-Eolas

Altered Reality STACK 1 AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 8 pts Self 4 Rounds 4 Hours 7 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. 6" Crystal Orb Can change their age, clothing, carried items, hair, eyes, and facial hair. Change Race, Ht. Wt. Gender They normally cannot change their race, height, weight, and gender. SAME SPELL WILL COUNTER. Safest to do when surround (in a crowd) by 10 or more people. ENHANCEMENTS: 4 STACK 99 AREA OF FEFECT DURATION No Save 12 pts Self 3 Minutes 2 Hours 9 Image of Nae'Em Rogue This image may be more useful after the rogue dons a disguise. Creates an illusion making the caster look like the Rogue. Caster must have a current conversation with the rogue to start and keep this going. speak like rogue This uses the rogues current image. Therefore will copy a disguise as well. SAME SPELL WILL COUNTER. FNHANCEMENTS: 7 STACK 5 COST RANGE AREA OF EFFECT ROLL OUT DURATION No Save 12 pts 25 Squares 25 Sq Radius 2 Rounds 20 Minutes 11 Personal Decoy Barely visible seafoam colored weave surround an area where the duplicate appears. Creates an image of the caster. 6" Crystal Orb But must stay in range and moves at 1/2 rate. Image +10 HP If casters image changes within duration the image changes as well. SAME SPELL WILL COUNTER. ENHANCEMENTS: 6 Battle-Defense SAVE: STACK AREA OF EFFECT ROLL OUT DURATION RANGE No Save Self 1 Battle 1 Minute 3 days 4 pts Protect vs Ranged and Thrown Redish blue sparks dance around the caster. Dodging (+2 AC) vs Ranged and Thrown attacks. NO FOCUS USE Does not protect vs Melee SAME SPELL WILL COUNTER. ENHANCEMENTS: 4 STACK 99 RANGE AREA OF EFFECT ROLL OUT DURATION BRU: 3 3 Sq Rad Circle 12 pts Touch 10 Minutes 4 Hours Able to exit Circle Circle of Containment Barely visible blue streams of light form a cage inside the circle. Drawn circle that stops creatures from exiting its area. 6" Crystal Orb Can be used in/as a trap with Rogues skill "Set Up Eolas Spell Release (TRAP)". BRII:>95 Must Save to Exit. SAME SPELL WILL COUNTER. ENHANCEMENTS: 4 Battle-Offense STACK DURATION SAVE: No Save 4 pts 6 Squares 1 Square Initiative 3 Rounds 1 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. NO FOCUS USE No ToHIT is required. Effects all creatures in the square regardless of armor/clothing. SAME SPELL WILL COUNTER. Does NOT cause any structural damage or damage to the armor. ENHANCEMENTS: AREA OF EFFECT ROLL OUT DURATION HTH: 1 until Healed 4 pts 3 Squares 1 Square Initiative Not Sick 1 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. NO FOCUS USE Does put upon the enemy an advancement of fragility (Starting at Sickness I) Can't go beyond the given fragility during the battle, SAME SPELL WILL COUNTER. May go beyond the given fragility during start of day from this point forward **ENHANCEMENTS: 6** STACK 2 COST RANGE AREA OF EFFECT ROLL OUT DURATION SKI:2 1 Mark Initiative 2 Rounds 4 pts 4 Squares Conjured 4 Conjure Native Beetles CREATE: Arcane swarm appears in a square adjacent to the target. Beetleroot Granules Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg. 6" Crystal Orb

Will attack any living target. Even if the target is friendly to the caster.

Save to conure.

Dmg set at 5 pts

SAME SPELL WILL COUNTER. ENHANCEMENTS: 7

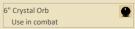
				-Eola	as				
EVEL	S	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
	cane Beetles		8 pts	8 Squares	1 Square	Initiative	3 Rounds		Conjur
	Save to conjure. Rec	ommend se	quentia]	l casting due t	o multiple round	d Duration.		EATE: Cinderroot p	nowder
67463a	Attacks nearest enemy				· ·			Crystal Orb	, owder
	This spell continues							SKL:>05	
	The beetles attack no				•	Dmg. 1d0			
	Battle stats: HP:30,								ENHANCEMENTS:
EL	2	STACK 99	8 pts	RANGE 8 Squares	1 Square	ROLL OUT Initiative	2 Rounds	SAVE:	No Save
Acid Rain			o pts	o squares	1 Square	IIIIIative	2 Roulius		
	Caster draws their ha								
	Damage of 3d6+ACU for					<u> </u>	6"	Crystal Orb	
8 2 3	Caster draws their ha Can be used in/as a t					(No ToHIT)	_	+2 HP Dama	
Marie San Marie	call be used 111/as a c	лар місп	the Rogi	ies skill sec	op Loias Speil i	Melease (TMAF)		SAME SI	PELL WILL COUNTER. ENHANCEMENTS:
477		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3
EL Class Down			12 pts	8 Squares	1 Target	Initiative	1 Round		1/2 Dmg if san
Class Powe		140			_				
	Bolt of power: Dmg 4d				IF same class.				
5 5 16 5 5	SYL:Ice, STM:Elect, O The power surges outw							Crystal Orb	/514.5
100 Marie 100 Ma	No ToHIT required.	iai u Illipac	cing cine	eriemy.				Knockback w SAME SI	v/ RM:3 PELL WILL COUNTER.
								5, 1112 5.	ENHANCEMENTS:
EL	9	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Acid Blobs	•		16 pts	12 Squares	2x2 Squares	Initiative	3 Rounds		
ACIG BIOD.		he hogin	+o foll	in the Ace				EATE:	
	Sickly green Acid blo Damage 3d6+ACU for 3	_			Leave to avoid			Scroll of Acid	d Blob
	Can be used in/as a t						6"	Crystal Orb	
	, , , , , , , , , , , , , , , , , , , ,				Up Folas Spell I	kelease (IKAP)"		3v3 AnF	
				jes skili set	Up Eolas Spell I	Release (IRAP)		3x3 AoE. SAME SI	PELL WILL COUNTER.
		,		des skill set	Up Eolas Spell I	Release (TRAP)			
attle-Pren				es skill Set	up Eolas Spell (Release (IRAP)			
				_				SAME SI	ENHANCEMENTS:
i.		STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT Caster	ROLL OUT 1 Hour	DURATION 3 Days		
i.	Forced Healing	STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT Caster	ROLL OUT	duration 3 Days	SAME SI	ENHANCEMENTS:
i.	Forced Healing Damage triggers 2d8 r	STACK 1	cost 4 pts	RANGE Self Lrst, then 2x H	AREA OF EFFECT Caster	ROLL OUT	DURATION 3 Days CR	SAME SAME SAVE:	ENHANCEMENTS:
EL	Forced Healing Damage triggers 2d8 r In effect until durat	STACK 1 colled. C	cost 4 pts	RANGE Self Lirst, then 2x H s used.	AREA OF EFFECT Caster	ROLL OUT	DURATION 3 Days CR	SAME SAME SAME SAME SAME SAME SAME SAME	ENHANCEMENTS:
EL	Forced Healing Damage triggers 2d8 r In effect until durat Does NOT allow the ch	STACK 1 rolled. E rion is over	cost 4 pts Damage fi ver or is	RANGE Self Lirst, then 2x H s used. Lit.	AREA OF EFFECT Caster ealing.	ROLL OUT	DURATION 3 Days CR	SAME SAME SAME SAME SAME SAME SAME SAME	ENHANCEMENTS: No Save proced Health Draught
'EL	Forced Healing Damage triggers 2d8 r In effect until durat	STACK 1 rolled. E rion is over	cost 4 pts Damage fi ver or is	RANGE Self Lirst, then 2x H s used. Lit.	AREA OF EFFECT Caster ealing.	ROLL OUT	DURATION 3 Days CR	SAME SAME SAME SAME SAME SAME SAME SAME	No Save
Triggered	Forced Healing Damage triggers 2d8 r In effect until durat Does NOT allow the ch Only 1 triggered heal	STACK 1 rolled. E rion is over	cost 4 pts Damage fi ver or is	RANGE Self Lirst, then 2x H s used. Lit.	AREA OF EFFECT Caster ealing.	ROLL OUT	DURATION 3 Days CR	SAME SAME SAME SAME SAME SAME SAME SAME	No Save
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Triggered Triggered Triggered	Damage triggers 2d8 r In effect until durat Does NOT allow the ch Only 1 triggered heal	orlled. Ection is over the can be	cost 4 pts Damage fixer or is not use in place cost 32 pts	RANGE Self irst, then 2x H s used. it. e at any time.	AREA OF EFFECT Caster ealing. AREA OF EFFECT	ROLL OUT 1 Hour ROLL OUT	DURATION 3 Days CR 6"	SAME SI SAVE: SAVE: Triggered Fo Crystal Orb Stack+1 SAME SI	No Save orced Health Draught PELL WILL COUNTER., ENHANCEMENTS:
Triggered Triggered Triggered	Damage triggers 2d8 r In effect until durat Does NOT allow the ch Only 1 triggered heal	orolled. Ection is over the can be stack 1	cost 4 pts Damage fixer or is not use in place cost 32 pts	RANGE Self Lirst, then 2x H s used. Lit. Lite at any time. RANGE Touch	AREA OF EFFECT Caster ealing. AREA OF EFFECT	ROLL OUT 1 Hour ROLL OUT	DURATION 3 Days CR 6"	SAVE: SAVE: SAVE: Triggered Fo Crystal Orb Stack+1 SAME SI	No Save Orced Health Draught PELL WILL COUNTER. ENHANCEMENTS: No Save
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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.



			-Eola	ıc .				
	STACK 99	COST	-EUIA RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Co.
LEVEL NAE'EM		8 pts	1 Sgare	1 Person	30 Minutes	4 Hours	SAVE:	No Save
6 Read/Writ			· · · · · · · · · · · · · · · · · · ·				CREATE:	4
1	Barely visible green weave in	the shap	e of letters su	urrounds the per	rson.		Scroll of Rea	d/Write Language
	Common & Ancient Languages. Allows the caster to read and	write th	e recinient's	language			NO FOCUS USE	
	Text appears to the caster in			zanguage.				
	Transform what the caster writ	es into	the recipient's	language.				ENHANCEMENTS:
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
10 Speak Lar	nguage	12 pts	Touch	a person	3 Minutes	1 Day	005475	
	The caster touches a person wh	o speaks	the language.				CREATE: Scroll Of Spe	ak Languages
	Allows speaking of a current l	anguage.					6" Crystal Orb	
	The caster touches a person wh		0 0				Proficency	
	Can create Scroll of Speak Lan	iguages w	ith this spell.					ENILLANCES
	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
16 Cultural		16 pts	Touch	1 Recipient	10 Minutes	2 Days	JAVE.	NO Save
10 Cultural				•		,		
	Barely visible jade colored we Makes a willing recipient fit				t nav attention			
20,24	Non verbal & cultural naunces				c pay accention.		6" Crystal Orb change cloth	ing
	Once an action has been demost				racter interprets		change cloth	ing
	the significance right away.							ENHANCEMENTS:
Creation-M	1eta							
	STACK 9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL 3 Folas Fal	lse Magical Glow	2 pts	4 Squares	1 Item	10 Minutes	End Of Year		.10 0076
J LUIAS PAI	_	unnounda	a non magic id	tom then fada-			CREATE:	
100	When cast a bright blue glow s Make an item appear magical.				•		Dust Of Arca	ne Glow
	- Once scroll is read the fir			·			6" Crystal Orb AoE X2	
S A C	- Ingredients: Peppermint Oil				ave Again.		SAME SF	PELL WILL COUNTER.
	- Creation SP: x3 spell cost.							ENHANCEMENTS:
LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3 Reveal Si	ign Posts	4 pts	15 Squares	1 Sign Post	1 Minute	2 Days		
1	Barely visible seafoam colored	weave t	ravel the area	and reveal sign	n posts.			
	Sign posts from teleports beco		le.				6" Crystal Orb	
	Make signposts visible (or not	:).					Reveals 5 po	
- N							SAIME SI	PELL WILL COUNTER. ENHANCEMENTS:
	David							ZIVII/AIVCEIVIEIVI3.
Find-Hide-F								
LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
1 Detect Ma	agic & Number of Aspects	4 pts	2 Squares	1x1x1 Square	5 Minutes	Instant	CREATE:	Not Blind
	Caster attempts to find out if						Scroll of Dete	ect Magic
	Mundane=Nothing, Magic=Candle			•	•		6" Crystal Orb	`
We was	Everyone in 20 sqs must Save i Detection will not enact power			•			No blinding.	
10000000	Does not reveal the kind of ma		DOCS BIVE d	tourie of Aspects	JAZONZII CHE TOUM			ENHANCEMENTS:
LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Crack in	the Wall	4 pts	2 Squares	Caster+Guest	Initiative	5 Rounds		
Z CI GCK III	Caster must find a visible cra	ck in th	o wall					
OF STATE OF	Caster must find a visible cra Caster uses a crack to create			thereal snace				
	Caster can include another per		. GIMENSIONGI I	zener eur space.			6" Crystal Orb Can cast fror	n hiding.
THE REST	Caster must enter and use the		r the spell to	be used.			22 0030 1101	

AREA OF EFFECT

1 Target

COST

4 pts

20 Squares

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

SAVE: No Save

2 Know Your Name



LEVEL NAE'EM

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

STACK

NO FOCUS USE

DURATION

Instant

Initiative

ENHANCEMENTS: 4

-Folas AREA OF FEFECT STACK ROLL OLIT DURATION SAVE: No Save 4 nts Self 3 Sq Dia Sphere Initiative Conc +4 Rds 3 Shadow of the Magi Stays fixed right above the caster. Dust of Darkness Darkness to continues for up to 4 rds after the concentration has stopped. 6" Crystal Orb Caster to creates darkness that will stay centered above them. Brighter by Tier Keep darkness active by lightly concentrating on the spell, SAME SPELL WILL COUNTER. Other spells actions that do not state a need to concentrate may be used. ENHANCEMENTS: 7 COST RANGE SAVE: RM· 2 4 pts 1 Square 1 Item 30 Minutes Permanent Revelation 4 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. 6" Crystal Orb Also get a count of the type of aspects: read 1st aspect Informational. Battle Effects, Spell Effects (non-Battle), Intelligence Within, or Diety Touched ENHANCEMENTS: 4 STACK 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) 6" Crystal Orb Must be on the current PMP. reveals plane

4 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.

COST

4 pts

RANGE

1 Square

RANGE

RANGE

8 Squares

RANGE

8 Squares

RANGE

4 Squares

AREA OF EFFECT

1 Item

AREA OF EFFECT

Caster

AREA OF FEFECT

1 Creature

AREA OF FEFECT

3x3 Squares

AREA OF EFFECT

1 Square

ROLL OUT

30 Minutes

ROLL OUT

ROLL OUT

30 Seconds (5 rds)

ROLL OUT

4 Minutes

ROLL OUT

20 Minutes

DURATION

Permanent

DURATION

Permanent

DURATION

Instant

DURATION

2 hours / Tier

DURATION

Instant

CREATE:

CREATE:

NO FOCUS USE

SAVE:

6" Crystal Orb

Rollout is 10 Min

Can be used to make a scroll of 'Identify ONE Aspect'

STACK 99

48 pts Touch 1 Day Create Ionic Marker (Nae'Em) From common unworked non-magic item creates a trackable marker as a Tae'Em.

8 pts

COST

8 pts

36 pts

COST

Beetleroot, Cinderroot, Oak/Pine/Palm wood

Beetleroot, Cinderroot, common stone.

Ionic Marker. Cannot be purchased. Must be made by the caster.

- Trackable common place item w/ no other magic on it.

STACK COST

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 heal NO FOCUS USE

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.

ENHANCEMENTS: 6

ENHANCEMENTS: 4

FNHANCEMENTS: 5

ENHANCEMENTS: 5

Not noticed

SKL: 1

RM: 2

Scry's are noticed

ENHANCEMENTS: 8

RM: 2

9

9

Revealed

No Save

Ionic Marker Ingredients (Item N

No Save

Scroll Of Identify One Aspect

Sphere Of Privacy

I EVEL NAF'EM

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. STACK

STACK 1

6" Crystal Orb Aoe: 5x5 Sqaures

SAVE:

NO FOCUS USE

Detect 'Ems (All Types)

Bright Orange ribbons float to the object/person and fade as they surround them. Caster attempts to reveal the existence and nature of a Nae'Em.

This will create a separate glow for each Nae'Em, Ae'Em, Vae'Em, Tae'Em, and Cae'Em. But only 1 can be reviewed.

6" Crystal Orb 1/2 Rollout Halved

ENHANCEMENTS: 4

STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SKL: 2 LEVEL NAF'EM 12 pts Self 1 Mark 1 Day 4 Hours Found Search for Arcane Focus Item



Caster is soley able to detect a focus item within range.

Caster chooses detection method:

Vibration: Caster feels a vibration which grows as they near the item. Audible: Caster hears a low siren which grows louder as they near the item. Visual: Caster sees a glowing dot which grows brighter as they near the item.

-Eolas AREA OF EFFECT STACK 99 ROLL OLIT DURATION COST SAVE: SNS: 2 LEVEL NAE'EM 12 pts 1 Mark per Tier 1 Object 30 Minutes 1 Day See eves move. 11 Sight of the Statue Barely visible seafoam colored weave travels from the caster's hand to the statue. Used on art/sculptures with eyes. NO FOCUS USE Caster to see through the eyes of a statue. Does NOT allow the caster to hear or feel by bonding with the statue. ENHANCEMENTS: 2 RANGE STACK 99 COST AREA OF EFFECT ROLL OUT SAVE: IFVFI NAF'FM No Save 64 pts 1 Square 1 Square 12 Hours Permanent 16 Reveal True Name This uses all the clues the caster has gathered attempt to find the True Name. Use clues gathered to attempt to find the True Name. NO FOCUS USE Caster states aloud all the clues during the rollout. Resulting in the direction and distance in marks if the Save is passed. The knowledge is NOT announced out loud. ENHANCEMENTS: 6 Food-Water SAVE: No Save STACK 99 COST RANGE AREA OF EFFECT **ROLL OUT** DURATION 4 pts 2 Skins/Tier 5 Minutes Permanent 1 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. 6" Crystal Orb 1/2 Typical person requires 1 skin per day. Deserts mean 2 per day. +2 Skins extra Does NOT continously draw water from the same spot, Each repeat adds 10% to failure chance (1d100 roll). ENHANCEMENTS: 2 Health-Life-Death SAVE: STACK 1 RANGE ROLL OUT DURATION AREA OF EFFECT No Save 4 pts 1 Square 1 Target Initiative Permanent Forced Heal 1d6 HP (+more) 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, 6" Crystal Orb Then apply as force damage to the target, if the target is dead next steps fail. Fragility Save - 1 Column Lastly, apply the full healing time two (x2) to the target. This becomes more powerful (and more costly) with the Enhancements. ENHANCEMENTS: 8 STACK 99 RANGE ROLL OUT DURATION COST AREA OF EFFECT SAVE: I FVFI No Save 12 pts 8 Squares 1 Target Initiative Permanent 10 End Current Dmg Over Time Stops current Damage Over Time (DoT) upon 1 target. Enacted in next round on casters initiative 6" Crystal Orb Does NOT heal or cure the target of any diseases. d6 healing ENHANCEMENTS: 5 RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 12 pts 6 Squares 1 Target Initiative Permanent 12 Ranged Forced Healng 2d8+2 HP



Barely visible Blue sparks and Orange ribbons wind around the recipient. Energy from throughout the body is force to an injury.

Roll dice and use the result to apply damage,

the use double the same result and apply healing.

NO FOCUS USE

SAVE:

NO FOCUS USE

DURATION

1 Week

ENHANCEMENTS: 6 Nae'Em-People

LEVEL NAF'FM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	D
	Temporary Nae'Em			4 pts	2 Squares	1 Civ Creature	2 Hours	1
Ž	Short term bonding Short term bonding			Ü				

SKL: 2

Nae'Em created.

ENHANCEMENTS: 3 RANGE COST AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 5 Minutes 1 Hour 4 pts 1 Rogue



2 Rogue's Right Place, Right Time

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

			-Eola	S				
LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
7 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 conver Creates a temporary Nae'Em wh But blocks the vision of the The owners of the Nae'Em comm Can be used as a True Name cl	en a con caster w unicatio	versation is with	thin range. n to a Nae'Em c		NO	FOCUS USE	
	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	ENHANCEMENTS: 6
LEVEL NAE'EM	nd With Rogue	8 pts	PMP	1 Rogue	3 Days	Permanent	JAVE.	No Save
	Barely visible jade colored w Quickly create a Nae'Em with This quick spell can be used a partner class to Eolas cast	a rogue to conne				NO	FOCUS USE	ENHANCEMENTS: 5
LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
12 Eavesdrop	on Nae'Em Convo	12 pts	20 Sq Radius	1 Convo	5 rounds	5 Min/Tier		Able to listen
	Listen in on a private conver Creates a temporary Nae'Em wh But blocks the vision of the The owners of the Nae'Em comm Can be used as a True Name cl	en a con caster w unicatio	versation is with	thin range. n to a Nae'Em c			Crystal Orb Juration +20 SAME SP	Min ELL WILL COUNTER. O
LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
12 Portal To	Nae'Em	12 pts	Self	PMP & 2 Uses	30 Minutes	2 Minutes		
	portal can't be opened/create First to pass through must be Nae'Em/caster and one other p	either	the Nae'Em or th			NO	FOCUS USE	ENHANCEMENTS: 6
N Tae'Em-T	hing							
LEVEL NAE'EM	STACK 1	COST 4 pts	RANGE PMP	AREA OF EFFECT 1 Item	ROLL OUT Initiative	DURATION	SAVE:	No Save
4 Cally Recur	rn Nae'Em Item Lime colored weave spins arou Unbound light weight Nae'Em c Lime colored weave spins arou	an be ca	lled. Limit of	10 lbs / 4.5 K	g.		Crystal Orb 0 lbs / 13.6	Kg ENHANCEMENTS: 3
LEVEL NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
7 Call/Send	From Home Library	8 pts			1 Minute	Permanent		
	Green weave surrounds the cas Summons books the caster has		nd and a book ap	opears.		R	Crystal Orb eading light SAME SP	ELL WILL COUNTER. O
LEVEL NAE'EM	STACK 99	16 pts	RANGE PMP	AREA OF EFFECT PMP	ROLL OUT 10 Minutes	DURATION 1 Day	SAVE:	No Save
14 Curse Ion				TIVII	10 Millates	1 Day		
	Barely visible green weave su Only works when another caste						Crystal Orb ctivate man	ually ENHANCEMENTS: 6
N Vae'Em-V							0.00	
LEVEL NAE'EM	STACK 99	COST 4 pts	RANGE PMP	AREA OF EFFECT Caster	ROLL OUT 2 Hours	DURATION 2 Minutes	SAVE:	No Save
3 Ethereal I	Return Portal			Custel	2110013	2 ivilliates		
	Solid mint colored weave crea Returns to Home Pad. Default Solid mint colored weave crea	= caster	s school pad.				Crystal Orb	•

-Folas AREA OF FEFECT STACK ROLL OUT DURATION COST SAVE: No Save LEVEL NAE'EM 8 nts 5 Marks 15x15 Squares 5 Minutes 30 Min / Tier 5 Scrv 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. 6" Crystal Orb View is always from above. Must Save to view inside buildings. +1 col for each level below Includes Audio

AREA OF EFFECT

1 Nae'Em

AREA OF EFFECT

4x4 Squares

AREA OF EFFECT

Nae'Em 4x4 Sqs

AREA OF EFFECT

1 Recipient

ROLL OUT

2 Minutes

ROLL OUT

5 Minutes

ROLL OUT

5 Minutes

ROLL OUT

4 Days

DURATION

1 Hour

DURATION

10 Min / Tier

DURATION

1 Hour / Tier

DURATION

Permanent

RANGE

8 Marks



Can hear Nae'Em from above IF using the Focus Item.

STACK

ENHANCEMENTS: 4

SKI · 2

ENHANCEMENTS: 7

ENHANCEMENTS: 6

ENHANCEMENTS: 2

ENHANCEMENTS: 2

5 Scry to a Nae'Em



Caster is able to view one of their Nae'Ems from above. View from 4 squares above, but will lower the view if needed.

COST

8 pts

NO FOCUS USE

SAVE:

									EINTIANCEIVIENTS: 7	
LEVEL NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
6 Create Ethereal Home Pad			8 pts	1 Square	1x1 Square	1 Hour	1 Hour			



LEVEL NAF'EM

Barely visible green weave surrounds a 1x1 square area and forms the pad.

A return spot for Ethereal Portals. ROLLOUT AND DURATION AT SAME TIME.

Allows any Eolas to use this as a destination even if they don't have this as a Vae'Em.

RANGE

Community

6" Crystal Orb change location

No Save

Q	Scrv	_	Dense	Populations
O	JCIY		DCIISC	i opatactons



Able to view an area's that have larger populations. (Towns and Cities).

COST

8 pts

COST

12 pts

View is from a maximum of 5 squares above.

STACK

STACK

View is always from above. Must Save to view inside buildings. +1 col for each level below grnd.

RANGE

Current Plane

Can hear Nae'Em from above IF using the Focus Item.

6" Crystal Orb Includes Audio SAME SPELL WILL COUNTER.

No Save

9 Scry To A Vae'Em (Place)

With Save able to view a Nae'Em.

View is from a maximum of 5 squares above.

View is always from above.

Can hear Nae'Em from above IF using the Focus Item.

Does NOT require acceptance from, or notice to, the Tae'Em, since it is a place.

6" Crystal Orb Includes Audio

Personal-Connections

I EVEL NAF'FM

Create Permanent Nae'Em

Bright yellow ribbons encircle the recipient.

STACK 3

Permanent mental bond allows either party to initiate and/or accept.

COST

12 pts

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.

6" Crystal Orb SKL:>05

RM: 2

- (**)

1/6

success

SAVE: No Save

ENHANCEMENTS: 1 STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: I EVEL NAF'EM 24 pts 4 Squares 1 Item 2 Hours Permanent Find Clues To True Name

RANGE

Touch



Bright Orange ribbons float to the object/person and fade as they surround them. Caster attempts to locate clues to find a True Name.

6" Crystal Orb Rollout Halved.

ENHANCEMENTS: 6 STACK 99 RANGE AREA OF EFFECT ROLL OUT DURATION () SAVE: RM: 3 1 Item 3 Days 36 pts Touch Permanent Connected 11 Connect To An Arcane Focus Item



Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollou Creates a connection between the caster and the Arcane Focus Item. 6" Crystal Orb

Require the item to be of the highest quality. Caster must currently not have a Focus Item.

No current Focus Item.

-Folas AREA OF EFFECT ROLL OUT DURATION COST SKI:2 LEVEL NAE'EM 36 nts Touch Current Item 20 Minutes Permanent Connection broken 11 Disconnect An Arcane Focus Item A weave engulfs the caster. Removes the connection between all creatures and the focus item. NO FOCUS USE A creature that is currently connected will know when the disconnection happens. ENHANCEMENTS: 2 Shelter-Rest-Protection DURATION SAVE: No Save 8 pts 9 Squares 3 Sq Radius 5 Minutes 1 Hour 7 Circle of Protection vs Acid 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). Acid 1d6 dmg at edge Passing in or out (crossing the edge) CAUSES 1d6 points of acid damage. SAME SPELL WILL COUNTER. ENHANCEMENTS: 8 Travel-Planes STACK 3 COST RANGE AREA OF FEFECT ROLL OUT DURATION No Save LEVEL 8 pts 4 Squares 4x4 squares Initiative 4 Rounds 6 Decrease Movement CREATE: Inhibits movement by 4 squares. (by 5 sqs with Focus) Scroll of Grabbing Roots Does make the target's movement 4 less. (by 5 sqs with Focus) 6" Crystal Orb Does also work on swimming and climbing if the roots/vines are in those areas. Move -1 again Does slow running/dashes to a walk. Does NOT stop the target's movement entirely, Minimum of 1 square movement. ENHANCEMENTS: 5 Utility-STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 4 pts Self Varies Initiative 4 Hours 1 Arcane Light with Class Hue CREATE: With a twirling of the fingers the caster brings about light! Astral Candle Light Powde No Focus = Candle power. With Focus caster can set power. 6" Crystal Orb This spell does stay fixed in relation to the caster, right above them. Brighter by Tier Use a Focus item for control of light brightness. SAME SPELL WILL COUNTER.

RANGE

2 Squares

RANGE

Touch

AREA OF EFFECT

Lock

AREA OF EFFECT

1 Rogue

10 Minutes

ROLL OUT

3 Minutes

SAVE:

6" Crystal Orb

Range = 12 Squares

Scroll of Rogues Grace

SAVE:

6" Crystal Orb 12 Sq Range

Rollout

DURATION

2 Hours

RM: 3

Lock/Trap paused

ENHANCEMENTS: 1

ENHANCEMENTS: 7

No Save

STACK

If duration ends then magic may be enacted.

helps rogue with magical locks

Must target a specific magical trap.

Pause Magical Lock

8 Increase Nae'Em Rogues Grace

8 pts

Freezes all magic within the trap for the duration with Save passed.

COST

8 pts

Increase Grace of a Nae'Em Rogue by 2. Does NOT increase any other stats.

Barely visible jade colored weave surrounds the targeted Rogue.

Freezes all magic within a specific trap for the duration.