



-Eolas

Altered Reality

LEVEL	2	NAE'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.									

FOCUS:COL+1


COUNTER: None

ENHANCEMENTS:


Lvl 18Duration X410 SP


Lvl 14Duration X28 SP


Lvl 16AoE = 2 Ppl8 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										
				<p>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.</p>																
				<p>FOCUS:Image +10 HP. COUNTER:Same Spell</p> <p>ENHANCEMENTS:</p> <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>								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																		


Battle Actions/Prep

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								
<div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Duration X410 SP</div> <div>Lvl 14 Duration X28 SP</div>												

LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
Decrease Movement						8 pts	4 Squares	4x4 squares	Initiative	4 Rounds		Move 1 Sq
 <div>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.</div>						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	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.								<div>FOCUS:Acid 1d6 dmg at edge</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X28 SP</div> <div>Lvl 14 Duration X28 SP</div> <div>Lvl 9 Duration +50%6 SP</div>	

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	<div></div>	<div></div>	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	
<div></div>						<div>The caster throws green acid at the target in an arc. This is lobblable. 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</div>						<div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div><div>Lvl 18 Range X410 SP</div><div>Lvl 12 Range X28 SP</div><div>Lvl 9 Range +50%6 SP</div></div>	

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LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Acid Rain						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			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3 1/2 Dmg if same
Class Power Attack						12 pts	8 Squares	1 Target	Initiative	1 Round		



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

Class Specialty

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



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

Communication

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




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	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

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 Can hear convo.
Eavesdrop on Nae'Em Convo (Eolas)						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


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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		

Sphere Of Privacy



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

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


Speak Language



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



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		

Dispel Magic Spell

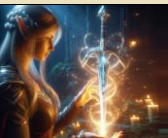


List of spells that can be affected are in the Full Description list.
GM determines the Save column for the item based on the nature of its power.
Caster and GM both roll the Save. The greater success wins out. (Or least loss)
Can be used to disrupt permanent magic.
Doesn't affect non permanent spells, 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	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		

Eolas False Magical Glow



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		

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

Increase Nae'Em Rogues Grace

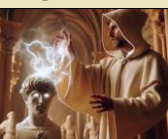


Barely visible jade colored weave surrounds the targeted Rogue.
Increase Grace of a Nae'Em Rogue by 2. Does NOT increase any other stats.

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

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

Sight of the Statue




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



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Find or Reveal

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
						4 pts	2 Squares	1x1x1 Square	5 Minutes	Instant	Not Blinded		

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	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


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	
						4 pts	1 Square	1 Item	30 Minutes	Permanent	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 

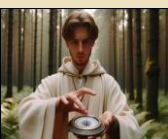
COUNTER: None


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	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 

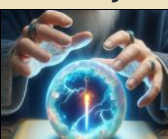
COUNTER: None



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	
						8 pts	8 Squares	1 Creature	30 Seconds (5 rds)	Instant	Not noticed			

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 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



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LEVEL	9	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
Find Clues To True Name						24 pts	4 Squares	1 Item	2 Hours	Permanent	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 Lvl:1			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6	SP
Lvl 18	Range X4	10	SP
Lvl 9	Range +50%	6	SP

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



Caster is solely 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

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		






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
Triggered Forced Healing 2d8						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	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
End Current Dmg Over Time						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

LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Ranged Forced Healing 2d8+2 HP						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

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		



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


Light-


LEVEL	0			STACK		COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
						pts											
<div>DO NOT DELETE !!!! This is a counter</div>																	
<div>COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</div>																	

LEVEL	3			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
								Touch		1x1 Square		30 Min		Permanent			
<div>ss [Enter Summary] ss</div>																	
<div>FOCUS:none COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 AoE X2 6 SP</div>																	


LEVEL	8	NAE'EM			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
						8 pts			Touch		1 Rogue		3 Days		Permanent			
<div>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.</div>																		
<div>COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Range at 1 Sq 6 SP Lvl 4 Aura Brightens -2 SP</div>																		

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			
<div>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.</div>																	
<div>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</div>																	

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			
<div>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.</div>																	
<div>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</div>																	

Mechanicals

LEVEL	6			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	RM: 3 Lock/Trap paused
						8 pts		2 Squares		Lock		10 Minutes		Rollout			
<div>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.</div>																	
<div>FOCUS:Range = 12 Squares COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP</div>																	

-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													
 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	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 Casting 4 SP Lvl 18 Nae'Em Clues Remove 20 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 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	
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	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 Halved 6 SP Lvl 18 Range X4 10 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 Halved 6 SP													


LEVEL	8	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
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			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
Detect 'Ems (All Types)						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	

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




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	11	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Eavesdrop on Nae'Em Convo						12 pts		20 Sq Radius	1 Convo	5 rounds	5 Min/Tier		Able to listen



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


Planar

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




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	

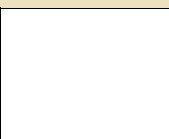
LEVEL	6	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create Ethereal Home Pad						8 pts		1 Square	1x1 Square	1 Hour	1 Hour		




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	12				STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Circle of Ethereal Expulsion						12 pts		8 Squares	3x3 squares	30 Minutes	4 Hours		Circle Created



To nearest edge or random if in question.

COUNTER: Dispel Magic Spell Lvl:1			
ENHANCEMENTS:			
Lvl 14	Save -1 Col	8 SP	
Lvl 9	Duration +50%	6 SP	
Lvl 12	AoE X2	6 SP	

-Eolas

Shape Change

LEVEL

7

STACK

1

COST

8 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

4 Rounds


DURATION

4 Hours

SAVE:

No Save

Annie's Slow Alteration



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

LEVEL

9

NAE'EM

STACK

99

COST

12 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

3 Minutes


DURATION

2 Hours

SAVE:

No Save

Image of Nae'Em Rogue



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

ENHANCEMENTS:

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

Summon or Send

LEVEL

4

STACK

2

COST

4 pts

RANGE

4 Squares

AREA OF EFFECT

1 Mark

ROLL OUT

Initiative

DURATION


2 Rounds

SAVE:

SKL: 2

Conjured

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 conjure.

CREATE:Beetleroot Granules

FOCUS:Save +1 Col

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12

Range X2

8 SP

Lvl 9


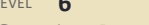
Range +50%




6 SP

Lvl 14


Damage X2

12 SP

LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Create Arcane Beetles						8 pts	8 Squares	1 Square	Initiative	3 Rounds			Conjured
				<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>									

LEVEL	7	NAE'EM			STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
Call/Send From Home Library						8 pts			1 Minute	Permanent		
 <p>Green weave surrounds the caster's hand and a book appears. Summons books the caster has read.</p>					<div> <div>FOCUS:Reading light</div> <div>COUNTER:Same Spell</div> <div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 20</div> <div>AOE X4</div> <div>20 SP</div> </div> <div> <div>Lvl 12</div> <div>AoE X2</div> <div>6 SP</div> </div> </div> </div>							

Utility or Misc

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Draw Up Ground Water						4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent		
 <p>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).</p>						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										

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

Lvl 16 Rollout 1 Min

Lvl 18 Range X4

12 SP

8 SP

10 SP