

-Eolas

Battle-Defense

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1		1	4 pts	Self	1 Battle	1 Minute	3 days	No Save



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

Battle-Offense

LEVEL	1			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Acid Mist						4 pts	6 Squares	1 Square	Initiative	3 Rounds		




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		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH:	
1		99	4 pts	3 Squares	1 Square	Initiative	until Healed		1	
Acid Bash 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	4	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
	Conjure Native Beetles			4 pts	4 Squares	1 Mark	Initiative	2 Rounds		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 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

Battle-Prep

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			

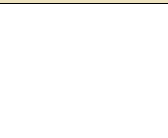


Damage triggers 2d8 rolled. Damage first, then 2x Healing.
In effect until duration is over or is used.
Does NOT allow the choice to not use it.
Only 1 triggered health can be in place at any time.

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

Communication-

LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Acid Etching					Touch	1x1 Square	30 Min	Permanent		



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

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Creation-Meta

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



Dispell Magic done by those most able. Eolas or Orix.
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	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

Find-Hide-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			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	2 Squares	Caster+Guest	Initiative	5 Rounds			

Crack in the Wall



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

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	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

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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	




Food-Water




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 continuously draw water from the same spot, Each repeat adds 10% to failure chance (1d100 roll).									FOCUS: +2 Skins extra  COUNTER: None ENHANCEMENTS: Lvl 16 Rollout 1 Min 8 SP Lvl 20 AOE X4 20 SP Lvl 12 AoE X2 6 SP	

Health-Life-Death

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	1 Square	1 Target	Initiative	Permanent		
Forced Heal 1d6 HP (+more)												
		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	

N Nae'Em-People

LEVEL	1	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Nae'Em created. 
						4 pts	2 Squares	1 Civ Creature	2 Hours	1 Week		
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	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	

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N Tae'Em-Thing

LEVEL4

NAE'EM

STACK1

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:

Lvl6

Subtle Casting

4 SP

Lvl18

Nae'Em Clues Remove

20 SP

Lvl4

Aura Brightens

-2 SP

N Vae'Em-Venue Site

LEVEL3

NAE'EM

STACK99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Ethereal Return Portal



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

FOCUS:Extra item

COUNTER: None

ENHANCEMENTS:

Lvl10

Rollout Halved

6 SP

Lvl16

Rollout 1 Min

8 SP

Lvl14

Duration X2

8 SP

Other-Counter

LEVEL0

STACK

COST

RANGE

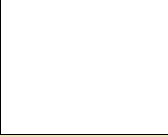
AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

No Counter Available



DO NOT DELETE !!!! This is a counter

COUNTER: None

ENHANCEMENTS:

Lvl0

No Enhancements

0 SP

Utility-

LEVEL1

STACK99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Light of Class Color



With a twirling of the fingers the caster brings about light!
No Focus = Candle power. With Focus caster can set power.
This spell does stay fixed in relation to the caster, right above them.
Use a Focus item for control of light brightness.

CREATE:Astral Candle Light Powder

FOCUS:Brighter by Tier

COUNTER:Same Spell

ENHANCEMENTS:

Lvl14

Duration X2

8 SP

Lvl9

Duration +50%

6 SP

Lvl18

Duration - EOY

20 SP

LEVEL4

STACK99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Shadow of the Magi



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

CREATE:Dust of Darkness

FOCUS:Dur=20 Min (No conc)

COUNTER:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

Lvl20

Rollout Instant

16 SP

Lvl14

Range At 3 Sqs

8 SP

Lvl9

Range at 1 Sq

6 SP