




-Orix

Altered Reality

LEVEL	5	N/AE'EM			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	No Save
Ribbon Goblin Lookout							8 pts	1/4 Mark	1 Ribbon Ctrr	30 Minutes	8 Hours		
					<p>Vivid purple coils wend around to create the shape of a halfling sized ribbon creature.</p> <p>LVL:2 HP:2 Attks:x0x1 Init:0 ToHit:0 Dmg:2 Move:6 Sqs.</p> <p>Vivid purple coils wend around to create the shape of a halfling sized ribbon creature.</p>								<p>FOCUS:Telepathic Convo</p> <p>COUNTER:Same Spell</p> <p>ENHANCEMENTS:</p> <p>Lvl 10 Rollout Halved 6 SP</p> <p>Lvl 18 Duration X4 10 SP</p> <p>Lvl 14 Attacks = FTR 8 SP</p>

Battle Actions/Prep

LEVEL

8

STACK

1

COST

8

RANGE

Self

AREA OF EFFECT

3x3 Squares

ROLL OUT

8 Minutes

DURATION

10 Minutes

SAVE:

RM: 2

Circle of Protection vs Magic

Magenta coils ripple from caster's hand to the edge of AOE.

Challenges to the circle equals MGC:? Save

Chalky magenta powder

CREATE:

FOCUS:COL +/- 1

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 9

Duration +50%


6 SP

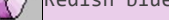
Lvl 4

Aura Brightens

-2 SP

Battle Defense

LEVEL	7			STACK	6	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Touch	4 Sqs Long	20 Minutes	20 Minutes		
Half Wall of Force  <p>Barely visible burgundy coils follow the caster's hand outlining the wall. 1/2 Sq high and 1 to 4 Sq long. Each Sq has HP:30 AC:15 Non-moveable nearly invisible wall (1 ft / 30 cm thick). May have 1 corner if desired.</p>												
											FOCUS:+ another corner. COUNTER:Same Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP	

LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
Triggered Shield vs 1						12 pts	Self	1 Battle	1 Minute	3 Days		
 <p>Redish blue sparks dance around the caster. (Redish blue sand)</p> <p>-1 ToHIT vs caster if a single attacker SNS:2 Save fails.</p> <p>Redish blue sparks dance around the caster. (Redish blue sand)</p>				CREATE: FOCUS:-1 ToHIT COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP								

LEVEL

10

STACK

2

COST

12 pts

RANGE

Touch

AREA OF EFFECT

Self

ROLL OUT

Initiative


DURATION

1 Battle

SAVE:

RM: 2

Minor Defense Bubble



Lavender coils loop around the caster in a ribboned chain-linked bubble.

Attacks are slowed, thus the impact lessens the damage.

Lavender coils loop around the caster in a ribboned chain-linked bubble.

FOCUS:Other recipients

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 14

Save +1 Col

8 SP

Lvl 18



Range X4

10 SP

Lvl 9

Range at 1 Sq

6 SP



Battle Offense

LEVEL

1

STACK

99

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

SAVE

RM: 2

Force Pinch



Barely visible blue coils waft out to the target and pinches a sentive spot. Caster must be Damage of 1d4 + ACU. Target Save Lose Attack/Action.

Barely visible blue coils waft out to the target and pinches a sentive spot. Caster must be able to see the target. (No ToHIT)

FOCUS:Save +1 Col

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 18

Range X4

10 SP

Lvl 9

Range +50%


6 SP


Lvl 14


Damage X2


12 SP


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LEVEL	2	<div><div></div><div></div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
Force Push											
		Solid lavender coils extend from caster's hand to push directly from the caster to the target. Direct damage of 1d6 + ACU. Target(s) Save or pushed back. Solid lavender coils extend from caster's hand to push directly from the caster to the target. (No ToHIT)								<div>FOCUS:Save Col +1</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save +1 Col 8 SP</div> <div>Lvl 18 Range X4 10 SP</div> <div>Lvl 9 Range +50% 6 SP</div>	

LEVEL	7	<div><div></div><div></div></div>	STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
Hold Civilized Creature											
		Barely visible burgundy coils streak out from the casters pointed finger and winds around the Must be in sight. Target unable to cast, fight, or talk. Barely visible burgundy coils streak out from the casters pointed finger and winds around the recipient.								<div>FOCUS:target can talk.</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 18 Duration X4 10 SP</div> <div>Lvl 14 Duration X2 8 SP</div>	


LEVEL	8	<div><div></div><div></div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 1/2 Damage
Force Clap											
		A force wall pushes directly from the caster to the target but only the target will usually b Damage of 2d6+ACU. Target Saves or Daze 1d2 rds. A force wall pushes directly from the caster to the target but only the target will usually be dazed and/or take damage. (No ToHIT)								<div>FOCUS:Save Col +1</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save -1 Col 8 SP</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 9 Range +50% 6 SP</div>	

LEVEL	12	<div><div></div><div></div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3 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.								<div>FOCUS:Knockback w/ RM:3</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 9 Range +50% 6 SP</div>	



LEVEL	17	<div><div></div><div></div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Force Cage											
		Smokey purple strands weave and become a cage for all but Dokour. May be over a circle of containment. 3d6 damage to touch. Smokey purple strands weave and become a cage for all but Dokour.								<div>FOCUS:Cage HP = 398</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 9 Duration +50% 6 SP</div>	

LEVEL	17	<div><div></div><div></div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
Hammering Force											
		A giant floating hammer moves directly to the target. Force pushes and causes 1/2 damage to Damage of 3d8 + ACU in 2 sqs. Target(s) Save or Stunned 1d3 rds. A giant floating hammer moves directly to the target. Force pushes and causes 1/2 damage to creatures/items in the way. (No ToHIT)								<div>FOCUS:Save Col +1</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Range X4 10 SP</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 9 Range +50% 6 SP</div>	

Class Specialty


LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
Improve Resist & Skill Saves						4 pts	Self	Caster	6 Minutes	2 Hours												
						Violet coils encircles the caster, flashes, then fades away.						<div>FOCUS:Total= 10% adjust</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 18	Duration X4	10 SP	Lvl 9	Duration +50%	6 SP
Lvl 10	Rollout Halved	6 SP																				
Lvl 18	Duration X4	10 SP																				
Lvl 9	Duration +50%	6 SP																				
						-5% to Resist Magic and Skill Saves for this ORIX.																
						Violet coils encircles the caster, flashes, then fades away.																



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




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

LEVEL	18	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
Arcane Removal (1 of 3)						60 pts	Touch	1 Target	6 Hours	Permanent	Magic is gone.		



Brilliant rust colored flames flow over the body of the Target.
Step 2 of process to permanently remove SP.
1st the ORIX, 2nd the DOKOUR, then the STRUMOS last. Nae'Em is created with other casters and the target. After the spell is done (failed or not) the Nae'Em is over.


FOCUS:Required.		
COUNTER:Rollout Interruption Lvl:1		
ENHANCEMENTS:		
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP

Communication

LEVEL	4			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
Arcane Translation - 1 Page						4 pts	Touch	200 Characters	20 Minutes	20 Minutes		




Plum colored coils drift to the text and lightly rebounds back to the caster.
Interaction with living text. Very involved spell.
Plum colored coils drift to the text and lightly rebounds back to the caster.

FOCUS:Random Enhancement		
COUNTER:None		
ENHANCEMENTS:		
Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP


LEVEL	7			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
High Flares						8 pts	In Sight	16 Sq Sphere	10 Minutes	20 Minutes		



Brilliant violet smoke issues from the casters hand and quickly turn into the flares the cast
Red, Brown, Yellow, Purple, or Green arranged as a d6 (1 to 6)
Brilliant violet smoke issues from the casters hand and quickly turn into the flares the
caster needs. (Purple candles)


CREATE:		
FOCUS:Delayed 5 Minutes.		
COUNTER:Same Spell		
ENHANCEMENTS:		
Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP


Enchantments

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
Dispel Magic Spell						8 pts	4 Sqs	1 Item	6 Minutes	Permanent	Comparative		




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	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Animate Cats Eye Marble						4 pts	Self	Caster	1 Minute	2 Hours		




Solid violet coils orbit above the caster's head then fades.
Caster sees through the marble which can be part of an item.

FOCUS:Multi-Vision		
COUNTER:Same Spell		
ENHANCEMENTS:		
Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP






















LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Orix False Glow						4 pts	4 Squares	1 Item	2 Minutes	15 Minutes		



Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fa
Reveal of Magic will show a false positive.
Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then
fades.

FOCUS:Visible to all		
COUNTER:Same Spell		
ENHANCEMENTS:		
Lvl 6	Subtle Casting	4 SP
Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP

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LEVEL 3	 	STACK 1	COST 4 pts	RANGE 5 Squares	AREA OF EFFECT 1 Sign Post	ROLL OUT 1 Minute	DURATION 2 Hours	SAVE: No Save
Visible Sign Posts								
	Smokey violet coils Move Outward To Reveal Any Posts. Sign posts from teleports become visible. [ORX] Smokey violet coils Move Outward To Reveal Any Posts.							COUNTER: Same Spell ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP Lvl 4 Aura Brightens -2 SP
LEVEL 4	 	STACK 3	COST 4 pts	RANGE Touch	AREA OF EFFECT 2x1 Sqs (Wall)	ROLL OUT 30 Minutes	DURATION Until Triggered	SAVE: No Save
Triggered Announcements								
	Redish blue smoke moves from the casters hands to the center spot on the stone. Motion activated. 30 words or less. Redish blue smoke moves from the casters hands to the center spot on the stone.							FOCUS: Facail movements. COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP
LEVEL 4	 	STACK 1	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Weapon	ROLL OUT 30 Minutes	DURATION 1 Battle	SAVE: SKL: x
Weapon Speed Charm								
	Bright plum colored coils encircle the weapon. (A pink oil) Weapon +1 Init, poss +2 or +3. Each + is a separate spell. Bright plum colored coils encircle the weapon. (A pink oil)							CREATE: FOCUS: Column -1 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Range at 1 Sq 6 SP Lvl 18 Duration X4 10 SP
LEVEL 5	NAE'EM  	STACK 3	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 Object	ROLL OUT 1 Day	DURATION Permanent	SAVE: No Save
Create Ionic Marker								
	Thick purple coils surrounds the item and fades into it. Creates permanent marker Thick purple coils surrounds the item and fades into it.							COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 14 Range At 3 Sqs 8 SP
LEVEL 6	 	STACK 3	COST 8 pts	RANGE Touch	AREA OF EFFECT 200 Characters	ROLL OUT 10 Minutes	DURATION 1 Hour	SAVE: SKL: 1
Release Arcane Script								
	Purple smoke gathers around the script. For moving letter script (Cursed?) Purple smoke gathers around the script.							COUNTER: None
LEVEL 8	 	STACK 1	COST 8 pts	RANGE Touch	AREA OF EFFECT 200 Characters	ROLL OUT 1 Hour	DURATION Permanent	SAVE: SKL: 3
Constrain Arcane Script								
	Smokey magenta coils swirl around the script. Write in Arcane Smokey magenta coils swirl around the script.							COUNTER: None
LEVEL 8	 	STACK 99	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 Item	ROLL OUT 3 Days	DURATION 5 Years	SAVE: No Save
Imbue an Item with								
	Lasts 5 years if within 8 Sqs of caster.							COUNTER: None

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LEVEL

11

STACK

99

COST

12 pts

RANGE

1 Square

AREA OF EFFECT

1 Signpost

ROLL OUT

10 Minutes


DURATION

3 Days

SAVE:

No Save

Add Signs to Signpost



Violet coils attach to the signpost and become a sign.

20 chars on each Sign. Up to 3 Signs.

Violet coils attach to the signpost and become a sign.

FOCUS:Visible Sign & Post

COUNTER: None

ENHANCEMENTS:

Lvl 18 Range X4




10 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	GM	
Sight of the Statue							12 pts	1 Mark per Tier	1 Object	30 Minutes	1 Day		See eyes move.		
					<p>Barely visible seafoam colored weave travels from the caster's hand to the statue.</p> <p>Used on art/sculptures with eyes.</p> <p>Caster to see through the eyes of a statue.</p> <p>Does NOT allow the caster to hear or feel by bonding with the statue.</p>										<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 10 Rollout Halved 6 SP</p> <p>Lvl 18 Nae'Em Clues Remove 20 SP</p>

LEVEL	11			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Triggered Announcement						12 pts	Touch	2 Squares	3 Days	Permanent		
 Violet coils move to the target then fade into the targeted area. Motion activated. 30 words or less. Permanent. Violet coils move to the target then fade into the targeted area.				<div> FOCUS:Speaks if a face </div> <div> COUNTER: None </div> <div> ENHANCEMENTS: </div> <div> Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 14 Range At 3 Sqs 8 SP </div>								

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	

LEVEL

16

STACK

3

COST

16 pts

RANGE

Touch

AREA OF EFFECT

1 Construct

ROLL OUT

6 Hours


DURATION

1 Day

SAVE:

No Save

Create Leather Golem



wrap the leather into a humanoid shape.

AC:16/10, Move 6. 1x1 Init-2 ToHIT+2 2d10 Dmg. HP:120

wrap the leather into a humanoid shape.

FOCUS:Damage +4


COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 18 Range X4 10 SP

Lvl 12 Range X2 8 SP

LEVEL	17			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Place An Arcane Aspect						20 pts	Touch	1 Item	3 Days	Permanent		
 Embeds an aspect permanently											COUNTER: None	

LEVEL

18

STACK

1

COST

20 pts

RANGE

Touch

AREA OF EFFECT

1 Construct

ROLL OUT

8 Hours


DURATION

1 Day

SAVE:

SKL: 2

Create Wood Golem



Bright lavender coils bind the wood into a moving creature.
SKL:2 to create. AC:19/13, Move 8. 1x1 Init+0 ToHit+4 3d8 Dmg. HP:160
Bright lavender coils bind the wood into a moving creature.

FOCUS:Damage +6

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved

Lvl 18 Range X4

Lvl 12 Range X2


6 SP

10 SP

8 SP

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LEVEL	19		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 4
					20 pts	Touch	2x2 Squares	8 Hours	1 Month (30 days)		




Vivid violet coils surround the stone and animates a creature.
SKL:4 to create. AC:22/19, Move 10. 1x1 Init+0 ToHIT+8 3d10 Dmg. HP:200
Vivid violet coils surround the stone and animates a creature.

FOCUS:Damage +10
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Range X4 10 SP
Lvl 14 Range At 3 Sqs 8 SP

Fences and Shelters


LEVEL	6		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	16 Squares	2x2 Sq Platform	2 Minutes	10 Minutes		



Shining wine colored coils Outline the platform.
Levitating plaform. HP:60 AC:14 Move:2
Shining wine colored coils Outline the platform.

FOCUS:Half Wall
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP


LEVEL	10		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	12 Squares	See Description	5 Min / Wall	4 Hours		



Solid lavender coils follow the caster's hand outlining the walls.
2 Sqs High. Length up to 6 Sqs per wall.
Solid lavender coils follow the caster's hand outlining the walls.

FOCUS:Door Included.
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 18 Range X4 10 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP


LEVEL	11		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	Touch	6 Sqs Long	20 Minutes	1 Hour		



Bright violet coils Outline the wall then fade away.
2 Sqs High. Length up to 6 Square and 1 corner.
Bright violet coils Outline the wall then fade away.

FOCUS:HP:80 AC:16
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP
Lvl 12 AoE X2 6 SP

LEVEL	13		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 3 Exit Circle
					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
					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		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	8 Squares	1x1 Sq Sphere	2 Minutes	30 Minutes		



Lavender coils orbit the casters head.
View Sign Posts
Lavender coils orbit the casters head.

COUNTER: None
ENHANCEMENTS:
Lvl 6 Subtle Casting 4 SP
Lvl 10 Rollout Halved 6 SP
Lvl 18 Range X4 10 SP

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LEVEL	5	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
						8 pts	PMP	1 Marker	1 Hour	Instant		

Locate Ionic Marker



Purple coils whirl around the caster then point the direction of the marker.
Caster able to identify the markers location. (N,NE,E,SE,S,SW,W,NW)
Purple coils whirl around the caster then point the direction of the marker.

FOCUS:SKL:1

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 18


Range X4

10 SP

Lvl 9

Range +50%

6 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	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



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	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	4 Squares	1 Heal Spell	10 Minutes	Instant		

Assist Another's Healing




Barely visible purple coils reach out to join the efforts of the other healing spell.
Other caster: Heal x2 then +4
Barely visible purple coils reach out to join the efforts of the other healing spell.

COUNTER: None		
ENHANCEMENTS:		
Lvl 6	Subtle Casting	4 SP
Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP

-Orix


LEVEL	6		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	6 Squares	1 Square	10 Minutes	Permanent		



Bright wine colored coils drift about in the AOE then fades.
Material decays if rotten/poisoned.
Bright wine colored coils drift about in the AOE then fades.

COUNTER: None
ENHANCEMENTS:
Lvl 6 Subtle Casting 4 SP
Lvl 12 Rollout Init 12 SP
Lvl 10 Rollout Halved 6 SP


LEVEL	12		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					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


LEVEL	15		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
					16 pts	Touch	1 Target	1 Minute	1 Month (30 days)		



Burgundy coils wrap around the target & orbit the target until end of duration.
Places a non-combatant into a Coma like state.

FOCUS:Duration +6 Months
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 14 Range At 3 Sqs 8 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP


Light-											
LEVEL	0		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					pts						



DO NOT DELETE !!!! This is a counter

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP


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		



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.

CREATE:
FOCUS:Brighter by Tier
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP
Lvl 16 AoE = 2 Ppl 8 SP

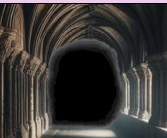
LEVEL	4		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Self	12 Sqs Radius	2 Minutes	2 Hours		



Vaporous plum colored coils swirl around the casters fingers. (Plum colored quarrel pointed a 1 light source per Tier. Light must be less than bonfire brightness.
must be able to see the light source or where the light source will be located at.

CREATE:Stone of Capture/Release
FOCUS:Item emits a light
COUNTER:None
ENHANCEMENTS:
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP
Lvl 12 AoE X2 6 SP

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		



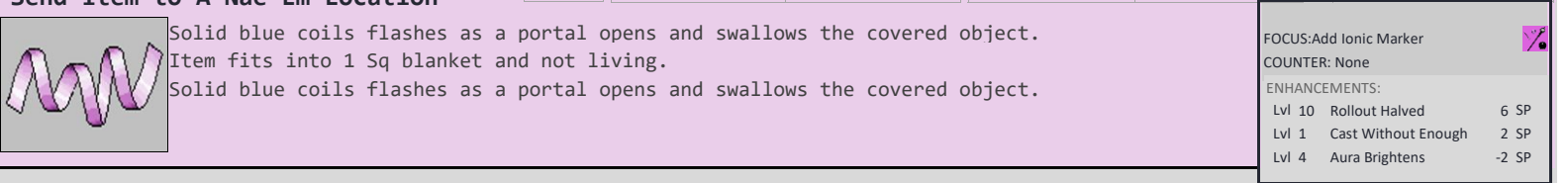
Stays fixed right above the caster.
Darkness to continues for up to 4 rds after the concentration has stopped.
Caster to creates darkness that will stay centered above them.
Keep darkness active by lightly concentrating on the spell,
Other spells actions that do not state a need to concentrate may be 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

-Orix

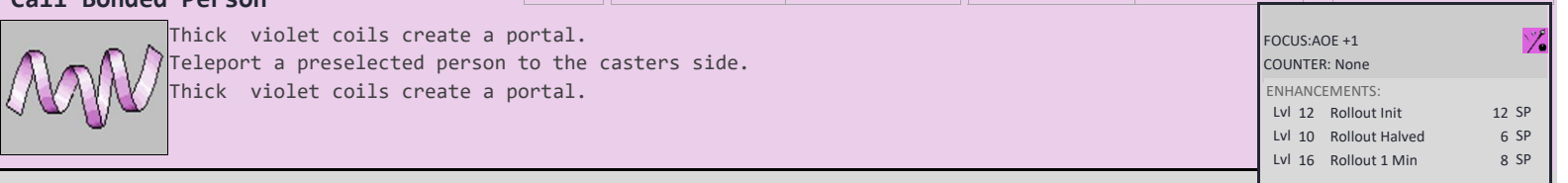
Nae'Ems


LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Send Item to A Nae'Em Location					4 pts	PMP	1 Mid Item	20 Minutes	Instant		



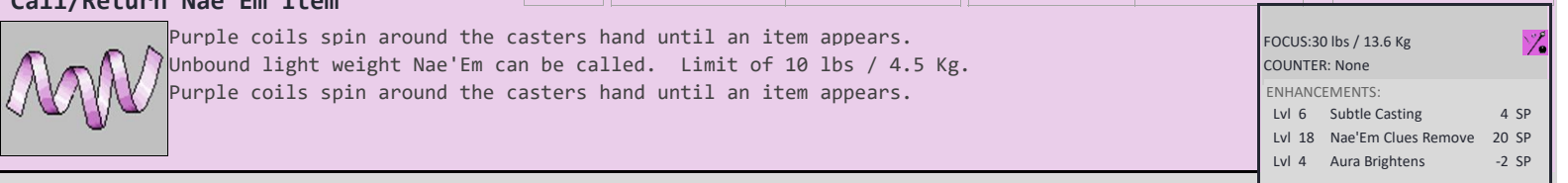
	<p>Solid blue coils flashes as a portal opens and swallows the covered object. Item fits into 1 Sq blanket and not living. Solid blue coils flashes as a portal opens and swallows the covered object.</p> <div data-bbox="1282 220 1419 239"> <p>FOCUS: Add Ionic Marker COUNTER: None</p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 10</td> <td>Rollout Halved</td> <td>6 SP</td> </tr> <tr> <td>Lvl 1</td> <td>Cast Without Enough</td> <td>2 SP</td> </tr> <tr> <td>Lvl 4</td> <td>Aura Brightens</td> <td>-2 SP</td> </tr> </table> </div>	Lvl 10	Rollout Halved	6 SP	Lvl 1	Cast Without Enough	2 SP	Lvl 4	Aura Brightens	-2 SP
Lvl 10	Rollout Halved	6 SP								
Lvl 1	Cast Without Enough	2 SP								
Lvl 4	Aura Brightens	-2 SP								


LEVEL	3	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Call	Bonded	Person					4 pts	PMP	1 Recipient	30 Minutes	Instant		





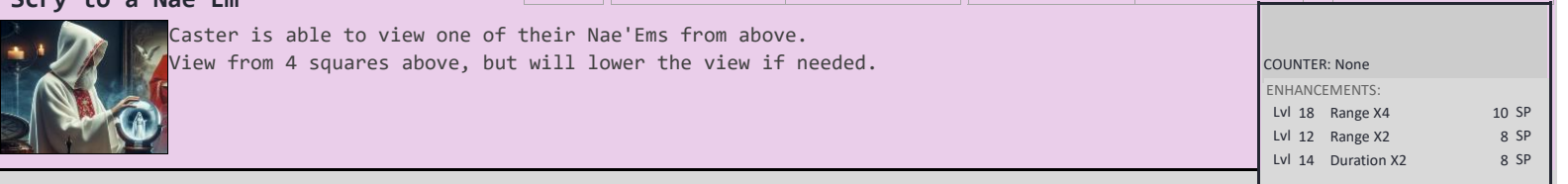
	<div> <div> Call Bonded Person </div> <div> Thick violet coils create a portal. Teleport a preselected person to the casters side. Thick violet coils create a portal. </div> <div> <div> <div> <div> FOCUS:AOE +1 </div> <div>COUNTER: None </div> <div> ENHANCEMENTS: </div> <div> <div>Lvl 12 Rollout Init12 SP</div> <div>Lvl 10 Rollout Halved6 SP</div> <div>Lvl 16 Rollout 1 Min8 SP</div> </div> </div> </div> </div> </div>
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LEVEL	5	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Call/Return Nae'Em Item						8 pts	PMP	1 Item	Initiative	Instant		



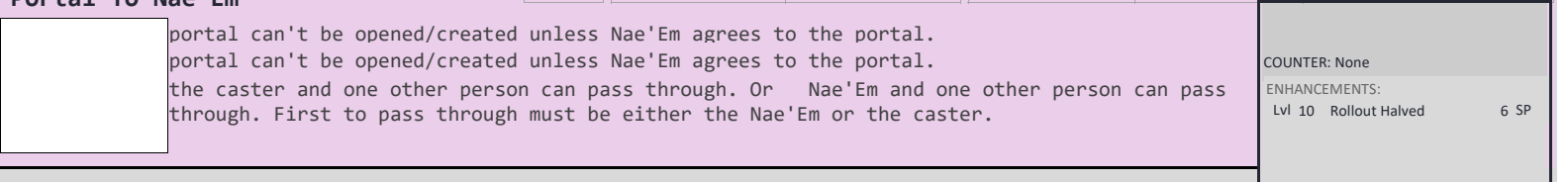
<p>Call/Return Nae'Em Item</p>		<p>FOCUS:30 lbs / 13.6 Kg</p>			
	<p>Purple coils spin around the casters hand until an item appears.</p>	<p>COUNTER: None</p>			
	<p>Unbound light weight Nae'Em can be called. Limit of 10 lbs / 4.5 Kg.</p>				
	<p>Purple coils spin around the casters hand until an item appears.</p>	<p>ENHANCEMENTS:</p>			
		<table> <tr> <td>Lvl 6</td> <td>Subtle Casting</td> <td>4 SP</td> </tr> </table>	Lvl 6	Subtle Casting	4 SP
Lvl 6	Subtle Casting	4 SP			
		<table> <tr> <td>Lvl 18</td> <td>Nae'Em Clues Remove</td> <td>20 SP</td> </tr> </table>	Lvl 18	Nae'Em Clues Remove	20 SP
Lvl 18	Nae'Em Clues Remove	20 SP			
		<table> <tr> <td>Lvl 4</td> <td>Aura Brightens</td> <td>-2 SP</td> </tr> </table>	Lvl 4	Aura Brightens	-2 SP
Lvl 4	Aura Brightens	-2 SP			

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



	<p>Caster is able to view one of their Nae'Ems from above. View from 4 squares above, but will lower the view if needed.</p>	<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr> <tr> <td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr> <tr> <td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr> </table>	Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP	Lvl 14	Duration X2	8 SP
Lvl 18	Range X4	10 SP									
Lvl 12	Range X2	8 SP									
Lvl 14	Duration X2	8 SP									

LEVEL	8	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Portal To Nae'Em						8 pts	Self	PMP	30 Minutes	5 Minutes		



<div> <div>Portal To Nae'Em</div> <div></div> </div>	<p>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.</p>	<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div>
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LEVEL

9

STACK

99

COST

36 pts

RANGE

4 Squares

AREA OF EFFECT

1 Square

ROLL OUT


20 Minutes

DURATION

Instant

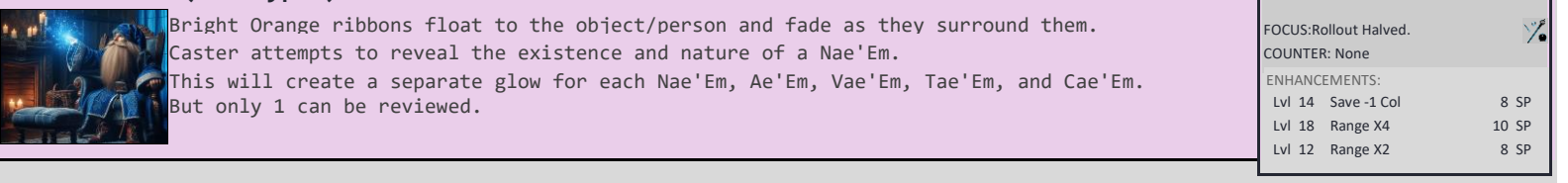
SAVE:

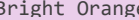
RM: 2



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.

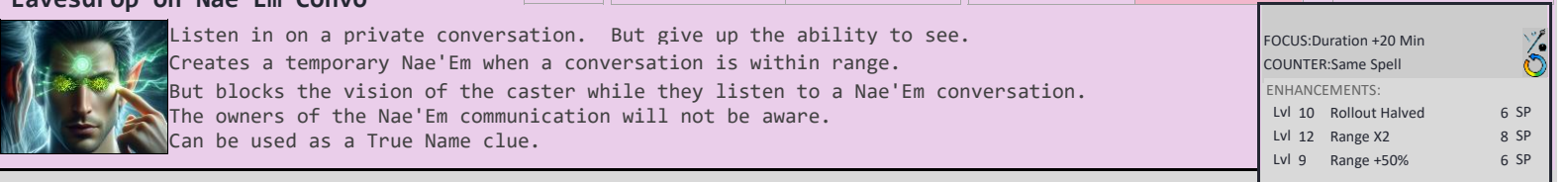
FOCUS: Rollout Halved.


COUNTER: None

ENHANCEMENTS:


Lvl 14	Save -1 Col	8 SP
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP


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



	<p>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.</p>
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-Orix

LEVEL	15	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create Permanent Location Tae'Em												
Location becomes a teleport destination.												
<div>FOCUS:Casual COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP</div>												

Planar												
LEVEL	1	NAE'EM		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
Langstrom Location (Vae'Em)												
creates a 'known' location in the Langstrom.												
<div>COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 18 Nae'Em Clues Remove 20 SP</div>												

LEVEL	2			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Langstrom Cloak Pockets												
Barely visible lavender wisps spiral around the caster. Pocket within current cloak/robe Barely visible lavender wisps spiral around the caster.												
<div>FOCUS:Hides magic COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 9 Range at 1 Sq 6 SP Lvl 14 Duration X2 8 SP</div>												

LEVEL	6			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
Langstrom Portal												
Langstrom Portal Open for 30 days												
<div>COUNTER:Rollout Interruption Lvl:1 ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</div>												


LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Langstrom Rupture												
Barely visible wine colored coils swirl and to become a lime green portal. To random spot in Langstrom. More use = Danger. Barely visible wine colored coils swirl and to become a lime green portal.												
<div>FOCUS:Partial gets SKL:1 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 12 Range X2 8 SP</div>												


LEVEL	12			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Circle of Langstrom Expulsion												
Solid purple coils settle to the ground and become chalk. Returns Langstrom creatures. The caster rolls a MGC:2 save.												
<div>FOCUS:AOE: 4 Sq Radius COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP</div>												



LEVEL	13			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Find Nearest Langstrom Portal												
Bright purple coils arrange into 1 to 2 letters indicating the compass direction. Returns a direction of N, NE, E, SE, S, SW, W, NW to the caster. Bright purple coils arrange into 1 to 2 letters indicating the compass direction.												
<div>FOCUS:Distance in Marks COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP</div>												

-Orix


Summon or Send


LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL:
						4 pts	6 Squares	1 Item	Initiative	Instant		
Call Item (in Sight)												
												
Barely visible plum colored coils extend from casters hand to the item. Unbound & light (10 lbs / 4.5 Kg) within sight. Grab attempt possible. Barely visible plum colored coils extend from casters hand to the item.											FOCUS:20 lbs / 4.5 Kg COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP	


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	12	NAE'EM			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
							12 pts	1 Square	1 Creature	10 Minutes	8 Hours		
Langstrom Servant: Pucoe Gree													
													
Lime green colored swirls create a small humaniodish creature. (2 ft / 60 cm high)											<div>FOCUS:Protect caster</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Duration X410 SP</div> <div>Lvl 14 Duration X28 SP</div> <div>Lvl 9 Duration +50%6 SP</div>		
Vaguely humanoid gray servant from Langstrom													
Lime green colored swirls create a small humaniodish creature. (2 ft / 60 cm high)													

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		
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	

LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	3 Squares	2x2 Squares	12 Hours	Permanent		
Food Times Three												
												
Teal coils roil outward and settles on the AOE. (Teal Powder increases Yield) Increases amount of food by 3. Max of 63 meals affected per spell. Teal coils roil outward and settles on the AOE. (Teal Powder increases Yield)											CREATE:Scroll of Yield Improvemen FOCUS:Tastier COUNTER:Same Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP	

LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	12 Squares	1 Square	5 Rounds	1 Hour		
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 Sta 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	