

Save to conure.

8 SP

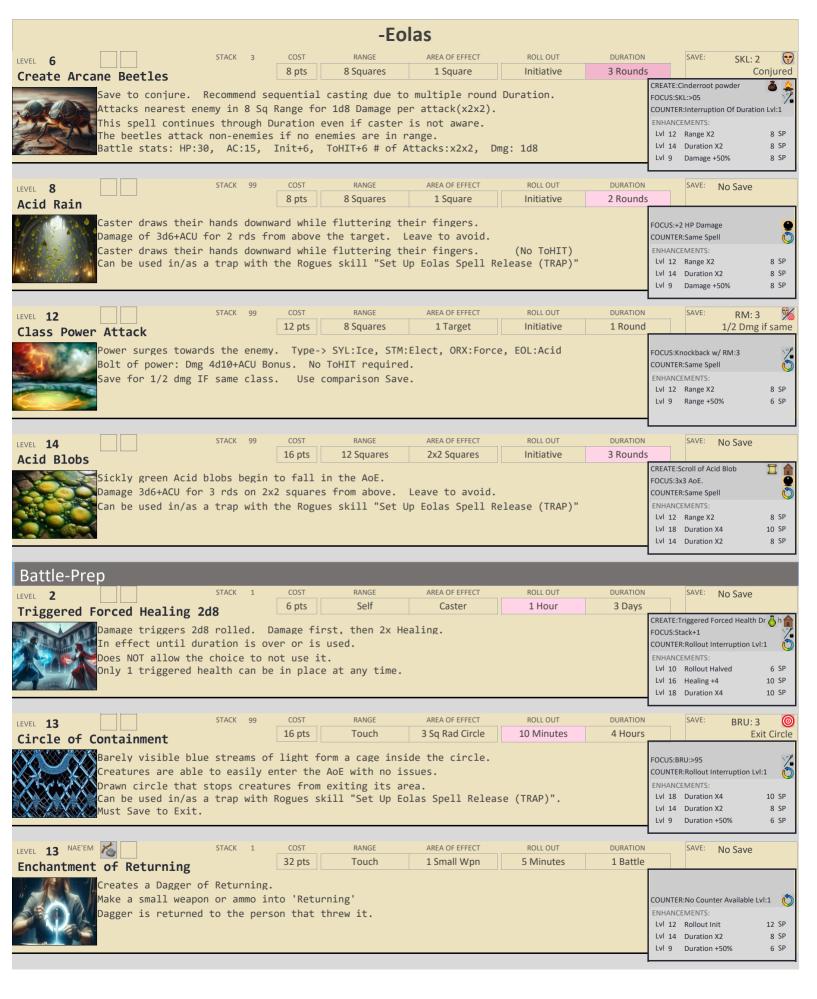
6 SP

12 SP

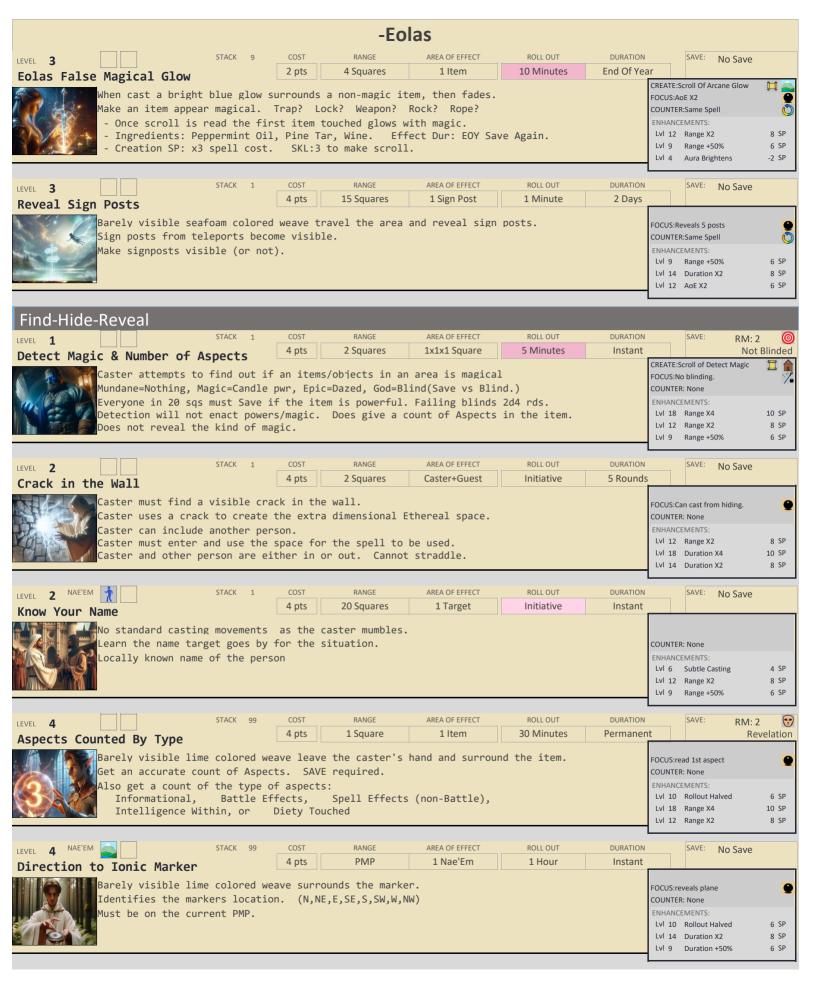
Lvl 12 Range X2

Lvl 9 Range +50%

Lvl 14 Damage X2



-Eolas Communication-RANGE AREA OF EFFECT ROLL OUT SAVE: No Save STACK 99 COST DURATION LEVEL 3 Touch 1x1 Square 30 Min Permanent Acid Etching FOCUS:none [Enter Summary] COUNTER: None ENHANCEMENTS: 6 SP Lvl 10 Rollout Halved Lvl 12 AoE X2 LEVEL 5 NAE'EM STACK 99 RANGE AREA OF EFFECT ROLL OUT DURATION 9 SAVE RM: 2 200 Char 10 Minutes 1 Hours Can read 8 pts Touch Arcane Interpretation - 1 Page Barely visible olive weave drifts to the text and lightly rebounds back to the caster. FOCUS:Random Enhancement Interaction with living text. Writing materials required. Only 3 attempts allowed. COUNTER: None Save vs interpretation. Each attempt requires a recasting of this spell. ENHANCEMENTS Lvl 10 Rollout Halved 6 SP 2nd attempt at 3rd column. Lvl 16 Rollout 1 Min 3rd attempt at 4th column. 8 SP Lvl 9 Damage +50% 8 SP DURATION STACK 99 AREA OF EFFECT ROLL OUT SAVE: No Save 6 5 Minutes 8 pts 1 Hour 8 Squares 1 Conversation Overhear the Conversation Within sight & Range can hear as if within 1 Sq. FOCUS:Use in combat Conversations can be heard, but if in a very loud crowd won't be as effective. COUNTER: None Example: In the middle of a crowd celebrating and singing. ENHANCEMENTS Lvl 12 Range X2 8 SP f you would normally have to lean into someone's personal space this won't work. Lvl 14 Duration X2 8 SP Duration +50% LEVEL 6 NAE'EM STACK 90 RANGE AREA OF FEFECT ROLL OUT DURATION SAVE: No Save 8 pts 1 Sqare 1 Person 30 Minutes 1 Day Read/Write Language CREATE:Scroll of Read/Write Langu 📜 🥤 Barely visible green weave in the shape of letters surrounds the person. Common & Ancient Languages. COUNTER: None ENHANCEMENTS: Allows the caster to read and write the recipient's language. Text appears to the caster in their own language. Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Transform what the caster writes into the recipient's language. Lvl 9 Duration +50% 6 SP AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 10 12 pts Touch a person 3 Minutes 1 Day Speak Language CREATE:Scroll Of Speak Languages 📺 The caster touches a person who speaks the language. FOCUS:Proficency Allows speaking of a current language. COUNTER: None The caster touches a person who speaks the language. ENHANCEMENTS 8 SP Lvl 14 Duration X2 Can create Scroll of Speak Languages with this spell. Lvl 9 Duration +50% 6 SP Lvl 12 AoE X2 6 SP AREA OF EFFECT DURATION STACK RANGE ROLL OUT SAVE: No Save LEVEL 16 16 pts Touch 1 Recipient 10 Minutes 2 Days **Cultural Immersion** MIMBarely visible jade colored weave surrounds the recipient. FOCUS: change clothing Makes a willing recipient fit in. This is NOT passive. Caster must pay attention. COUNTER: None Non verbal & cultural naunces are learned upon 1st occurance. ENHANCEMENTS Lvl 10 Rollout Halved 6 SP Once an action has been demostrated by a NPC the GM ensures the character interprets Lvl 9 Range at 1 Sq the significance right away. 6 SP 8 SP Lvl 14 Duration X2 Creation-Meta RANGE AREA OF FEFECT ROLL OLL DURATION STACK 99 SAVE: LEVEL 2 SKL: 1 1 Item 6 Minutes Permanent 8 pts 4 Sas Comparative Dispel Magic CREATE:Scroll of Dispel Magic (Tem Dispell Magic done by those most able. Eolas or Orix. FOCUS:Rollout = 2 Rounds GM determines the Save column for the item based on the nature of its power. COUNTER:Rollout Interruption Lvl:1 ENHANCEMENTS: Caster and GM both roll the Save. The greater success wins out. (Or least loss) Lvl 10 Rollout Halved 6 SP Can be used to disrupt permanent magic. Lvl 18 Range X4 10 SP Doesn't affect non permanent spells, except as noted by each spell. Lvl 12 Range X2 8 SP





-Eolas STACK 99 COST AREA OF FEFECT ROLL OUT DURATION SAVE: No Save LEVEL 16 NAE'EM 9 64 pts 1 Square 1 Square 12 Hours Permanent Reveal True Name This uses all the clues the caster has gathered attempt to find the True Name. Use clues gathered to attempt to find the True Name. COUNTER: Rollout Interruption Lyl:1 Caster states aloud all the clues during the rollout. ENHANCEMENTS: Meerin Lvl 18 Range X4 10 SP Resulting in the direction and distance in marks if the Save is passed. Lvl 12 Range X2 8 SP The knowledge is NOT announced out loud. Lvl 9 Range +50% 6 SP Food-Water STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION LEVEL 1 SAVE: No Save 2 Skins/Tier 5 Minutes 4 pts Touch Permanent Draw Up Ground Water Blue and Orange ribbons burrow into the ground. FOCUS:+2 Skins extra Pull water from ground. 2 skins per Tier. 1 skin in dry areas. COUNTER: None Typical person requires 1 skin per day. Deserts mean 2 per day. ENHANCEMENTS: Lvl 16 Rollout 1 Min 8 SP Does NOT continously draw water from the same spot, Each repeat adds 10% to failure chance (1d100 roll). Lvl 20 AOE X4 20 SP Lvl 12 AoF X2 6 SP Health-Life-Death STACK 1 AREA OF EFFECT ROLL OUT DURATION RANGE SAVE: No Save 4 nts 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. FOCUS:Fragility Save - 1 Column First roll the dice and calculate full healing with enhancements, COUNTER: None Then apply as force damage to the target, if the target is dead next steps fail. ENHANCEMENTS: Lvl 18 Range X4 10 SP Lastly, apply the full healing time two (x2) to the target. Lvl 14 Range At 3 Sqs 8 SP This becomes more powerful (and more costly) with the Enhancements. STACK 99 RANGE AREA OF FEFECT ROLL OUT DURATION No Save LEVEL 10 12 pts 8 Squares 1 Target Initiative Permanent End Current Dmg Over Time Stops current Damage Over Time (DoT) upon 1 target. FOCUS:d6 healing Enacted in next round on casters initiative COUNTER: None Does NOT heal or cure the target of any diseases. ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 18 AoE = 2 Targets 10 SP AREA OF EFFECT SAVE: No Save STACK 99 **ROLL OUT** DURATION 12 pts 6 Squares 1 Target Initiative Permanent 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.

STACK 99

COUNTER: None							
ENHANCEMENTS:							
Lvl 2	20	Rollout Instant	16	SP			
Lvl 9	9	Range at 1 Sq	6	SP			
Lvl :	14	Duration X2	8	SP			

N Nae Em-People LEVEL 1 NAE'EM Create a Temporary Nae'Em

Short term bonding with a willing civilized creature. Short term bonding with a willing civilized creature.

4 pts

2 Squares

COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP

SAVE: No Save

SKL: 2

Nae'Em created

LEVEL 2 NAE'EM Rogue's Right Place, Right Time

4 pts Touch 1 Rogue 5 Minutes ■ Barely visible spruce colored weave shines around the rogue, then dissipates.

AREA OF EFFECT

1 Civ Creature

AREA OF EFFECT

ROLL OUT

2 Hours

DURATION

1 Week

1 Hour

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СО

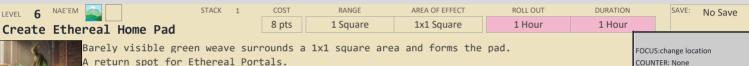
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Assists the Rogue to be unnoticed. Barely visible spruce colored weave shines around the rogue, then dissipates.

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				



-Eolas N Vae'Em-Venue Site LEVEL 3 NAE'EM AREA OF EFFECT ROLL OUT DURATION SAVE: No Save STACK 99 4 pts Caster 2 Hours 2 Minutes Ethereal Return Portal Solid mint colored weave create a portal. FOCUS:Extra item Returns to Home Pad. Default = casters school pad. COUNTER: None ENHANCEMENTS: 6 SP Lvl 10 Rollout Halved Lvl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP LEVEL 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 View is always from above. Must Save to view inside buildings. +1 col for each level below ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP rnd. Lvl 14 Duration X2 8 SP Can hear Nae'Em from above IF using the Focus Item. Lvl 9 Duration +50% 6 SP LEVEL 5 NAE'EM STACK 3 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: 9 SKL: 2 8 pts 1 Nae'Em 8 Marks 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 STACK 1 COST RANGE AREA OF FEFECT ROLL OUT DURATION SAVE: No Save



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.

Lvl 12 AoE X2 6 SP SAVE: No Save AREA OF EFFECT

ENHANCEMENTS:

ENHANCEMENTS:

Lvl 14 Duration X2

Lvl 4 Aura Brightens

Lvl 10 Rollout Halved

Lvl 9 Duration +50%

6 SP 6 SP

8 SP

6 SP

-2 SP

8 SP

-2 SP

LEVEL 8 NAE'EM 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). FOCUS:Includes Audio COUNTER:Same Spell

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 ENHANCEMENTS: Lvl 16 Rollout 1 Min

grnd. Can hear Nae'Em from above IF using the Focus Item.

Lvl 9 Duration +50% Lvl 4 Aura Brightens

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

With Save able to view a Nae'Em. FOCUS:Includes Audio View is from a maximum of 5 squares above. COUNTER: None

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.

Other-Counter RANGE AREA OF EFFECT ROLL OUT DURATION STACK SAVE: No Save

LEVEL 0 No Counter Available DO NOT DELETE !!!! This is a counter COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP

-Eolas Personal-Connections STACK 3 AREA OF EFFECT ROLL OUT DURATION LEVEL 7 NAE'EM COST RANGE 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: This spell will only support 3 (See Stack) connections to another person. Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Recipient must Save for connection to work. LEVEL 9 NAE'EM STACK 99 AREA OF EFFECT ROLL OUT DURATION 9 SAVF. RM: 2 24 pts 4 Squares 1 Item 2 Hours Permanent success Find Clues To True Name Bright Orange ribbons float to the object/person and fade as they surround them. FOCUS:Rollout Halved. Caster attempts to locate clues to find a True Name. COUNTER:Rollout Interruption LvI:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP LEVEL 11 NAE'EM COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: 9 RM: 3 36 pts Touch 1 Item 3 Days Permanent Connected Connect To An Arcane Focus Item Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollou FOCUS:No current Focus Item. Creates a connection between the caster and the Arcane Focus Item. COUNTER: Rollout Interruption Lyl:1 Require the item to be of the highest quality. ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Caster must currently not have a Focus Item. Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq Shelter-Rest-Protection STACK 99 COST RANGE AREA OF FEFECT ROLL OUT DURATION SAVE: No Save 3 Sq Radius 5 Minutes 1 Hour 8 pts 9 Squares 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 8 SP Lyl 14 Duration X2 Lvl 9 Duration +50% 6 SP STACK 3 COST AREA OF EFFECT ROLL OUT DURATION SAVE: RM: 2 8 pts 4 Squares 4x4 squares Initiative 4 Rounds Move 1 Sq 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) COLINTER: None Does also work on swimming and climbing if the roots/vines are in those areas. ENHANCEMENTS: Lvl 12 Range X2 8 SP Does slow running/dashes to a walk.

