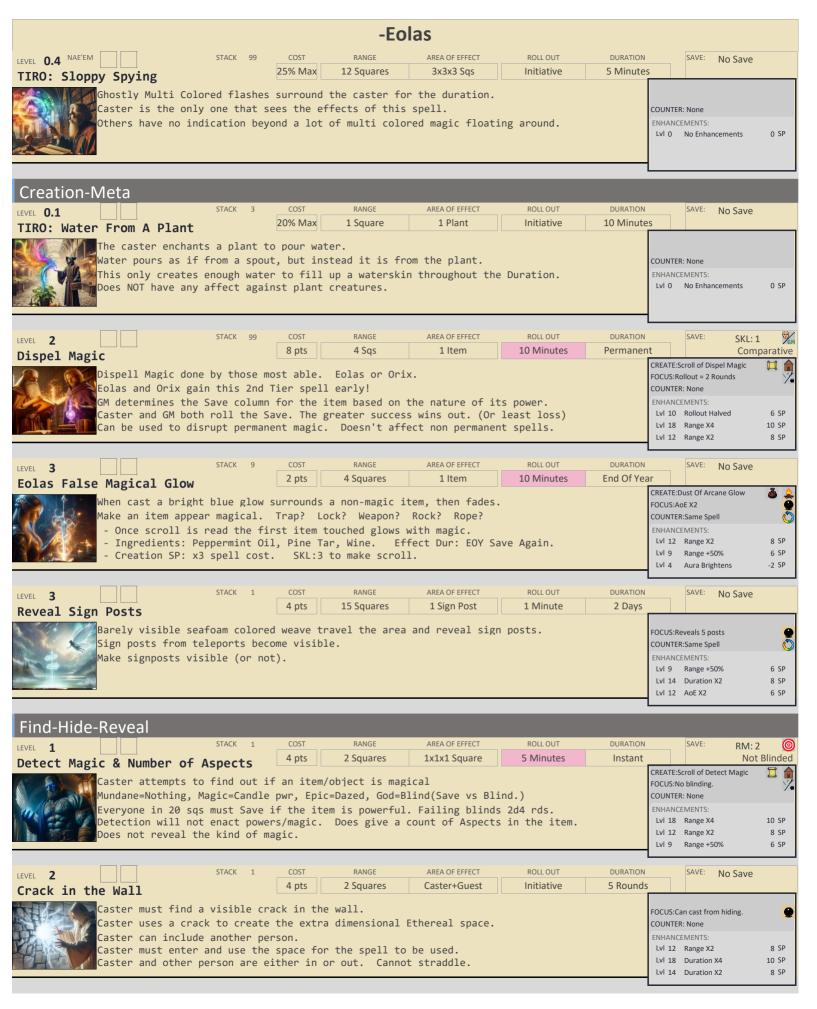
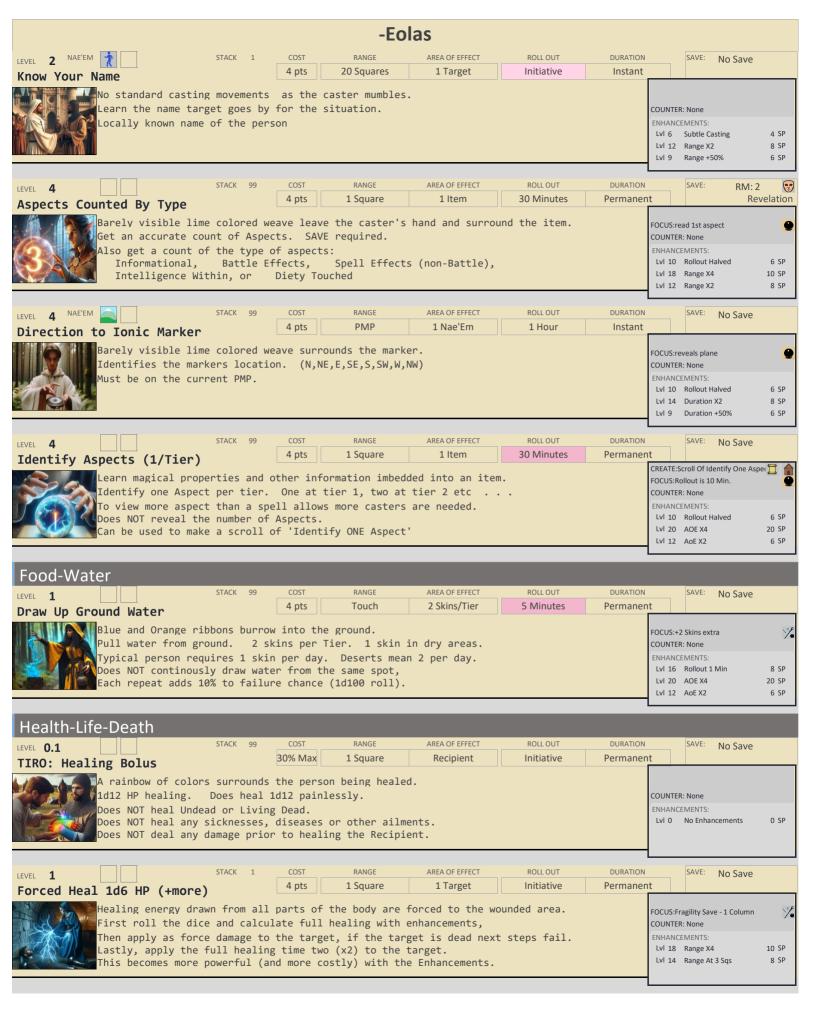
-Folas **Altered Reality** AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL **0.1** 15% Max 5 Minutes 12 Hours TIRO: Beauty Contestant:2nd Prize Recipient becomes more attractive by their race's standards. Caster lets colorful sparks cover the part they wish to change, COUNTER: None which fade after a moment. ENHANCEMENTS: Lvl 0 No Enhancements 0 SP STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: LEVEL 0.1 RM: 1 20% Max 1 Round **Blocks Vision** 4 Squares 1 Target Initiative TIRO: Pie Fight! Glowing Pie appears as thrown pie to block vision. The caster makes a throwing gesture and a pie made out of colorful light appears, COUNTER: None flying towards the target ENHANCEMENTS: Lvl 0 No Enhancements DURATION STACK 1 COST RANGE AREA OF EFFECT ROLL OUT SAVE: SKL: 1 LEVEL 0.3 1 Rope 1 Minute 10% Max 1 Rope 2 Hours Rope not cut TIRO: 2 Rope Image 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. COUNTER: None Any use or actions with the rope after conjuring reveals it as single length of 4 squares. ENHANCEMENTS: Lvl 0 No Enhancements 0 SP Battle-Defense STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 1 1 Minute 4 pts 1 Battle 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: 10 SP Lvl 18 Duration X4 Lvl 14 Duration X2 8 SP Battle-Offense STACK 99 COST RANGE AREA OF EFFECT 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. (ToHTT Required) Caster rolls a Thrown ToHit. 1d3 Damage. Metal armor requires Save. COLINTER: None ENHANCEMENTS: LvI 0 No Enhancements 0 SP AREA OF EFFECT ROLL OUT DURATION STACK 99 COST SAVE: AGL: 2 LEVEL 0.4 30% Max 12 Squares Initiative Instant 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: I VI 0 No Enhancements 0 SP DURATION STACK 2 AREA OF EFFECT ROLL OUT SAVE: No Save COST LEVEL 1 Initiative 3 Rounds 4 pts 6 Squares 1 Square 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 O No ToHIT is required. ENHANCEMENTS: 8 SP Effects all creatures in the square regardless of armor/clothing. Lvl 12 Range X2 Lvl 14 Duration X2 8 SP Does NOT cause any structural damage or damage to the armor. Lvl 9 Damage +50% 8 SP

-Eolas											
LEVEL 1		S	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		VE: HTH: 1	_
Acid Rash	w/ Ongoing	g Fragil:	ity	4 pts	3 Squares	1 Square	Initiative	until Heale	t	1	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		
_			STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	ÇA.	VE: SKI · 2	
Conjuna Na	ative Beet		STACK 2	4 pts	4 Squares	1 Mark	Initiative	2 Rounds	3A	JILL. Z	onjured
conjure in	A swarm app Conjures a	pears in a swarm to a k any livir	attack ne	earest crea		caster for 1d8 D is friendly to t	~		CREATE:Beetl FOCUS:Save + COUNTER:Sar ENHANCEME Lvl 12 Rar Lvl 9 Rar Lvl 14 Dar	me Spell ENTS: nge X2 nge +50%	8 SP 6 SP 12 SP
Battle-Pr	en										
LEVEL 0.3		ç	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SA	AVE: No Save	
	or of Light			30% Max	Self	Self	1 Minute	4 Hours		NO Save	
	Solid Multi	i Colored 1			nds the Caster / magic armor	r. around Caster.			COUNTER:San ENHANCEME Lvl 0 No	•	()
LEVEL 2		5	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SA	No Save	
-	Forced Hea			4 pts	Self	Caster	1 Hour	3 Days		i No Save	
	In effect ι Does NOT al	until durat llow the ch	tion is o	over or is not use it					FOCUS:Stack+ COUNTER:San ENHANCEME Lvl 10 Rol Lvl 16 Hea Lvl 18 Dur	me Spell ENTS: Ilout Halved aling +4	6 SP 10 SP 10 SP
Call-Sum	mon					_					
	IIIOII	ŗ	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SA	AVE: RM: 1	
TTRO: T H	ave Your I			30% Max	4 Sqs	1 Item	Initiative	1 Round		111111. 1	rabbed.
	Bright Mult	ti Colored ect (No mag	gic/metal			n and snatches i rmor = 1 worse S			COUNTER: No ENHANCEME Lvl 0 No		0 SP
Commun	vication		_	_	_	_					
		9	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SA	No Save	
TTRO: Amn	lify Own S			20% Max	Self	3x3x3 Sq	Initiative	5 Minutes		NO Save	
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		5
				00.77	24/1-2						
LEVEL 0.3	ored Signa		STACK 0	cost 15% Max	RANGE 20 Squares	1 Flare	ROLL OUT Initiative	1 Minute	SA	No Save	
TRO: Cole	A colored s		is brigh is brigh	om between nt red, nt blue,		ellow, and Green			COUNTER:San ENHANCEME Lvl 0 No		()
		15 - 20 i	is brigh	nt green.							





-Eolas Light-STACK 99 COST AREA OF EFFECT ROLL OUT 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: LvI 0 No Enhancements 0 SP N Nae'Em-People LEVEL 1 NAE'EM AREA OF EFFECT STACK 99 ROLL OUT DURATION 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 AREA OF EFFECT ROLL OUT DURATION LEVEL 2 NAE'EM COST RANGE SAVE: No Save 4 nts Touch 5 Minutes 1 Hour 1 Rogue Rogue's Right Place, Right Time Mam 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: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE = 2 Ppl 8 SP N Tae'Em-Thing LEVEL 4 NAE'EM STACK 1 RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save PMP Initiative 4 pts 1 Item Instant Call/Return Nae'Em Item Lime colored weave spins around the caster's hand until the item appears. FOCUS:30 lbs / 13.6 Kg Unbound light weight Nae'Em can be called. Limit of 10 lbs / 4.5 Kg. COUNTER: None ENHANCEMENTS: ime colored weave spins around the caster's hand until the item appears. Lvl 6 Subtle Casting Lvl 18 Nae'Em Clues Remove 20 SP Lvl 4 Aura Brightens -2 SP N Vae'Em-Venue Site LEVEL 3 NAE'EM STACK 99 COST RANGE AREA OF FEFECT ROLL OUT DURATION No Save 4 pts PMP Caster 2 Hours 2 Minutes Ethereal Return Portal Solid mint colored weave create a portal. FOCUS:Extra item Returns to Home Pad. Default = casters school pad. COUNTER: None ENHANCEMENTS: 6 SP Lvl 10 Rollout Halved Lyl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP Personal-Connections RANGE AREA OF EFFECT ROLL OUT DURATION STACK 99 COST SAVE: LEVEL 0.2 SKI: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.

-Eolas Shelter-Rest-Protection STACK 99 COST AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 0.2 20% Max 8 Squares 1x2 Squares 1 Minute 8 Hours TIRO: Garish Pup Tent Bright Multi Colored flashes form a broken down colorful tent. Bright multicolored pup tent. 2 participants. COUNTER: None ENHANCEMENTS: LvI 0 No Enhancements 0 SP Tracking-AREA OF EFFECT ROLL OUT DURATION STACK 99 COST SAVE: LEVEL 0.4 No Save 30% Max Initiative Self 1 Trail 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 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 ROLL OUT DURATION STACK 99 COST RANGE AREA OF EFFECT SAVE: LEVEL 0.3 BRU: 2 Initiative 40% Max 4 Squares Instant Not moved 1 Recipient 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 0 SP **Utility-**AREA OF FEFECT ROLL OUT STACK 99 COST RANGE DURATION SAVE: 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 STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: LEVEL 1 No Save Self 4 pts Varies Initiative 4 Hours Arcane Light with Class Hue CREATE: Astral Candle Light Powder 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 Duration +50% 6 SP

Lvl 18 Duration - EOY

20 SP

-Eolas SAVE: No Save STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION LEVEL 4 3 Sq Dia Sphere 4 pts Self 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: Keep darkness active by lightly concentrating on the spell, Lvl 20 Rollout Instant Lvl 14 Range At 3 Sqs 8 SP Other spells actions that do not state a need to concentrate may be used.

Lvl 9 Range at 1 Sq

6 SP