-Eolas

Altered Reality

LEVEL 7			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Annie's Slow Alteration				8 pts	Self	Self	4 Rounds	4 Hours		

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.

FOCUS:Change Race, Ht, Wt, Gender
COUNTER:SAME SPELL WILL COUNTER.
ENHANCEMENTS:
Lvl 6   Subtle Casting   4 SP
Lvl 10   Rollout Halved   6 SP
Lvl 14   Duration X2   8 SP

LEVEL 9	NAE'EM		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Image of Nae'Em Rogue				12 pts	Self	Self	3 Minutes	2 Hours		

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.
This uses the rogues current image. Therefore will copy a disguise as well.

FOCUS:speak like rogue
COUNTER:SAME SPELL WILL COUNTER.
ENHANCEMENTS:
Lvl 6   Subtle Casting   4 SP
Lvl 10   Rollout Halved   6 SP
Lvl 18   Nae'Em Clues Remove 20 SP

LEVEL 11			STACK 5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Personal Decoy				12 pts	25 Squares	25 Sq Radius	2 Rounds	20 Minutes		

Barely visible seafoam colored weave surround an area where the duplicate appears.
Creates an image of the caster.
But must stay in range and moves at 1/2 rate.
If casters image changes within duration the image changes as well.

FOCUS:Image +10 HP.
COUNTER:SAME SPELL WILL COUNTER.
ENHANCEMENTS:
Lvl 6   Subtle Casting   4 SP
Lvl 12   Rollout Init   12 SP
Lvl 18   Duration X4   10 SP

LEVEL 20			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Mirror A Person				20 pts	15 Square Radius	1 Person	2 Rounds	1 Hour		

Caster creates the image of a person within range.
The image can speak in their own voice, move and say what the caster commands it to.
No effect unless the caster can also use those skills/spells and attacks.
Stats= HP:20 (Focus Item=35), AC:10/10, Battle x1x1 Init+2 ToHit+2 Dmg+2

FOCUS:see and hear
COUNTER:SAME SPELL WILL COUNTER.
ENHANCEMENTS:
Lvl 6   Subtle Casting   4 SP
Lvl 12   Range X2   8 SP
Lvl 18   Duration X4   10 SP

Battle-Defense

LEVEL 1			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Protect vs Ranged and Thrown				4 pts	Self	1 Battle	1 Minute	3 days		

Redish blue sparks dance around the caster.
Dodging (+2 AC) vs Ranged and Thrown attacks.
Does not protect vs Melee

COUNTER:Same Spell
ENHANCEMENTS:
Lvl 18   Duration X4   10 SP
Lvl 14   Duration X2   8 SP

Battle-Offense

LEVEL 1			STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Acid Mist				4 pts	6 Squares	1 Square	Initiative	3 Rounds		

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.

COUNTER:Same Spell
ENHANCEMENTS:
Lvl 12   Range X2   8 SP
Lvl 14   Duration X2   8 SP
Lvl 9   Damage +50%   8 SP

LEVEL 1			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 1
Acid Rash w/ Ongoing Fragility				4 pts	3 Squares	1 Square	Initiative	until Healed		Not Sick

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

COUNTER:Same Spell
ENHANCEMENTS:
Lvl 18   Range X4   10 SP
Lvl 12   Range X2   8 SP
Lvl 9   Range +50%   6 SP

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LEVEL 4 — Conjure Native Beetles

	STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
		4 pts	4 Squares	1 Mark	Initiative	2 Rounds		Conjured

A swarm appears in a square adjacent to the target.
Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.
Will attack any living target. Even if the target is friendly to the caster.
Save to conure.

CREATE:Beetleroot Granules
FOCUS:Save +1 Col
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP

LEVEL 6 — Create Arcane Beetles

	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
		8 pts	8 Squares	1 Square	Initiative	3 Rounds		Conjured

Save to conjure. Recommend sequential casting due to multiple round Duration.
Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2).
This spell continues through Duration even if caster is not aware.
The beetles attack non-enemies if no enemies are in range.
Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8

CREATE:Cinderroot powder
FOCUS:SKL:>05
COUNTER:Interruption Of Duration Lvl:1
ENHANCEMENTS:
Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Damage +50%	8 SP

LEVEL 8 — Acid Rain

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		8 pts	8 Squares	1 Square	Initiative	2 Rounds		

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)"

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

LEVEL 12 — Class Power Attack

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3
		12 pts	8 Squares	1 Target	Initiative	1 Round		1/2 Dmg if same

Power surges towards the enemy. Type-> SYL:Ice, STM:Elect, ORX:Force, EOL:Acid
Bolt of power: Dmg 4d10+ACU Bonus. No ToHIT required.
Save for 1/2 dmg IF same class.   Use comparison Save.

FOCUS:Knockback w/ RM:3
COUNTER:Same Spell
ENHANCEMENTS:
| Lvl 12 | Range X2 | 8 SP |
| Lvl 9 | Range +50% | 6 SP |

LEVEL 14 — Acid Blobs

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		16 pts	12 Squares	2x2 Squares	Initiative	3 Rounds		

Sickly green Acid blobs begin to fall in the AoE.
Damage 3d6+ACU for 3 rds on 2x2 squares from above. Leave to avoid.
Can be used in/as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)"

CREATE:Scroll of Acid Blob
FOCUS:3x3 AoE.
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 12	Range X2	8 SP
Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP

Battle-Prep

LEVEL 2 — Triggered Forced Healing 2d8

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		6 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:Rollout Interruption Lvl:1
ENHANCEMENTS:
Lvl 10	Rollout Halved	6 SP
Lvl 16	Healing +4	10 SP
Lvl 18	Duration X4	10 SP

LEVEL 13 — Circle of Containment

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 3
		16 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours		Exit Circle

Barely visible blue streams of light form a cage inside the circle.
Creatures are able to easily enter the AoE with no issues.
Drawn circle that stops creatures from exiting its area.
Can be used in/as a trap with Rogues skill "Set Up Eolas Spell Release (TRAP)".
Must Save to Exit.

FOCUS:BRU:>95
COUNTER:Rollout Interruption Lvl:1
ENHANCEMENTS:
Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

-Eolas

Enchantment of Returning

LEVEL 13	NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
			32 pts	Touch	1 Small Wpn	5 Minutes	1 Battle	

Creates a Dagger of Returning.
Make a small weapon or ammo into 'Returning'
Dagger is returned to the person that threw it.

COUNTER:No Counter Available Lvl:1
ENHANCEMENTS:
Lvl 12   Rollout Init   12 SP
Lvl 14   Duration X2   8 SP
Lvl 9   Duration +50%   6 SP

Communication-

Acid Etching

LEVEL 3		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
				Touch	1x1 Square	30 Min	Permanent	

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FOCUS:none
COUNTER: None
ENHANCEMENTS:
Lvl 10   Rollout Halved   6 SP
Lvl 12   AoE X2   6 SP

Arcane Interpretation - 1 Page

LEVEL 5	NAE'EM	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM: 2
			8 pts	Touch	200 Char	10 Minutes	1 Hours	Can read

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

Overhear the Conversation

LEVEL 6		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
			8 pts	8 Squares	1 Conversation	5 Minutes	1 Hour	

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

Read/Write Language

LEVEL 6	NAE'EM	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
			8 pts	1 Sqare	1 Person	30 Minutes	1 Day	

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.

CREATE:Scroll of Read/Write Langu
COUNTER: None
ENHANCEMENTS:
Lvl 18   Duration X4   10 SP
Lvl 14   Duration X2   8 SP
Lvl 9   Duration +50%   6 SP

Speak Language

LEVEL 10		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
			12 pts	Touch	a person	3 Minutes	1 Day	

The caster touches a person who speaks the language.
Allows speaking of a current language.
The caster touches a person who speaks the language.
Can create Scroll of Speak Languages with this spell.

CREATE:Scroll Of Speak Languages
FOCUS:Proficency
COUNTER: None
ENHANCEMENTS:
Lvl 14   Duration X2   8 SP
Lvl 9   Duration +50%   6 SP
Lvl 12   AoE X2   6 SP

Cultural Immersion

LEVEL 16		STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
			16 pts	Touch	1 Recipient	10 Minutes	2 Days	

Barely visible jade colored weave surrounds the recipient.
Makes a willing recipient fit in. This is NOT passive. Caster must pay attention.
Non verbal & cultural naunces are learned upon 1st occurance.
Once an action has been demostrated by a NPC the GM ensures the character interprets
the significance right away.

FOCUS:change clothing
COUNTER: None
ENHANCEMENTS:
Lvl 10   Rollout Halved   6 SP
Lvl 9   Range at 1 Sq   6 SP
Lvl 14   Duration X2   8 SP

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Creation-Meta

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
Dispel Magic						8 pts	4 Sqs	1 Item	6 Minutes	Permanent		Comparative

Dispell Magic done by those most able. Eolas or Orix.
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, except as noted by each spell.

CREATE:Scroll of Dispel Magic (Tem
FOCUS:Rollout = 2 Rounds
COUNTER:Rollout Interruption Lvl:1
ENHANCEMENTS:
Lvl 10   Rollout Halved   6 SP
Lvl 18   Range X4   10 SP
Lvl 12   Range X2   8 SP

LEVEL	3			STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Eolas False Magical Glow						2 pts	4 Squares	1 Item	10 Minutes	End Of Year		

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

LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Reveal Sign Posts						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
Detect Magic & Number of Aspects						4 pts	2 Squares	1x1x1 Square	5 Minutes	Instant		Not Blinded

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
Crack in the Wall						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
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

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
Aspects Counted By Type						4 pts	1 Square	1 Item	30 Minutes	Permanent		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

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

Direction to Ionic Marker

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

Identify Aspects (1/Tier)

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

Create Ionic Marker (Nae'Em)

LEVEL 5	NAE'EM		STACK 9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
				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

Know About You

LEVEL 5	NAE'EM		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 1
				8 pts	8 Squares	1 Creature	30 Seconds (5 rds)	Instant	Not noticed

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

Sphere Of Privacy

LEVEL 7	NAE'EM		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM: 2
				8 pts	8 Squares	3x3 Squares	4 Minutes	2 hours / Tier	Scry's are noticed

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

Detect 'Ems (All Types)

LEVEL 9			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM: 2
				36 pts	4 Squares	1 Square	20 Minutes	Instant	Revealed

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.

FOCUS:Rollout Halved.
COUNTER: None
ENHANCEMENTS:
Lvl 14	Save -1 Col	8 SP
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP

Search for Focus Item

LEVEL 9	NAE'EM		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 2
				12 pts	Self	1 Mark	1 Day	4 Hours	Found

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.

COUNTER:Dispel Magic Spell Lvl:1
ENHANCEMENTS:
Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

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Sight of the Statue

LEVEL	11	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	GM
							12 pts	1 Mark per Tier	1 Object	30 Minutes	1 Day		See eyes move.	

Barely visible seafoam colored weave travels from the caster's hand to the statue.
Used on art/sculptures with eyes.
Caster to see through the eyes of a statue.
Does NOT allow the caster to hear or feel by bonding with the statue.

COUNTER: None
ENHANCEMENTS:
Lvl 10   Rollout Halved   6 SP
Lvl 18   Nae'Em Clues Remove   20 SP

Reveal True Name

LEVEL	16	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
							64 pts	1 Square	1 Square	12 Hours	Permanent		

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.
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.

COUNTER:Rollout Interruption Lvl:1
ENHANCEMENTS:
Lvl 18   Range X4   10 SP
Lvl 12   Range X2   8 SP
Lvl 9   Range +50%   6 SP

Identify All Aspects

LEVEL	18			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						30 pts	Touch	1 Object	6 Hours	Permanent		

Barely visible spruce colored weave surrounds an item.
Fully Identify a magical item
Reveals what every aspect is.

COUNTER: None
ENHANCEMENTS:
Lvl 10   Rollout Halved   6 SP
Lvl 16   Rollout 1 Min   8 SP
Lvl 14   Range At 3 Sqs   8 SP

Food-Water

Draw Up Ground Water

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

Health-Life-Death

Forced Heal 1d6 HP (+more)

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

End Current Dmg Over Time

LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	8 Squares	1 Target	Initiative	Permanent		

Stops current Damage Over Time (DoT) upon 1 target.
Enacted in next round on casters initiative
Does NOT heal or cure the target of any diseases.

FOCUS:d6 healing
COUNTER: None
ENHANCEMENTS:
Lvl 12   Range X2   8 SP
Lvl 9   Range +50%   6 SP
Lvl 18   AoE = 2 Targets 10 SP

Ranged Forced Healing 2d8+2 HP

LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	6 Squares	1 Target	Initiative	Permanent		

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.

COUNTER: None
ENHANCEMENTS:
Lvl 20   Rollout Instant   16 SP
Lvl 9   Range at 1 Sq   6 SP
Lvl 14   Duration X2   8 SP

-Eolas

N Nae'Em-People

LEVEL 1 — Create a Temporary Nae'Em

	NAE'EM		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
				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.

COUNTER: None
ENHANCEMENTS:
Lvl 14 Save -1 Col   8 SP
Lvl 12 Range X2   8 SP
Lvl 14 Duration X2   8 SP

LEVEL 2 — Rogue's Right Place, Right Time

	NAE'EM		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				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

LEVEL 7 — Eavesdrop on Nae'Em Convo (Eolas)

	NAE'EM		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
				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 — Create Bond With Rogue

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

LEVEL 11 — Eavesdrop on Nae'Em Convo

	NAE'EM		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Able to listen
				12 pts	20 Sq Radius	1 Convo	5 rounds	5 Min/Tier		

Listen in on a private conversation. But 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.

FOCUS:Duration +20 Min
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 10 Rollout Halved   6 SP
Lvl 12 Range X2   8 SP
Lvl 9   Range +50%   6 SP

LEVEL 12 — Portal To Nae'Em

	NAE'EM		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				12 pts	Self	PMP & 2 Uses	30 Minutes	2 Minutes		

portal can't be opened/created unless Nae'Em agrees to the portal.
portal can't be opened/created unless Nae'Em agrees to the portal.
First to pass through must be either the Nae'Em or the caster.
Nae'Em/caster and one other person can pass through.

COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved   6 SP
Lvl 14 Duration X2   8 SP
Lvl 9   Duration +50%   6 SP

N Tae'Em-Thing

LEVEL 4 — Call/Return Nae'Em Item

	NAE'EM		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				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

-Eolas

LEVEL	7	NAE'EM			STACK		COST	RANGE	AREA OF EFFECT		ROLL OUT	DURATION	SAVE:	:
							8 pts				1 Minute	Permanent		

Call/Send From Home Library

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 |

LEVEL	14	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
							16 pts	PMP	PMP	10 Minutes	1 Month		

Curse Ionic Marker

Barely visible green weave surrounds the marker.
Only works when another casters marker is found.

FOCUS:activate manually
COUNTER: None
ENHANCEMENTS:
Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP

N Vae'Em-Venue Site

LEVEL	3	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
							4 pts	PMP	Caster	2 Hours	2 Minutes		

Ethereal Return Portal

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
							8 pts	5 Marks	15x15 Squares	6 Minutes	30 Min / Tier		

Scry 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.
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
							8 pts	8 Marks	1 Nae'Em	2 Minutes	1 Hour		

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.

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

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

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
							8 pts	Community	4x4 Squares	5 Minutes	10 Min / Tier		

Scry - Dense Populations

Able to view an area's that have larger populations. (Towns and Cities).
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:Same Spell
ENHANCEMENTS:
Lvl 16	Rollout 1 Min	8 SP
Lvl 9	Duration +50%	6 SP
Lvl 4	Aura Brightens	-2 SP

-Eolas

LEVEL 9	NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
			12 pts	Current Plane	Nae'Em 4x4 Sqs	5 Minutes	1 Hour / Tier	

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.

FOCUS:Includes Audio.
COUNTER: None
ENHANCEMENTS:
Lvl 14   Duration X2   8 SP
Lvl 4   Aura Brightens   -2 SP

LEVEL 19	NAE'EM	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
			20 pts	PMP	1 Landmark	2 Days	Permanent	

Permanent Portal

Barely visible seafoam colored weave envelopes the landmark
Permanent Portal

FOCUS:Closer
COUNTER: None
ENHANCEMENTS:
Lvl 10   Rollout Halved   6 SP
Lvl 18   Nae'Em Clues Remove   20 SP
Lvl 4   Cast from below level 6/Lvl SP

Other-Counter

LEVEL 0		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
			pts					

No Counter Available

DO NOT DELETE !!!!   This is a counter

COUNTER: None
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP

Personal-Connections

LEVEL 7	NAE'EM	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 2 Created
			12 pts	1 Square	1 Recipient	4 Days	Permanent	

Create Permanent Nae'Em

Bright yellow ribbons encircle the recipient.
Permanent mental bond allows either party to initiate and/or accept.
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.
Recipient must Save for connection to work.

FOCUS:SKL:1
COUNTER:Rollout Interruption Lvl:1
ENHANCEMENTS:
Lvl 10   Rollout Halved   6 SP
Lvl 18   Range X4   10 SP

LEVEL 9	NAE'EM	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM: 2 success
			24 pts	4 Squares	1 Item	2 Hours	Permanent	

Find Clues To True Name

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

FOCUS:Rollout Halved.
COUNTER:Rollout Interruption Lvl:1
ENHANCEMENTS:
Lvl 10   Rollout Halved   6 SP
Lvl 18   Range X4   10 SP
Lvl 9   Range +50%   6 SP

LEVEL 11	NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM: 3 Connected
			36 pts	Touch	1 Item	3 Days	Permanent	

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

FOCUS:No current Focus Item.
COUNTER:Rollout Interruption Lvl:1
ENHANCEMENTS:
Lvl 14   Save -1 Col   8 SP
Lvl 12   Range X2   8 SP
Lvl 9   Range at 1 Sq   6 SP

Shelter-Rest-Protection

LEVEL 7		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
			8 pts	9 Squares	3 Sq Radius	5 Minutes	1 Hour	

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

-Eolas

LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2

Decrease Movement

COST: 8 pts | RANGE: 4 Squares | AREA OF EFFECT: 4x4 squares | ROLL OUT: Initiative | DURATION: 4 Rounds | SAVE: Move 1 Sq

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

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

Light of Class Color

COST: 4 pts | RANGE: Self | AREA OF EFFECT: Varies | ROLL OUT: Initiative | DURATION: 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
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

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save

Shadow of the Magi

COST: 4 pts | RANGE: Self | AREA OF EFFECT: 3 Sq Dia Sphere | ROLL OUT: Initiative | DURATION: Conc +4 Rds

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:Dispel Magic Spell Lvl:1
ENHANCEMENTS:
Lvl 20	Rollout Instant	16 SP
Lvl 14	Range At 3 Sqs	8 SP
Lvl 9	Range at 1 Sq	6 SP

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3

Pause Magical Lock

COST: 8 pts | RANGE: 2 Squares | AREA OF EFFECT: Lock | ROLL OUT: 10 Minutes | DURATION: Rollout | SAVE: 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 Halved | 6 SP |

LEVEL	8	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save

Increase Nae'Em Rogues Grace

COST: 8 pts | RANGE: Touch | AREA OF EFFECT: 1 Rogue | ROLL OUT: 3 Minutes | DURATION: 1 Day

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