
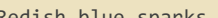


-Eolas

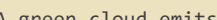
Altered Reality


	<p>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.</p>	<p>FOCUS: Change Race, Ht, Wt, Gender COUNTER: SAME SPELL WILL COUNTER.</p> <p>ENHANCEMENTS:</p> <table border="1"> <tbody> <tr> <td>Lvl 6</td><td>Subtle Casting</td><td>4 SP</td></tr> <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> </tbody> </table>	Lvl 6	Subtle Casting	4 SP	Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP
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

Battle-Defense

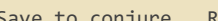
	<div> <div> Redish blue sparks dance around the caster. Dodging (+2 AC) vs Ranged and Thrown attacks. Does not protect vs Melee </div> <div> <div>COUNTER:Same Spell</div> <div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 18 Duration X4 10 SP</div> <div>Lvl 14 Duration X2 8 SP</div> </div> </div> </div> </div>
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Battle-Offense

	<div> <div> <h3>Acid Mist</h3> <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> <div> <p>COUNTER: Same Spell</p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr> <tr> <td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr> <tr> <td>Lvl 9</td><td>Damage +50%</td><td>8 SP</td></tr> </table> </div> </div>	Lvl 12	Range X2	8 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Damage +50%	8 SP
Lvl 12	Range X2	8 SP								
Lvl 14	Duration X2	8 SP								
Lvl 9	Damage +50%	8 SP								

	<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>	<p>COUNTER: Same Spell</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									

	<p>A swarm appears in a square adjacent to the target.</p> <p>Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.</p> <p>Will attack any living target. Even if the target is friendly to the caster.</p> <p>Save to conjure.</p>	<p>CREATE:Beetleroot Granules </p> <p>FOCUS:Save +1 Col </p> <p>COUNTER:Same Spell </p> <p>ENHANCEMENTS:</p> <table> <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> <tr> <td>Lvl 14</td> <td>Damage X2</td> <td>12 SP</td> </tr> </table>	Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP	Lvl 14	Damage X2	12 SP
Lvl 12	Range X2	8 SP									
Lvl 9	Range +50%	6 SP									
Lvl 14	Damage X2	12 SP									

	<p>Save to conjure. Recommend sequential casting due to multiple round Duration.</p> <p>Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2).</p> <p>This spell continues through Duration even if caster is not aware.</p> <p>The beetles attack non-enemies if no enemies are in range.</p> <p>Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8</p>	<p>CREATE:Cinderroot powder</p> <p>FOCUS:SKL:>05</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr> <tr> <td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr> <tr> <td>Lvl 9</td><td>Damage +50%</td><td>8 SP</td></tr> </table>	Lvl 12	Range X2	8 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Damage +50%	8 SP
Lvl 12	Range X2	8 SP									
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Lvl 9	Damage +50%	8 SP									

	<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>	<p>FOCUS:+2 HP Damage COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP</p>
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-Eolas

Battle-Prep

LEVEL

2

STACK

1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

Triggered Forced Healing


4 pts

Self

Caster

1 Hour

3 Days



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.

CREATE:Triggered Forced Health Dr

FOCUS:Stack+1

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 16

Healing +4

10 SP

Lvl 18

Duration X4

10 SP

Communication-

LEVEL3

STACK99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:No Save

Acid Etching

SS

[Enter Summary]

SS

FOCUS:none

COUNTER: None

ENHANCEMENTS:



Lvl 10Rollout Halved6 SP

Lvl 12AoE X26 SP

LEVEL

5

NAE'EM

STACK

99

COST

8 pts

RANGE

Touch

AREA OF EFFECT

200 Char

ROLL OUT

10 Minutes

DURATION


1 Hours

SAVE:

RM: 2

Can read

Arcane Interpretation - 1 Page



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.

FOCUS:Random Enhancement

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 9	Damage +50%	8 SP



LEVEL

6

STACK

99

COST

8 pts

RANGE

8 Squares

AREA OF EFFECT

1 Conversation

ROLL OUT

5 Minutes


DURATION

1 Hour

SAVE:

No Save

Overhear the Conversation





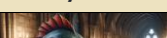


Within sight & Range can hear as if within 1 Sq.
 Conversations can be heard, but if in a very loud crowd won't be as effective.
 Example: In the middle of a crowd celebrating and singing.
 If you would normally have to lean into someone's personal space this won't work.

FOCUS: Use in combat

COUNTER: None

ENHANCEMENTS:

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
Read/Write Language						8 pts	1 Sqare	1 Person	30 Minutes	1 Day		
 <p>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.</p>				CREATE: Scroll of Read/Write Language  								
				COUNTER: None								
				ENHANCEMENTS:								
				Lvl 18	Duration X4	10 SP						
				Lvl 14	Duration X2	8 SP						
Lvl 9	Duration +50%	6 SP										

Creation-Meta

LEVEL

2

STACK

99

COST

RANGE

AREA OF EFFECT

ROLL OUT


DURATION

SAVE:

SKL: 1

Comparative

Dispel Magic



Dispell Magic done by those most able. Eolas or Orix.

Eolas and Orix gain this 2nd Tier spell early!

GM determines the Save column for the item based on the nature of its power.

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.

CREATE: Scroll of Dispel Magic (Temple)

FOCUS: Rollout = 2 Rounds

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved6 SP

Lvl 18 Range X410 SP

Lvl 12 Range X28 SP

LEVEL

3

STACK

9

COST

2 pts

RANGE

4 Squares

AREA OF EFFECT

1 Item

ROLL OUT

10 Minutes

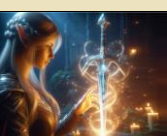
DURATION

End Of Year

SAVE:

No Save

Eolas False Magical Glow





When cast a bright blue glow surrounds a non-magic item, then fades.


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.


CREATE:Scroll Of Arcane Glow



FOCUS:AoE X2



COUNTER:Same Spell




ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 4	Aura Brightens	-2 SP

-Eolas

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



Barely visible seafoam colored weave travel the area and reveal sign posts.
Sign posts from teleports become visible.
Make signposts visible (or not).


FOCUS:Reveals 5 posts
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 9	Range +50%	6 SP
Lvl 14	Duration X2	8 SP
Lvl 12	AoE X2	6 SP

Find-Hide-Reveal

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Not Blinded
						4 pts	2 Squares	1x1x1 Square	5 Minutes	Instant		



Caster attempts to find out if an items/objects in an area 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 in the item.
Does not reveal the kind of magic.


CREATE:Scroll of Detect Magic

FOCUS:No blinding.
COUNTER: None

ENHANCEMENTS:

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		





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.

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
						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

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





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			




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		



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 Aspe


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

-Eolas

LEVEL	5	NAE'EM		STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create Ionic Marker (Nae'Em)						48 pts	Touch	Caster	1 Day	Permanent		





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.


CREATE:Ionic Marker  

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  Not noticed
Know About You						8 pts	8 Squares	1 Creature	30 Seconds (5 rds)	Instant		





Spend short amount of time and learn about the subject. Name, Job (Class and Tier), Postion title (Wagon master, Prince, Tavern owner...), general heal


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  Scry's are noticed
Sphere Of Privacy						8 pts	8 Squares	3x3 Squares	4 Minutes	2 hours / Tier		



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

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Draw Up Ground Water						4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent		



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

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		





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.


FOCUS:Fragility Save - 1 Column 

COUNTER: None

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 14	Range At 3 Sqs	8 SP

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





Short term bonding with a willing civilized creature. Short term bonding with a willing civilized creature.

COUNTER: None


ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP

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		



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.


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



-Eolas

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		



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.


COUNTER: None		
ENHANCEMENTS:		
Lvl 10	Rollout Halved	6 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 4	Aura Brightens	-2 SP



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		





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.

FOCUS:30 lbs / 13.6 Kg			
COUNTER: None			
ENHANCEMENTS:			
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:	:
Call/Send From Home Library							8 pts			1 Minute	Permanent		



Green weave surrounds the caster's hand and a book appears.
Summons books the caster has read.


FOCUS:Reading light			
COUNTER:Same Spell			
ENHANCEMENTS:			
Lvl 20	AOE X4	20 SP	
Lvl 12	AoE X2	6 SP	



N Vae'Em-Venue Site

LEVEL	3	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
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.




FOCUS:Extra item			
COUNTER: None			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6 SP	
Lvl 16	Rollout 1 Min	8 SP	
Lvl 14	Duration X2	8 SP	

LEVEL	5	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Scry Open areas - 5 Marks							8 pts	5 Marks	15x15 Squares	6 Minutes	30 Min / Tier		



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.

FOCUS:Includes Audio.			
COUNTER: None			
ENHANCEMENTS:			
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	
Scry to a Nae'Em						8 pts	8 Marks	1 Nae'Em	2 Minutes	1 Hour			



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


COUNTER: None		
ENHANCEMENTS:		
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP

-Eolas

LEVEL

6

NAE'EM



STACK

1

COST

8 pts

RANGE

1 Square

AREA OF EFFECT

1x1 Square

ROLL OUT

1 Hour


DURATION

1 Hour

SAVE:

No Save

Create Ethereal Home Pad



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.



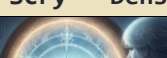


Allows any Eolas to use this as a destination even if they don't have this as a Vae'Em.

FOCUS:change location





COUNTER: None

ENHANCEMENTS:

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											
Scry - Dense Populations										8 pts	Community	4x4 Squares	5 Minutes	10 Min / Tier															
					<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																											

Personal-Connections

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
 <p>Bright yellow ribbons encircle the recipient.</p> <p>Permanent mental bond allows either party to initiate and/or accept.</p> <p>Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding.</p> <p>This spell will only support 3 (See Stack) connections to another person.</p> <p>Recipient must Save for connection to work.</p>					<div>FOCUS:SKL:1</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved6 SP</div> <div>Lvl 18 Range X410 SP</div>									

Shelter-Rest-Protection

LEVEL

7

STACK

99

COST

8 pts

RANGE

9 Squares

AREA OF EFFECT

3 Sq Radius

ROLL OUT

5 Minutes


DURATION

1 Hour

SAVE:

No Save

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).
Passing in or out (crossing the edge) CAUSES 1d6 points of acid damage.

FOCUS:Acid 1d6 dmg at edge



COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12Range X28 SP

Lvl 14Duration X28 SP

Lvl 9Duration +50%6 SP



Travel-Planes

LEVEL

6

STACK

3

COST

8 pts

RANGE

4 Squares

AREA OF EFFECT

4x4 squares

ROLL OUT

Initiative

DURATION

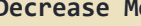
4 Rounds

SAVE:

RM: 2

Move 1 Sq

Decrease Movement



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	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		
 <p>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.</p>				<div style="float: right;"></div> 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							

-Eolas

LEVEL4

STACK99

COST4 pts


RANGESelf

AREA OF EFFECT3 Sq Dia Sphere

ROLL OUTInitiative

DURATIONConc +4 Rds

SAVE:No Save



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 Instant16 SP
Lvl 14 Range At 3 Sqs8 SP
Lvl 9 Range at 1 Sq6 SP

LEVEL6

STACK99

COST8 pts


RANGE2 Squares

AREA OF EFFECTLock

ROLL OUT10 Minutes

DURATIONRollout

SAVE:RM: 3
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 Halved6 SP

LEVEL8

NAE'EM

STACK1

COST8 pts


RANGETouch

AREA OF EFFECT1 Rogue

ROLL OUT3 Minutes

DURATION1 Day

SAVE:No Save



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 Init12 SP
Lvl 14 Duration X28 SP
Lvl 9 Duration +50%6 SP