





-Eolas


Altered Reality


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	

LEVEL	11				STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
							12 pts	25 Squares	25 Sq Radius	2 Rounds	20 Minutes		
Personal Decoy													
 Barely visible seafoam colored weave surround an area where the duplicate appears. Creates an image of the caster. But must stay in range and moves at 1/2 rate. If casters image changes within duration the image changes as well.													
												FOCUS:Image +10 HP. COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	


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		
Protect vs Ranged and Thrown													
 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	

LEVEL	6				STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Move 1 Sq
							8 pts	4 Squares	4x4 squares	Initiative	4 Rounds		
Decrease Movement													
 Inhibits movement by 4 squares. (by 5 sqs with Focus) Does make the target's movement 4 less. (by 5 sqs with Focus) Does also work on swimming and climbing if the roots/vines are in those areas. Does slow running/dashes to a walk. Does NOT stop the target's movement entirely, Minimum of 1 square movement.													
												CREATE:Scroll of Grabbing Roots FOCUS:Move -1 again COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP	

LEVEL	7				STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
							8 pts	9 Squares	3 Sq Radius	5 Minutes	1 Hour		
Circle of Protection vs Acid													
 Caster draws a magical circle in green weave that protects against acid. The green weave becomes bubbling acid. Those within the circle reduce acid damage by 3 points (min 1). Passing in or out (crossing the edge) CAUSES 1d6 points of acid damage.													
												FOCUS:Acid 1d6 dmg at edge COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 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		
Acid Mist													
 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	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		
Acid Rash w/ Ongoing Fragility													
 The caster throws green acid at the target in an arc. This is lobblable. 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	

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LEVEL	8		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	8 Squares	1 Square	Initiative	2 Rounds		




Caster draws their hands downward while fluttering their fingers.
Damage of 3d6+ACU for 2 rds from above the target. Leave to avoid.
Caster draws their hands downward while fluttering their fingers. (No ToHIT)
Can be used in/as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)"

FOCUS:+2 HP Damage
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Damage +50%	8 SP

LEVEL	12		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3 1/2 Dmg if same
					12 pts	8 Squares	1 Target	Initiative	1 Round		




Power surges towards the enemy. Type-> SYL:Ice, STM:Elect, ORX:Force, EOL:Acid
Bolt of power: Dmg 4d10+ACU Bonus. No ToHIT required.
Save for 1/2 dmg IF same class. Use comparison Save.

FOCUS:Knockback w/ RM:3
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL	14		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					16 pts	12 Squares	2x2 Squares	Initiative	3 Rounds		



Sickly green Acid blobs begin to fall in the AoE.
Damage 3d6+ACU for 3 rds on 2x2 squares from above. Leave to avoid.
Can be used in/as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)"


CREATE:Scroll of Acid Blob
FOCUS:3x3 AoE.
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP

Class Specialty

LEVEL	11	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3 Connected
					36 pts	Touch	1 Item	3 Days	Permanent			



Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollout
Creates a connection between the caster and the Arcane Focus Item.
Require the item to be of the highest quality.
Caster must currently not have a Focus Item.


FOCUS:No current Focus Item.
COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range at 1 Sq	6 SP

Communication

LEVEL	5	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Can read
					8 pts	Touch	200 Char	10 Minutes	1 Hours			




Barely visible olive weave drifts to the text and lightly rebounds back to the caster.
Interaction with living text. Writing materials required. Only 3 attempts allowed.
Save vs interpretation. Each attempt requires a recasting of this spell.
2nd attempt at 3rd column.
3rd attempt at 4th column.

FOCUS:Random Enhancement
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 9	Damage +50%	8 SP

LEVEL	6		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	12 Squares	1 Conversation	5 Minutes	1 Hour		




Within sight & Range can hear as if within 1 Sq.
Conversations can be heard, but if in a very loud crowd won't be as effective.
Example: In the middle of a crowd celebrating and singing.
If you would normally have to lean into someone's personal space this won't work.

FOCUS:Use in combat
COUNTER: None

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	6	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	1 Sqare	1 Person	30 Minutes	1 Day			



Barely visible green weave in the shape of letters surrounds the person.
Common & Ancient Languages.
Allows the caster to read and write the recipient's language.
Text appears to the caster in their own language.
Transform what the caster writes into the recipient's language.



CREATE:Scroll of Read/Write Langu

COUNTER: None

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

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LEVEL	7	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
					8 pts	8x8 Squares	1 Convo	10 Minutes	5 Min/Tier		Can hear convo.	

Eavesdrop on Nae'Em Convo (Eolas)



Listen in on a private conversation. But do NOT give up the ability to see.
Creates a temporary Nae'Em when a conversation is within range.
But blocks the vision of the caster while they listen to a Nae'Em conversation.
The owners of the Nae'Em communication will not be aware.
Can be used as a True Name clue.


COUNTER:	None
ENHANCEMENTS:	
Lvl 12	Rollout Init 12 SP
Lvl 10	Rollout Halved 6 SP
Lvl 14	Duration X2 8 SP



LEVEL	7	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
					8 pts	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.
Blocks Nae'Ems for duration. Afterwards Nae'Ems are no longer blocked.
GM rolls Save to see if caster is aware of any current scrys.
If Save passes then any current scrying within AoE fails.
GM usually does NOT report pass or failure.



FOCUS:	Aoe: 5x5 Squares	
COUNTER:	None	
ENHANCEMENTS:		
Lvl 10	Rollout Halved 6 SP	
Lvl 12	Range X2 8 SP	
Lvl 14	Duration X2 8 SP	



LEVEL	10		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					12 pts	Touch	a person	3 Minutes	1 Day			

Speak Language



The caster touches a person who speaks the language.
Allows speaking of a current language.
The caster touches a person who speaks the language.
Can create Scroll of Speak Languages with this spell.


CREATE:	Scroll Of Speak Languages		
FOCUS:	Proficiency		
COUNTER:	None		
ENHANCEMENTS:			
Lvl 14	Duration X2 8 SP		
Lvl 9	Duration +50% 6 SP		
Lvl 12	AoE X2 6 SP		

LEVEL	16		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					16 pts	Touch	1 Recipient	10 Minutes	2 Days			



Cultural Immersion



Barely visible jade colored weave surrounds the recipient.
Makes a willing recipient fit in. This is NOT passive. Caster must pay attention.
Non verbal & cultural naunces are learned upon 1st occurance.
Once an action has been demonstrated by a NPC the GM ensures the character interprets the significance right away.

FOCUS:	change clothing	
COUNTER:	None	
ENHANCEMENTS:		
Lvl 10	Rollout Halved 6 SP	
Lvl 9	Range at 1 Sq 6 SP	
Lvl 14	Duration X2 8 SP	



Enchantments



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 Spell

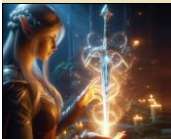


List of spells that can be affected are in the Full Description list.
GM determines the Save column for the item based on the nature of its power.
Caster and GM both roll the Save. The greater success wins out. (Or least loss)
Can be used to disrupt permanent magic.
Doesn't affect non permanent spells, 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	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	5	NAE'EM	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					48 pts	Touch	Caster	1 Day	Permanent			


Create Ionic Marker (Nae'Em)




From common unworked non-magic item creates a trackable marker as a Tae'Em.
Ionic Marker. Cannot be purchased. Must be made by the caster.



CREATE:	Ionic Marker		
COUNTER:	None		
ENHANCEMENTS:			
Lvl 18	Range X4 10 SP		
Lvl 12	Range X2 8 SP		
Lvl 14	Range At 3 Sqs 8 SP		


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LEVEL	8	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Touch	1 Rogue	3 Minutes	1 Day		



Barely visible jade colored weave surrounds the targeted Rogue.
Increase Grace of a Nae'Em Rogue by 2. Does NOT increase any other stats.



CREATE:Scroll of Rogues Grace 


FOCUS:12 Sq Range 

COUNTER: None

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	11	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2 
						12 pts	1 Mark per Tier	1 Object	30 Minutes	1 Day	See eyes move.	





Barely visible seafoam colored weave travels from the caster's hand to the statue.
Used on art/sculptures with eyes.
Caster to see through the eyes of a statue.
Does NOT allow the caster to hear or feel by bonding with the statue.

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Nae'Em Clues Remove	20 SP

LEVEL	13	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						32 pts	Touch	1 Small Wpn	5 Minutes	1 Battle		




Creates a Dagger of Returning.
Make a small weapon or ammo into 'Returning'
Dagger is returned to the person that threw it.


COUNTER: None

ENHANCEMENTS:



Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP



Fences and Shelters

LEVEL	13			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 3 
						16 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours	Exit Circle	



Barely visible blue streams of light form a cage inside the circle.
Creatures are able to easily enter the AoE with no issues.
Drawn circle that stops creatures from exiting its area.
Can be used in/as a trap with Rogues skill "Set Up Eolas Spell Release (TRAP)".
Must Save to Exit.


FOCUS:BRU:>95 


COUNTER:Dispell Magic Spell Lvl:1 

ENHANCEMENTS:



Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP



Find or 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	



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	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	20 Squares	1 Target	Initiative	Instant		




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
						4 pts	15 Squares	1 Sign Post	1 Minute	2 Days		



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

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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	

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

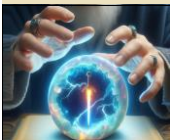


Barely visible lime colored weave surrounds the marker.
Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)
Must be on the current PMP.

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	

LEVEL	5	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	GM
						8 pts	8 Squares	1 Creature	30 Seconds (5 rds)	Instant		Not noticed		

Know About You



Spend short amount of time and learn about the subject.
Name, Job (Class and Tier), Postion title (Wagon master, Prince, Tavern owner...), general heal
Learn the following: Locally known name of the person, Job (Class and Tier),
Postion title (Wagon master, Prince, Tavern owner...), general health.
Block Scrying counters this.

COUNTER: None			
ENHANCEMENTS:			
Lvl 16	Rollout 1 Min	8 SP	
Lvl 12	Range X2	8 SP	
Lvl 18	AoE = 2 Targets	10 SP	

LEVEL	9	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	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.
Caster attempts to locate clues to find a True Name.

FOCUS:Rollout Halved.			
COUNTER:Rollout Interruption Lvl:1			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6 SP	
Lvl 18	Range X4	10 SP	
Lvl 9	Range +50%	6 SP	

LEVEL	9	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						12 pts	Self	1 Mark	1 Day	4 Hours		Found		

Search for Focus Item



Caster is soley able to detect a focus item within range.
Caster chooses detection method:
Vibration: Caster feels a vibration which grows as they near the item.
Audible: Caster hears a low siren which grows louder as they near the item.
Visual: Caster sees a glowing dot which grows brighter as they near the item.

COUNTER:Dispel Magic Spell Lvl:1			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6 SP	
Lvl 14	Duration X2	8 SP	
Lvl 9	Duration +50%	6 SP	

LEVEL	14	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						16 pts	PMP	PMP	10 Minutes	1 Month			



Curse Ionic Marker




Barely visible green weave surrounds the marker.
Only works when another casters marker is found.

FOCUS:activate manually			
COUNTER: None			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6 SP	
Lvl 18	Duration X4	10 SP	
Lvl 14	Duration X2	8 SP	

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LEVEL	16	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Reveal True Name						64 pts	1 Square	1 Square	12 Hours	Permanent			




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.
Caster states aloud all the clues during the rollout.
Resulting in the direction and distance in marks if the Save is passed.
The knowledge is NOT announced out loud.

COUNTER:Rollout Interruption Lvl:1
ENHANCEMENTS:
Lvl 18 Range X4 10 SP
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP

Healing and Rest


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



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


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


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



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

LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Ranged Forced Healing 2d8+2 HP						12 pts	6 Squares	1 Target	Initiative	Permanent		




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.

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

Hide or Obscure

LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Crack in the Wall						4 pts	2 Squares	Caster+Guest	Initiative	5 Rounds		

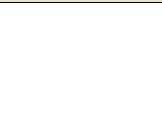


Caster must find a visible crack in the wall.
Caster uses a crack to create the extra dimensional Ethereal space.
Caster can include another person.
Caster must enter and use the space for the spell to be used.
Caster and other person are either in or out. Cannot straddle.

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

Light-

LEVEL	-1			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
No Counter Available						pts						





DO NOT DELETE !!!! This is a counter


COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP


-Eolas


LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
							Touch	1x1 Square	30 Min	Permanent		
<div>Acid Etching</div> <div>ss</div> <div>[Enter Summary]</div> <div>ss</div>											<div>FOCUS:none</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 12 AoE X2 6 SP</div>	


LEVEL	8	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Touch	1 Rogue	3 Days	Permanent		
<div>Create Bond With Rogue</div> <div></div> <div>Barely visible jade colored weave surrounds the caster and the Rogue.</div> <div>Quickly create a Nae'Em with a rogue</div> <div>This quick spell can be used to connect with rogues since the rogues are a partner class to Eolas casters.</div>											<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 9 Range at 1 Sq 6 SP</div> <div>Lvl 4 Aura Brightens -2 SP</div>	

Light and Darkness												
LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	Varies	Initiative	4 Hours		
<div>Light of Eolas (off - White)</div> <div></div> <div>With a twirling of the fingers the caster brings about light!</div> <div>No Focus = Candle power. With Focus caster can set power.</div> <div>This spell does stay fixed in relation to the caster, right above them.</div> <div>Use a Focus item for control of light brightness.</div>											<div>CREATE:Astral Candle Light Powder</div> <div>FOCUS:Brighter by Tier</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Duration X2 8 SP</div> <div>Lvl 9 Duration +50% 6 SP</div>	





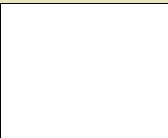

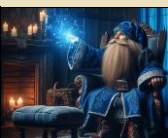

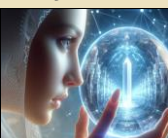
LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		
<div>Shadow of the Magi</div> <div></div> <div>Stays fixed right above the caster.</div> <div>Darkness to continues for up to 4 rds after the concentration has stopped.</div> <div>Caster to creates darkness that will stay centered above them.</div> <div>Keep darkness active by lightly concentrating on the spell,</div> <div>Other spells actions that do not state a need to concentrate may be used.</div>											<div>CREATE:Dust of Darkness</div> <div>FOCUS:Dur=20 Min (No conc)</div> <div>COUNTER:Dispel Magic Spell Lvl:1</div> <div>ENHANCEMENTS:</div> <div>Lvl 20 Rollout Instant 16 SP</div> <div>Lvl 14 Range At 3 Sqs 8 SP</div> <div>Lvl 9 Range at 1 Sq 6 SP</div>	

Mechanicals												
LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3 GM
						8 pts	2 Squares	Lock	10 Minutes	Rollout		Lock/Trap paused
<div>Pause Magical Lock</div> <div></div> <div>Freezes all magic within a specific trap for the duration.</div> <div>helps rogue with magical locks</div> <div>Must target a specific magical trap.</div> <div>Freezes all magic within the trap for the duration with Save passed.</div> <div>If duration ends then magic may be enacted.</div>											<div>FOCUS:Range = 12 Squares</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div>	



Nae'Ems												
LEVEL	1	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
						4 pts	2 Squares	1 Civ Creature	2 Hours	1 Week		Nae'Em created.
<div>Create a Temporary Nae'Em</div> <div></div> <div>Short term bonding with a willing civilized creature.</div> <div>Short term bonding with a willing civilized creature.</div>											<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save -1 Col 8 SP</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 14 Duration X2 8 SP</div>	

LEVEL	4	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	PMP	1 Item	Initiative	Instant		
<div>Call/Return Nae'Em Item</div> <div></div> <div>Lime colored weave spins around the caster's hand until the item appears.</div> <div>Unbound light weight Nae'Em can be called. Limit of 10 lbs / 4.5 Kg.</div> <div>Lime colored weave spins around the caster's hand until the item appears.</div>											<div>FOCUS:30 lbs / 13.6 Kg</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 6 Subtle Casting 4 SP</div> <div>Lvl 18 Nae'Em Clues Remove 20 SP</div> <div>Lvl 4 Aura Brightens -2 SP</div>	

-Eolas

LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Scry Open areas - 5 Marks												
<div><div>Able to view an area's that have smaller or no populations. (villages, open land, open sea) 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 grnd. Can hear Nae'Em from above IF using the Focus Item.</div></div>												
<div>FOCUS:Includes Audio. COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</div>												
LEVEL	5	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Scry to a Nae'Em												
<div><div>Caster is able to view one of their Nae'Ems from above. View from 4 squares above, but will lower the view if needed.</div></div>												
<div>COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP</div>												
LEVEL	7	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Create Permanent Nae'Em												
<div><div>Bright yellow ribbons encircle the recipient. Permanent mental bond allows either party to initiate and/or accept. Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding. This spell will only support 3 (See Stack) connections to another person. Recipient must Save for connection to work.</div></div>												
<div>FOCUS:SKL:1 COUNTER:Rollout Interruption Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP</div>												
LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Portal To Nae'Em												
<div><div>portal can't be opened/created unless Nae'Em agrees to the portal. portal can't be opened/created unless Nae'Em agrees to the portal. the caster and one other person can pass through. Or Nae'Em and one other person can pass through. First to pass through must be either the Nae'Em or the caster.</div></div>												
<div>COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP</div>												
LEVEL	8	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Scry - Dense Populations												
<div><div>Able to view an area's that have larger populations. (Towns and Cities). 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 grnd. Can hear Nae'Em from above IF using the Focus Item.</div></div>												
<div>FOCUS:Includes Audio. COUNTER:Same Spell ENHANCEMENTS: Lvl 16 Rollout 1 Min 8 SP Lvl 9 Duration +50% 6 SP Lvl 4 Aura Brightens -2 SP</div>												
LEVEL	9			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
Detect 'Ems (All Types)												
<div><div>Bright Orange ribbons float to the object/person and fade as they surround them. Caster attempts to reveal the existence and nature of a Nae'Em. This will create a separate glow for each Nae'Em, Ae'Em, Vae'Em, Tae'Em, and Cae'Em. But only 1 can be reviewed.</div></div>												
<div>FOCUS:Rollout Halved. COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP</div>												
LEVEL	9	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Scry To A Vae'Em (Place)												
<div><div>With Save able to view a Nae'Em. View is from a maximum of 5 squares above. 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.</div></div>												
<div>FOCUS:Includes Audio. COUNTER: Interruption Of Duration Lvl:1 ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 4 Aura Brightens -2 SP</div>												

-Eolas


LEVEL	11	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
							12 pts	20 Sq Radius	1 Convo	5 rounds	5 Min/Tier	Able to listen		

Eavesdrop on Nae'Em Convo



Listen in on a private conversation. But give up the ability to see.
Creates a temporary Nae'Em when a conversation is within range.
But blocks the vision of the caster while they listen to a Nae'Em conversation.
The owners of the Nae'Em communication will not be aware.
Can be used as a True Name clue.

FOCUS:Duration +20 Min		
COUNTER:Same Spell		
ENHANCEMENTS:		
Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP


LEVEL	12	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
							12 pts	Self	PMP & 2 Uses	30 Minutes	2 Minutes		

Portal To Nae'Em



portal can't be opened/created unless Nae'Em agrees to the portal.
portal can't be opened/created unless Nae'Em agrees to the portal.
First to pass through must be either the Nae'Em or the caster.
Nae'Em/caster and one other person can pass through.

COUNTER: None		
ENHANCEMENTS:		
Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	15	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
							16 pts	10 Squares	2x2 Sq Area	1 Day	Permanent		


Create Permanent Location Tae'Em



Location becomes a teleport destination.

FOCUS:Casual		
COUNTER: None		
ENHANCEMENTS:		
Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

Planar


LEVEL	3	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
							4 pts	PMP	Caster	2 Hours	2 Minutes		

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 Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 14	Duration X2	8 SP


LEVEL	5	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
Reveal Origin Plane					8 pts	2 Squares	5 items / 1 Square	20 Minutes	Rollout	Does not blind		

Reveal Origin Plane



Without Focus reveals only if the object/person is from this current plane.
With the Focus: Yellow/orange if Astral. Tan/Brown if Ethereal. Lime green if Langstrom.
Grey if Dimension. White (with name of plane) if a Primary plane.
If the only plane of origin (all of it is all ways) is Arcane, then Save is required.

FOCUS:Shows color of Plane		
COUNTER: None		
ENHANCEMENTS:		
Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP

LEVEL	6	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
							8 pts	1 Square	1x1 Square	1 Hour	1 Hour		

Create Ethereal Home Pad

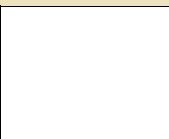


Barely visible green weave surrounds a 1x1 square area and forms the pad.
A return spot for Ethereal Portals.
ROLLOUT AND DURATION AT SAME TIME.
Allows any Eolas to use this as a destination even if they don't have this as a Vae'Em.

FOCUS:change location		
COUNTER: None		
ENHANCEMENTS:		
Lvl 10	Rollout Halved	6 SP
Lvl 9	Duration +50%	6 SP
Lvl 12	AoE X2	6 SP

LEVEL	12	<div><div></div><div></div></div>	STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Circle of Ethereal Expulsion					12 pts	8 Squares	3x3 squares	30 Minutes	4 Hours	Circle Created	

Circle of Ethereal Expulsion



To nearest edge or random if in question.

COUNTER:Dispel Magic Spell Lvl:1		
ENHANCEMENTS:		
Lvl 14	Save -1 Col	8 SP
Lvl 9	Duration +50%	6 SP
Lvl 12	AoE X2	6 SP

-Eolas

Shape Change

LEVEL

7

STACK

1

COST

8 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

4 Rounds

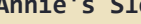
DURATION

4 Hours

SAVE:

No Save

Annie's Slow Alteration



Take 4 rounds to slowly morph. Move from young FTR elf & exit as older commoner elf.

Enter a crowd as a young armored elf and exit as an older unarmored elf.

Can change their age, clothing, carried items, hair, eyes, and facial hair.

They normally cannot change their race, height, weight, and gender.

Safest to do when surround (in a crowd) by 10 or more people.

FOCUS:Change Race, Ht, Wt, Gender

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 6

Subtle Casting

4 SP

Lvl 10

Rollout Halved

6 SP

Lvl 14



Duration X2

8 SP

LEVEL

9

NAE'EM

STACK

99

COST

12 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

3 Minutes


DURATION

2 Hours

SAVE:

No Save

Image of Nae'Em Rogue



This image may be more useful after the rogue dons a disguise.

Creates an illusion making the caster look like the Rogue.

Caster must have a current conversation with the rogue to start and keep this going.

This uses the rogues current image. Therefore will copy a disguise as well.

FOCUS:speak like rogue

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

Summon or Send

LEVEL

4

STACK

2

COST

4 pts

RANGE

4 Squares

AREA OF EFFECT

1 Mark

ROLL OUT

Initiative

DURATION


2 Rounds

SAVE:

SKL: 2

Conjured

Conjure Native Beetles



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

LEVEL 6

STACK 3

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 2



Create Arcane Beetles

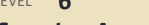
8 pts

8 Squares

1 Square

Initiative

3 Rounds



Save to conjure. Recommend sequential casting due to multiple round Duration.


Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2).

This spell continues through Duration even if caster is not aware.


The beetles attack non-enemies if no enemies are in range.

Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8


CREATE:Cinderroot powder



FOCUS:SKL:>05






COUNTER: Interruption Of Duration Lvl:1

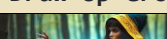



ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Damage +50%	8 SP

LEVEL	7	NAE'EM			STACK		COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	:													
Call/Send From Home Library							8 pts					1 Minute		Permanent																	
					Green weave surrounds the caster's hand and a book appears. Summons books the caster has read.													<div>FOCUS:Reading light</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl</td><td>20</td><td>AOE</td><td>X4</td><td>20</td><td>SP</td></tr><tr><td>Lvl</td><td>12</td><td>AoE</td><td>X2</td><td>6</td><td>SP</td></tr></table>		Lvl	20	AOE	X4	20	SP	Lvl	12	AoE	X2	6	SP
Lvl	20	AOE	X4	20	SP																										
Lvl	12	AoE	X2	6	SP																										

Utility or Misc

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
						4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent											
<div><div></div><div><h3>Draw Up Ground Water</h3><p>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).</p></div></div>																					
<div><p>FOCUS:+2 Skins extra</p><p>COUNTER: None</p><p>ENHANCEMENTS:</p><table><tr><td>Lvl 16</td><td>Rollout 1 Min</td><td>8 SP</td></tr><tr><td>Lvl 20</td><td>AOE X4</td><td>20 SP</td></tr><tr><td>Lvl 12</td><td>AoE X2</td><td>6 SP</td></tr></table></div>												Lvl 16	Rollout 1 Min	8 SP	Lvl 20	AOE X4	20 SP	Lvl 12	AoE X2	6 SP	
Lvl 16	Rollout 1 Min	8 SP																			
Lvl 20	AOE X4	20 SP																			
Lvl 12	AoE X2	6 SP																			

LEVEL

10

STACK

99

COST

12 pts

RANGE

12 Squares

AREA OF EFFECT

1 Square

ROLL OUT

5 Rounds

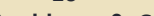
DURATION

1 Hour

SAVE:

No Save

Ladders & Stairs




Can be cast/created in any plane

Ladder: 1-12 sqs x 1 sq Lean.

OR

Stairs: 6 sqs x 6 sqs Lean.

CREATE: Breakable of Ladders or Stairs



FOCUS: Hand rails

COUNTER: None

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 18	Range X4	10 SP