



-Eolas

Communication-

LEVEL	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
5	Arcane Interpretation	-	1	8 pts	Touch	200 Char	Initiative	20 Minutes			Can read



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

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		



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.



6" Crystal Orb	
Use in combat	

ENHANCEMENTS: 4

LEVEL	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6	Read/Write Language			8 pts	1 Sqare	1 Person	30 Minutes	4 Hours		



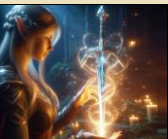
Barely visible green weave in the shape of letters surrounds the person.
Common & Ancient Languages.
Allows the caster to read and write the recipient's language.
Text appears to the caster in their own language.
Transform what the caster writes into the recipient's language.

CREATE:	
Scroll of Read/Write Language	
NO FOCUS USE	





ENHANCEMENTS: 4

Creation-Meta

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

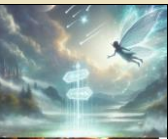


When cast a bright blue glow surrounds a non-magic item, then fades.
Make an item appear magical. Trap? Lock? Weapon? Rock? Rope?
- Once scroll is read the first item touched glows with magic.
- Ingredients: Peppermint Oil, Pine Tar, Wine. Effect Dur: EOY Save Again.
- Creation SP: x3 spell cost. SKL:3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



CREATE:	
Dust Of Arcane Glow	
6" Crystal Orb	
AoE X2	
SAME SPELL WILL COUNTER.	

ENHANCEMENTS: 11

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3	Reveal Sign Posts		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).

6" Crystal Orb	
Reveals 5 posts	
SAME SPELL WILL COUNTER.	




ENHANCEMENTS: 6

Find-Hide-Reveal

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
1	Detect Magic & Number of Aspects		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.	

ENHANCEMENTS: 7

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

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	
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ENHANCEMENTS: 4

-Eolas

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	No Save
3			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

4 Aspects Counted By Type

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

RM: 2

Revelation

4 pts

1 Square


1 Item

30 Minutes

Permanent

6" Crystal Orb

read 1st aspect



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

ENHANCEMENTS: 4

LEVEL

NAE'EM

STACK

99

COST

4 pts

RANGE

PMP

AREA OF EFFECT

1 Nae'Em

ROLL OUT

1 Hour


DURATION

Instant

SAVE:

No Save

4 Direction to Ionic Marker




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		
<div>  <p>From common unworked non-magic item creates a trackable marker as a Tae'Em.</p> <p>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. </div> <div> <p>CREATE:</p> <p>Ionic Marker Ingredients (Item N )</p> <p>NO FOCUS USE</p> </div>										
ENHANCEMENTS: 5										

LEVEL

NAE'EM

STACK

1

COST

8 pts

RANGE

8 Squares

AREA OF EFFECT

1 Creature

ROLL OUT

30 Seconds (5 rds)

DURATION

Instant

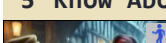
SAVE:

SKL: 1

GM

Not noticed

5 Know About You



Spend short amount of time and learn about the subject.

Name, Job (Class and Tier), Postion title (Wagon master, Prince, Tavern owner...), general heal


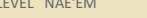

Learn the following: Locally known name of the person, Job (Class and Tier),

Postion title (Wagon master, Prince, Tavern owner...), general health.

Block Scrying counters this.

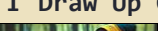
NO FOCUS USE

ENHANCEMENTS: 6

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
7 Sphere Of Privacy				8 pts	8 Squares	3x3 Squares	4 Minutes	2 hours / Tier		Scry's are noticed	
		<p>Circle of white perimeter. Those within can talk without fear of being overheard.</p> <p>Blocks Nae'Ems for duration. Afterwards Nae'Ems are no longer blocked.</p> <p>GM rolls Save to see if caster is aware of any current scrys.</p> <p>If Save passes then any current scrying within AoE fails.</p> <p>GM usually does NOT report pass or failure.</p>							<p>6" Crystal Orb</p> <p>Aoe: 5x5 Squares</p>		
											ENHANCEMENTS: 8

Food-Water


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



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

-Eolas

Health-Life-Death

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1 Forced Heal 1d6 HP (+more)		4 pts	1 Square	1 Target	Initiative	Permanent		
 <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>					<div>6" Crystal Orb</div> <div>Fragility Save - 1 Column</div> <div>ENHANCEMENTS: 8</div>			

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:

SKL: 2

Nae'Em created.

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		
 <p>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.</p>		<div>6" Crystal Orb</div> <div>COL+1</div> <div>ENHANCEMENTS: 6</div>								

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	ENHANCEMENTS: 6
7 Eavesdrop on Nae'Em Convo (Eolas)				8 pts	8x8 Squares	1 Convo	10 Minutes	5 Min/Tier		Can hear convo.	
 <p>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.</p>		<div>NO FOCUS USE</div>									
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:	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.

6" Crystal Orb
 30 lbs / 13.6 Kg

ENHANCEMENTS: 3

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

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.									ENHANCEMENTS: 4

-Eolas

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			
 <p>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.</p>		<div>6" Crystal Orb</div> <div>Includes Audio.</div> <div>ENHANCEMENTS: 4</div>								

LEVEL

Nae'Em

STACK

3

COST

8 pts

RANGE

8 Marks

AREA OF EFFECT

1 Nae'Em

ROLL OUT


2 Minutes

DURATION

1 Hour


SAVE:

SKL: 2



5

Scry to a Nae'Em





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

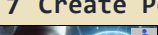
ENHANCEMENTS: 7

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		
 <p>Barely visible green weave surrounds a 1x1 square area and forms the pad. A return spot for Ethereal Portals.</p> <p>ROLLOUT AND DURATION AT SAME TIME.</p> <p>Allows any Eolas to use this as a destination even if they don't have this as a Vae'Em.</p>								6" Crystal Orb change location		
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		

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				



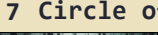
Bright yellow ribbons encircle the recipient.
 Permanent mental bond allows either party to initiate and/or accept.
 Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding.
 This spell will only support 3 (See Stack) connections to another person.

6" Crystal Orb
 SKL:>05

ENHANCEMENTS: 1

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

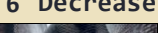
Acid 1d6 dmg at edge

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 8


Travel-Planes


LEVEL	STACK	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

ENHANCEMENTS: 5

Utility-

LEVEL

1 Arcane Light with Class Hue

STACK 99

COST 4 pts


RANGE Self

AREA OF EFFECT Varies

ROLL OUT Initiative

DURATION 4 Hours

SAVE: No Save



With a twirling of the fingers the caster brings about light!

No Focus = Candle power. With Focus caster can set power.

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

Use a Focus item for control of light brightness.

CREATE:

Astral Candle Light Powder

6" Crystal Orb

Brighter by Tier

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 7

-Eolas

LEVEL

STACK

99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

RM: 3

GM

6

Pause Magical Lock

8 pts


2 Squares

Lock

10 Minutes

Rollout

Lock/Trap paused



Freezes all magic within a specific trap for the duration.

helps rogue with magical locks


Must target a specific magical trap.

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

If duration ends then magic may be enacted.

6" Crystal Orb

Range = 12 Squares



ENHANCEMENTS: 1

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