




-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 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE = 2 Ppl 8 SP


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

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

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	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




-Eolas



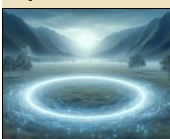
Communication

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


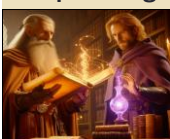


LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	8 Squares	1 Conversation	5 Minutes	1 Hour			
Overhear the Conversation													
 <p>Within sight & Range can hear as if within 1 Sq. Conversations can be heard, but if in a very loud crowd won't be as effective. 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.</p>													
												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

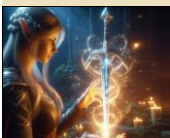


LEVEL	6	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	1 Sqare	1 Person	30 Minutes	1 Day			
Read/Write Language													
 <p>Barely visible green weave in the shape of letters surrounds the person. Common & Ancient Languages. Allows the caster to read and write the recipient's language. Text appears to the caster in their own language. Transform what the caster writes into the recipient's language.</p>													
												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	
						8 pts	8x8 Squares	1 Convo	10 Minutes	5 Min/Tier			Can hear convo.
Eavesdrop on Nae'Em Convo (Eolas)													
 <p>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.</p>													
												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	
						8 pts	8 Squares	3x3 Squares	4 Minutes	2 hours / Tier			Scry's are noticed
Sphere Of Privacy													
 <p>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.</p>													
												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


Enchantments

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

-Eolas

LEVEL	5	NAE'EM		STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create Ionic Marker (Nae'Em)						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
Increase Nae'Em Rogues Grace						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


Find or Reveal

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



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
Know Your Name						4 pts	20 Squares	1 Target	Initiative	Instant		




No standard casting movemments 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
Reveal Sign Posts						4 pts	15 Squares	1 Sign Post	1 Minute	2 Days		



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
Aspects Counted By Type						4 pts	1 Square	1 Item	30 Minutes	Permanent		




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
Direction to Ionic Marker						4 pts	PMP	1 Nae'Em	1 Hour	Instant		



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




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LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	1 Square	1 Item	30 Minutes	Permanent		
												
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			
													
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													

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:Frailty Save - 1 Column  COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 14 Range At 3 Sqs 8 SP												

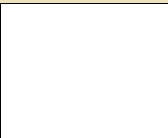


LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						6 pts	Self	Caster	1 Hour	3 Days		
												
Damage triggers 2d8 rolled. Damage first, then 2x Healing. In effect until duration is over or is used. Does NOT allow the choice to not use it. Only 1 triggered health can 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												

Hide or Obscure




LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	2 Squares	Caster+Guest	Initiative	5 Rounds		
												
Caster must find a visible crack in the wall. Caster uses a crack to create the extra dimensional Ethereal space. Caster can include another person. Caster must enter and use the space for the spell to be used. Caster and other person are either in or out. Cannot straddle.												
FOCUS:Can cast from hiding.  COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP												

Light-

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

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

-Eolas

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

Light and Darkness

LEVEL

1

STACK

99

COST

4 pts

RANGE

Self

AREA OF EFFECT

Varies

ROLL OUT

Initiative


DURATION

4 Hours

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:

Lvl 14

Duration X2

8 SP

Lvl 9

Duration +50%

6 SP

LEVEL

4

STACK

99

COST

4 pts

RANGE

Self

AREA OF EFFECT

3 Sq Dia Sphere

ROLL OUT

Initiative


DURATION

Conc +4 Rds

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:

Lvl 20

Rollout Instant

16 SP

Lvl 14

Range At 3 Sqs

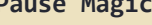
8 SP

Lvl 9

Range at 1 Sq

6 SP


Mechanicals

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	GM
Pause Magical Lock						8 pts	2 Squares	Lock	10 Minutes	Rollout	Lock/Trap paused		
 <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</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 10 Rollout Halved 6 SP</p>									

Nae'Ems

LEVEL

1



STACK

99

COST

4 pts

NAE'EM

2 Squares

RANGE

1 Civ Creature

AREA OF EFFECT


2 Hours

ROLL OUT

1 Week


SAVE:

SKL: 2



Nae'Em created.

Create a Temporary Nae'Em



Short term bonding with a willing civilized creature.

Short term bonding with a willing civilized creature.


COUNTER: None


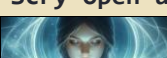

ENHANCEMENTS:

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
						4 pts	PMP	1 Item	Initiative	Instant		
Call/Return Nae'Em Item  <p>Lime colored weave spins around the caster's hand until the item appears.</p> <p>Unbound light weight Nae'Em can be called. Limit of 10 lbs / 4.5 Kg.</p> <p>Lime colored weave spins around the caster's hand until the item appears.</p>												
											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																				
 <p>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.</p>				8 pts	5 Marks	15x15 Squares	6 Minutes	30 Min / Tier												
											<div>FOCUS:Includes Audio.</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>	Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
Lvl 10	Rollout Halved	6 SP																		
Lvl 14	Duration X2	8 SP																		
Lvl 9	Duration +50%	6 SP																		

-Eolas



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

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	
						12 pts	1 Square	1 Recipient	4 Days	Permanent		Created	

Create Permanent Nae'Em

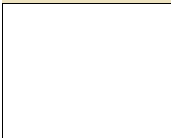


Bright yellow ribbons encircle the recipient.
Permanent mental bond allows either party to initiate and/or accept.
Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding.
This spell will only support 3 (See Stack) connections to another person.
Recipient must Save for connection 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	
						8 pts	Self	PMP	30 Minutes	5 Minutes			

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	
						8 pts	Community	4x4 Squares	5 Minutes	10 Min / Tier			


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

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			

Ethereal Return Portal



Solid mint colored weave create a portal.
Returns to Home Pad. Default = casters school pad.

FOCUS:Extra item
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout 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	
						8 pts	1 Square	1x1 Square	1 Hour	1 Hour			

Create Ethereal Home Pad



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			

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

-Eolas

Summon or Send

LEVEL4

STACK2

COST4 pts

RANGE4 Squares


AREA OF EFFECT1 Mark

ROLL OUTInitiative

DURATION2 Rounds

SAVE:SKL: 2

Conjured



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

LEVEL6

STACK3

COST8 pts

RANGE8 Squares


AREA OF EFFECT1 Square

ROLL OUTInitiative

DURATION3 Rounds

SAVE:SKL: 2

Conjured



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

LEVEL7

NAE'EM

STACK

COST8 pts

RANGE


AREA OF EFFECT

ROLL OUT1 Minute

DURATIONPermanent

SAVE:

:



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

Utility or Misc

LEVEL1

STACK99

COST4 pts


RANGETouch

AREA OF EFFECT2 Skins/Tier

ROLL OUT5 Minutes

DURATIONPermanent

SAVE:No Save



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