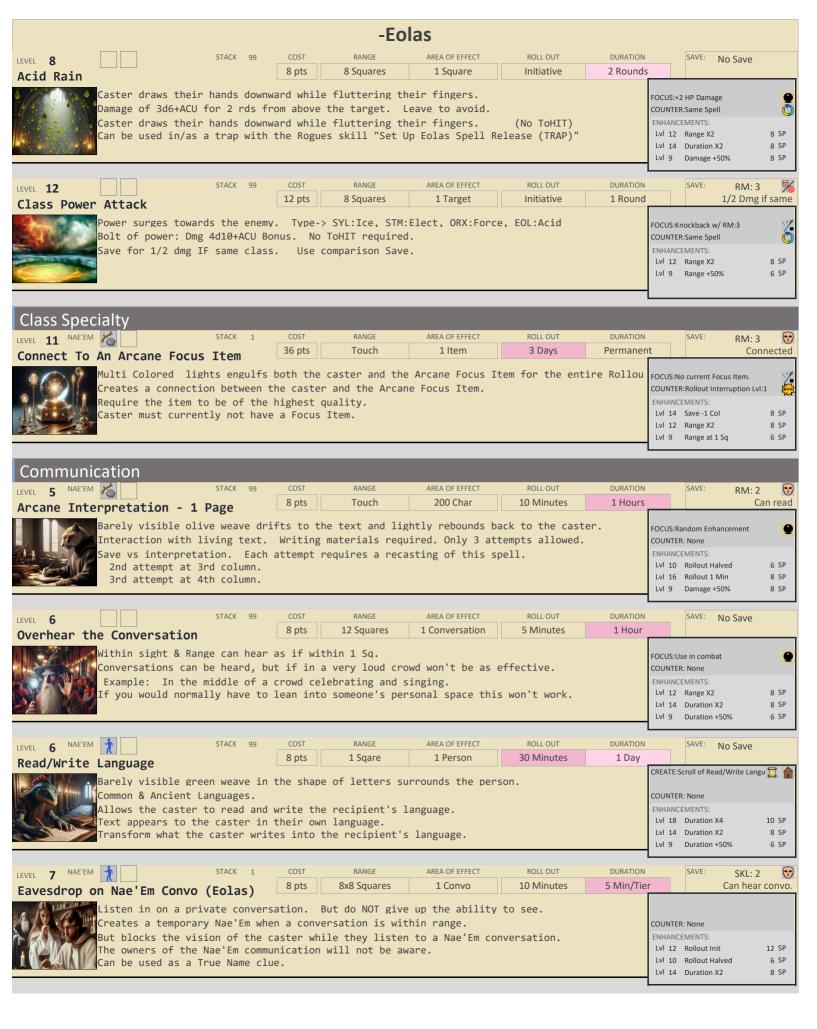
-Eolas Altered Reality STACK 1 RANGE AREA OF EFFECT DURATION SAVE: No Save LEVEL 2 NAE'EM COST ROLL OUT 4 pts Touch 1 Rogue 5 Minutes 1 Hour Rogue's Right Place, Right Time Mamma Barely visible spruce colored weave shines around the rogue, then dissipates. FOCUS:COL+1 Assists the Rogue to be unnoticed. COUNTER: None ENHANCEMENTS: Barely visible spruce colored weave shines around the rogue, then dissipates. Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE = 2 Ppl 8 SP STACK 5 AREA OF EFFECT ROLL OUT DURATION LEVEL 11 SAVE: No Save 20 Minutes 12 pts 25 Squares 25 Sq Radius 2 Rounds Personal Decov Barely visible seafoam colored weave surround an area where the duplicate appears. FOCUS:Image +10 HP. Creates an image of the caster. COUNTER:Same Spell But must stay in range and moves at 1/2 rate. ENHANCEMENTS: Lvl 12 Rollout Init 12 SP If casters image changes within duration the image changes as well. Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Battle Actions/Prep ROLL OUT DURATION STACK RANGE AREA OF EFFECT No Save 4 nts 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. COUNTER:Same Spell Does not protect vs Melee ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lyl 14 Duration X2 8 SP STACK 3 RANGE AREA OF FEFECT ROLL OUT DURATION SAVF. RM: 2 LEVEL 6 8 pts 4 Squares 4x4 squares Initiative 4 Rounds Move 1 Sa Decrease Movement CREATE:Scroll of Grabbing Roots Inhibits movement by 4 squares. (by 5 sqs with Focus) FOCUS: Move -1 again Does make the target's movement 4 less. (by 5 sqs with Focus) COUNTER: None Does also work on swimming and climbing if the roots/vines are in those areas. ENHANCEMENTS: Does slow running/dashes to a walk. Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Does NOT stop the target's movement entirely, Minimum of 1 square movement. Lyl 14 Duration X2 8 SP STACK 99 AREA OF EFFECT SAVE: No Save COST **ROLL OUT** DURATION 9 Squares 3 Sq Radius 5 Minutes 1 Hour 8 pts Circle of Protection vs Acid Caster draws a magical circle in green weave that protects against acid. FOCUS: Acid 1d6 dmg at edge The green weave becomes bubbling acid. COUNTER:Same Spell Those within the circle reduce acid damage by 3 points (min 1). ENHANCEMENTS: Passing in or out (crossing the edge) CAUSES 1d6 points of acid damage. Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP **Battle Offense** AREA OF EFFECT ROLL OUT DURATION STACK No Save LEVEL 1 6 Squares 3 Rounds 4 pts 1 Square Initiative 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. COUNTER:Same Spell No ToHIT is required. ENHANCEMENTS: Lvl 12 Range X2 8 SP Effects all creatures in the square regardless of armor/clothing. Lvl 14 Duration X2 8 SP Does NOT cause any structural damage or damage to the armor. Lvl 9 Damage +50% 8 SP AREA OF EFFECT LEVEL 1 HTH: 1 Initiative until Healed Not Sick 4 pts 3 Squares 1 Square 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. COUNTER:Same Spell Ô Does put upon the enemy an advancement of fragility (Starting at Sickness I) ENHANCEMENTS: 10 SP Can't go beyond the given fragility during the battle, Lvl 18 Range X4 Lvl 12 Range X2 8 SP May go beyond the given fragility during start of day from this point forward

Lvl 9 Range +50%

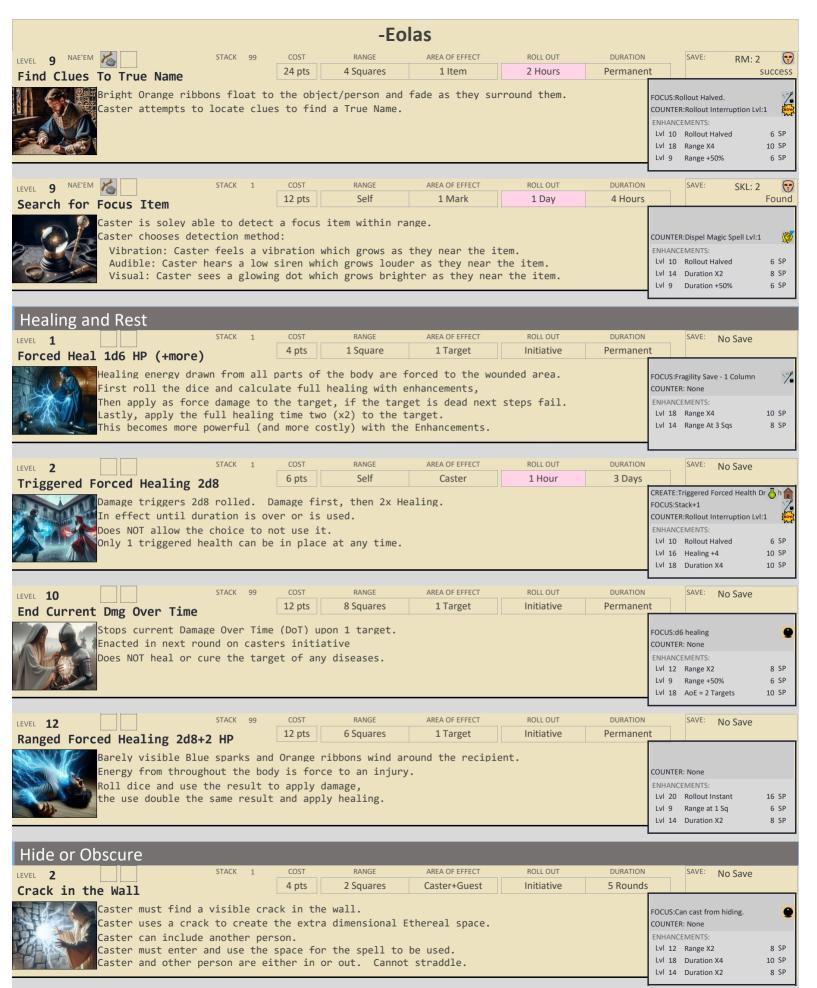
6 SP





-Eolas





				-EC	olas						
Light-											
LEVEL -1		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No Save		
No Counter	Available		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		
Acid Etchi	ng			Touch	1x1 Square	30 Min	Permanen	it	110 301		
ACTA ECCI.	ss [Enter Summar	[עי						FOCUS:no COUNTER ENHANCE Lvl 10 Lvl 12	R: None EMENTS: Rollout Halved	6 SP 6 SP	
NAF'FN	4	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE. No Covo		
Choosto Rone	″ <mark> }</mark>		8 pts	Touch	1 Rogue	3 Days	Permanen	it	SAVE: No Save		
Light and	Darkness	pell can be used to ass to Eolas caster	cost	RANGE	AREA OF EFFECT	ROLL OUT	DURATION 4 Hours	Lvl 9	Rollout Halved Range at 1 Sq Aura Brightens SAVE: No Save	6 SP 6 SP -2 SP	
Light of E	olas (off -	White)	4 pts	Self	Varies	Initiative	4 Hours	CREATE:A	Astral Candle Light Powd	for A 📤	
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.									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	Conc +4 Rd	ds	SAVE: No Save		
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			
Mechanic	cals										
LEVEL 6		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: RM: 3	3 GM	
Pause Magi	cal Lock		8 pts	2 Squares	Lock	10 Minutes	Rollout		Lock/Trap	paused	
	Freezes all m helps rogue w Must target a Freezes all m	magic within a spec with magical locks a specific magical magic within the tr ends then magic may	trap.	the duration w				COUNTER		6 SP	

-Eolas Nae'Ems STACK 99 AREA OF EFFECT ROLL OUT DURATION LEVEL 1 NAE'EM RANGE 9 SKI:2 4 pts 2 Squares 1 Civ Creature 2 Hours 1 Week 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: 8 SP Lvl 14 Save -1 Col Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP LEVEL 4 NAE'EM STACK 1 RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 4 pts **PMP** 1 Item Initiative Instant Call/Return Nae'Em Item Lime colored weave spins around the caster's hand until the item appears. FOCUS:30 lbs / 13.6 Kg Unbound light weight Nae'Em can be called. Limit of 10 lbs / 4.5 Kg. COUNTER: None ime colored weave spins around the caster's hand until the item appears. ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 18 Nae'Em Clues Remove 20 SP Lvl 4 Aura Brightens -2 SP 5 NAE'EM STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 8 pts 6 Minutes 30 Min / Tier 5 Marks 15x15 Squares Scry Open areas - 5 Marks Able to view an area's that have smaller or no populations. (villages, open land, open sea) FOCUS:Includes Audio View is from a maximum of 5 squares above. COUNTER: None ENHANCEMENTS: View is always from above. Must Save to view inside buildings. +1 col for each level below Lvl 10 Rollout Halved 6 SP Can hear Nae'Em from above IF using the Focus Item. Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP STACK 3 RANGE AREA OF FEFECT ROLL OUT DURATION SAVE: 9 LEVEL 5 NAE'EM SKI: 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 8 SP Lvl 12 Range X2 Lvl 14 Duration X2 8 SP LEVEL 7 NAE'EM STACK 3 AREA OF EFFECT ROLL OUT SKL: 2 12 pts 1 Square 1 Recipient 4 Days Permanent Created Create Permanent Nae'Em Bright yellow ribbons encircle the recipient. FOCUS:SKL:1 Permanent mental bond allows either party to initiate and/or accept. COUNTER:Rollout Interruption Lvl:1 Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding. ENHANCEMENTS: 6 SP Lvl 10 Rollout Halved This spell will only support 3 (See Stack) connections to another person. Lvl 18 Range X4 10 SP Recipient must Save for connection to work. AREA OF EFFECT DURATION STACK RANGE ROLL OUT SAVE: No Save LEVEL 8 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. COUNTER: None ENHANCEMENTS: the caster and one other person can pass through. Or Nae'Em and one other person can pass Lvl 10 Rollout Halved 6 SP through. First to pass through must be either the Nae'Em or the caster. STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION

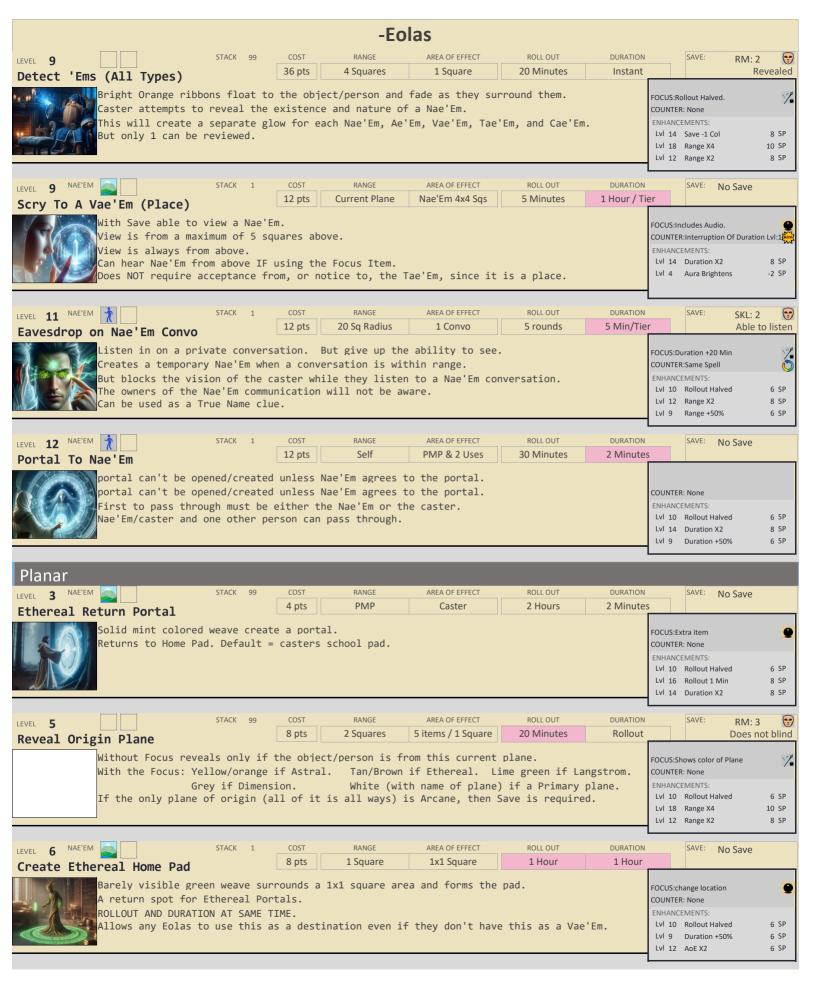
LEVEL 8 NAE'EM SAVE: No Save 8 pts Community 4x4 Squares 5 Minutes 10 Min / Tier - Dense Populations

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 SAVE: No Save STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION LEVEL 10 12 pts 12 Squares 1 Square 5 Rounds 1 Hour Ladders & Stairs CREATE:Breakable of Ladders or Sta Can be cast/created in any plane FOCUS:Hand rails COUNTER: None Ladder: 1-12 sqs x 1 sq Lean. ENHANCEMENTS: OR Lvl 12 Rollout Init 12 SP Lvl 16 Rollout 1 Min 8 SP Stairs: 6 sqs x 6 sqs Lean. Lvl 18 Range X4 10 SP