

-Eolas

Altered Reality

LEVEL	0.1	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						15% Max	Self	Self	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, which fade after a moment.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL	0.1	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1 Blocks Vision
						20% Max	4 Squares	1 Target	Initiative	1 Round		

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, flying towards the target

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL	0.3	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 Rope not cut
						10% Max	1 Rope	1 Rope	1 Minute	2 Hours		

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.
Any use or actions with the rope after conjuring reveals it as single length of 4 squares.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL	7	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	Self	4 Rounds	4 Hours		

Annie's Slow Alteration

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. Lvl 0
ENHANCEMENTS:
Lvl 6 Subtle Casting 4 SP
Lvl 10 Rollout Halved 6 SP
Lvl 14 Duration X2 8 SP

Battle-Defense

LEVEL	1	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	1 Battle	1 Minute	3 days		

Protect vs Ranged and Thrown

Redish blue sparks dance around the caster.
Dodging (+2 AC) vs Ranged and Thrown attacks.
Does not protect vs Melee

COUNTER:Same Spell
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP

Battle-Offense

LEVEL	0.2	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1 Damage taken
						20% Max	6 Squares	1 Target	Initiative	Instant		

TIRO: Fire Crack!

Bright Multi Colored flashes appear in the caster's hand. (ToHIT Required)
Caster rolls a Thrown ToHit. 1d3 Damage. Metal armor requires Save.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP


LEVEL	0.4	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2 No Damage
						30% Max	12 Squares	1 Target	Initiative	Instant		


TIRO: Quick Flash Fire


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


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LEVEL	1			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Acid Mist												
												
<p>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.</p>												
<div>COUNTER:Same Spell</div> <div>ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP</div>												


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 1 Not Sick
Acid Rash w/ Ongoing Fragility												
												
<p>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</p>												
<div>COUNTER:Same Spell</div> <div>ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP</div>												


LEVEL	4			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Conjured
Conjure Native Beetles												
												
<p>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.</p>												
<div>CREATE:Beetleroot Granules</div> <div>FOCUS:Save +1 Col</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP</div>												

LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Conjured
Create Arcane Beetles												
												
<p>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</p>												
<div>CREATE:Cinderroot powder</div> <div>FOCUS:SKL:>05</div> <div>COUNTER:None</div> <div>ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP</div>												

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Acid Rain												
												
<p>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)"</p>												
<div>FOCUS:+2 HP Damage</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP</div>												


Battle-Prep

LEVEL	0.3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Armor of Light												
												
<p>Solid Multi Colored flashes and surrounds the Caster. AC becomes 16. Image of bright, sparkly magic armor around Caster.</p>												
<div>COUNTER:Same Spell</div> <div>ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</div>												


LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Triggered Forced Healing												
												
<p>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.</p>												
<div>CREATE:Triggered Forced Health Dr</div> <div>FOCUS:Stack+1</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Healing +4 10 SP Lvl 18 Duration X4 10 SP</div>												


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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.						<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements 0 SP</div>	


Communication-






LEVEL	0.2	<div></div>	<div></div>	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.						<div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements 0 SP</div>	

LEVEL	0.3	<div></div>	<div></div>	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								<div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements 0 SP</div>
				1 - 5 is bright red, 5 - 10 is bright blue, 10 - 15 is bright yellow, 15 - 20 is bright green.								

LEVEL	0.4	NAE'EM	<div></div>	<div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
TIRO: Sloppy Spying							25% Max	12 Squares	3x3x3 Sqs	Initiative	5 Minutes			
							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.						<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements 0 SP</div>	

LEVEL	5	NAE'EM		<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
Arcane Interpretation - 1 Page					8 pts	Touch	200 Char	10 Minutes	1 Hours	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.							<div>FOCUS:Random Enhancement</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div><div>Lvl 10 Rollout Halved6 SP</div><div>Lvl 16 Rollout 1 Min8 SP</div><div>Lvl 9 Damage +50%8 SP</div></div>		

LEVEL	6	<div></div>	<div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
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.						<div>FOCUS:Use in combat</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X28 SP</div> <div>Lvl 14 Duration X28 SP</div> <div>Lvl 9 Duration +50%6 SP</div>	

LEVEL	6	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
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.								<div>CREATE: Scroll of Read/Write Langu:  </div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>		Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
Lvl 18	Duration X4	10 SP																					
Lvl 14	Duration X2	8 SP																					
Lvl 9	Duration +50%	6 SP																					

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Creation-Meta

LEVEL

0.1

STACK

3

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

TIRO: Water From A Plant


20% Max

1 Square

1 Plant

Initiative

10 Minutes



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

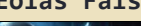
ENHANCEMENTS:


Lvl 0

No Enhancements

0 SP


[illegible]




LEVEL	3			STACK	9	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Eolas False Magical Glow						2 pts	4 Squares		1 Item		10 Minutes		End Of Year				
 <p>When cast a bright blue glow surrounds a non-magic item, then fades. Make an item appear magical. Trap? Lock? Weapon? Rock? Rope?</p> <ul style="list-style-type: none"> - 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. 		<div> <div>CREATE:Dust Of Arcane Glow</div> <div>FOCUS:AoE X2</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 12 Range X2</div> <div>Lvl 9 Range +50%</div> <div>Lvl 4 Aura Brightens</div> </div> <div> <div>8 SP</div> <div>6 SP</div> <div>-2 SP</div> </div> </div>															

LEVEL	3			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Reveal Sign Posts						4 pts		15 Squares		1 Sign Post		1 Minute		2 Days			
 <p>Barely visible seafoam colored weave travel the area and reveal sign posts. Sign posts from teleports become visible. Make signposts visible (or not).</p>																	
<div> <div>FOCUS:Reveals 5 posts</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 9</div> <div>Range +50%</div> <div>6 SP</div> </div> <div> <div>Lvl 14</div> <div>Duration X2</div> <div>8 SP</div> </div> <div> <div>Lvl 12</div> <div>AoE X2</div> <div>6 SP</div> </div> </div>																	

Find-Hide-Reveal

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2										
Detect Magic & Number of Aspects				4 pts	2 Squares	1x1x1 Square	5 Minutes	Instant		Not Blinded										
				<p>Caster attempts to find out if an item/object is magical</p> <p>Mundane=Nothing, Magic=Candle pwr, Epic=Dazed, God=Blind(Save vs Blind.)</p> <p>Everyone in 20 sqs must Save if the item is powerful. Failing blinds 2d4 rds.</p> <p>Detection will not enact powers/magic. Does give a count of Aspects in the item.</p> <p>Does not reveal the kind of magic.</p>																
				<p>CREATE: Scroll of Detect Magic </p> <p>FOCUS: No blinding. </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 9</td><td>Range +50%</td><td>6 SP</td></tr></table>								Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP
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		
Crack in the Wall  <p>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.</p>												
										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
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														
				COUNTER: None														
				ENHANCEMENTS:														
				Lvl 6 Subtle Casting 4 SP														
				Lvl 12 Range X2 8 SP														
				Lvl 9 Range +50% 6 SP														

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

Aspects Counted By Type



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			

Direction to Ionic Marker

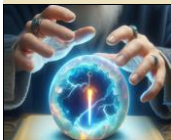


Barely visible lime colored weave surrounds the marker. Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)
Must be on the current PMP.

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

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	1 Square	1 Item	30 Minutes	Permanent		

Identify Aspects (1/Tier)



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			
FOCUS:Rollout is 10 Min.			
COUNTER: None			
ENHANCEMENTS:			
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
						48 pts	Touch	Caster	1 Day	Permanent			

Create Ionic Marker (Nae'Em)



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 (It)			
COUNTER: None			
ENHANCEMENTS:			
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
						8 pts	8 Squares	1 Creature	30 Seconds (5 rds)	Instant		Not noticed	

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 hea
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.

COUNTER: None			
ENHANCEMENTS:			
Lvl 16	Rollout 1 Min	8 SP	
Lvl 12	Range X2	8 SP	
Lvl 18	AOE = 2 Targets	10 SP	

LEVEL	7	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
						8 pts	8 Squares	3x3 Squares	4 Minutes	2 hours / Tier		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 Sqaures			
COUNTER: None			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6 SP	
Lvl 12	Range X2	8 SP	
Lvl 14	Duration X2	8 SP	

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




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 continously draw water from the same spot, Each repeat adds 10% to failure chance (1d100 roll).

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	

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Health-Life-Death

LEVEL	0.1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Healing Bolus						30% Max	1 Square	Recipient	Initiative	Permanent		
												
<p>A rainbow of colors surrounds the person being healed.</p> <p>1d12 HP healing. Does heal 1d12 painlessly.</p> <p>Does NOT heal Undead or Living Dead.</p> <p>Does NOT heal any sicknesses, diseases or other ailments.</p> <p>Does NOT deal any damage prior to healing the Recipient.</p>												

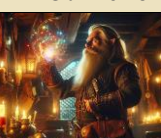
COUNTER: None

ENHANCEMENTS:



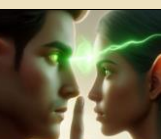
Lvl 0	No Enhancements	0 SP
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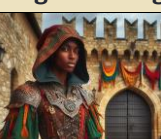

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Forced Heal 1d6 HP (+more)						4 pts	1 Square	1 Target	Initiative	Permanent			
				<p>Healing energy drawn from all parts of the body are forced to the wounded area. First roll the dice and calculate full healing with enhancements, 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>FOCUS:Fragility Save - 1 Column</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Range X410 SP</div> <div>Lvl 14 Range At 3 Sqs8 SP</div>	





Light-

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

N Nae'Em-People

LEVEL	1	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.	
 <p>Short term bonding with a willing civilized creature. Short term bonding with a willing civilized creature.</p>														
					<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save -1 Col8 SP</div> <div>Lvl 12 Range X28 SP</div> <div>Lvl 14 Duration X28 SP</div>									



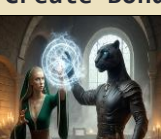
LEVEL	2	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Rogue's Right Place, Right Time							4 pts	Touch	1 Rogue	5 Minutes	1 Hour			
 <p>Barely visible spruce colored weave shines around the rogue, then dissipates. Assists the Rogue to be unnoticed. Barely visible spruce colored weave shines around the rogue, then dissipates.</p>														
												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	7	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
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.														

COUNTER: None



ENHANCEMENTS:



Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP

LEVEL	8	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
Create Bond With Rogue							8 pts	Touch	1 Rogue	3 Days	Permanent												
					<p>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.</p>								<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 9</td><td>Range at 1 Sq</td><td>6 SP</td></tr><tr><td>Lvl 4</td><td>Aura Brightens</td><td>-2 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 9	Range at 1 Sq	6 SP	Lvl 4	Aura Brightens	-2 SP
Lvl 10	Rollout Halved	6 SP																					
Lvl 9	Range at 1 Sq	6 SP																					
Lvl 4	Aura Brightens	-2 SP																					



-Eolas



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											
				<p>Lime colored weave spins around the caster's hand until the item appears.</p> <p>Unbound light weight Nae'Em can be called. Limit of 10 lbs / 4.5 Kg.</p> <p>Lime colored weave spins around the caster's hand until the item appears.</p>									<div>FOCUS:30 lbs / 13.6 Kg</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 6</td><td>Subtle Casting</td><td>4 SP</td></tr><tr><td>Lvl 18</td><td>Nae'Em Clues Remove</td><td>20 SP</td></tr><tr><td>Lvl 4</td><td>Aura Brightens</td><td>-2 SP</td></tr></table>	Lvl 6	Subtle Casting	4 SP	Lvl 18	Nae'Em Clues Remove	20 SP	Lvl 4	Aura Brightens	-2 SP
Lvl 6	Subtle Casting	4 SP																				
Lvl 18	Nae'Em Clues Remove	20 SP																				
Lvl 4	Aura Brightens	-2 SP																				

LEVEL	7	NAE'EM			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:							
						8 pts				1 Minute	Permanent									
Call/Send From Home Library																				
						Green weave surrounds the caster's hand and a book appears. Summons books the caster has read.								<div>FOCUS:Reading light</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <table><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 20	AOE X4	20 SP	Lvl 12	AoE X2	6 SP
Lvl 20	AOE X4	20 SP																		
Lvl 12	AoE X2	6 SP																		

N Vae'Em-Venue Site

LEVEL	3	NAE'EM			STACK	99	COST	4 pts	RANGE	PMP	AREA OF EFFECT	Caster	ROLL OUT	2 Hours	DURATION	2 Minutes	SAVE:	No Save									
Ethereal Return Portal																											
			Solid mint colored weave create a portal. Returns to Home Pad. Default = casters school pad.													<div>FOCUS:Extra item</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 16</td><td>Rollout 1 Min</td><td>8 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table>			Lvl 10	Rollout Halved	6 SP	Lvl 16	Rollout 1 Min	8 SP	Lvl 14	Duration X2	8 SP
Lvl 10	Rollout Halved	6 SP																									
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Lvl 14	Duration X2	8 SP																									


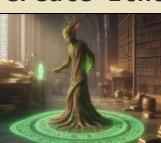
LEVEL	5	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
							8 pts	5 Marks	15x15 Squares	6 Minutes	30 Min / Tier											
Scry Open areas - 5 Marks																						
				Able to view an area's that have smaller or no populations. (villages, open land, open 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.									<div>FOCUS:Includes Audio.</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 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>	Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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	
							8 pts	8 Marks	1 Nae'Em	2 Minutes	1 Hour			
Scry to a Nae'Em														
			<p>Caster is able to view one of their Nae'Ems from above.</p> <p>View from 4 squares above, but will lower the view if needed.</p>											

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									
						8 pts	1 Square	1x1 Square	1 Hour	1 Hour											
Create Ethereal Home Pad																					
				<p>Barely visible green weave surrounds a 1x1 square area and forms the pad.</p> <p>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>								<div>FOCUS:change location</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 9</td><td>Duration +50%</td><td>6 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 9	Duration +50%	6 SP	Lvl 12	AoE X2	6 SP
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									
							8 pts	Community	4x4 Squares	5 Minutes	10 Min / Tier											
Scry - Dense Populations																						
			<p>Able to view an area's that have larger populations. (Towns and Cities).</p> <p>View is from a maximum of 5 squares above.</p> <p>View is always from above. Must Save to view inside buildings. +1 col for each level below grnd.</p> <p>Can hear Nae'Em from above IF using the Focus Item.</p>										<div>FOCUS:Includes Audio.</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 16</td><td>Rollout 1 Min</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr><tr><td>Lvl 4</td><td>Aura Brightens</td><td>-2 SP</td></tr></table>	Lvl 16	Rollout 1 Min	8 SP	Lvl 9	Duration +50%	6 SP	Lvl 4	Aura Brightens	-2 SP
Lvl 16	Rollout 1 Min	8 SP																				
Lvl 9	Duration +50%	6 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
TIRO: Random Friendship						40% Max	10 Squares	1 Target	Initiative	Special		Friends!






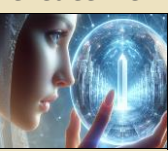
Colorful heart-shaped sparkles around casters hands.
Potentially makes someone more tolerant of the caster.
Does last only 10 minutes (outside of battle) or one round (in battle).
Does allow the Target to make a Save.

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	
Create Permanent Nae'Em							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

Shelter-Rest-Protection

LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Garish Pup Tent						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
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LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
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.

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
TIRO: Tracking						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
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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
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-Eolas

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



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			



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
FOCUS:Move -1 again
COUNTER: None
ENHANCEMENTS:
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			



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
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			



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
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

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
	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.

FOCUS:Range = 12 Squares
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP

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
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP