





-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

LEVEL	20			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						20 pts	15 Square Radius	1 Person	2 Rounds	1 Hour		
Mirror A Person												
 Caster creates the image of a person within range. The image can speak in their own voice, move and say what the caster commands it to. No effect unless the caster can also use those skills/spells and attacks. Stats= HP:20 (Focus Item=35), AC:10/10, Battle x1x1 Init+2 ToHit+2 Dmg+2												
												FOCUS:see and hear COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 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

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LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 1	
					4 pts	3 Squares	1 Square	Initiative	until Healed			Not Sick

Acid Rash w/ Ongoing Fragility



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

Acid Rain



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	
					12 pts	8 Squares	1 Target	Initiative	1 Round		1/2 Dmg if same	

Class Power Attack



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			

Acid Blobs



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	
							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 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	
							8 pts	Touch	200 Char	10 Minutes	1 Hours		Can read	

Arcane Interpretation - 1 Page



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	8 Squares	1 Conversation	5 Minutes	1 Hour			


Overhear the Conversation




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



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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		

Read/Write Language




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

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

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 Scry's are noticed
						8 pts	8 Squares	3x3 Squares	4 Minutes	2 hours / Tier		

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 Sqaures 

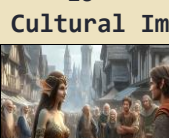
COUNTER: None

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 Comparative
						8 pts	4 Sqs	1 Item	6 Minutes	Permanent		


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

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LEVEL	5	NAE'EM		STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create Ionic Marker (Nae'Em)						48 pts	Touch	Caster	1 Day	Permanent		




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

LEVEL	8	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Increase Nae'Em Rogues Grace						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  See eyes move.
Sight of the Statue						12 pts	1 Mark per Tier	1 Object	30 Minutes	1 Day		





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
Enchantment of Returning						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  Exit Circle
Circle of Containment						16 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours		



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:Rollout Interruption 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  Not Blinded
Detect Magic & Number of Aspects						4 pts	2 Squares	1x1x1 Square	5 Minutes	Instant		



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
Know Your Name						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

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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

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Revelation
						4 pts	1 Square	1 Item	30 Minutes	Permanent		




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		




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		



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 Not noticed
						8 pts	8 Squares	1 Creature	30 Seconds (5 rds)	Instant		




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 success
						24 pts	4 Squares	1 Item	2 Hours	Permanent		



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 Found
						12 pts	Self	1 Mark	1 Day	4 Hours		




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


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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	

LEVEL	16	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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.
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	

LEVEL	18			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						30 pts	Touch	1 Object	6 Hours	Permanent		

Identify All Aspects



Barely visible spruce colored weave surrounds an item.
Fully Identify a magical item
Reveals what every aspect is.

COUNTER: None			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6 SP	
Lvl 16	Rollout 1 Min	8 SP	
Lvl 14	Range At 3 Sqs	8 SP	


Healing and Rest

LEVEL	1			STACK	1	COST	RANGE	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.
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
						6 pts	Self	Caster	1 Hour	3 Days		

Triggered Forced Healing 2d8



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
						12 pts	8 Squares	1 Target	Initiative	Permanent		

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			
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
						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.

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

-Eolas

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												
				<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>								<div>FOCUS:Can cast from hiding.</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <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																				

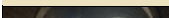
Light-

LEVEL	0			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						pts						
<div><div></div><div>DO NOT DELETE !!!! This is a counter</div></div>												
											<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements 0 SP</div>	





Acid Etching

<div><div></div><div>ss [Enter Summary] ss</div></div>	<div>FOCUS:none</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div><div>Lvl 10Rollout Halved6 SP</div><div>Lvl 12AoE X26 SP</div></div>
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


Create Bond With Rogue

	Barely visible jade colored weave surrounds the caster and the Rogue. Quickly create a Nae'Em with a rogue This quick spell can be used to connect with rogues since the rogues are a partner class to Eolas casters.									
	COUNTER: None									
	ENHANCEMENTS:									
	Lvl 10	Rollout Halved	6 SP							
	Lvl 9	Range at 1 Sq	6 SP							
Lvl 4	Aura Brightens	-2 SP								

Light and Darkness


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save					
Light of Eolas (off - White)						4 pts	Self	Varies	Initiative	4 Hours							
<div></div> <div>With a twirling of the fingers the caster brings about light! No Focus = Candle power. With Focus caster can set power. This spell does stay fixed in relation to the caster, right above them. 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> <table><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>												Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
Lvl 14	Duration X2	8 SP															
Lvl 9	Duration +50%	6 SP															

Shadow of the Magi


	Stays fixed right above the caster.			<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> <table><tr><td>Lvl 20</td><td>Rollout Instant</td><td>16 SP</td></tr><tr><td>Lvl 14</td><td>Range At 3 Sqs</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Range at 1 Sq</td><td>6 SP</td></tr></table>	Lvl 20	Rollout Instant	16 SP	Lvl 14	Range At 3 Sqs	8 SP	Lvl 9	Range at 1 Sq	6 SP
	Lvl 20	Rollout Instant	16 SP										
	Lvl 14	Range At 3 Sqs	8 SP										
	Lvl 9	Range at 1 Sq	6 SP										
	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.													


-Eolas


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	
Pause Magical Lock													
 Freezes all magic within a specific trap for the duration. helps rogue with magical locks Must target a specific magical trap. Freezes all magic within the trap for the duration with Save passed. If duration ends then magic may be enacted.													
													FOCUS:Range = 12 Squares COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP


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.	
Create a Temporary Nae'Em													
 Short term bonding with a willing civilized creature. Short term bonding with a willing civilized creature.													
													COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP

LEVEL	4	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	PMP	1 Item	Initiative	Instant			
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 Casting 4 SP Lvl 18 Nae'Em Clues Remove 20 SP Lvl 4 Aura Brightens -2 SP



LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	5 Marks	15x15 Squares	6 Minutes	30 Min / Tier			
Scry Open areas - 5 Marks													
 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.													
													FOCUS:Includes Audio. COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP

LEVEL	5	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						8 pts	8 Marks	1 Nae'Em	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

LEVEL	7	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						12 pts	1 Square	1 Recipient	4 Days	Permanent			
Create Permanent Nae'Em													
 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.													
													FOCUS:SKL:1 COUNTER:Rollout Interruption Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP

LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	Self	PMP	30 Minutes	5 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. 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.													
													COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP



-Eolas


LEVEL	8	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
							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).
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.

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



LEVEL	9			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
						36 pts	4 Squares	1 Square	20 Minutes	Instant		Revealed	

Detect 'Ems (All Types)



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.



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




LEVEL	9	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
							12 pts	Current Plane	Nae'Em 4x4 Sqs	5 Minutes	1 Hour / Tier		

Scry To A Vae'Em (Place)



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.



FOCUS:	Includes Audio.	
COUNTER:	Interruption Of Duration Lvl:18	
ENHANCEMENTS:		
Lvl 14	Duration X2	8 SP
Lvl 4	Aura Brightens	-2 SP



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	Duration +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

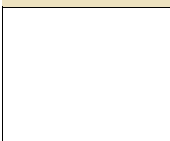


portal can't be opened/created unless Nae'Em agrees to the portal.
portal can't be opened/created unless Nae'Em agrees to the portal.
First to pass through must be either the Nae'Em or the caster.
Nae'Em/caster and one other person can pass through.


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

-Eolas

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			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Circle Created
						12 pts	8 Squares	3x3 squares	30 Minutes	4 Hours		

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

LEVEL	19	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						20 pts	PMP	1 Landmark	2 Days	Permanent		

Permanent Ethereal Portal

Barely visible seafoam colored weave envelopes the landmark
Permanent Portal

FOCUS:Closer
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Nae'Em Clues Remove 20 SP
Lvl 4 Cast from below level 6/Lvl SP

Shape Change

LEVEL	7			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	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.
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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	Self	Self	3 Minutes	2 Hours		

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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Conjured
						4 pts	4 Squares	1 Mark	Initiative	2 Rounds		

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 Conjured
						8 pts	8 Squares	1 Square	Initiative	3 Rounds		

Create Arcane Beetles


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:Cinderrroot powder
FOCUS:SKL:>05
COUNTER:Interuption Of Duration Lvl:18
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Damage +50% 8 SP

-Eolas

LEVEL7

NAE'EM



STACK

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

SAVE:

:

Call/Send From Home Library



Green weave surrounds the caster's hand and a book appears.
Summons books the caster has read.

FOCUS:Reading light

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 20


AOE X4

20 SP

Lvl 12

AOE X2

6 SP



Utility or Misc

LEVEL1

STACK99

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



LEVEL10

STACK99

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

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

