

## Battle Offense

LEVEL	1		STACK	99	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
<b>Force Pinch</b> 1d4					4 pts		8 Squares	1 Square	Next Initiative	1 Round	1d4 + ACU Dmg	

LEVEL	3	STACK	2	COST	4 pts	RANGE	4 Squares	AREA OF EFFECT	1 Mark	ROLL OUT	Initiative	DURATION	2 Rounds	SAVE: Skill HP=25
<b>Conjure Native Beetles</b>														

LEVEL	<b>3</b>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	3	COST	6 pts	RANGE	10 Squares	AREA OF EFFECT	Row: 3 Sqs	ROLL OUT	Initiative	DURATION	5 Rounds	SAVE:	No Save
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## Chants

LEVEL	1	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Chant of Protection, +1 AC/Tier</b>					6 pts	Self	5 Radius / Tier	1 Full Round	10 Minutes		

LEVEL	1	STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
<b>Chant Of Robustness, End DOT</b>		6 pts	6 Squares	2x2 SqS	10 Minutes	10 Minutes	Ends DOT				

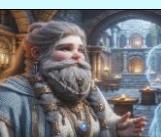
## -Venerator

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	Varies	Initiative	4 Hours		
<b>Light To Calm The Dead</b>  With a twirling of the fingers the caster brings about light! No Focus = Candle power. But with Focus caster can set light equal to a lantern. This spell does stay fixed in relation to the caster, right above them. Use a Focus item for control of light brightness.										

CREATE:Candle Light Powder
FOCUS:Lantern light
COUNTER:Dispel Magic. Lvl:1
ENHANCEMENTS:
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP

LEVEL	4	NAE'EM	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	PMP	1 Nae'Em	2 Rounds	Instant		
<b>Direction to Your Ionic Marker</b>  Caster connects to their ancestor to obtain the directionn of the Marker. Markers are made with this assistance of an Ancestor. The marker must be on the current PMP. Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)											

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	1	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					20 pts	Self	Self	2 - 4 Days	5 Min & Permanent		
<b>Petition Ancestor Spirit Guide</b>  This spell allows the Venerator to locate a new Ancestor Spirit Guide, creating a permanent Ae'Em bond with an Ancestor Spirit Guide. The new Guide may fill a vacant slot or replace an existing Guide. 1 slot / Tier. Once the Ancestor is in their slot (This spell), with HP=20 & SP halved. Other Commune spells can be used to work more deeply with an Ancestor after this one.											

FOCUS:Draw a Special Spirit
COUNTER:None

LEVEL	3	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
					4 pts	Self	Self	10 min @ Dawn	10 Min		Re: Spirit knowledge
<b>Converse with Ancestor</b>  Caster communicates with an Ancestor spirit guide about a single specific topic. Only one Ancestor may be contacted during this spell. The caster may submit questions about events and things from the Ancestors knowledge. The submission must state a specific topic to be reviewed within the Duration, if the topic is not specific enough, the spell is likely to fail.											

FOCUS:Save Roll +10
COUNTER:None

LEVEL	4	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
					8 pts	4 SqS	1 Target	2 Rounds	Permanent		Varies
<b>Dispel Magic (Venorx)</b>  Many spells can be temporarily halted or entirely stopped by a Dispel Magic. Soothsayers are able to Rollout this spell in 2 rounds (1 with the enhancement). Fastest! The full description has the list. Also, there is a list in the players handbook (Spells chapter).											

CREATE:Scroll of Dispel Magic (Tem
FOCUS:Rollout = 2 Rounds
COUNTER:No Counter Available. Lvl:1
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Range X4 10 SP
Lvl 12 Range X2 8 SP

LEVEL	1	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Touch	2 Skins/Tier	10 Minutes	Permanent		
<b>Draw Up Ground Water</b>  Easily capture water in readied containers as the water sprays up. Draws on the available water/moisture in the area. (1/4 of a Mark) Temperate/Tropic Regions: 2 skins / Tier per spell (multiples: -1 skin per spell), Arctic/Arid Regions: 2 skins spell (multiples: -1 skins per spell), Multiples: each repeated spell in same area reduces the effectiveness.											

FOCUS:+2 Skins extra
COUNTER:None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 16 Rollout 1 Min 8 SP

LEVEL	4	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Touch	1 Body	30 Min	Permanent		
<b>Consecration: Final Rites</b>  Yellow flames creep across the body without burning it. Must be dead a month or less. The dead are sent beyond any connection that can be made from the known planes. To finish the spell a deity's name must be spoken aloud.											

COUNTER:No Counter Available. Lvl:1
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 14 Range At 3 SqS 8 SP

# -Venerator

LEVEL 4 NAE'EM		STACK 99	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Body	ROLL OUT 30 Min	DURATION Permanent	SAVE: No Save
<b>Send The Dead On</b>								

The Caster is able to converse with the dead as a final part of this spell.

Only a small part of the body must remain.

Must be dead a decade or less.

The dead are sent beyond any connection that can be made from the known planes.

The targeted dead move on to the spirit world.

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 14 Range At 3 Sq's 8 SP

## Mechanicals

LEVEL 3 NAE'EM		STACK 99	COST 4 SP	RANGE Touch	AREA OF EFFECT 1x1 Square	ROLL OUT 30 Min	DURATION Permanent	SAVE: Resist (Skill/Non) GM
<b>Acid Etching</b>								

Speak the title words wanted as they cause an acid mist to sprinkle over the surface.

Standard surfaces are of stone, metal, wood, or leather and require no Save.

Non-standard surfaces OR Magical surfaces require a RM:3 Save.

Although the more powerful the magic the more likely the Resist Magic Save will be higher.

FOCUS:none

COUNTER:None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 16 AoE X2 16 SP

## Partner Cooperations

LEVEL 2 NAE'EM		STACK 1	COST 4 pts	RANGE 10 Squares	AREA OF EFFECT 1 Rogue	ROLL OUT 1 Round	DURATION 1 Hour	SAVE: Skill Rogue Helped
<b>Rogue's Right Place, Right Time</b>								

A spirit advising the caster helps a Rogue be more convincing, less suspicious.

Caster Passing a Skill Save rolls 1d6 x 5 (5 to 30). Rogue gains it as adj for Saves.

The caster can send impulse to the Rogue . . . .

Pressing or pushing the Rogue towards a specific direction (1/round), [No pulling]  
indistinct gutteral sounds to the Rogue (1/round). [No words]

FOCUS:Enhancements 1/2 Cost

COUNTER:None

ENHANCEMENTS:

Lvl 6 Subtle Casting 4 SP

Lvl 12 Range X2 8 SP

Lvl 9 Range +50% 6 SP

## Shrines

LEVEL 1 NAE'EM		STACK 1	COST 6 pts	RANGE 6 Squares	AREA OF EFFECT 3x3 Sq's	ROLL OUT 4 hours	DURATION as Rollout	SAVE: No Save
<b>Shrine Of Healing, 1d4/Tier</b>								

Caster creates a Shrine and reveals the current words of respect.

1d4 to all that have spoken the words of respect aloud anytime within the Duration.

Recipients may repeat the words & gain another heal until there are no more to give.

The total number of heals that can be given out is equal to the casters Tier.

Disrespecting The Shrine by the caster or recipient will make it fail.

FOCUS:Enhanced @ 1/2 cost

COUNTER:None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 9 Duration +50% 6 SP

Lvl 12 AOE +50% 12 SP

## Watch/Scry

LEVEL 2 NAE'EM		STACK 9	COST 2 pts	RANGE 4 Squares	AREA OF EFFECT 1 Item	ROLL OUT 1 Minute	DURATION End Of Year	SAVE: No Save
<b>Create A Magical Glow</b>								

The item appears magical by creating a visible glow around it.

Make an item appear magical. Trap? Lock? Weapon? Rock? Rope?

The false glow will show as a magic item even when Detect Magic is used.

This spell will not affect any creatures or magic items.

CREATE:Scroll Of Arcane Glow

FOCUS:AoE X2

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 12 Range X2 8 SP

Lvl 4 Increase Aura -2 SP