

-Eolas

Find-Hide-Reveal

LEVEL

1

STACK

1

COST

4 pts

RANGE

2 Squares

AREA OF EFFECT

1x1x1 Square

ROLL OUT

5 Minutes

DURATION


Instant

SAVE:

RM: 2

Not Blinded

1 Detect Magic & Number of Aspects



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

4 pts

RANGE

2 Squares

AREA OF EFFECT

Caster+Guest

ROLL OUT

Initiative

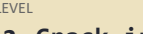
DURATION

5 Rounds

SAVE:

No Save

2 Crack in the Wall



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		

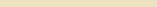






No standard casting movements as the caster mumbles.
 Learn the name target goes by for the situation.
 Locally known name of the person

NO FOCUS USE

ENHANCEMENTS: 4




LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	ENHANCEMENTS: 4
3 Shadow of the Magi			4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds	No Save	
	<p>Stays fixed right above the caster.</p> <p>Darkness to continues for up to 4 rds after the concentration has stopped.</p> <p>Caster to creates darkness that will stay centered above them.</p> <p>Keep darkness active by lightly concentrating on the spell,</p> <p>Other spells actions that do not state a need to concentrate may be used.</p>								<p>CREATE:</p> <p>Dust of Darkness </p> <p>6" Crystal Orb </p> <p>Brighter by Tier </p> <p>SAME SPELL WILL COUNTER. </p> <p>ENHANCEMENTS: 7</p>



LEVEL

4 Aspects Counted By Type



STACK 99

COST

4 pts

RANGE

1 Square

AREA OF EFFECT

1 Item

ROLL OUT

30 Minutes


DURATION

Permanent

SAVE:

RM: 2

Revelation



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

6" Crystal Orb

read 1st aspect



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		
 <p>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'</p>									<p>CREATE:</p> <p>Scroll Of Identify One Aspect</p> <div> 6" Crystal Orb Rollout is 10 Min. </div> <p>ENHANCEMENTS: 5</p>



	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
			4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent		
<p>1 Draw Up Ground Water</p> <p>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).</p>								6" Crystal Orb +2 Skins extra	ENHANCEMENTS: 2



-Eolas

Health-Life-Death

LEVEL	STACK	1	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		




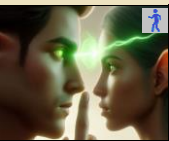
Healing energy drawn from all parts of the body are forced to the wounded area. First roll the dice and calculate full healing with enhancements, Then apply as force damage to the target, if the target is dead next steps fail. Lastly, apply the full healing time two (x2) to the target. This becomes more powerful (and more costly) with the Enhancements.

6" Crystal Orb
Fragility Save - 1 Column

ENHANCEMENTS: 8

N Nae'Em-People

LEVEL	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
1	Create a Temporary Nae'Em			4 pts	2 Squares	1 Civ Creature	2 Hours	1 Week		Nae'Em created.	



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		

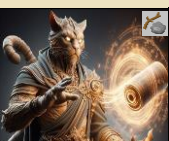


Barely visible spruce colored weave shines around the rogue, then dissipates.
Assists the Rogue to be unnoticed.
Barely visible spruce colored weave shines around the rogue, then dissipates.

6" Crystal Orb
COL+1

ENHANCEMENTS: 6

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		

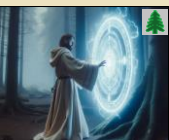


Lime colored weave spins around the caster's hand until the item appears.
Unbound light weight Nae'Em can be called. Limit of 10 lbs / 4.5 Kg.
Lime colored weave spins around the caster's hand until the item appears.

6" Crystal Orb
30 lbs / 13.6 Kg

ENHANCEMENTS: 3

LEVEL	NAE'EM	STACK	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.

6" Crystal Orb
Extra item

ENHANCEMENTS: 4

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1	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

6" Crystal Orb
Brighter by Tier

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 7