

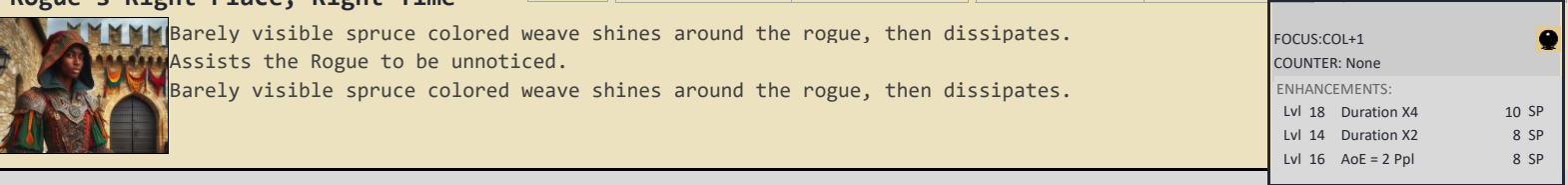


-Eolas

Altered Reality

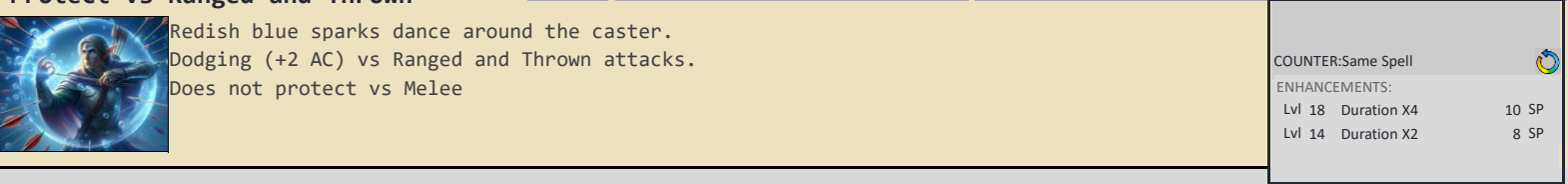
LEVEL	2	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Rogue's Right Place, Right Time							4 pts	Touch	1 Rogue	5 Minutes	1 Hour		



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

Battle Actions/Prep

LEVEL	1	2	3	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		



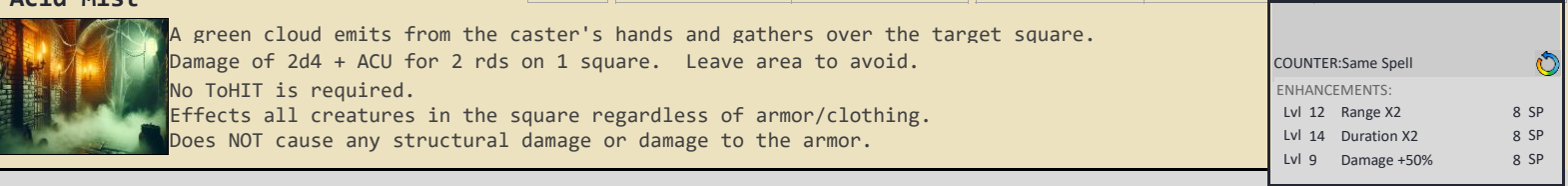
COUNTER: Same Spell


ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP

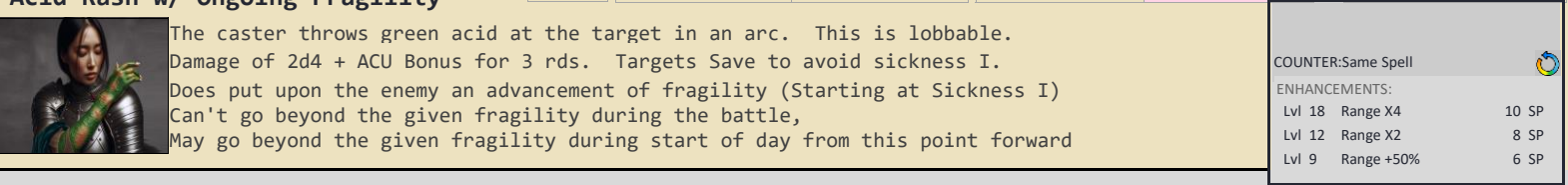
Battle Offense


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		



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

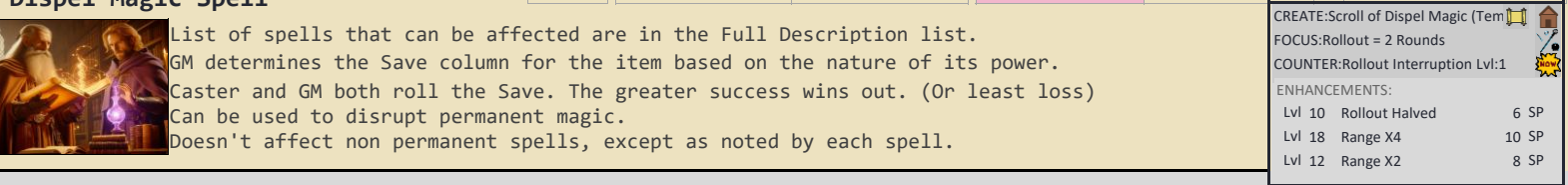
LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH:	
1		4 pts	3 Squares	1 Square	Initiative	until Healed		1	Not Sick



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

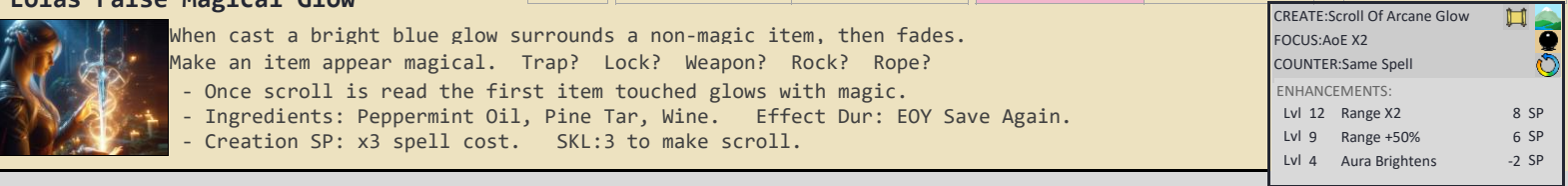
Enchantments





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



CREATE: Scroll of Dispel Magic (Temple)
 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	<input type="checkbox"/>	<input type="checkbox"/>	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Folas False Magical Glow						2 pts	4 Squares	1 Item	10 Minutes	End Of Year		





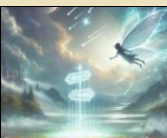
CREATE: Scroll Of Arcane Glow  
 FOCUS: AoE X2 
 COUNTER: Same Spell 
 ENHANCEMENTS:
 Lvl 12 Range X2 8 SP
 Lvl 9 Range +50% 6 SP
 Lvl 4 Aura Brightens -2 SP

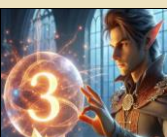
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

Find or Reveal

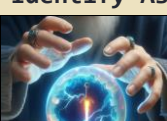
LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2										
Detect Magic & Number of Aspects						4 pts	2 Squares	1x1x1 Square	5 Minutes	Instant		Not Blinded										
				<p>Caster attempts to find out if an items/objects in an area is magical</p> <p>Mundane=Nothing, Magic=Candle pwr, Epic=Dazed, God=Blind(Save vs Blind.)</p> <p>Everyone in 20 sqs must Save if the item is powerful. Failing blinds 2d4 rds.</p> <p>Detection will not enact powers/magic. Does give a count of Aspects in the item.</p> <p>Does not reveal the kind of magic.</p>									<div>CREATE:Scroll of Detect Magic </div> <div>FOCUS:No blinding. </div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <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																				

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											
Know Your Name																						
			No standard casting movements as the caster mumbles. Learn the name target goes by for the situation. Locally known name of the person										<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 6</td><td>Subtle Casting</td><td>4 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 6	Subtle Casting	4 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP
Lvl 6	Subtle Casting	4 SP																				
Lvl 12	Range X2	8 SP																				
Lvl 9	Range +50%	6 SP																				



LEVEL	3	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					4 pts	15 Squares	1 Sign Post	1 Minute	2 Days			
<div><div></div><div><p>Barely visible seafoam colored weave travel the area and reveal sign posts. Sign posts from teleports become visible. Make signposts visible (or not).</p></div></div>												<div><div>FOCUS:Reveals 5 posts</div><div>COUNTER:Same Spell</div><div>ENHANCEMENTS:</div><div><div>Lvl 9Range +50%6 SP</div><div>Lvl 14Duration X28 SP</div><div>Lvl 12AoE X26 SP</div></div></div>

LEVEL	4	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	<div></div>									
					4 pts	1 Square	1 Item	30 Minutes	Permanent												
<h2>Aspects Counted By Type</h2> <div></div> <p>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</p>											<div>FOCUS:read 1st aspect <div></div></div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><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></table>		Lvl 10	Rollout Halved	6 SP	Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP
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											
Direction to Ionic Marker																						
					<p>Barely visible lime colored weave surrounds the marker.</p> <p>Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)</p> <p>Must be on the current PMP.</p>																	
<div><div>FOCUS:reveals plane</div><div>COUNTER: None</div><div>ENHANCEMENTS:</div><table><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><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table></div>														Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
Lvl 10	Rollout Halved	6 SP																				
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LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
						4 pts	1 Square	1 Item	30 Minutes	Permanent											
<div><div></div><div><h3>Identify Aspects (1/Tier)</h3><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></div></div>																					
<div><div>CREATE:Scroll Of Identify One Aspe</div><div>FOCUS:Rollout is 10 Min.</div><div>COUNTER: None</div><div>ENHANCEMENTS:</div><table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 20</td><td>AOE X4</td><td>20 SP</td></tr><tr><td>Lvl 12</td><td>AoE X2</td><td>6 SP</td></tr></table></div>													Lvl 10	Rollout Halved	6 SP	Lvl 20	AOE X4	20 SP	Lvl 12	AoE X2	6 SP
Lvl 10	Rollout Halved	6 SP																			
Lvl 20	AOE X4	20 SP																			
Lvl 12	AoE X2	6 SP																			

Healing and Rest

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								
				<p>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.</p>														
				<p>FOCUS:Fragility Save - 1 Column </p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 14</td><td>Range At 3 Sqs</td><td>8 SP</td></tr></table>									Lvl 18	Range X4	10 SP	Lvl 14	Range At 3 Sqs	8 SP
Lvl 18	Range X4	10 SP																
Lvl 14	Range At 3 Sqs	8 SP																

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LEVEL	2			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 h
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

Hide or Obscure

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

Light-

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

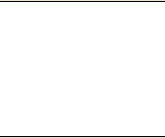


DO NOT DELETE !!!! This is a counter

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

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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[Enter Summary]
ss

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

Light and Darkness

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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
FOCUS:Brighter by Tier
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP

Shadow of the Magi

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	3 Sq Dia Sphere	Initiative	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

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Nae'Ems

LEVEL1

NAE'EM



STACK99

COST

RANGE


AREA OF EFFECT

ROLL OUT


DURATION

SAVE:

SKL: 2



Create a Temporary Nae'Em




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

COUNTER: None
ENHANCEMENTS:
Lvl 14 Save -1 Col8 SP
Lvl 12 Range X28 SP
Lvl 14 Duration X28 SP

LEVEL4

NAE'EM



STACK1

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

SAVE:

No Save

Call/Return Nae'Em Item




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 Casting4 SP
Lvl 18 Nae'Em Clues Remove20 SP
Lvl 4 Aura Brightens-2 SP

Planar

LEVEL3

NAE'EM



STACK99

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

SAVE:

No Save

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 Halved6 SP
Lvl 16 Rollout 1 Min8 SP
Lvl 14 Duration X28 SP

Summon or Send

LEVEL4

STACK2

COST

RANGE


AREA OF EFFECT

ROLL OUT


DURATION

SAVE:

SKL: 2



Conjure Native Beetles



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 X28 SP
Lvl 9 Range +50%6 SP
Lvl 14 Damage X212 SP

Utility or Misc

LEVEL1

STACK99

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

SAVE:

No Save

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.
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).

FOCUS:+2 Skins extra
COUNTER: None
ENHANCEMENTS:
Lvl 16 Rollout 1 Min8 SP
Lvl 20 AOE X420 SP
Lvl 12 AoE X26 SP