




# -Eolas


## Battle Actions/Prep


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


LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Move 1 Sq
						8 pts	4 Squares	4x4 squares	Initiative	4 Rounds		
<b>Decrease Movement</b>												
		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

## Battle Offense


LEVEL	1			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	6 Squares	1 Square	Initiative	3 Rounds		
<b>Acid Mist</b>												
		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 Not Sick
						4 pts	3 Squares	1 Square	Initiative	until Healed		
<b>Acid Rash w/ Ongoing Fragility</b>												
		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

LEVEL	3			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Conjured
						4 pts	4 Squares	1 Mark	Initiative	2 Rounds		
<b>Conjure Native Beetles</b>												
		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	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	8 Squares	1 Square	Initiative	2 Rounds		
<b>Acid Rain</b>												
		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

## Communication

LEVEL	5	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Can read
						8 pts	Touch	200 Char	10 Minutes	1 Hours		
<b>Arcane Interpretation - 1 Page</b>												
		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

# -Eolas

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	12 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

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 Language

COUNTER: None

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	7	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Can hear convo.
						8 pts	8x8 Squares	1 Convo	10 Minutes	5 Min/Tier		




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	7	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Scry's are noticed
						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 Squares


COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP

## Creations

LEVEL	3			STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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	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

LEVEL	8	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Touch	1 Rogue	3 Minutes	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

## -Eolas

## Fences and Shelters

LEVEL

7

STACK

99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

Circle of Protection vs Acid


8 pts

9 Squares

3 Sq Radius

5 Minutes

1 Hour



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

Find or Reveal

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	<div><div></div><div></div></div>									
Detect Magic & Number of Aspects																				
<div></div>				4 pts	2 Squares	1x1x1 Square	5 Minutes	Permanent												
<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

STACK

99

COST

8 pts

RANGE

4 Sqs

AREA OF EFFECT

1 Item

ROLL OUT

6 Minutes

DURATION




Permanent

SAVE:

SKL: 1

Comparative

</

LEVEL	2	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Know Your Name</b>														
 <p>No standard casting movements as the caster mumbles. Learn the name target goes by for the situation. Locally known name of the person</p>					4 pts		20 Squares		1 Target		Next Initiative		Instant	
					<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 6 Subtle Casting4 SP</div> <div>Lvl 12 Range X28 SP</div> <div>Lvl 9 Range +50%6 SP</div>									

LEVEL

3

STACK

1

COST

4 pts

RANGE

15 Squares

AREA OF EFFECT

1 Sign Post

ROLL OUT

1 Minute


DURATION

2 Days

SAVE:

No Save

Reveal Sign Posts



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

LEVEL

4

STACK

99

COST

4 pts

RANGE

1 Square

AREA OF EFFECT

1 Item

ROLL OUT

30 Minutes

DURATION

Permanent

SAVE:

RM: 2

Revelation

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.

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

4 pts

RANGE

PMP

AREA OF EFFECT

1 Nae'Em

ROLL OUT

1 Hour


DURATION

Instant

SAVE:

No Save

## Direction to Ionic Marker



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



# -Eolas

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 Aspects


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

LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 Not noticed
						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

## Food And Drink

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 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 Min	8	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
						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	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						6 pts	Self	Recipient	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

## 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




-Eolas

Illusions

LEVEL2

NAE'EM



STACK1

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

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.

FOCUS:COL+1

COUNTER:None

ENHANCEMENTS:

Lvl18

Duration X4

10 SP

Lvl14

Duration X2

8 SP

Lvl16


AoE = 2 Ppl

8 SP

Light-

LEVEL8

NAE'EM



STACK99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Create Bond With Rogue



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:

Lvl10

Rollout Halved

6 SP

Lvl9

Range at 1 Sq

6 SP

Lvl4

Aura Brightens

-2 SP

Light and Darkness

LEVEL1

STACK99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Light of Eolas (off - White)



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:

Lvl14

Duration X2

8 SP

Lvl9

Duration +50%

6 SP

LEVEL4

STACK99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Shadow of the Magi



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:

Lvl20

Rollout Instant

16 SP

Lvl14

Range At 3 Sqs

8 SP

Lvl9

Range at 1 Sq

6 SP

Mechanicals

LEVEL3

STACK99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Acid Etching - TBD



ss  
[Enter Summary]  
ss

FOCUS:none

COUNTER:None

ENHANCEMENTS:

Lvl10

Rollout Halved

6 SP

Lvl12

AoE X2

6 SP

LEVEL6

STACK99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: RM: 3

Pause Magical Lock



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:

Lvl10

Rollout Halved

6 SP



Lock/Trap paused

# -Eolas

## Nae'Ems

LEVEL

1

NAE'EM



STACK

99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 2



Create a Temporary Nae'Em - TBD



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

LEVEL

4

NAE'EM



STACK

1

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

LEVEL

5

NAE'EM



STACK

1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

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 Halved6 SP

Lvl 14 Duration X28 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



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 X410 SP

Lvl 12 Range X28 SP

Lvl 14 Duration X28 SP

LEVEL

7

NAE'EM



STACK

3

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 2



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 Halved6 SP

Lvl 18 Range X410 SP

LEVEL

8

STACK

1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

Portal To Nae'Em



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.  
the caster and one other person can pass through. Or Nae'Em and one other person can pass through. First to pass through must be either the Nae'Em or the caster.

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved6 SP

LEVEL

8

NAE'EM



STACK

1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

Scry - Dense Populations - TBD



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 Min8 SP

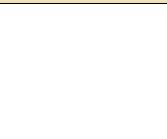
Lvl 9 Duration +50%6 SP



Lvl 4 Aura Brightens-2 SP

# -Eolas


## Planar

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		
<b>Ethereal Return Portal</b>												
												
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			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3 Does not blind
						8 pts	2 Squares	5 items / 1 Square	20 Minutes	Rollout		
<b>Reveal Origin Plane</b>												
												
Without Focus reveals only if the object/person is from this current plane. With the Focus: Yellow/orange if Astral. Tan/Brown if Ethereal. Lime green if Langstrom. Grey if Dimension. White (with name of plane) if a Primary plane. If the only plane of origin (all of it is all ways) is Arcane, then Save is required.										FOCUS:Shows color of Plane COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 12 Range 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		
<b>Create Ethereal Home Pad</b>												
												
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		

## Shape Change

LEVEL	7			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	Self	4 Rounds	4 Hours		
<b>Annie's Slow Alteration</b>												
												
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 ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP		

## Summon or Send

LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Conjured
						8 pts	8 Squares	1 Square	Initiative	3 Rounds		
<b>Create Arcane Beetles</b>												
												
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:Interuption Of Duration Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP		

LEVEL	7	NAE'EM		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
						8 pts			1 Minute	Permanent		
<b>Call/Send From Home Library</b>												
												
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		