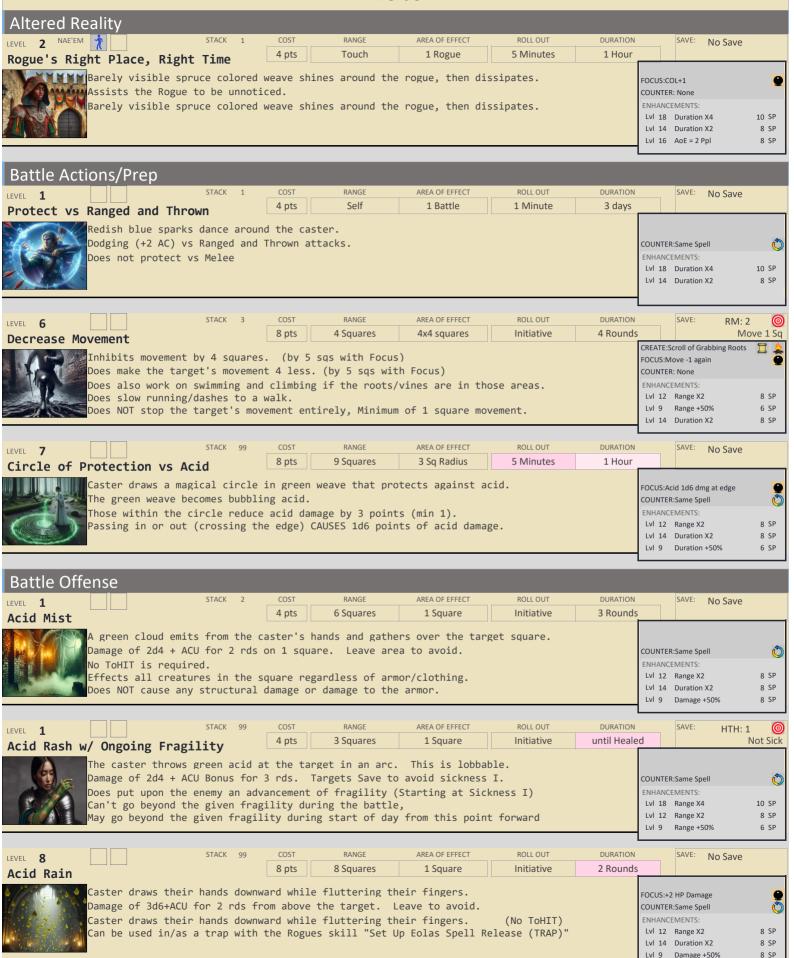
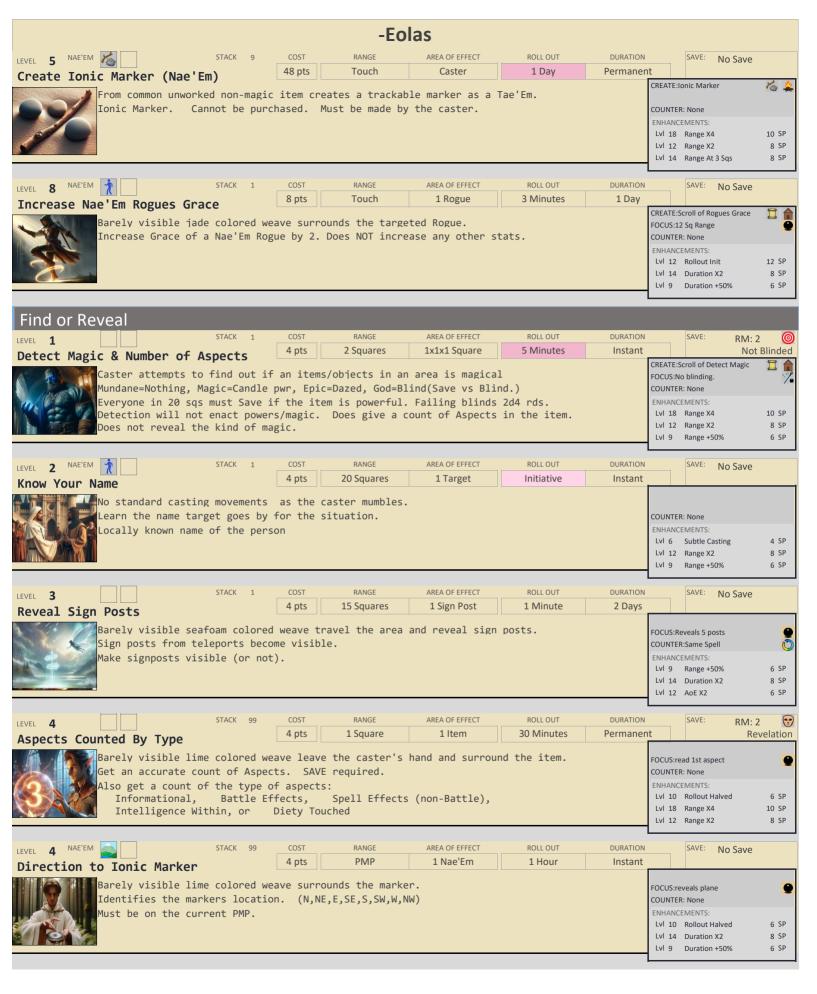
-Eolas



-Eolas











-Eolas Shape Change STACK 1 COST AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 8 pts Self 4 Rounds 4 Hours Annie's Slow Alteration Take 4 rounds to slowly morph. Move from young FTR elf & exit as older commoner elf. FOCUS:Change Race, Ht, Wt, Gender Enter a crowd as a young armored elf and exit as an older unarmored elf. COUNTER:Same Spell ENHANCEMENTS: Can change their age, clothing, carried items, hair, eyes, and facial hair. 4 SP They normally cannot change their race, height, weight, and gender. Lvl 6 Subtle Casting Lvl 10 Rollout Halved 6 SP Safest to do when surround (in a crowd) by 10 or more people. Lvl 14 Duration X2 8 SP Summon or Send AREA OF EFFECT DURATION STACK 2 ROLL OUT • SKL: 2 4 pts 4 Squares 1 Mark Initiative 2 Rounds Conjured Conjure Native Beetles CREATE:Beetleroot Granules A swarm appears in a square adjacent to the target. FOCUS:Save +1 Col Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg. COUNTER:Same Spell Will attack any living target. Even if the target is friendly to the caster. ENHANCEMENTS: 8 SP Lvl 12 Range X2 Save to conure. Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP DURATION STACK 3 AREA OF EFFECT ROLL OUT SAVE: SKL: 2 LEVEL 6 8 nts 8 Squares Initiative 3 Rounds Conjured 1 Square Create Arcane Beetles CREATE: Cinderroot powder Save to conjure. Recommend sequential casting due to multiple round Duration. FOCUS-SKI ->05 Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2). COUNTER:Interruption Of Duration LvI:13 This spell continues through Duration even if caster is not aware. ENHANCEMENTS: Lvl 12 Range X2 The beetles attack non-enemies if no enemies are in range. Lyl 14 Duration X2 8 SP Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8 Lvl 9 Damage +50% 8 SP LEVEL 7 NAE'EM STACK RANGE AREA OF FEFECT **ROLL OUT** DURATION SAVF: 8 pts 1 Minute Permanent Call/Send From Home Library Green weave surrounds the caster's hand and a book appears. FOCUS:Reading light Summons books the caster has read. COUNTER:Same Spell ENHANCEMENTS: Lvl 20 AOE X4 20 SP Lvl 12 AoE X2 6 SP Utility or Misc STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION 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 /

COLINTER: None

ENHANCEMENTS:
Lvl 16 Rollout 1 Min

Lvl 20 AOE X4

Lvl 12 AoE X2

8 SP

20 SP

6 SP

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).