




# -Eolas


## 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		
<b>Protect vs Ranged and Thrown</b>												
		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
						4 pts	6 Squares	1 Square	Initiative	3 Rounds		
<b>Acid Mist</b>												
		A green cloud emits from the caster's hands and gathers over the target square. Damage of 2d4 + ACU Bonus for 2 rds. 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		
<b>Acid Rash w/ Ongoing Fragility</b>												
		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	3			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Conjured
						4 pts	4 Squares	1 Mark	Initiative	2 Rounds		
<b>Conjure Native Beetles</b>												
		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

## Creations

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		
<b>Eolas False Magical Glow</b>												
		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

## Find or Reveal

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Not Blinded
						4 pts	2 Squares	1x1x1 Square	5 Minutes	Permanent		
<b>Detect Magic &amp; Number of Aspects</b>												
		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

# -Eolas

LEVEL 2

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 1

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 2

NAE'EM

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

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

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

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

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

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 And Drink

LEVEL 1

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

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 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

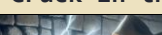
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## Healing and Rest





LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save						
1		1													
Forced Heal	1d6 HP (+more)		4 pts	1 Square	1 Target	Initiative	Permanent								
<div></div> <p>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.</p>									<div>FOCUS:Fragility Save - 1 Column</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 14</td><td>Range At 3 Sqs</td><td>8 SP</td></tr></table>	Lvl 18	Range X4	10 SP	Lvl 14	Range At 3 Sqs	8 SP
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	Recipient	1 Hour	3 Days										
				<div>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.</div>																
				<div>CREATE:Triggered Forced Health Dr </div> <div>FOCUS:Stack+1</div> <div>COUNTER:Rollout Interruption Lvl:1 </div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 16</td><td>Healing +4</td><td>10 SP</td></tr><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr></table>								Lvl 10	Rollout Halved	6 SP	Lvl 16	Healing +4	10 SP	Lvl 18	Duration X4	10 SP
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											
<h2>Crack in the Wall</h2>																					
				<p>Caster must find a visible crack in the wall.</p> <p>Caster uses a crack to create the extra dimensional Ethereal space.</p> <p>Caster can include another person.</p> <p>Caster must enter and use the space for the spell to be used.</p> <p>Caster and other person are either in or out. Cannot straddle.</p>																	
				<p>FOCUS:Can cast from hiding.</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 12</td><td>Range X2</td><td>8 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	Range X2	8 SP	Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP
Lvl 12	Range X2	8 SP																			
Lvl 18	Duration X4	10 SP																			
Lvl 14	Duration X2	8 SP																			

## Illusions

LEVEL	2	NAE'EM			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
<b>Rogue's Right Place, Right Time</b>					4 pts				Touch		1 Rogue		5 Minutes		1 Hour			
					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.													
					<div> <div>FOCUS:COL+1</div> <div>  </div> </div> <div>COUNTER: None</div> <div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 18</div> <div>Duration X4</div> <div>10 SP</div> </div> <div> <div>Lvl 14</div> <div>Duration X2</div> <div>8 SP</div> </div> <div> <div>Lvl 16</div> <div>AoE = 2 Ppl</div> <div>8 SP</div> </div> </div>													

Light and Darkness

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LEVEL

4

STACK

99

COST

4 pts

RANGE

Self

AREA OF EFFECT

3 Sq Dia Sphere

ROLL OUT

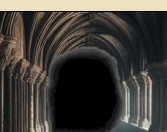
Initiative

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

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Mechanicals

LEVEL3

STACK99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Acid Etching - TBD

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FOCUS:none

COUNTER: None

ENHANCEMENTS:  
Lvl 10 Rollout Halved6 SP  
Lvl 12 AoE X26 SP

Nae'Ems

LEVEL1

NAE'EM

STACK99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: SKL: 2  
Nae'Em created.

Create a Temporary Nae'Em - TBD



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

COUNTER: None

ENHANCEMENTS:  
Lvl 14 Save -1 Col8 SP  
Lvl 12 Range X28 SP  
Lvl 14 Duration X28 SP

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:  
Lvl 6 Subtle Casting4 SP  
Lvl 18 Nae'Em Clues Remove20 SP  
Lvl 4 Aura Brightens-2 SP

Planar

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:  
Lvl 10 Rollout Halved6 SP  
Lvl 16 Rollout 1 Min8 SP  
Lvl 14 Duration X28 SP