATE: Beetleroot Granules  FOCUS: Save +1 Col  COUNTER: Same Spell  ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP	

LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						8 pts	8 Squares	1 Square	Initiative	3 Rounds	Conjured		
						Save to conjure. Recommend sequential casting due to multiple round Duration. Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2). This spell continues through Duration even if caster is not aware. 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						CREATE: Cinderroot powder  FOCUS: SKL:>05  COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration 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	8 Squares	1 Square	Initiative	2 Rounds			
						Caster draws their hands downward while fluttering their fingers. Damage of 3d6+ACU for 2 rds from above the target. Leave to avoid. Caster draws their hands downward while fluttering their fingers. (No ToHIT) Can be used in/as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)"						FOCUS: +2 HP Damage  COUNTER: Same Spell  ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP	

-Eolas

LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
Class Power Attack				12 pts	8 Squares	1 Target	Initiative	1 Round	1/2 Dmg if same		



Power surges towards the enemy. Type-> SYL:Ice, STM:Elect, ORX:Force, EOL:Acid Bolt of power: Dmg 4d10+ACU Bonus. No ToHIT required. Save for 1/2 dmg IF same class. Use comparison Save.


FOCUS:Knockback w/ RM:3
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

Battle-Prep

LEVEL	0.3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Armor of Light				30% Max	Self	Self	1 Minute	4 Hours		




Solid Multi Colored flashes and surrounds the Caster. AC becomes 16. Image of bright, sparkly magic armor around Caster.

COUNTER:Same Spell



ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Triggered Forced Healing				4 pts	Self	Caster	1 Hour	3 Days		




Damage triggers 2d8 rolled. Damage first, then 2x Healing. 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 at any time.


CREATE:Triggered Forced Health Dr  

FOCUS:Stack+1
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Healing +4	10 SP
Lvl 18	Duration X4	10 SP

LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 3	
Circle of Containment				12 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours	Exit Circle		




Barely visible blue streams of light form a cage inside the circle. Creatures are able to easily enter the AoE with no issues. Drawn circle that stops creatures from exiting its area. Can be used in/as a trap with Rogues skill "Set Up Eolas Spell Release (TRAP)". Must Save to Exit.


FOCUS:BRU:>95
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

Call-Summon

LEVEL	0.3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1	
TIRO: I Have Your Item!				30% Max	4 Sqs	1 Item	Initiative	1 Round	Item grabbed.		



Bright Multi Colored flashes travel towards the item and snatches it. Random object (No magic/metal/crystalline). Metal armor = 1 worse Save. Save to retrieve item.


COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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Communication-

LEVEL	0.2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Amplify Own Speech				20% Max	Self	3x3x3 Sq	Initiative	5 Minutes		




The caster takes a deep breath and speaks at an amplified volume. Amplifies sound out up to a 3 Square wide Cube. Amplify even whispers. Doesn't affect anyone but the caster. As normal for the resulting volume it does carry over walls/barriers.

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	0.3	STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Colored Signal Flare				15% Max	20 Squares	1 Flare	Initiative	1 Minute		



A colored signal flare. Random between Red, Blue, Yellow, and Green. Roll 1d20
1 - 5 is bright red,
5 - 10 is bright blue,
10 - 15 is bright yellow,
15 - 20 is bright green.

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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-Eolas

LEVEL0.4

NAE'EM

STACK99

COST25% Max


RANGE12 Squares

AREA OF EFFECT3x3x3 Sqs

ROLL OUTInitiative

DURATION5 Minutes

SAVE:No Save



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:
Lvl 0No Enhancements0 SP

LEVEL5

NAE'EM

STACK99

COST8 pts


RANGETouch

AREA OF EFFECT200 Char

ROLL OUT10 Minutes

DURATION1 Hours

SAVE:RM: 2
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.
Save vs interpretation. Each attempt requires a recasting of this spell.
2nd attempt at 3rd column.
3rd attempt at 4th column.

FOCUS:Random Enhancement

COUNTER:None

ENHANCEMENTS:
Lvl 10Rollout Halved6 SP
Lvl 16Rollout 1 Min8 SP
Lvl 9Damage +50%8 SP

LEVEL6

NAE'EM

STACK99

COST8 pts


RANGE8 Squares

AREA OF EFFECT1 Conversation

ROLL OUT5 Minutes

DURATION1 Hour

SAVE:No Save



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.
Example: In the middle of a crowd celebrating and singing.
If you would normally have to lean into someone's personal space this won't work.

FOCUS:Use in combat

COUNTER:None

ENHANCEMENTS:
Lvl 12Range X28 SP
Lvl 14Duration X28 SP
Lvl 9Duration +50%6 SP

LEVEL6

NAE'EM

STACK99

COST8 pts


RANGE1 Sqare

AREA OF EFFECT1 Person

ROLL OUT30 Minutes

DURATION4 Hours

SAVE:No Save



Read/Write Language

Barely visible green weave in the shape of letters surrounds the person.
Common & Ancient Languages.
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.

CREATE:Scroll of Read/Write Language

COUNTER:None

ENHANCEMENTS:
Lvl 18Duration X410 SP
Lvl 14Duration X28 SP
Lvl 9Duration +50%6 SP

LEVEL10

NAE'EM

STACK99

COST12 pts


RANGETouch

AREA OF EFFECTa person

ROLL OUT3 Minutes

DURATION1 Day

SAVE:No Save



Speak Language

The caster touches a person who speaks the language.
Allows speaking of a current language.
The caster touches a person who speaks the language.
Can create Scroll of Speak Languages with this spell.

CREATE:Scroll Of Speak Languages

FOCUS:Proficiency

COUNTER:None

ENHANCEMENTS:
Lvl 14Duration X28 SP
Lvl 9Duration +50%6 SP
Lvl 12AoE X26 SP

Creation-Meta

LEVEL0.1

STACK3

COST20% Max


RANGE1 Square

AREA OF EFFECT1 Plant

ROLL OUTInitiative

DURATION10 Minutes

SAVE:No Save



TIRO: Water From A Plant

The caster enchants a plant to pour water.
Water pours as if from a spout, but instead it is from the plant.
This only creates enough water to fill up a waterskin throughout the Duration.
Does NOT have any affect against plant creatures.

COUNTER:None

ENHANCEMENTS:
Lvl 0No Enhancements0 SP

LEVEL2

STACK99

COST8 pts


RANGE4 Sqs

AREA OF EFFECT1 Item

ROLL OUT10 Minutes

DURATIONPermanent

SAVE:SKL: 1
Comparative



Dispel Magic

Dispell Magic done by those most able. Eolas or Orix.
Eolas and Orix gain this 2nd Tier spell early!
GM determines the Save column for the item based on the nature of its power.
Caster and GM both roll the Save. The greater success wins out. (Or least loss)
Can be used to disrupt permanent magic. Doesn't affect non permanent spells.

CREATE:Scroll of Dispel Magic


FOCUS:Rollout = 2 Rounds

COUNTER:None

ENHANCEMENTS:
Lvl 10Rollout Halved6 SP
Lvl 18Range X410 SP
Lvl 12Range X28 SP

-Eolas

LEVEL	3			STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						2 pts	4 Squares	1 Item	10 Minutes	End Of Year		




When cast a bright blue glow surrounds a non-magic item, then fades.
Make an item appear magical. Trap? Lock? Weapon? Rock? Rope?
- Once scroll is read the first item touched glows with magic.
- Ingredients: Peppermint Oil, Pine Tar, Wine. Effect Dur: EOY Save Again.
- Creation SP: x3 spell cost. SKL:3 to make scroll.

CREATE:Dust Of Arcane Glow
FOCUS:AoE X2
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 4	Aura Brightens	-2 SP

LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	15 Squares	1 Sign Post	1 Minute	2 Days		



Barely visible seafoam colored weave travel the area and reveal sign posts.
Sign posts from teleports become visible.
Make signposts visible (or not).


FOCUS:Reveals 5 posts
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 9	Range +50%	6 SP
Lvl 14	Duration X2	8 SP
Lvl 12	AoE X2	6 SP

Find-Hide-Reveal

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Not Blinded
						4 pts	2 Squares	1x1x1 Square	5 Minutes	Instant		




Caster attempts to find out if an item/object is magical
Mundane=Nothing, Magic=Candle pwr, Epic=Dazed, God=Blind(Save vs Blind.)
Everyone in 20 sqs must Save if the item is powerful. Failing blinds 2d4 rds.
Detection will not enact powers/magic. Does give a count of Aspects in the item.
Does not reveal the kind of magic.

CREATE:Scroll of Detect Magic
FOCUS:No blinding.
COUNTER:None

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	2 Squares	Caster+Guest	Initiative	5 Rounds		





Caster must find a visible crack in the wall.
Caster uses a crack to create the extra dimensional Ethereal space.
Caster can include another person.
Caster must enter and use the space for the spell to be used.
Caster and other person are either in or out. Cannot straddle.

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			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	20 Squares	1 Target	Initiative	Instant			




No standard casting movements as the caster mumbles.
Learn the name target goes by for the situation.
Locally known name of the person

COUNTER:None

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Revelation
						4 pts	1 Square	1 Item	30 Minutes	Permanent		





Barely visible lime colored weave leave the caster's hand and surround the item.
Get an accurate count of Aspects. SAVE required.
Also get a count of the type of aspects:
Informational, Battle Effects, Spell Effects (non-Battle),
Intelligence Within, or Diety Touched

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	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	PMP	1 Nae'Em	1 Hour	Instant			






Barely visible lime colored weave surrounds the marker.
Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)
Must be on the current PMP.






FOCUS:reveals plane
COUNTER:None




ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

-Eolas

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
						4 pts	1 Square	1 Item	30 Minutes	Permanent											
<h3>Identify Aspects (1/Tier)</h3> <div></div> <p>Learn magical properties and other information imbedded into an item. Identify one Aspect per tier. One at tier 1, two at tier 2 etc . . . To view more aspect than a spell allows more casters are needed. Does NOT reveal the number of Aspects. Can be used to make a scroll of 'Identify ONE Aspect'</p>												<div>CREATE: Scroll of Identify One Aspect </div> <div>FOCUS: Rollout is 10 Min. </div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 20</td><td>AOE X4</td><td>20 SP</td></tr><tr><td>Lvl 12</td><td>AoE X2</td><td>6 SP</td></tr></table>	Lvl 10	Rollout Halved	6 SP	Lvl 20	AOE X4	20 SP	Lvl 12	AoE X2	6 SP
Lvl 10	Rollout Halved	6 SP																			
Lvl 20	AOE X4	20 SP																			
Lvl 12	AoE X2	6 SP																			



LEVEL	5	NAE'EM			STACK	9	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save									
Create Ionic Marker (Nae'Em)							48 pts		Touch		Caster		1 Day		Permanent												
							<p>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.</p> <ul style="list-style-type: none">- Trackable common place item w/ no other magic on it.- Beetleroot, Cinderroot, Oak/Pine/Palm wood or- Beetleroot, Cinderroot, common stone.																				
							<p>CREATE:Ionic Marker Ingredients (It</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 14</td><td>Range At 3 Sqs</td><td>8 SP</td></tr></table>												Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP	Lvl 14	Range At 3 Sqs	8 SP
Lvl 18	Range X4	10 SP																									
Lvl 12	Range X2	8 SP																									
Lvl 14	Range At 3 Sqs	8 SP																									

LEVEL	5	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	GM
Know About You							8 pts	8 Squares	1 Creature	30 Seconds (5 rds)	Instant	Not noticed		
 <p>Spend short amount of time and learn about the subject.</p> <p>Name, Job (Class and Tier), Postion title (Wagon master, Prince, Tavern owner...), general hea</p> <p>Learn the following: Locally known name of the person, Job (Class and Tier),</p> <p>Postion title (Wagon master, Prince, Tavern owner...), general health.</p> <p>Block Scrying counters this.</p>					<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 16 Rollout 1 Min 8 SP</p> <p>Lvl 12 Range X2 8 SP</p> <p>Lvl 18 AoE = 2 Targets 10 SP</p>									

LEVEL

7

NAE'EM

STACK

1

COST

8 pts

RANGE

8 Squares

AREA OF EFFECT

3x3 Squares

ROLL OUT

4 Minutes


DURATION

2 hours / Tier


SAVE:

RM: 2

Scry's are noticed



Sphere Of Privacy



Circle of white perimeter. Those within can talk without fear of being overheard.

Blocks Nae'Ems for duration. Afterwards Nae'Ems are no longer blocked.

GM rolls Save to see if caster is aware of any current scrys.

If Save passes then any current scrying within AoE fails.

GM usually does NOT report pass or failure.

FOCUS: Aoe: 5x5 Squares

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved


Lvl 12 Range X2

Lvl 14 Duration X2

6 SP

8 SP

8 SP



LEVEL

9

STACK

99

COST

36 pts

RANGE

4 Squares

AREA OF EFFECT

1 Square

ROLL OUT


20 Minutes

DURATION

Instant


SAVE:

RM: 2



Revealed

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.

FOCUS: Rollout Halved.



COUNTER: None

ENHANCEMENTS:

Lvl 14 Save -1 Col

8 SP

Lvl 18 Range X4

10 SP



Lvl 12 Range X2

8 SP

LEVEL

9

NAE'EM

STACK

1

COST

12 pts

RANGE

Self

AREA OF EFFECT

1 Mark

ROLL OUT

1 Day

DURATION


4 Hours

SAVE:

SKL: 2

Found

Search for Arcane Focus Item



Caster is solely able to detect a focus item within range.

Caster chooses detection method:

Vibration: Caster feels a vibration which grows as they near the item.

Audible: Caster hears a low siren which grows louder as they near the item.

Visual: Caster sees a glowing dot which grows brighter as they near the item.

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP


Lvl 14 Duration X2 8 SP


Lvl 9 Duration +50% 6 SP

LEVEL

11

NAE'EM





STACK

99

COST

12 pts

RANGE

1 Mark per Tier

AREA OF EFFECT

1 Object

ROLL OUT


30 Minutes

DURATION


1 Day

SAVE:

SNS: 2



See eyes move.



Barely visible seafoam colored weave travels from the caster's hand to the statue.
Used on art/sculptures with eyes.
Caster to see through the eyes of a statue.
Does NOT allow the caster to hear or feel by bonding with the statue.

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP


Lvl 18

Nae'Em Clues Remove


20 SP


-Eolas


Food-Water


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent		
Draw Up Ground Water												
										<p>Blue and Orange ribbons burrow into the ground. Pull water from ground. 2 skins per Tier. 1 skin in dry areas. Typical person requires 1 skin per day. Deserts mean 2 per day. Does NOT continuously draw water from the same spot, Each repeat adds 10% to failure chance (1d100 roll).</p>		
										<p>FOCUS:+2 Skins extra COUNTER: None ENHANCEMENTS: Lvl 16 Rollout 1 Min 8 SP Lvl 20 AOE X4 20 SP Lvl 12 AoE X2 6 SP</p>		

Health-Life-Death


LEVEL	0.1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						30% Max	1 Square	Recipient	Initiative	Permanent		
TIRO: Healing Bolus												
										<p>A rainbow of colors surrounds the person being healed. 1d12 HP healing. Does heal 1d12 painlessly. Does NOT heal Undead or Living Dead. Does NOT heal any sicknesses, diseases or other ailments. Does NOT deal any damage prior to healing the Recipient.</p>		
										<p>COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</p>		

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	1 Square	1 Target	Initiative	Permanent		
Forced Heal 1d6 HP (+more)												
										<p>Healing energy drawn from all parts of the body are forced to the wounded area. First roll the dice and calculate full healing with enhancements, Then apply as force damage to the target, if the target is dead next steps fail. Lastly, apply the full healing time two (x2) to the target. This becomes more powerful (and more costly) with the Enhancements.</p>		
										<p>FOCUS:Fragility Save - 1 Column COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 14 Range At 3 Sqs 8 SP</p>		

LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	8 Squares	1 Target	Initiative	Permanent		
End Current Dmg Over Time												
										<p>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.</p>		
										<p>FOCUS:d6 healing COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 18 AoE = 2 Targets 10 SP</p>		

LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	6 Squares	1 Target	Initiative	Permanent		
Ranged Forced Healing 2d8+2 HP												
										<p>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.</p>		
										<p>COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 9 Range at 1 Sq 6 SP Lvl 14 Duration X2 8 SP</p>		

Light-

LEVEL	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						10% Max	10 Squares	2x2 Sqs	Initiative	1d20 Minutes		
TIRO: Aural Spark												
										<p>Colorful lights surround an area. Non-flammable point of low light. 1 of 5 colors.</p>		
										<p>COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</p>		

-Eolas

N Nae'Em-People

LEVEL	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Create a Temporary Nae'Em				4 pts	2 Squares	1 Civ Creature	2 Hours	1 Week	Nae'Em created.	



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

LEVEL	2	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Rogue's Right Place, Right Time					4 pts	Touch	1 Rogue	5 Minutes	1 Hour		



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Barely visible spruce colored weave shines around the rogue, then dissipates.  
Assists the Rogue to be unnoticed.  
Barely visible spruce colored weave shines around the rogue, then dissipates.
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FOCUS:COL+1
COUNTER: None
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP
Lvl 16 AoE = 2 Ppl 8 SP

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Eavesdrop on Nae'Em Convo (Folas)			8 pts	8x8 Squares	1 Convo	10 Minutes	5 Min/Tier		Can hear convo.



Listen in on a private conversation. But do NOT 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.


COUNTER: None		
ENHANCEMENTS:		
Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP

LEVEL	NAME	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8	NAE'EM	99	8 pts	Touch	1 Rogue	3 Days	Permanent	No Save



Barely visible jade colored weave surrounds the caster and the Rogue.
Quickly create a Nae'Em with a rogue
This quick spell can be used to connect with rogues since the rogues are
a partner class to Eolas casters.



COUNTER: None		
ENHANCEMENTS:		
Lvl 10	Rollout Halved	6 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 4	Aura Brightens	-2 SP

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
				12 pts	20 Sq Radius	1 Convo	5 rounds	5 Min/Tier		Able to listen



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.

FOCUS:Duration +20 Min
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP

LEVEL	12	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Portal To Nae'Em							12 pts	Self	PMP & 2 Uses	30 Minutes	2 Minutes		



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.
First to pass through must be either the Nae'Em or the caster.
Nae'Em/caster and one other person can pass through.

COUNTER: None		
ENHANCEMENTS:		
Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

N Tae'Em-Thing

LEVEL	4	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Call/Return		Nae'Em Item			4 pts	PMP	1 Item	Initiative	Instant		



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.
Lime colored weave spins around the caster's hand until the item appears.



FOCUS: 30 lbs / 13.6 Kg



COUNTER: None



ENHANCEMENTS:



Lvl 6	Subtle Casting	4 SP
Lvl 18	Nae'Em Clues Remove	20 SP
Lvl 4	Aura Brightens	-2 SP


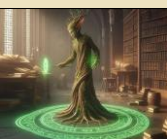
-Eolas


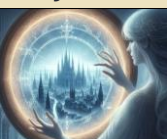
LEVEL	7	NAE'EM		STACK		COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	:
Call/Send From Home Library																	
																	
Green weave surrounds the caster's hand and a book appears. Summons books the caster has read.																	
FOCUS:Reading light COUNTER:Same Spell ENHANCEMENTS: Lvl 20 AOE X4 20 SP Lvl 12 AoE X2 6 SP																	


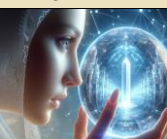
LEVEL	3	NAE'EM		STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Ethereal Return Portal																	
																	
Solid mint colored weave create a portal. Returns to Home Pad. Default = casters school pad.																	
FOCUS:Extra item COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP																	

LEVEL	5	NAE'EM		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
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. 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.																	
FOCUS:Includes Audio. COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP																	

LEVEL	5	NAE'EM		STACK	3	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	SKL: 2
Scry to a Nae'Em																	
																	
Caster is able to view one of their Nae'Ems from above. View from 4 squares above, but will lower the view if needed.																	
COUNTER:None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP																	

LEVEL	6	NAE'EM		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
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.																	
FOCUS:change location COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 12 AoE X2 6 SP																	


LEVEL	8	NAE'EM		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
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.																	
FOCUS:Includes Audio. COUNTER:Same Spell ENHANCEMENTS: Lvl 16 Rollout 1 Min 8 SP Lvl 9 Duration +50% 6 SP Lvl 4 Aura Brightens -2 SP																	

LEVEL	9	NAE'EM		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Scry To A Vae'Em (Place)																	
																	
With Save able to view a Nae'Em. View is from a maximum of 5 squares above. 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.																	
FOCUS:Includes Audio. COUNTER:None ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 4 Aura Brightens -2 SP																	

-Eolas

Personal-Connections


LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
						40% Max	10 Squares	1 Target	Initiative	Special	Friends!	



Colorful heart-shaped sparkles around casters hands.
Potentially makes someone more tolerant of the caster.
Does last only 10 minutes (outside of battle) or one round (in battle).
Does allow the Target to make a Save.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP


LEVEL	7	NAE'EM			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						12 pts	1 Square	1 Recipient	4 Days	Permanent	Created			



Bright yellow ribbons encircle the recipient.
Permanent mental bond allows either party to initiate and/or accept.
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.
Recipient must Save for connection to work.

FOCUS:SKL:1
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Range X4 10 SP


LEVEL	9	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
						24 pts	4 Squares	1 Item	2 Hours	Permanent	success			



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

FOCUS:Rollout Halved.
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Range X4 10 SP
Lvl 9 Range +50% 6 SP

LEVEL	11	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
						36 pts	Touch	1 Item	3 Days	Permanent	Connected			




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

FOCUS:No current Focus Item.
COUNTER: None
ENHANCEMENTS:
Lvl 14 Save -1 Col 8 SP
Lvl 12 Range X2 8 SP
Lvl 9 Range at 1 Sq 6 SP

Shelter-Rest-Protection


LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						20% Max	8 Squares	1x2 Squares	1 Minute	8 Hours		



Bright Multi Colored flashes form a broken down colorful tent.
Bright multicolored pup tent. 2 participants.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	9 Squares	3 Sq Radius	5 Minutes	1 Hour		




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

FOCUS:Acid 1d6 dmg at edge
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP

Tracking-

LEVEL	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						30% Max	Self	1 Trail	Initiative	1 Hour		






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

-Eolas


Travel-Planes


LEVEL	0.1	STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
TIRO: Quick Jump				20% Max		1d6 Squares		Self		Initiative		Instant			
		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			

LEVEL	0.3	STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	BRU: 2	 Not moved
TIRO: Quick Push!		40% Max		4 Squares		1 Recipient		Initiative		Instant						
		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 0 SP														

LEVEL	6			STACK	3	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE	No Save							
Decrease Movement						8 pts		4 Squares		4x4 squares		Initiative		4 Rounds										
		<p>Inhibits movement by 4 squares. (by 5 sqs with Focus)</p> <p>Does make the target's movement 4 less. (by 5 sqs with Focus)</p> <p>Does also work on swimming and climbing if the roots/vines are in those areas.</p> <p>Does slow running/dashes to a walk.</p> <p>Does NOT stop the target's movement entirely, Minimum of 1 square movement.</p>																						
		<div>CREATE: Scroll of Grabbing Roots </div> <div>FOCUS: Move -1 again </div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table>														Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP	Lvl 14	Duration X2	8 SP
Lvl 12	Range X2	8 SP																						
Lvl 9	Range +50%	6 SP																						
Lvl 14	Duration X2	8 SP																						

Utility: _____



LEVEL	0.4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Tasty Cumber Meals		25% Max	Touch	Varies	1 Minute	1 Hour				
		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	

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Arcane Light with Class Hue						4 pts	Self	Varies	Initiative	4 Hours		
	<p>With a twirling of the fingers the caster brings about light!</p> <p>No Focus = Candle power. With Focus caster can set power.</p> <p>This spell does stay fixed in relation to the caster, right above them.</p> <p>Use a Focus item for control of light brightness.</p>											CREATE:Astral Candle Light Powder FOCUS:Brighter by Tier COUNTER:Same Spell ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP Lvl 18 Duration - EOY 20 SP

LEVEL	4			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Shadow of the Magi						4 pts		Self		3 Sq Dia Sphere		Initiative		Conc +4 Rds			
	<p>Stays fixed right above the caster.</p> <p>Darkness to continues for up to 4 rds after the concentration has stopped.</p> <p>Caster to creates darkness that will stay centered above them.</p> <p>Keep darkness active by lightly concentrating on the spell,</p> <p>Other spells actions that do not state a need to concentrate may be used.</p>																
																CREATE: Dust of Darkness FOCUS: Dur=20 Min (No conc) COUNTER: Same Spell ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq 6 SP	

[illegible]

-Eolas

LEVEL 8 NAE'EM  

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Increase Nae'Em Rogues Grace

8 pts

Touch

1 Rogue

3 Minutes

2 Hours

Barely visible jade colored weave surrounds the targeted Rogue.
Increase Grace of a Nae'Em Rogue by 2. Does NOT increase any other stats.

CREATE:Scroll of Rogues Grace

FOCUS:12 Sq Range

COUNTER: None

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
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Lvl 14	Duration X2	8 SP
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Lvl 9	Duration +50%	6 SP
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