#### -Eolas



# -Eolas



Lvl 4 Aura Brightens

-2 SP





## -Eolas

LEVEL 10 NAE'EM

STACK 99

COST 24 pts

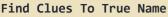
4 Squares

AREA OF EFFECT 1 Item

ROLL OUT 2 Hours

DURATION Permanent

RM: 2 9 success



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 LvI:1 ENHANCEMENTS: Lvl 10 Rollout Halved

Lvl 18 Range X4 10 SP 6 SP Lvl 9 Range +50%

### Food And Drink

1

STACK 99

COST 4 pts

RANGE AREA OF EFFECT 2 Skins/Tier Touch

ROLL OUT 5 Minutes

DURATION Permanent 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 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 AoF X2 6 SP

#### Healing and Rest

Forced Heal 1d6 HP (+more)

STACK 1

4 nts

RANGE 1 Square AREA OF EFFECT 1 Target

ROLL OUT Initiative

DURATION Permanent

3 Davs

No Save

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 2

Triggered Forced Healing 2d8

STACK 1

6 pts

RANGE Self

AREA OF FEFECT Recipient

ROLL OUT 1 Hour

DURATION

No Save

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 🥇 COUNTER:Rollout Interruption LvI:1 ENHANCEMENTS:

6 SP Lvl 10 Rollout Halved Lvl 16 Healing +4 10 SP Lyl 18 Duration X4 10 SP

LEVEL 10

End Current Dmg Over Time

STACK 99

COST 12 pts

RANGE 8 Squares AREA OF EFFECT 1 Target

**ROLL OUT** Initiative

SAVE: No Save DURATION

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.

COUNTER: None ENHANCEMENTS:

FOCUS:d6 healing

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

12 pts

12 Squares

AREA OF EFFECT 1 Target

ROLL OUT Initiative

DURATION Permanent

Permanent

SAVE: No Save

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

Hide or Obscure

LEVEL 2 Crack in the Wall

2 Squares 4 pts

Caster+Guest

Initiative

5 Rounds

No Save

Caster must find a visible crack in the wall.

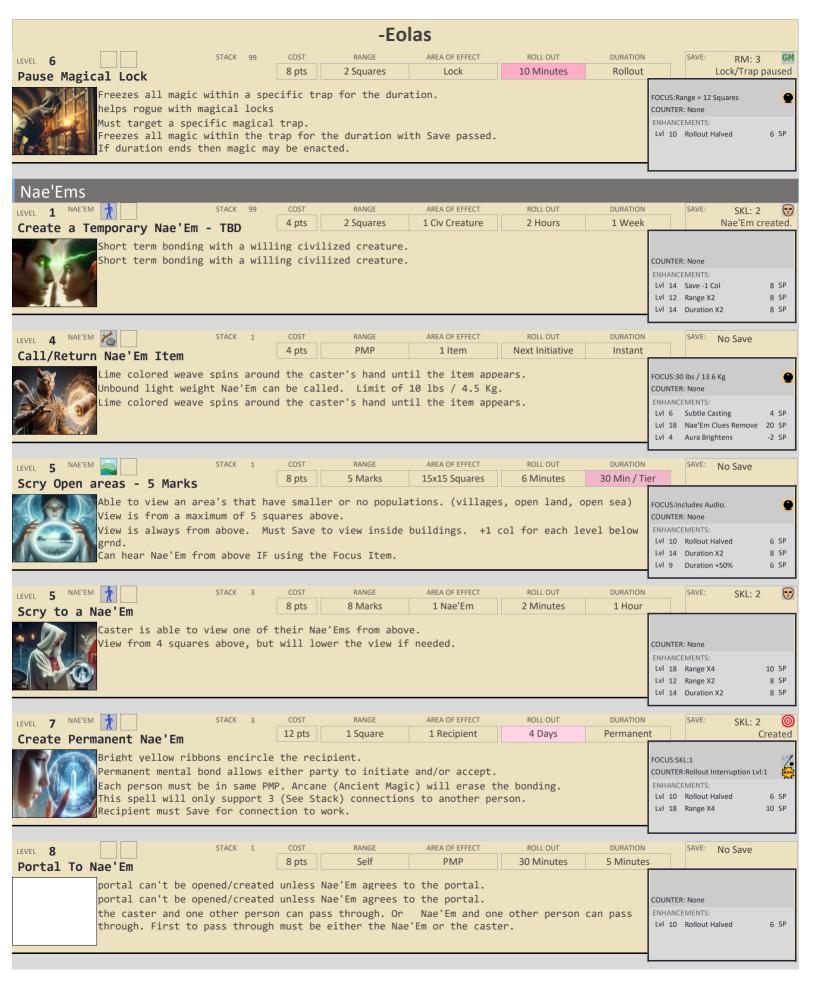
Caster uses a crack to create the extra dimensional Ethereal space.

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

FOCUS: Can cast from hiding

#### -Eolas Illusions STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 2 NAE'EM 4 pts Touch 1 Rogue 5 Minutes 1 Hour Rogue's Right Place, Right Time Mami Barely visible spruce colored weave shines around the rogue, then dissipates. FOCUS:COL+1 Assists the Rogue to be unnoticed. COUNTER: None ENHANCEMENTS: Barely visible spruce colored weave shines around the rogue, then dissipates. Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE = 2 Ppl 8 SP STACK 5 COST RANGE AREA OF EFFECT ROLL OUT DURATION LEVEL 11 SAVE: No Save 20 Minutes 12 pts 25 Squares 25 Sq Radius 2 Rounds Personal Decov Barely visible seafoam colored weave surround an area where the duplicate appears. FOCUS:Image +10 HP. Creates an image of the caster. COUNTER:Same Spell But must stay in range and moves at 1/2 rate. ENHANCEMENTS: Lvl 12 Rollout Init 12 SP If casters image changes within duration the image changes as well. Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Light-AREA OF EFFECT ROLL OUT DURATION RANGE LEVEL 8 NAE'EM STACK 99 COST SAVE: No Save 8 nts Touch 1 Rogue 3 Davs Permanent Create Bond With Rogue Barely visible jade colored weave surrounds the caster and the Rogue. Quickly create a Nae'Em with a rogue COUNTER: None This quick spell can be used to connect with rogues since the rogues are ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP partner class to Eolas casters. Lyl 9 Range at 1 Sq. 6 SP Lvl 4 Aura Brightens -2 SP Light and Darkness AREA OF EFFECT DURATION STACK 99 COST RANGE ROLL OUT LEVEL 1 SAVE: No Save 4 pts Self Varies Initiative 4 Hours Light of Eolas (off - White) CREATE: Astral Candle Light Powder With a twirling of the fingers the caster brings about light! FOCUS:Brighter by Tier No Focus = Candle power. With Focus caster can set power. COUNTER:Same Spell ENHANCEMENTS: This spell does stay fixed in relation to the caster, right above them. Lvl 14 Duration X2 8 SP Use a Focus item for control of light brightness. Lvl 9 Duration +50% 6 SP STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 4 pts Self 3 Sq Dia Sphere Initiative Conc +4 Rds Shadow of the Magi CREATE: Dust of Darkness Stays fixed right above the caster. FOCUS:Dur=20 Min (No conc) Darkness to continues for up to 4 rds after the concentration has stopped. COUNTER:Dispel Magic Spell Lvl:1 Caster to creates darkness that will stay centered above them. ENHANCEMENTS: 16 SP Lvl 20 Rollout Instant Keep darkness active by lightly concentrating on the spell, Lvl 14 Range At 3 Sqs 8 SP Other spells actions that do not state a need to concentrate may be used. Lvl 9 Range at 1 Sq 6 SP Mechanicals STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 3 30 Min Touch 1x1 Square Permanent Acid Etching - TBD FOCUS:none [Enter Summary] COUNTER: None ENHANCEMENTS: SS Lvl 10 Rollout Halved 6 SP 6 SP Lvl 12 AoE X2





Lvl 14 Duration X2

8 SP

