







-Eolas STACK 1 AREA OF FEFECT ROLL OUT DURATION LEVEL 7 NAE'EM COST RM: 2 8 nts 8 Squares 3x3 Squares 4 Minutes 2 hours / Tier Scry's are noticed Sphere Of Privacy Circle of white perimeter. Those within can talk without fear of being overheard. FOCUS: Age: 5x5 Sqaures Blocks Nae'Ems for duration. Afterwards Nae'Ems are no longer blocked. COUNTER: None GM rolls Save to see if caster is aware of any current scrys. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP If Save passes then any current scrying within AoE fails. Lvl 12 Range X2 8 SP GM usually does NOT report pass or failure. 8 SP Lvl 14 Duration X2 STACK 99 COST RANGE AREA OF FEFECT ROLL OUT DURATION SAVF. I FVFI 9 36 pts 20 Minutes Instant Revealed 4 Squares 1 Square Detect 'Ems (All Types) Bright Orange ribbons float to the object/person and fade as they surround them. FOCUS:Rollout Halved Caster attempts to reveal the existence and nature of a Nae'Em. COUNTER: None This will create a separate glow for each Nae'Em, Ae'Em, Vae'Em, Tae'Em, and Cae'Em. ENHANCEMENTS 8 SP Lvl 14 Save -1 Col But only 1 can be reviewed. Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP LEVEL 9 NAE'EM STACK 1 COST RANGE AREA OF FEFECT ROLL OUT DURATION SAVE: SKI · 2 12 pts Self 1 Mark 1 Day 4 Hours Found Search for Arcane Focus Item Caster is soley able to detect a focus item within range. Caster chooses detection method: COUNTER: None Vibration: Caster feels a vibration which grows as they near the item. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Audible: Caster hears a low siren which grows louder as they near the item. 8 SP Lvl 14 Duration X2 Visual: Caster sees a glowing dot which grows brighter as they near the item. Lvl 9 Duration +50% 6 SP LEVEL 11 NAE'EM STACK 99 AREA OF EFFECT DURATION SNS: 2 12 pts 1 Mark per Tier 1 Object 30 Minutes 1 Day See eyes move. Sight of the Statue 🔀 Barely visible seafoam colored weave travels from the caster's hand to the statue. Used on art/sculptures with eyes. COUNTER: None Caster to see through the eyes of a statue. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Does NOT allow the caster to hear or feel by bonding with the statue. Lvl 18 Nae'Em Clues Remove 20 SP Food-Water ROLL OUT SAVE: No Save 4 pts 2 Skins/Tier 5 Minutes 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: 8 SP Does NOT continously draw water from the same spot, Lvl 16 Rollout 1 Min Lvl 20 AOE X4 20 SP Each repeat adds 10% to failure chance (1d100 roll). Lvl 12 AoF X2 6 SP Health-Life-Death STACK 1 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. 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.

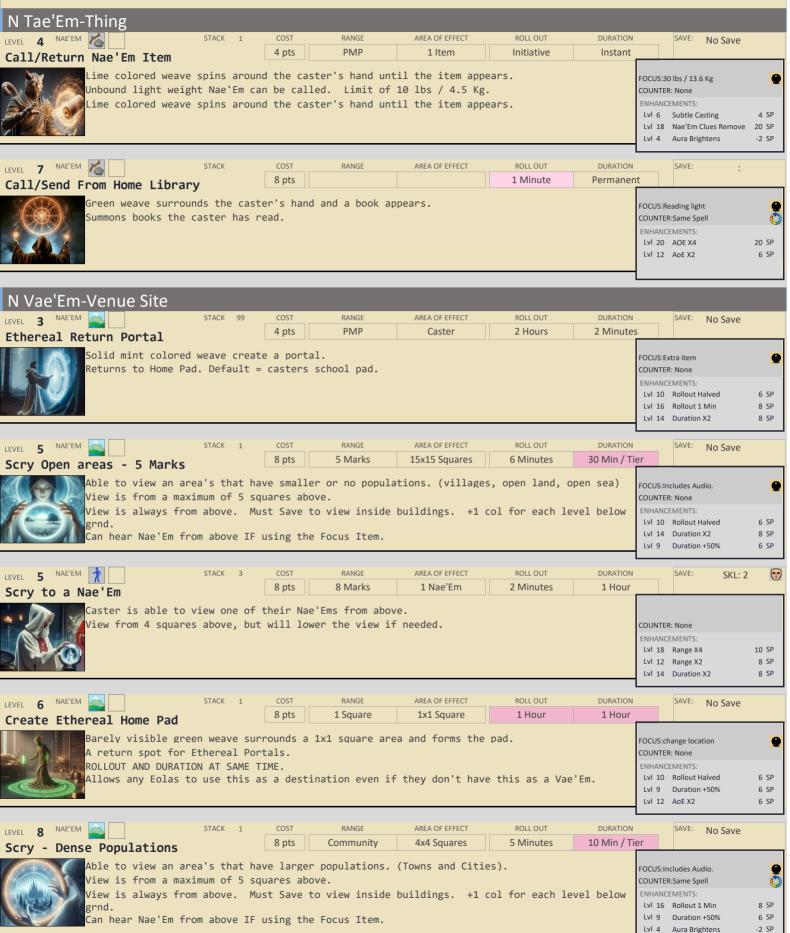
COST AREA OF FEFECT ROLL OUT DURATION STACK 99 No Save LEVEL 10 12 pts 8 Squares Initiative Permanent 1 Target End Current Dmg Over Time

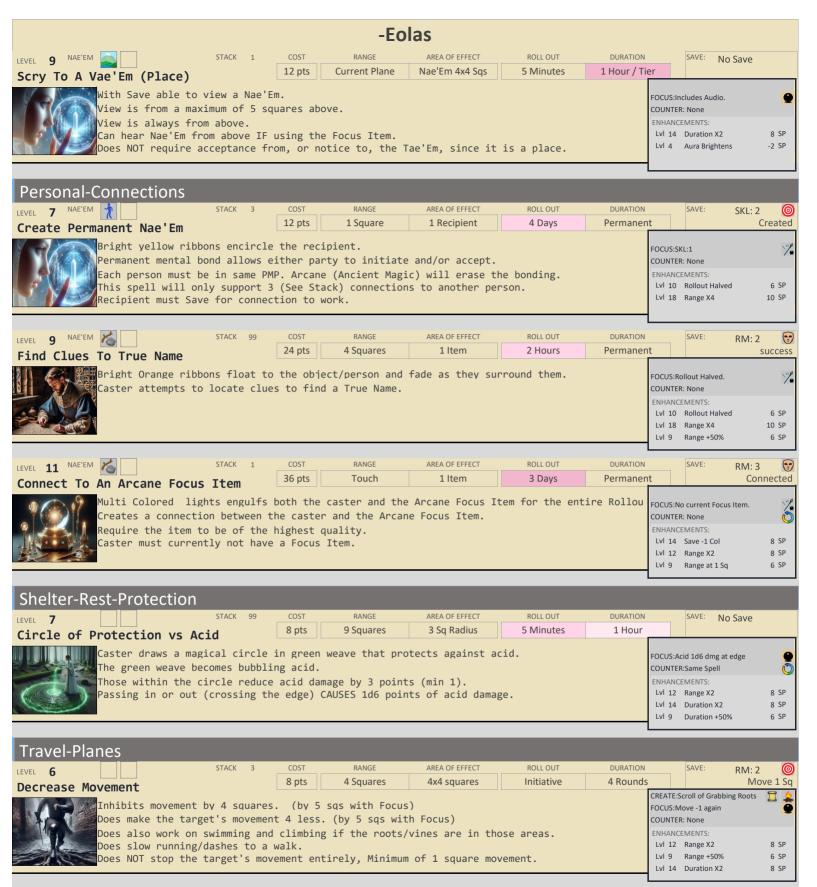
Stops current Damage Over Time (DoT) upon 1 target. Enacted in next round on casters initiative Does NOT heal or cure the target of any diseases.

FOCUS:d6 healing		9
COUNTER: None		
ENHANCEMENTS:		
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 18	AoE = 2 Targets	10 SP



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-Eolas Utility-STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 4 Hours 4 pts Self Initiative Arcane Light with Class Hue CREATE: Astral Candle Light Powder 👗 With a twirling of the fingers the caster brings about light! FOCUS:Brighter by Tier No Focus = Candle power. With Focus caster can set power. COUNTER:Same Spell ENHANCEMENTS: This spell does stay fixed in relation to the caster, right above them. 8 SP Use a Focus item for control of light brightness. Lvl 14 Duration X2 Lvl 9 Duration +50% 6 SP Lvl 18 Duration - EOY 20 SP STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION LEVEL 4 SAVE: No Save 4 pts 3 Sq Dia Sphere Conc +4 Rds Self Initiative Shadow of the Magi CREATE:Dust of Darkness Stays fixed right above the caster. FOCUS:Dur=20 Min (No conc) Darkness to continues for up to 4 rds after the concentration has stopped. COUNTER:Same Spell Caster to creates darkness that will stay centered above them. ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Keep darkness active by lightly concentrating on the spell, Lvl 14 Range At 3 Sqs Other spells actions that do not state a need to concentrate may be used. 8 SP Lvl 9 Range at 1 Sq 6 SP DURATION STACK 99 COST RANGE AREA OF EFFECT ROLL OUT SAVE: GM RM: 3 6 10 Minutes Rollout 8 pts 2 Squares Lock Lock/Trap paused Pause Magical Lock reezes all magic within a specific trap for the duration. FOCUS:Range = 12 Squares helps rogue with magical locks COUNTER: None Must target a specific magical trap. ENHANCEMENTS: Lvl 10 Rollout Halved Freezes all magic within the trap for the duration with Save passed. 6 SP If duration ends then magic may be enacted. LEVEL 8 NAE'EM STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION No Save 8 pts Touch 1 Rogue 3 Minutes 1 Day Increase Nae'Em Rogues Grace CREATE:Scroll of Rogues Grace Barely visible jade colored weave surrounds the targeted Rogue. FOCUS:12 Sq Range Increase Grace of a Nae'Em Rogue by 2. Does NOT increase any other stats. COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP 8 SP Lvl 14 Duration X2 Lvl 9 Duration +50% 6 SP