

## -Eolas

## Altered Reality

LEVEL

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

7 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.

6" Crystal Orb

Change Race, Ht, Wt, Gender

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 4



LEVEL

NAE'EM

STACK

99

COST

12 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

3 Minutes

DURATION

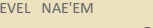
2 Hours

SAVE

No Save

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.

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



6" Crystal Orb

speak like rogue

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 7

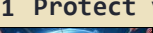
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								ENHANCEMENTS: 6		
LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
20 Mirror A Person			20 pts	15 Square Radius	1 Person	2 Rounds	1 Hour			
			Caster creates the image of a person within range. The image can speak in 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. Stats= HP:20 (Focus Item=35), AC:10/10, Battle x1x1 Init+2 ToHit+2 Dmg+2						<div>6" Crystal Orb see and hear</div> <div>SAME SPELL WILL COUNTER.</div>	
										




Battle-Defense

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>1 Protect vs Ranged and Thrown</b>		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

NO FOCUS USE


SAME SPELL WILL COUNTER. 

ENHANCEMENTS: 4



LEVEL

12 Circle of Containment



STACK

99

COST

12 pts

RANGE

Touch

AREA OF EFFECT

3 Sq Rad Circle

ROLL OUT


10 Minutes

DURATION

4 Hours

SAVE:

BRU: 3  
Able to exit Circle




Barely visible blue streams of light form a cage inside the circle.

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.

6" Crystal Orb  
BRU:>95



SAME SPELL WILL COUNTER.







## Battle-Offense

LEVEL	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1 Acid Mist			4 pts	6 Squares	1 Square	Initiative	3 Rounds		



LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 1
<b>1 Acid Rash w/ Ongoing Fragility</b>		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							
							NO FOCUS USE	
							SAME SPELL WILL COUNTER.	
							ENHANCEMENTS: 6	



## -Eolas

LEVEL

STACK 2

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 2



4 Conjure Native Beetles

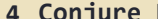
4 pts

4 Squares

1 Mark

Initiative

2 Rounds



Arcane 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 conure.

CREATE:


Beetleroot Granules

6" Crystal Orb

Dmg set at 5 pts

SAME SPELL WILL COUNTER.


ENHANCEMENTS: 7

	LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
	<b>6 Create Arcane Beetles</b>	3	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: <div>Cinderroot powder</div> <div>6" Crystal Orb SKL:&gt;05</div>

ENHANCEMENTS: 9

LEVEL

8 Acid Rain



STACK

99

COST

8 pts

RANGE

8 Squares

AREA OF EFFECT

1 Square

ROLL OUT

Initiative

DURATION

2 Rounds

SAVE:

No Save

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.

Can be used in/as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)"

6" Crystal Orb


+2 HP Damage

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 9

LEVEL

12 Class Power Attack



STACK 99

COST 12 pts

RANGE 8 Squares

AREA OF EFFECT 1 Target

ROLL OUT Initiative

DURATION 1 Round

SAVE:

RM: 3

1/2 Dmg if same

Bolt of power: Dmg 4d10+ACU Bonus. Save for 1/2 dmg IF same class.

SYL:Ice, STM:Elect, ORX:Force, EOL:Acid

The power surges outward impacting the enemy.

No ToHIT required.


6" Crystal Orb

Knockback w/ RM:3

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 2

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SOURCE
<b>14 Acid Blobs</b>	99	16 pts	12 Squares	2x2 Squares	Initiative	3 Rounds	No Save

 Sickly green Acid blobs begin to fall in the AoE.  
Damage 3d6+ACU for 3 rds on 2x2 squares from above. Leave to avoid.  
Can be used in/as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)"

CREATE:  
Scroll of Acid Blob

6" Crystal Orb  
3x3 AoE.


SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6

# Battle-Prep

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

LEVEL	NAE/EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
13	Enchantment of Returning			32 pts	Touch	1 Small Wpn	5 Minutes	1 Battle		



Creates a Dagger of Returning.  
 Make a small weapon or ammo into 'Returning'  
 Dagger is returned to the person that threw it.

NO FOCUS USE

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6

## Communication-

LEVEL

NAE'EM

STACK

99

COST

8 pts

RANGE

Touch

AREA OF EFFECT

200 Char

ROLL OUT

Initiative

DURATION

20 Minutes


SAVE:

RM: 2

Can read

5

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.

6" Crystal Orb

Random Enhancement

ENHANCEMENTS: 6

## -Eolas

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6 Overhear the Conversation			8 pts	8 Squares	1 Conversation	5 Minutes	1 Hour		

LEVEL

NAE'EM

STACK

99

COST

8 pts

RANGE

1 Sqrare

AREA OF EFFECT

1 Person

ROLL OUT

30 Minutes

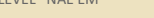
DURATION

4 Hours

SAVE:

No Save

6 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

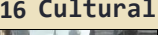
NO FOCUS USE

ENHANCEMENTS: 4

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LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>16 Cultural Immersion</b>		16 pts	Touch	1 Recipient	10 Minutes	2 Days		



Barely visible jade colored weave surrounds the recipient.  
 Makes a willing recipient fit in. This is NOT passive. Caster must pay attention.  
 Non verbal & cultural naunces are learned upon 1st occurance.  
 Once an action has been demonstrated by a NPC the GM ensures the character interprets the significance right away.

6" Crystal Orb


change clothing



ENHANCEMENTS: 8

## Creation-Meta

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		No Save
<b>3 Eolas False Magical Glow</b>	9	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  
  
6" Crystal Orb  
 AoE X2  
  
SAME SPELL WILL COUNTER.  
  
ENHANCEMENTS: 11

LEVEL

3 Reveal Sign Posts



STACK

1

COST

4 pts

RANGE

15 Squares

AREA OF EFFECT

1 Sign Post

ROLL OUT

1 Minute

DURATION

2 Days

SAVE:

No Save

Barely visible seafoam colored weave travel the area and reveal sign posts.

Sign posts from teleports become visible.


Make signposts visible (or not).

6" Crystal Orb





Reveals 5 posts

SAME SPELL WILL COUNTER.


ENHANCEMENTS: 6




# Find-Hide-Reveal

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
<b>1 Detect Magic &amp; Number of Aspects</b>		4 pts	2 Squares	1x1x1 Square	5 Minutes	Instant		Not Blinded	
	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 within the item. Does not reveal the kind of magic.							CREATE: Scroll of Detect Magic  6" Crystal Orb  No blinding.	

LEVEL	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		



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.

6" Crystal Orb  
Can cast from hiding.



ENHANCEMENTS: 6

# -Eolas

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Know Your Name				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						
				NO FOCUS USE						
ENHANCEMENTS: 4										
LEVEL		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3 Shadow of the Magi				4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		
				Stays fixed right above the caster. Darkness to continues for up to 4 rds after the concentration has stopped. Caster to creates darkness that will stay centered above them. Keep darkness active by lightly concentrating on the spell, Other spells actions that do not state a need to concentrate may be used.						
				CREATE: Dust of Darkness 6" Crystal Orb Brighter by Tier SAME SPELL WILL COUNTER.						
ENHANCEMENTS: 7										
LEVEL		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Revelation
4 Aspects Counted By Type				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						
				6" Crystal Orb read 1st aspect						
ENHANCEMENTS: 4										
LEVEL	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4 Direction to Ionic Marker				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.						
				6" Crystal Orb reveals plane						
ENHANCEMENTS: 4										
LEVEL		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4 Identify Aspects (1/Tier)				4 pts	1 Square	1 Item	30 Minutes	Permanent		
				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'						
				CREATE: Scroll Of Identify One Aspect 6" Crystal Orb Rollout is 10 Min.						
ENHANCEMENTS: 5										
LEVEL	NAE'EM	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5 Create Ionic Marker (Nae'Em)				48 pts	Touch	Caster	1 Day	Permanent		
				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.						
				CREATE: Ionic Marker Ingredients (Item N NO FOCUS USE						
ENHANCEMENTS: 5										
LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 Not noticed
5 Know About You				8 pts	8 Squares	1 Creature	30 Seconds (5 rds)	Instant		
				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.						
				NO FOCUS USE						
ENHANCEMENTS: 6										
LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Scry's are noticed
7 Sphere Of Privacy				8 pts	8 Squares	3x3 Squares	4 Minutes	2 hours / Tier		
				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.						
				6" Crystal Orb Aoe: 5x5 Sqaures						
ENHANCEMENTS: 8										
LEVEL		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Revealed
9 Detect 'Ems (All Types)				36 pts	4 Squares	1 Square	20 Minutes	Instant		
				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.						
				6" Crystal Orb Rollout Halved.						
ENHANCEMENTS: 4										



# -Eolas

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
9				12 pts	Self	1 Mark	1 Day	4 Hours			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.

NO FOCUS USE

ENHANCEMENTS: 7

LEVEL	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
11				12 pts	1 Mark per Tier	1 Object	30 Minutes	1 Day		See eyes move.	

## Sight of the Statue



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.

NO FOCUS USE

ENHANCEMENTS: 2

LEVEL	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
16				64 pts	1 Square	1 Square	12 Hours	Permanent			

## Reveal True Name



This uses all the clues the caster has gathered attempt to find the True Name.

Use clues gathered to attempt to find the True Name.

Caster states aloud all the clues during the rollout.

Resulting in the direction and distance in marks if the Save is passed.

The knowledge is NOT announced out loud.

NO FOCUS USE

ENHANCEMENTS: 6

LEVEL		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
18				30 pts	Touch	1 Object	6 Hours	Permanent			

## Identify All Aspects



Barely visible spruce colored weave surrounds an item.

Fully Identify a magical item

Reveals what every aspect is.

NO FOCUS USE

ENHANCEMENTS: 5

# Food-Water

LEVEL		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
1				4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent			

## Draw Up Ground Water



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).

6" Crystal Orb  
+2 Skins extra

ENHANCEMENTS: 2

# Health-Life-Death

LEVEL		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
1				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.

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.

6" Crystal Orb  
Fragility Save - 1 Column

ENHANCEMENTS: 8

LEVEL		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
10				12 pts	8 Squares	1 Target	Initiative	Permanent			

## End Current Dmg Over Time



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.

6" Crystal Orb  
d6 healing

ENHANCEMENTS: 5

LEVEL		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
12				12 pts	6 Squares	1 Target	Initiative	Permanent			

## Ranged Forced Healing 2d8+2 HP



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

## -Eolas

N Nae'Em-People

LEVEL

NAE'EM

STACK

99

COST

4 pts

RANGE

2 Squares

AREA OF EFFECT

1 Civ Creature

ROLL OUT

2 Hours

DURATION


1 Week

SAVE:

NAE'Em created.

SKL: 2

1 Create a Temporary Nae'Em



Short term bonding with a willing civilized creature.





Short term bonding with a willing civilized creature.

NO FOCUS USE

ENHANCEMENTS: 3




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

	<div data-bbox="222 424 1328 575" data-label="Text"><p>Barely visible spruce colored weave shines around the rogue, then dissipates.</p><p>Assists the Rogue to be unnoticed.</p><p>Barely visible spruce colored weave shines around the rogue, then dissipates.</p></div>	<table data-bbox="1328 424 1594 575"><tr><td data-bbox="1328 424 1533 575"><div data-bbox="1328 424 1533 575" data-label="Text"><p>6" Crystal Orb</p><p>COL+1</p></div></td><td data-bbox="1533 424 1594 575"></td></tr></table> <div data-bbox="1328 575 1594 575" data-label="Text"><p>ENHANCEMENTS: 6</p></div>	<div data-bbox="1328 424 1533 575" data-label="Text"><p>6" Crystal Orb</p><p>COL+1</p></div>	
<div data-bbox="1328 424 1533 575" data-label="Text"><p>6" Crystal Orb</p><p>COL+1</p></div>				



LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
7	Eavesdrop on Nae'Em Convo (Eolas)			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.

NO FOCUS USE

ENHANCEMENTS: 6



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




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.

NO FOCUS USE

ENHANCEMENTS: 5




LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
12	Eavesdrop on Nae'Em Convo			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.

6" Crystal Orb


Duration +20 Min

SAME SPELL WILL COUNTER. 

ENHANCEMENTS: 6



LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
12	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.

NO FOCUS USE

ENHANCEMENTS: 6



N Tae'Em-Thing


LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4	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.


LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
7	Call/Send From Home Library		8 pts			1 Minute	Permanent		



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



6" Crystal Orb  
Reading light

SAME SPELL WILL COUNTER. 

ENHANCEMENTS: 10

# -Eolas

LEVEL	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
14	Curse	Ionic	Marker	16 pts	PMP	PMP	10 Minutes	1 Day		



Barely visible green weave surrounds the marker.  
Only works when another casters marker is found.

6" Crystal Orb activate manually	
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ENHANCEMENTS: 6

## N Vae'Em-Venue Site

LEVEL	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3	Ethereal	Return	Portal	4 pts	PMP	Caster	2 Hours	2 Minutes		



Solid mint colored weave create a portal.  
Returns to Home Pad. Default = casters school pad.  
Solid mint colored weave create a portal.

6" Crystal Orb Extra item	
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ENHANCEMENTS: 4

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5	Scry	Open areas -	5 Marks	8 pts	5 Marks	15x15 Squares	5 Minutes	30 Min / Tier		



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.

6" Crystal Orb Includes Audio.	
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ENHANCEMENTS: 4

LEVEL	NAE'EM	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
5	Scry	to a	Nae'Em	8 pts	8 Marks	1 Nae'Em	2 Minutes	1 Hour		



Caster is able to view one of their Nae'Em's from above.  
View from 4 squares above, but will lower the view if needed.

NO FOCUS USE	
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ENHANCEMENTS: 7

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



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.

6" Crystal Orb change location	
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ENHANCEMENTS: 6

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
8	Scry	-	Dense Populations	8 pts	Community	4x4 Squares	5 Minutes	10 Min / Tier		



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.	
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SAME SPELL WILL COUNTER.

ENHANCEMENTS: 2

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
9	Scry	To A	Vae'Em (Place)	12 pts	Current Plane	Nae'Em 4x4 Sqs	5 Minutes	1 Hour / Tier		



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.

6" Crystal Orb Includes Audio.	
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ENHANCEMENTS: 2

LEVEL	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
19	Permanent	Portal		20 pts	PMP	1 Landmark	2 Days	Permanent		



Barely visible seafoam colored weave envelopes the landmark  
Permanent Portal

6" Crystal Orb Closer	
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ENHANCEMENTS: 3

# -Eolas

## Personal-Connections

LEVEL	NAE'EM	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
7	Create Permanent Nae'Em			12 pts	Touch	1 Recipient	4 Days	Permanent		



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.

6" Crystal Orb SKL:>05	
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ENHANCEMENTS: 1

LEVEL	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 SUCCESS
9	Find Clues To True Name			24 pts	4 Squares	1 Item	2 Hours	Permanent		



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

6" Crystal Orb Rollout Halved.	
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ENHANCEMENTS: 6

LEVEL	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3 Connected
11	Connect To An Arcane Focus Item			36 pts	Touch	1 Item	3 Days	Permanent		



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

6" Crystal Orb No current Focus Item.	
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ENHANCEMENTS: 5

LEVEL	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Connection broken
11	Disconnect An Arcane Focus Item			36 pts	Touch	Current Item	20 Minutes	Permanent		



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	
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ENHANCEMENTS: 2

## Shelter-Rest-Protection

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
7	Circle of Protection vs Acid		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.

6" Crystal Orb Acid 1d6 dmg at edge SAME SPELL WILL COUNTER.	
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ENHANCEMENTS: 8

## Travel-Planes

LEVEL	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6	Decrease Movement		8 pts	4 Squares	4x4 squares	Initiative	4 Rounds		



Inhibits movement by 4 squares. (by 5 sqs with Focus)  
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.  
Does NOT stop the target's movement entirely, Minimum of 1 square movement.

CREATE: Scroll of Grabbing Roots 6" Crystal Orb Move -1 again	
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ENHANCEMENTS: 5

## Utility-

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1	Arcane Light with Class Hue		4 pts	Self	Varies	Initiative	4 Hours		



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.	
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ENHANCEMENTS: 7

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3 Lock/Trap paused
6	Pause Magical Lock		8 pts	2 Squares	Lock	10 Minutes	Rollout		



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	
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ENHANCEMENTS: 1



-Eolas

LEVEL		NAE'EM		STACK		1		COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		No Save	
8		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

6" Crystal Orb

12 Sq Range



ENHANCEMENTS: 7