			-Eola	as					
Battle-Defe	ense								
LEVEL	stack 1	COST 4 pts	RANGE Self	AREA OF EFFECT  1 Battle	ROLL OUT  1 Minute	DURATION  3 days	SAVE:	No Save	
	Redish blue sparks dance around Dodging (+2 AC) vs Ranged and Does not protect vs Melee					NO	D FOCUS USE		
							SAME SI	PELL WILL COUNTER. (**) ENHANCEMENTS: 4	
Battle-Offe	nse								
LEVEL 1 Acid Mist	STACK 2	COST 4 pts	RANGE 6 Squares	AREA OF EFFECT  1 Square	ROLL OUT Initiative	DURATION 3 Rounds	SAVE:	No Save	
	A green cloud emits from the				rget square.	_			
	Damage of 2d4 + ACU for 2 rds on 1 square. Leave area to avoid. No ToHIT is required.							NO FOCUS USE	
	Effects all creatures in the some NOT cause any structural						SAME SI	PELL WILL COUNTER. (**) ENHANCEMENTS: 9	
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH:1	
1 Acid Rash	w/ Ongoing Fragility	4 pts	3 Squares	1 Square	Initiative	until Healed		Not Sick	
	The caster throws green acid and Damage of 2d4 + ACU Bonus for Does put upon the enemy an adcan't go beyond the given fraging May go beyond the given fraging	3 rds. vancement gility du	Targets Save to conference to the conference to	co avoid sickness (Starting at Side,	s I. ckness I)	NO	O FOCUS USE	PELL WILL COUNTER.	
LEVEL	STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
4 Conjure N	lative Beetles	4 pts	4 Squares	1 Mark	Initiative	2 Rounds		Conjured	
	Arcane swarm appears in a square Conjures a swarm to attack new Will attack any living target Save to conure.	arest cre	ature to the d	caster for 1d8 D		6"	REATE:  Beetleroot G  Crystal Orb  Dmg set at 5  SAME SF	<u> </u>	
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			
	Damage triggers 2d8 rolled. In effect until duration is o	0		Healing.				orced Health Draught	
	Does NOT allow the choice to						Crystal Orb Stack+1	/•	
	Only 1 triggered health can be	e in plac	e at any time.				SAME SE	PELL WILL COUNTER. (**) ENHANCEMENTS: 4	
Creation-M	leta								
LEVEL	STACK 9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
3 Eolas Fal	se Magical Glow	2 pts	4 Squares	1 Item	10 Minutes	End Of Year			
	When cast a bright blue glow	surrounds	a non-magic i	item, then fades			REATE: Dust Of Arca	ane Glow	

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.

STACK 1 AREA OF EFFECT COST RANGE ROLL OUT DURATION SAVE: No Save 4 pts 15 Squares 1 Sign Post 1 Minute 2 Days **3** Reveal Sign Posts

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.

SAME SPELL WILL COUNTER. ENHANCEMENTS: 11

6" Crystal Orb

AoE X2

## -Folas

			-LUI	<b>a</b> 3					
Find-Hide-F	Reveal								
_EVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
	gic & Number of Aspects	4 pts	2 Squares	1x1x1 Square	5 Minutes	Instant		Not Blinded	
1 Deceee Hu	Caster attempts to find out	: : +	./	-:1		CR	EATE:	***	
	Mundane=Nothing, Magic=Candl			-	ind \		Scroll of Dete	-	
	Everyone in 20 sqs must Save			•	*		Crystal Orb	1/4	
	Detection will not enact pow						No blinding.		
1 TO 1	Does not reveal the kind of		9003 8210 4	count or rispect.	J			ENITANICEMENTS, 7	
	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	ENHANCEMENTS: 7	
.EVEL		4 pts	2 Squares	Caster+Guest	Initiative	5 Rounds	JAVE.	No Save	
2 Crack in	the Wall	1 pt3	2 oquares	custer - Guest	middive	3 11041143			
	Caster must find a visible o	rack in th	ne wall.						
	Caster uses a crack to creat	e the extr	ra dimensional	Ethereal space.		6"	Crystal Orb	_	
	Caster can include another p						Can cast fror	n hiding.	
A Part of the second	Caster must enter and use th								
	Caster and other person are	either in	or out. Canno	ot straddle.				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 movement	e as the	caston mumble	-					
	Learn the name target goes b								
	Locally known name of the pe		JI CUUCIOII.			NC	FOCUS USE		
	Locally known hame of the pe	.1 3011							
								ENHANCEMENTS: 4	
5) (5)	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
.EVEL		4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		NO Save	
3 Shadow of	the Magi			0 0 4 - 10 0 0 11 11 11			EATE:	<b>*</b>	
	Stays fixed right above the	caster.					Dust of Dark	ness	
	Darkness to continues for up	to 4 rds	after the con-	centration has st	topped.	6"	6" Crystal Orb		
	Caster to creates darkness t						Brighter by Tier		
	Keep darkness active by ligh	-					SAME SI	PELL WILL COUNTER. 💍	
	Other spells actions that do	not state	a need to col	ncentrate may be	usea.			ENHANCEMENTS: 7	
EVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
4 Aspects C	Counted By Type	4 pts	1 Square	1 Item	30 Minutes	Permanent		Revelation	
	Barely visible lime colored	weave leav	ve the caster's	s hand and surro	und the item.				
	Get an accurate count of Asp					<b>6</b> "	Crystal Orb	•	
	Also get a count of the type	of aspect	is:				read 1st aspe	ect	
		Effects,	Spell Effect	ts (non-Battle),					
	Intelligence Within, or	Diety To	ouched					ENHANCEMENTS: 4	
EVEL 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 Identifies the markers locat					_			
	Must be on the current PMP.	.1011. (11,1	NE,E,SE,S,SW,W	, INW )			Crystal Orb	•	
	must be on the turnent PMF.						reveals plane	2	
								ENITIANICEMENTS. A	
	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Savo	
EVEL		4 pts	1 Square	1 Item	30 Minutes	Permanent	JAVE.	No Save	
4 Identify	Aspects (1/Tier)	1 003	_ oquare	1100111	JO WINGLES		EATE:	~	
	Learn magical properties and	other in	formation imbed	dded into an item	m.			ntify One Aspect	
	Identify one Aspect per tier	One at	tier 1, two at	t tier 2 etc .		_	Crystal Orb	_	
	To view more aspect than a s			s are needed.			Rollout is 10	Min.	
	Does NOT reveal the number of			L.1					
	Can be used to make a scroll	ot Ident	ity UNE Aspect	τ .				ENHANCEMENTS: 5	
Food-Wate	r								
rood wate	· · · · · · · · · · · · · · · · · · ·								
	CTACK OO	COST	DANCE	ADEA OF FEFECT	POLL OUT	DURATION	CAME.	Na Carra	
	STACK 99		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
		cost 4 pts	RANGE Touch	2 Skins/Tier	FOLL OUT  5 Minutes	Permanent	SAVE:	No Save	
		4 pts	Touch	T .			SAVE:	No Save	
	Ground Water	4 pts	Touch	2 Skins/Tier		Permanent			
	iround Water  Blue and Orange ribbons burr Pull water from ground. 2 Typical person requires 1 sk	4 pts  row into the skins per day	Touch ne ground. Tier. 1 skin /. Deserts mea	2 Skins/Tier in dry areas.		Permanent	Crystal Orb	<b>%</b>	
1 Draw Up G	iround Water  Blue and Orange ribbons burr  Pull water from ground. 2	4 pts  row into the skins per day ter from to the skins per day ter from to the skins per day ter from	Touch ne ground. Tier. 1 skin v. Deserts mea	2 Skins/Tier in dry areas. an 2 per day.		Permanent	Crystal Orb	<b>%</b>	

ENHANCEMENTS: 2

-Eolas										
Health-Life	-Death									
LEVEL	stack al 1d6 HP (+more)	1	COST 4 pts	RANGE  1 Square	AREA OF EFFECT  1 Target	ROLL OUT Initiative	DURATION Permanent	SAVE:	No Save	
	Healing energy drawn from First roll the dice and of Then apply as force damage Lastly, apply the full has This becomes more powerful		6" Crystal Orb Fragility Save	e - 1 Column  ENHANCEMENTS: 8						
N Nae'Em-F	People									
LEVEL NAE'EM  1 Create a	STACK Temporary Nae'Em	99	COST 4 pts	RANGE 2 Squares	AREA OF EFFECT  1 Civ Creature	ROLL OUT  2 Hours	DURATION 1 Week	SAVE:	SKL: 2 SW Nae'Em created.	
	Short term bonding with a willing civilized creature.  Short term bonding with a willing civilized creature.									
	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	ENHANCEMENTS: 3	
2 Rogue's R	ight Place, Right Tir		4 pts	Touch	1 Rogue	5 Minutes	1 Hour	SAVE.	No Save	
Y Y Y X X	Barely visible spruce co. Assists the Rogue to be of Barely visible spruce co.	unnoti	ced.					6" Crystal Orb COL+1	ENHANCEMENTS: 6	
N Tae'Em-T	hing									
LEVEL NAE'EM 4 Call/Retu	STACK Irn Nae'Em Item	1	COST 4 pts	RANGE PMP	AREA OF EFFECT  1 Item	ROLL OUT Initiative	DURATION Instant	SAVE:	No Save	
	Lime colored weave spins Unbound light weight Nae Lime colored weave spins	'Em ca	n be cal	led. Limit of	10 lbs / 4.5 K	g.		6" Crystal Orb 30 lbs / 13.6	Kg ENHANCEMENTS: 3	
N Vae'Em-\	/enue Site									
LEVEL NAE'EM	STACK Return Portal	99	cost 4 pts	RANGE PMP	AREA OF EFFECT  Caster	ROLL OUT  2 Hours	DURATION 2 Minutes	SAVE:	No Save	
	Solid mint colored weave Returns to Home Pad. Defa Solid mint colored weave	ault =	casters	school pad.				6" Crystal Orb Extra item	ENHANCEMENTS: 4	
Utility-										
LEVEL	ght with Class Hup	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!

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

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

Use a Focus item for control of light brightness.

CREATE:

6" Crystal Orb

Brighter by Tier

Astral Candle Light Powder

SAME SPELL WILL COUNTER.