-Folas **Altered Reality** AREA OF EFFECT ROLL OUT DURATION SAVE: LEVEL 0.1 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, COUNTER: None which fade after a moment. ENHANCEMENTS: Lvl 0 No Enhancements 0 SP COST RANGE AREA OF EFFECT ROLL OUT DURATION STACK 99 SAVE: LEVEL 0.1 RM: 1 20% Max **Blocks Vision** 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, COUNTER: None flying towards the target ENHANCEMENTS: Lvl 0 No Enhancements STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE SKL: 1 LEVEL 0.3 10% Max 1 Rope 1 Minute 2 Hours 1 Rope 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 AREA OF EFFECT ROLL OUT DURATION STACK RANGE No Save LEVEL 7 8 pts 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. FOCUS: Change Race, Ht, Wt, Gender Enter a crowd as a young armored elf and exit as an older unarmored elf. COUNTER: SAME SPELL WILL COUNTER. LO Can change their age, clothing, carried items, hair, eyes, and facial hair. ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP They normally cannot change their race, height, weight, and gender. Safest to do when surround (in a crowd) by 10 or more people. Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP LEVEL 9 NAE'EM STACK 99 COST AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 12 pts Self 3 Minutes 2 Hours Image of Nae'Em Rogue This image may be more useful after the rogue dons a disguise. FOCUS:speak like rogue Creates an illusion making the caster look like the Rogue. COUNTER:SAME SPELL WILL COUNTER. L Caster must have a current conversation with the rogue to start and keep this going. ENHANCEMENTS: Lvl 6 Subtle Casting This uses the rogues current image. Therefore will copy a disguise as well. 4 SP Lvl 10 Rollout Halved 6 SP Lvl 18 Nae'Em Clues Remove 20 SP STACK 5 COST RANGE AREA OF EFFECT **ROLL OUT** DURATION SAVE: No Save LEVEL 11 20 Minutes 12 pts 25 Squares 25 Sq Radius 2 Rounds Personal Decoy Barely visible seafoam colored weave surround an area where the duplicate appears. FOCUS:Image +10 HP. Creates an image of the caster. COUNTER: SAME SPELL WILL COUNTER. LO ENHANCEMENTS: But must stay in range and moves at 1/2 rate. Lvl 6 Subtle Casting 4 SP If casters image changes within duration the image changes as well. Lvl 12 Rollout Init 12 SP Lvl 18 Duration X4 10 SP

Battle-Defense												
LEVEL 1	ST	CK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	: No Save			
<u> </u>	anged and Thrown		4 pts	Self	1 Battle	1 Minute	3 days					
R												
Dodging (+2 AC) vs Ranged and Thrown attacks.									COUNTER:Same Spell			
D	oes not protect vs Me	E	ENHANCEMENTS:									

Lvl 18 Duration X4

Lyl 14 Duration X2

10 SP

8 SP

-Folas Battle-Offense STACK 99 COST AREA OF EFFECT ROLL OUT DURATION SAVE LEVEL 0.2 RM: 1 20% Max 6 Squares 1 Target Initiative Instant Damage taken 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 COST RANGE AREA OF EFFECT ROLL OUT DURATION STACK 99 SAVE LEVEL 0.4 AGL: 2 30% Max No Damage 12 Squares 1 Target Initiative Instant TIRO: Quick Flash Fire Colorful embers appear in the caster's palm. ToHIT Required. COUNTER: None 1d12 Damage. Save for half damage. ENHANCEMENTS: Lvl 0 No Enhancements 0 SP STACK 2 COST RANGE AREA OF EFFECT ROLL OUT DURATION No Save LEVEL 1 4 pts Initiative 3 Rounds 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 No ToHIT is required. ENHANCEMENTS: Lvl 12 Range X2 Effects all creatures in the square regardless of armor/clothing. 8 SP Does NOT cause any structural damage or damage to the armor. Lvl 14 Duration X2 8 SP Damage +50% 8 SP STACK 99 AREA OF EFFECT DURATION ROLL OUT HTH: 1 LEVEL 1 4 pts 3 Squares 1 Square Initiative until Healed Not Sick Acid Rash w/ Ongoing Fragility 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. COUNTER:Same Spell Does put upon the enemy an advancement of fragility (Starting at Sickness I) ENHANCEMENTS: 10 SP Lvl 18 Range X4 Can't go beyond the given fragility during the battle, Lvl 12 Range X2 8 SP May go beyond the given fragility during start of day from this point forward Lvl 9 Range +50% 6 SP SAVE: 9 SKL: 2 4 pts 4 Squares Initiative 2 Rounds Conjured Conjure Native Beetles CREATE:Beetleroot Granule A swarm appears in a square adjacent to the target. FOCUS:Save +1 Col Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg. COUNTER:Same Spell Will attack any living target. Even if the target is friendly to the caster. ENHANCEMENTS: Lvl 12 Range X2 8 SP Save to conure. Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP STACK 3 COST RANGE AREA OF EFFECT **ROLL OUT** DURATION SAVE: 9 SKL: 2 LEVEL 6 3 Rounds 8 pts 8 Squares 1 Square Initiative Conjured **Create Arcane Beetles** CREATE:Cinderroot powder Save to conjure. Recommend sequential casting due to multiple round Duration. FOCUS:SKL:>05 Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2). COUNTER: None This spell continues through Duration even if caster is not aware. ENHANCEMENTS: Lvl 12 Range X2 8 SP The beetles attack non-enemies if no enemies are in range. Lvl 14 Duration X2 Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8 8 SP Lvl 9 Damage +50% 8 SP

STACK 99

LEVEL 8

Acid Rain

COST

8 pts

Damage of 3d6+ACU for 2 rds from above the target. Leave to avoid.

Caster draws their hands downward while fluttering their fingers.

Caster draws their hands downward while fluttering their fingers.

RANGE

8 Squares

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

AREA OF EFFECT

1 Square

ROLL OUT

Initiative

(No ToHTT)

DURATION

2 Rounds

SAVE: No Save

8 SP

8 SP

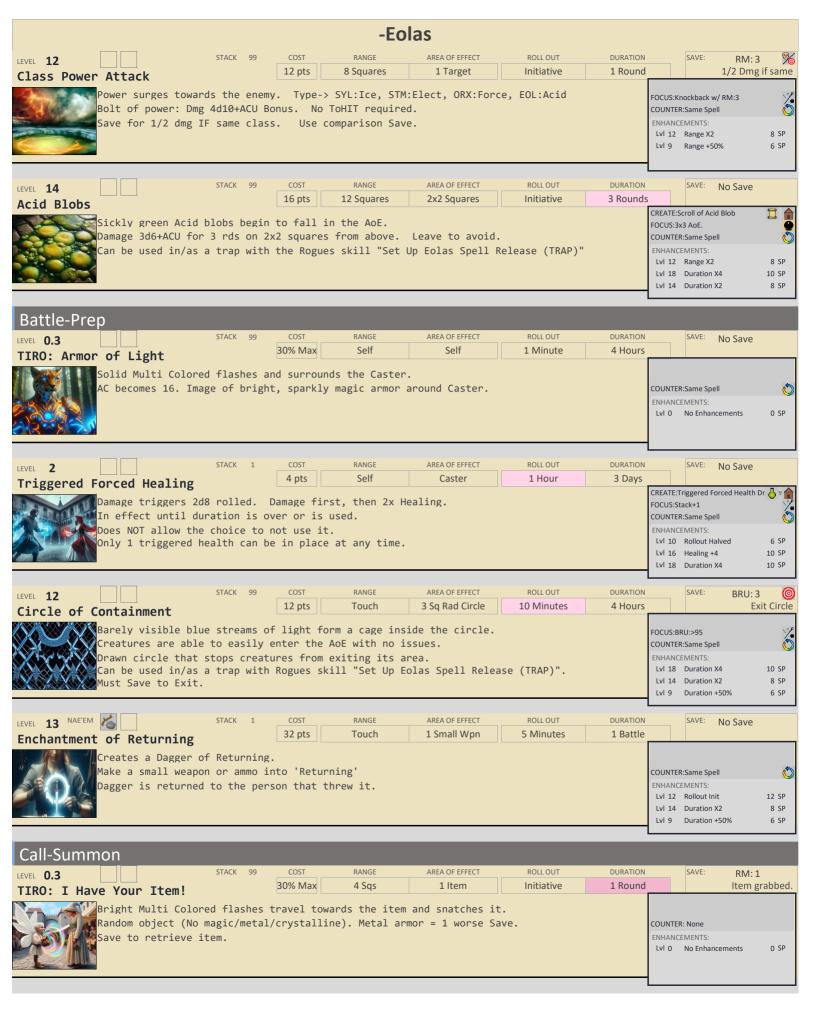
8 SP

FOCUS:+2 HP Damage

COUNTER:Same Spell

Lvl 14 Duration X2 Lvl 9 Damage +50%

ENHANCEMENTS: Lvl 12 Range X2



-Folas Communication-STACK 99 COST AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 0.2 20% Max Self 3x3x3 Sq Initiative 5 Minutes TIRO: Amplify Own Speech The caster takes a deep breath and speaks at an amplified volume. Amplifies sound out up to a 3 Square wide Cube. COUNTER:Same Spel Amplify even whispers. ENHANCEMENTS: Doesn't affect anyone but the caster. Lvl 0 No Enhancements 0 SP As normal for the resulting volume it does carry over walls/barriers. STACK 0 COST RANGE AREA OF EFFECT ROLL OUT DURATION LEVEL 0.3 SAVE: No Save 1 Minute 15% Max 20 Squares 1 Flare Initiative TIRO: Colored Signal Flare A colored signal flare. Random between Red, Blue, Yellow, and Green. Roll 1d20 1 - 5 is bright red, COUNTER:Same Spell bright blue, 5 - 10 is ENHANCEMENTS: Lvl 0 No Enhancements 0 SP 10 - 15 is bright yellow, 15 - 20 is bright green. LEVEL **0.4** NAE'EM STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 25% Max Initiative 5 Minutes 12 Squares 3x3x3 Sas TIRO: Sloppy Spying Ghostly Multi Colored flashes surround the caster for the duration. Caster is the only one that sees the effects of this spell. COUNTER: None Others have no indication beyond a lot of multi colored magic floating around. ENHANCEMENTS: Lvl 0 No Enhancements 0 SP DURATION LEVEL 5 NAE'EM AREA OF EFFECT ROLL OUT RM: 2 8 pts Touch 200 Char 10 Minutes 1 Hours Can read Arcane Interpretation - 1 Page Barely visible olive weave drifts to the text and lightly rebounds back to the caster. FOCUS:Random Enhancement Interaction with living text. Writing materials required. Only 3 attempts allowed. COUNTER: None Save vs interpretation. Each attempt requires a recasting of this spell. ENHANCEMENTS: Lyl 10 Rollout Halved 6 SP 2nd attempt at 3rd column. Lvl 16 Rollout 1 Min 8 SP 3rd attempt at 4th column. Lvl 9 Damage +50% 8 SP AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 6 8 pts 8 Squares 1 Conversation 5 Minutes 1 Hour Overhear the Conversation Within sight & Range can hear as if within 1 Sq. FOCUS:Use in combat Conversations can be heard, but if in a very loud crowd won't be as effective. COUNTER: None Example: In the middle of a crowd celebrating and singing. ENHANCEMENTS: If you would normally have to lean into someone's personal space this won't work. Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP LEVEL 6 NAE'EM STACK 99 COST RANGE AREA OF EFFECT **ROLL OUT** DURATION SAVE: No Save 30 Minutes 4 Hours 8 pts 1 Sgare 1 Person Read/Write Language CREATE:Scroll of Read/Write Langua Barely visible green weave in the shape of letters surrounds the person. Common & Ancient Languages. COUNTER: None Allows the caster to read and write the recipient's language. ENHANCEMENTS: Lvl 18 Duration X4 10 SP Text appears to the caster in their own language. Lvl 14 Duration X2 Transform what the caster writes into the recipient's language. 8 SP Lvl 9 Duration +50% 6 SP STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 10 12 pts Touch a person 3 Minutes 1 Day Speak Language CREATE:Scroll Of Speak Languages 🧮 The caster touches a person who speaks the language. FOCUS:Proficency Allows speaking of a current language. COUNTER: None

ENHANCEMENTS: Lvl 14 Duration X2

Lvl 12 AoE X2

Lyl 9 Duration +50%

8 SP

6 SP

6 SP

The caster touches a person who speaks the language.

an create Scroll of Speak Languages with this spell.

-Folas STACK 3 RANGE AREA OF FEFECT ROLL OLIT DURATION COST SAVE: No Save LEVEL 16 16 pts Touch 10 Minutes 2 Days 1 Recipient **Cultural Immersion** Marely visible jade colored weave surrounds the recipient. FOCUS:change clothing Makes a willing recipient fit in. This is NOT passive. Caster must pay attention. COUNTER: None Non verbal & cultural naunces are learned upon 1st occurance. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Once an action has been demostrated by a NPC the GM ensures the character interprets Lvl 9 Range at 1 Sq. 6 SP the significance right away. 8 SP Lvl 14 Duration X2 Creation-Meta RANGE AREA OF EFFECT DURATION STACK 3 COST **ROLL OUT** LEVEL 0.1 SAVE: No Save 10 Minutes 20% Max 1 Square 1 Plant Initiative TIRO: Water From A Plant The caster enchants a plant to pour water. Water pours as if from a spout, but instead it is from the plant. COUNTER: None This only creates enough water to fill up a waterskin throughout the Duration. ENHANCEMENTS: Lvl 0 No Enhancements Does NOT have any affect against plant creatures. STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE SKL: 1 LEVEL 2 8 pts 4 Sqs 10 Minutes Permanent 1 Item Comparative Dispel Magic CREATE:Scroll of Dispel Magic Dispell Magic done by those most able. Eolas or Orix. FOCUS:Rollout = 2 Rounds Eolas and Orix gain this 2nd Tier spell early! COUNTER: None GM determines the Save column for the item based on the nature of its power. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Caster and GM both roll the Save. The greater success wins out. (Or least loss) Can be used to disrupt permanent magic. Doesn't affect non permanent spells. Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP DURATION STACK 9 AREA OF EFFECT ROLL OUT No Save LEVEL 3 2 pts 4 Squares 1 Item 10 Minutes End Of Year **Eolas False Magical Glow** CREATE:Dust Of Arcane Glow When cast a bright blue glow surrounds a non-magic item, then fades. FOCUS:AoE X2 Make an item appear magical. Trap? Lock? Weapon? Rock? Rope? COUNTER:Same Spell - Once scroll is read the first item touched glows with magic. ENHANCEMENTS: Lvl 12 Range X2 8 SP Ingredients: Peppermint Oil, Pine Tar, Wine. Effect Dur: EOY Save Again. Lvl 9 Range +50% 6 SP Creation SP: x3 spell cost. SKL:3 to make scroll. Lvl 4 Aura Brightens -2 SP STACK COST AREA OF EFFECT DURATION SAVE: No Save LEVEL 3 4 pts 15 Squares 1 Sign Post 1 Minute 2 Days Reveal Sign Posts Barely visible seafoam colored weave travel the area and reveal sign posts. FOCUS: Reveals 5 posts Sign posts from teleports become visible. COUNTER:Same Spell Make signposts visible (or not). ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP Lvl 12 AoE X2 6 SP Find-Hide-Reveal STACK 1 AREA OF EFFECT ROLL OUT DURATION SAVE: RM: 2 4 pts 2 Squares 1x1x1 Square 5 Minutes Instant Not Blinded Detect Magic & Number of Aspects CREATE:Scroll of Detect Magic Caster attempts to find out if an item/object is magical FOCUS: No blinding Mundane=Nothing, Magic=Candle pwr, Epic=Dazed, God=Blind(Save vs Blind.) COUNTER: None Everyone in 20 sqs must Save if the item is powerful. Failing blinds 2d4 rds. ENHANCEMENTS: Detection will not enact powers/magic. Does give a count of Aspects in the item. Lvl 18 Range X4 10 SP Lvl 12 Range X2 Does not reveal the kind of magic. 8 SP Lvl 9 Range +50% 6 SP

LEVEL 2 Crack in the Wall	STACK 1 COST 4 pts	RANGE 2 Squares	AREA OF EFFECT Caster+Guest	ROLL OUT Initiative	DURATION 5 Rounds	SAVE: No Save	е
Caster must find Caster uses a cr	FOCUS:Can cast from hiding. COUNTER: None	•					
	ide another person. er and use the space	for the spell t	o be used.			ENHANCEMENTS: Lvl 12 Range X2	8 SP

Lvl 18 Duration X4

Lvl 14 Duration X2

10 SP

8 SP

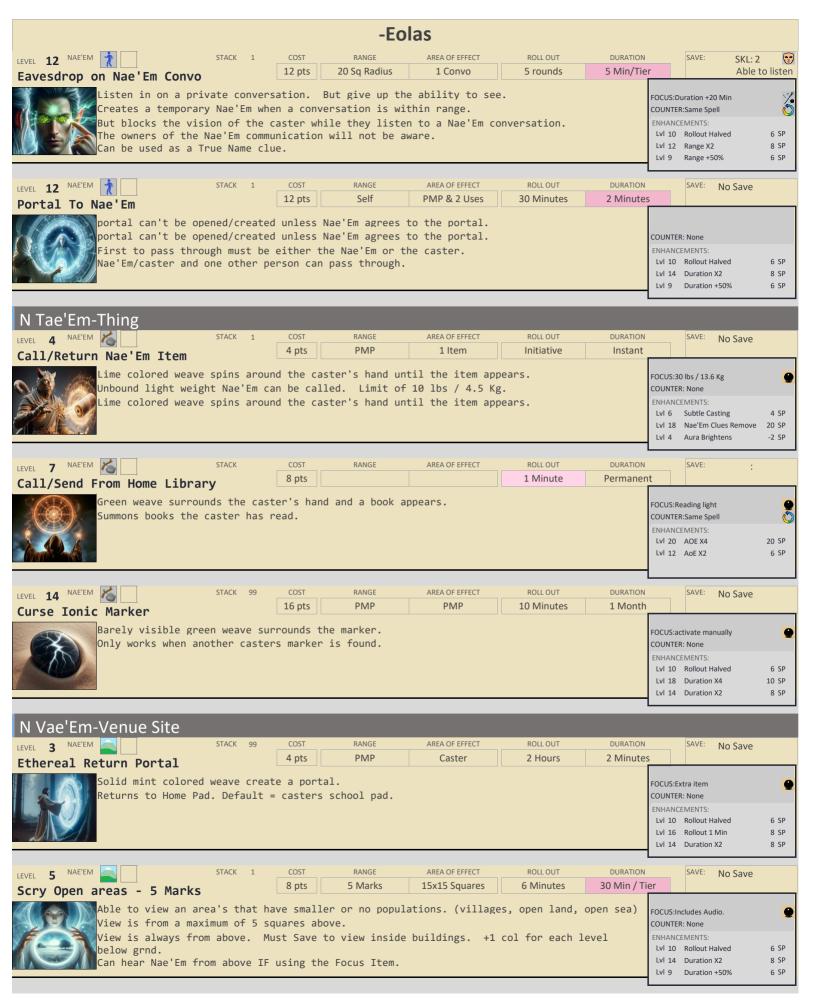
Caster must enter and use the space for the spell to be used.

Caster and other person are either in or out. Cannot straddle.













-Eolas Utility-STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: LEVEL 0.4 No Save 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 1 No Save LEVEL 4 pts 4 Hours Self Varies Initiative 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: Lvl 14 Duration X2 8 SP Use a Focus item for control of light brightness. Lvl 9 Duration +50% 6 SP Lvl 18 Duration - EOY 20 SP DURATION STACK 99 COST RANGE AREA OF EFFECT ROLL OUT SAVE: No Save Self Initiative Conc +4 Rds 4 pts 3 Sq Dia Sphere 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 ENHANCEMENTS: Caster to creates darkness that will stay centered above them. Lvl 20 Rollout Instant 16 SP Keep darkness active by lightly concentrating on the spell, Other spells actions that do not state a need to concentrate may be used. Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq STACK 99 AREA OF EFFECT ROLL OUT DURATION RM: 3 GM LEVEL 6 8 pts 2 Squares Lock 10 Minutes Rollout Lock/Trap paused Pause Magical Lock Freezes all magic within a specific trap for the duration. FOCUS:Range = 12 Squares helps rogue with magical locks COUNTER: None Must target a specific magical trap. ENHANCEMENTS: Freezes all magic within the trap for the duration with Save passed. Lvl 10 Rollout Halved 6 SP If duration ends then magic may be enacted. DURATION LEVEL 8 NAE'EM STACK 1 COST ROLL OUT SAVE: No Save 8 pts Touch 1 Rogue 3 Minutes 2 Hours Increase Nae'Em Rogues Grace CREATE:Scroll of Rogues Grace Barely visible jade colored weave surrounds the targeted Rogue. FOCUS:12 Sq Range Increase Grace of a Nae'Em Rogue by 2. Does NOT increase any other stats. COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP

Lvl 14 Duration X2

Lvl 9 Duration +50%

8 SP

6 SP