




-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		
Protect vs Ranged and Thrown												
		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		
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


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		
Acid Mist												
		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		
Acid Rash w/ Ongoing Fragility												
		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		
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 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		
Acid Rain												
		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			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3 1/2 Dmg if same
						12 pts	8 Squares	1 Target	Initiative	1 Round		
Class Power Attack												
		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

-Eolas

LEVEL	13			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Acid Blobs					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

Communication

LEVEL	5	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
	Arcane Interpretation - 1 Page					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

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Overhear the Conversation					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
	Read/Write Language					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

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	7	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
	Sphere Of Privacy					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

LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Speak Language					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:Proficiency

COUNTER:None

ENHANCEMENTS:

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

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LEVEL

16

STACK

3

COST

16 pts

RANGE

Touch

AREA OF EFFECT

1 Recipient

ROLL OUT

10 Minutes


DURATION

2 Days

SAVE:

No Save

Cultural Immersion



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:

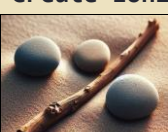
Lvl 10	Rollout Halved	6 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 14	Duration X2	8 SP

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										
<h3>Eolas False Magical Glow</h3>																				
				<p>When cast a bright blue glow surrounds a non-magic item, then fades.</p> <p>Make an item appear magical. Trap? Lock? Weapon? Rock? Rope?</p> <ul style="list-style-type: none">- 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.																
				<div>CREATE:Scroll Of Arcane Glow</div> <div>FOCUS: AoE X2</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <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 4</td><td>Aura Brightens</td><td>-2 SP</td></tr></table>								Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP	Lvl 4	Aura Brightens	-2 SP
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		

Create Ionic Marker (Nae'Em)






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		STACK	1	COST	NAE'EM	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts		Touch	1 Rogue	3 Minutes	1 Day		
<p>Increase Nae'Em Rogues Grace</p> <p>Barely visible jade colored weave surrounds the targeted Rogue.</p> <p>Increase Grace of a Nae'Em Rogue by 2. Does NOT increase any other stats.</p>													
<div>CREATE: Scroll of Rogues Grace </div> <div>FOCUS: 12 Sq Range </div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Rollout Init 12 SP</div> <div>Lvl 14 Duration X2 8 SP</div> <div>Lvl 9 Duration +50% 6 SP</div>													

LEVEL

10

STACK

99

COST

12 pts

RANGE

12 Squares

AREA OF EFFECT

1 Square

ROLL OUT

5 Rounds


DURATION

1 Hour

SAVE:

No Save

Ladders & Stairs



Can be cast/created in any plane

Ladder: 1-12 sqs x 1 sq Lean.

OR

Stairs: 6 sqs x 6 sqs Lean.

CREATE: Breakable of Ladders or Stairs

FOCUS: Hand rails

COUNTER: None


ENHANCEMENTS:


Lvl 12	Rollout Init	12 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 18	Range X4	10 SP

LEVEL

11

NAE'EM





STACK

99

COST

12 pts

RANGE

1 Mark per Tier

AREA OF EFFECT

1 Object

ROLL OUT

30 Minutes

DURATION


1 Day

SAVE:

SNS: 2

See eyes move.

GM



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

LEVEL

13

NAE'EM





STACK

1

COST

RANGE

AREA OF EFFECT

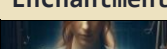
ROLL OUT

DURATION

SAVE:

No Save

Enchantment of Returning



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

COUNTER: None

ENHANCEMENTS:

Lvl 12 Rollout Init12 SP

Lvl 14 Duration X28 SP


Lvl 9 Duration +50%6 SP

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Fences and Shelters

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

LEVEL	13			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 3 Exit Circle
						16 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours		

Circle of Containment



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: Dispell Magic Spell Lvl: 1


ENHANCEMENTS:

Lvl 18	Duration X4	10 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 Not Blinded
						4 pts	2 Squares	1x1x1 Square	5 Minutes	Permanent		

Detect Magic & Number of Aspects



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

Dispel Magic Spell




List of spells that can be affected are in the Full Description list.
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	2	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	20 Squares	1 Target	Next 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


COUNTER: None

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

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		

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

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


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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



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		

Identify Aspects (1/Tier)



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


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		

Know About You



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

Search for Focus Item



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


LEVEL	10	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	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


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		

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	AOE X2	6	SP

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

LEVEL

2

STACK

1

COST

6 pts

RANGE

Self

AREA OF EFFECT

Recipient

ROLL OUT

1 Hour


DURATION

3 Days

SAVE:

No Save

Triggered Forced Healing 2d8



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


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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

10

STACK

99

COST

12 pts

RANGE

8 Squares

AREA OF EFFECT

1 Target

ROLL OUT

Initiative

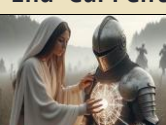
DURATION

Permanent

SAVE:

No Save

End Current Dmg Over Time



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 12Range X28 SP

Lvl 9Range +50%6 SP

Lvl 18AoE = 2 Targets10 SP

LEVEL

12

STACK

99

COST

12 pts

RANGE

12 Squares

AREA OF EFFECT

1 Target

ROLL OUT

Initiative


DURATION

Permanent

SAVE:

No Save

Ranged Forced Healing 2d8+2 HP



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			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											
<div></div> <p>Caster must find a visible crack in the wall.</p> <p>Caster uses a crack to create the extra dimensional Ethereal space.</p> <p>Caster can include another person.</p> <p>Caster must enter and use the space for the spell to be used.</p> <p>Caster and other person are either in or out. Cannot straddle.</p>												<div>FOCUS:Can cast from hiding.</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table>	Lvl 12	Range X2	8 SP	Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP
Lvl 12	Range X2	8 SP																			
Lvl 18	Duration X4	10 SP																			
Lvl 14	Duration X2	8 SP																			


Illusions

LEVEL	2	NAT'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
							4 pts	Touch	1 Rogue	5 Minutes	1 Hour		
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.													
<div style="float: right; border: 1px solid black; padding: 5px;"> 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 </div>													

LEVEL	11	<div><div></div><div></div></div>	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										
<div><div></div><div><p>Barely visible seafoam colored weave surround an area where the duplicate appears.</p><p>Creates an image of the caster.</p><p>But must stay in range and moves at 1/2 rate.</p><p>If casters image changes within duration the image changes as well.</p></div></div>			<div><div>FOCUS:Image +10 HP.</div><div>COUNTER:Same Spell</div><div>ENHANCEMENTS:</div><table><tr><td>Lvl 12</td><td>Rollout Init</td><td>12 SP</td></tr><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table></div>								Lvl 12	Rollout Init	12 SP	Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP
Lvl 12	Rollout Init	12 SP																	
Lvl 18	Duration X4	10 SP																	
Lvl 14	Duration X2	8 SP																	


-Eolas

Light-

	<h3>Create Bond With Rogue</h3> <p>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.</p>	<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <tbody> <tr> <td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr> <tr> <td>Lvl 9</td><td>Range at 1 Sq</td><td>6 SP</td></tr> <tr> <td>Lvl 4</td><td>Aura Brightens</td><td>-2 SP</td></tr> </tbody> </table>	Lvl 10	Rollout Halved	6 SP	Lvl 9	Range at 1 Sq	6 SP	Lvl 4	Aura Brightens	-2 SP
Lvl 10	Rollout Halved	6 SP									
Lvl 9	Range at 1 Sq	6 SP									
Lvl 4	Aura Brightens	-2 SP									

Light and Darkness

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>Stays fixed right above the caster.</p> <p>Darkness to continues for up to 4 rds after the concentration has stopped.</p> <p>Caster to creates darkness that will stay centered above them.</p> <p>Keep darkness active by lightly concentrating on the spell,</p> <p>Other spells actions that do not state a need to concentrate may be used.</p>
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Mechanicals

Acid Etching - TDD


ss
[Enter Summary]
ss

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




	<p>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.</p>	<p>FOCUS:Range = 12 Squares COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP</p>
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Nae'Ems

	<p>Short term bonding with a willing civilized creature.</p> <p>Short term bonding with a willing civilized creature.</p>	<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <tbody> <tr> <td>Lvl 14</td> <td>Save -1 Col</td> <td>8 SP</td> </tr> <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> </tbody> </table>	Lvl 14	Save -1 Col	8 SP	Lvl 12	Range X2	8 SP	Lvl 14	Duration X2	8 SP
Lvl 14	Save -1 Col	8 SP									
Lvl 12	Range X2	8 SP									
Lvl 14	Duration X2	8 SP									


-Eolas


LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4		1	4 pts	PMP	1 Item	Next Initiative	Instant	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 Casting	4 SP	
Lvl 18	Nae'Em Clues Remove	20 SP	
Lvl 4	Aura Brightens	-2 SP	


LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
5		1	8 pts	5 Marks	15x15 Squares	6 Minutes	30 Min / Tier	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 Halved	6 SP	
Lvl 14	Duration X2	8 SP	
Lvl 9	Duration +50%	6 SP	


LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
5		3	8 pts	8 Marks	1 Nae'Em	2 Minutes	1 Hour	SKL: 2

Scry to a Nae'Em

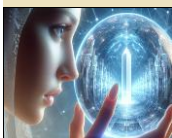


Caster is able to view one of their Nae'Em's from above.
View from 4 squares above, but will lower the view if needed.



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


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

Create Permanent Nae'Em

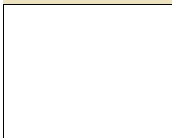


Bright yellow ribbons encircle the recipient.
Permanent mental bond allows either party to initiate and/or accept.
Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding.
This spell will only support 3 (See Stack) connections to another person.
Recipient must Save for connection to work.

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


LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8		1	8 pts	Self	PMP	30 Minutes	5 Minutes	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 Halved	6 SP	


LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8		1	8 pts	Community	4x4 Squares	5 Minutes	10 Min / Tier	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 Min	8 SP	
Lvl 9	Duration +50%	6 SP	
Lvl 4	Aura Brightens	-2 SP	

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

Detect 'Ems (All Types)



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	

-Eolas


LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
9		1	12 pts	Current Plane	Nae'Em 4x4 Sqs	5 Minutes	1 Hour / Tier	No Save
Scry To A Vae'Em (Place) - TBD								
			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: Interruption Of Duration Lvl:1 ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 4 Aura Brightens -2 SP
LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
11		1	36 pts	Touch	1 Item	3 Days	Permanent	RM: 3 Connected
Connect To An Arcane Focus Item								
			Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollout 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
LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
11		1	12 pts	20 Sq Radius	1 Convo	5 rounds	5 Min/Tier	SKL: 2 Able to listen
Eavesdrop on Nae'Em Convo								
			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	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12		1	12 pts	Self	PMP & 2 Uses	30 Minutes	2 Minutes	No Save
Portal To Nae'Em - TBD								
			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
LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
14		99	48 pts	1 Recipient	1 Target	1 Month	Permanent	No Save
Bestow House Authority								
			Character is able to draw followers to their banner The Character is able to know if the follower has acted properly according to House ideals But, the creator of the House will NOT know the mind of the follower. This skill allows the character to create a house that they alone own. Only the Eolas using the "House Authority" cause another to be a non-owner authority.					CREATE: COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP
LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
14		99	48 pts	1 Recipient	1 Target	7 Days	Permanent	No Save
Establish A House								
			Character is able to draw followers to their banner The Character is able to know if the follower has acted properly according to House ideals But, the creator of the House will NOT know the mind of the follower. This skill allows the character to create a house that they alone own. Only the Eolas using the "House Authority" cause another to be a non-owner authority.					CREATE: COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP
LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
15		1	16 pts	10 Squares	2x2 Sq Area	1 Day	Permanent	No Save
Create Permanent Location Vae'Em								
			Caster creates a Nae'Em of a location to be used for teleportation travel. Location becomes a teleport destination.					FOCUS:Casual COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP


-Eolas

Planar

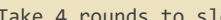
	<p>Solid mint colored weave create a portal. Returns to Home Pad. Default = casters school pad.</p>	<p>FOCUS:Extra item COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP</p>
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<div>Reveal Origin Plane</div>	<p>Without Focus reveals only if the object/person is from this current plane.</p> <p>With the Focus: Yellow/orange if Astral. Tan/Brown if Ethereal. Lime green if Langstrom.</p> <p>Grey if Dimension. White (with name of plane) if a Primary plane.</p> <p>If the only plane of origin (all of it is all ways) is Arcane, then Save is required.</p>	<div> <div>FOCUS:Shows color of Plane</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 18 Range X4 10 SP</div> <div>Lvl 12 Range X2 8 SP</div> </div> </div>
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	<h3>Create Ethereal Home Pad</h3> <p>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.</p>	<div> <div>FOCUS:change location</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 9</td> <td>Duration +50%</td> <td>6 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 9	Duration +50%	6 SP	Lvl 12	AoE X2	6 SP
Lvl 10	Rollout Halved	6 SP									
Lvl 9	Duration +50%	6 SP									
Lvl 12	AoE X2	6 SP									


To nearest edge or random if in question.	<div>COUNTER:Dispel Magic Spell Lvl:1 </div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save -1 Col 8 SP</div> <div>Lvl 9 Duration +50% 6 SP</div> <div>Lvl 12 AoE X2 6 SP</div>
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Shape Change

	<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</p> <p>ENHANCEMENTS:</p> <table> <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> </table>	Lvl 6	Subtle Casting	4 SP	Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP
Lvl 6	Subtle Casting	4 SP									
Lvl 10	Rollout Halved	6 SP									
Lvl 14	Duration X2	8 SP									

	<p>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.</p>	<div> <div> <div>FOCUS:speak like rogue</div> <div>COUNTER:Same Spell</div> </div> <div> <div>ENHANCEMENTS:</div> <table> <tr> <td>Lvl 18</td> <td>Duration X4</td> <td>10 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> </div>	Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
Lvl 18	Duration X4	10 SP									
Lvl 14	Duration X2	8 SP									
Lvl 9	Duration +50%	6 SP									

Summon or Send


	<h3>Create Air Cane Beetles</h3> <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>	<div> <div>CREATE:Cinderroot powder</div> <div>FOCUS:SKL:>05</div> <div>COUNTER: Interruption Of Duration Lvl:3</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 14 Duration X2 8 SP</div> <div>Lvl 9 Damage +50% 8 SP</div> </div> </div>
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-Eolas

LEVEL

7

NAE'EM



STACK

COST

8 pts

RANGE

AREA OF EFFECT

ROLL OUT

1 Minute


DURATION

Permanent

SAVE:

:

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

