

Battle Actions/Prep

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

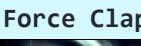
Battle Defense

LEVEL	7	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	6	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Half Wall of Force						8 pts		Touch		4 Sqs Long		20 Minutes		20 Minutes			

Battle Offense

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Health
Phage	(Something of Fragility???)			4 pts	4 Sqs / Tier	1 adjacent sq / Tier	Initiative	5 Rounds	Temp halt of effect	
	<p>Caster directs an eerie mist into the AOE square(s). Droplets from the mist well up on the targets skin, under any outer clothing/gear. Each round increments the fragility (starting at 1) for 5 rounds. On the 6th round the fragility status returns to none (zero) and has no effect. This lasts a maximum of 5 rounds.</p>									
									FOCUS:Max (End) +1	
									COUNTER:Greater Fragility Effect Lvl:1	
									ENHANCEMENTS:	
									Lvl 6 Subtle Casting	4 SP
									Lvl 12 Range X2	8 SP
									Lvl 16 AoE X2	16 SP

-Venerator

LEVEL	9	<input type="checkbox"/> <input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Brute	
Force Clap	2d6 Daze 1d2 rds			12 pts	12 Squares	2 Squares		Initiative	Instant	1/2 Damage	
	A force wall pushes directly from the caster to the target but only the target will usually be dazed and/or take damage. Damage of 2d6+ACU. Target Saves or Daze 1d2 rds.									FOCUS:Save Col +1 	
	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)									COUNTER:No Counter Available. Lvl:1 	
										ENHANCEMENTS:	
										Lvl 14 Save Roll +20	8 SP
										Lvl 12 Range X2	8 SP
										Lvl 9 Range +50%	6 SP

LEVEL	11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
Class Power Attack Duel			2.4 pts	10 Squares	1 Target		Initiative	1 Round			

LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
Force Class Power Attack		9 pts	10 Squares	1 Target	Initiative	1 Round			1/2 Dmg	

LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				12 pts	10 Squares	1 Target	Initiative	1 Rounds		1/2 Damage
Phage Class Power Attack										

LEVEL	13	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Phage Blobs						16 pts		12 Squares		2x2 Squares		Initiative		3 Rounds			

LEVEL	17	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute	
Force Cage	3d6 to touch			20 pts	8 Squares	3x3 Squares		10 Minutes	3 Rounds				

-Venerator

LEVEL	17	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
Hammering Force	3d8 @ 2sqs					20 pts	12 Squares	2 Squares	Initiative	Instant			

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)

Chants

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Chant of Protection, +1 AC/Tier		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)	GM
Chant Of Robustness, End DOT											

LEVEL	1	STACK	99	COST	4 pts	RANGE	Self	AREA OF EFFECT	Varies	ROLL OUT	Initiative	DURATION	4 Hours	SAVE:	No Save
 Light To Calm The Dead	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.	  													

LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Chant Of Rogues Grace, +1/Tier				10.4 pts	6 Squares	2x2 SqS	10 Minutes	10 Minutes		

LEVEL	10	STACK	1	COST	12 pts	RANGE	Self	AREA OF EFFECT	5 Squares/Tier	ROLL OUT	asdfa	DURATION	adfa	SAVE:
Sense Undead  askldfj ajsldkjf ajsldjf														

-Venerator

Commune

LEVEL	1	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
PETITION	Ancient	Ancestral	1	20 pts	Self	Self	2 - 4 Days	5 Min & Permanent			

LEVEL	8	NAE'EM			STACK	1	COST	.2 pts/Da	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM
Request Ancestor To Delve														
	Caster communicates with an Ancestor spirit guide about a single specific topic. Only one Ancestor may be contacted during this spell, who calls out to other spirits. Caster submits questions about events and things beyond 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.													

LEVEL	15	NAE'EM	 	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Possessed By Ancestor					6% Max \$	Self	Self	4 hours	24 hours		

Fences and Shelters

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

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

FOCUS:Half Wall
 COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

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



-Venerator

LEVEL	7	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Circle of Protection vs Phage				8 pts	9 Squares	3 Sq Radius	5 Minutes	1 Hour		
	Caster draws a magical circle in green weave that protects against acidic damage. The green weave becomes bubbling acidic phage which fades from sight. Those within the circle reduce phage damage by 3 points (min 1). Passing in or out (crossing the edge) CAUSES 1d6 points of phage damage.								FOCUS: Acid 1d6 dmg at edge	
									COUNTER: No Counter Available. Lvl:1	
									ENHANCEMENTS:	
									Lvl 12 Range X2	8 SP
									Lvl 14 Duration X2	8 SP
									Lvl 9 Duration +50%	6 SP
LEVEL 8		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Walls of Force (4 to 6)				8 pts	12 Squares	See Description	5 Min / Wall	4 Hours		
	Solid lavender coils follow the caster's hand outlining the walls. 2 Sq High. Length up to 6 Sqs per wall. Solid lavender coils follow the caster's hand outlining the walls.								FOCUS: Door Included.	
									COUNTER: Same Skill. Lvl:1	
									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
Force Wall				12 pts	Touch	6 Sqs Long	20 Minutes	1 Hour		
	Bright violet coils Outline the wall then fade away. 2 Sq 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 Skill. Lvl:1	
									ENHANCEMENTS:	
									Lvl 18 Duration X4	10 SP
									Lvl 14 Duration X2	8 SP
									Lvl 16 AoE X2	16 SP
Find or Reveal										
LEVEL 4		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
Dispel Magic (Venox)				8 pts	4 Sqs	1 Target	2 Rounds	Permanent	Varies	
	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 (Temp)	
									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 5		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
Detect Magic				8 pts	2 Squares	1-5 item	5 Minutes	Instant	Sight	
	Caster attempts to find out if an item/object is magical. No Magic: No light means no magic found in/on item. (Best description in FULL report) Minor Magic: Dim light (candle) shines if it has lower powered effects. Major Magic: Bright light that dazes a character for 1 round if Save failed. Diety Magic: Blazing light that will blind a char for 4 hrs if Save failed.								CREATE: Scroll of Detect Magic	
									FOCUS: Save Roll +20	
									COUNTER: No Counter Available. Lvl:1	
									ENHANCEMENTS:	
									Lvl 18 Range X4	10 SP
									Lvl 12 Range X2	8 SP
									Lvl 9 Range +50%	6 SP
LEVEL 10 NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Unskilled
Determine True Name				24 pts	4 Squares	1 Item	2 Hours	Permanent	success	
	Caster attempts to locate clues to find a True Name. 100 minus all Clues: Current Nae'ems (-5 pts) Mementos (-2 pts) Current Focus Items (-20 pts) Past True Names (-10 pts) Caster rolls 1d100, if higher than results from clues then True Name revealed. NOTE: Age of clues may lower point values AND Current Nae'Em/Past True Names are 1 use.								FOCUS: Rollout Halved.	
									COUNTER: No Counter Available. Lvl:1	
									ENHANCEMENTS:	
									Lvl 14 Save Roll +20	8 SP
									Lvl 18 Range X4	10 SP
									Lvl 9 Range +50%	6 SP

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Draw Up Ground Water				4 pts	Touch	2 Skins/Tier	10 Minutes	Permanent		
	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

Healing and Rest

LEVEL 4		STACK 99	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Body	ROLL OUT 30 Min	DURATION Permanent	SAVE: No Save
								COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sq 8 SP
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
								COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sq 8 SP
LEVEL 6		STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 2 Hours	DURATION Permanent	SAVE: Health Target cleansed
								FOCUS:Cast to another COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Range at 1 Sq 6 SP Lvl 14 Duration X2 8 SP
LEVEL 11		STACK 99	COST 12 pts	RANGE Touch	AREA OF EFFECT 1 broken bone	ROLL OUT 1 Hour	DURATION Permanent	SAVE: No Save
								FOCUS:Rollout = 1 Min COUNTER: None ENHANCEMENTS: Lvl 14 Range At 3 Sq 8 SP Lvl 20 AOE X4 20 SP Lvl 16 AoE X2 16 SP
LEVEL 11		STACK 99	COST 12 pts	RANGE 8 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION Permanent	SAVE: No Save
								FOCUS:d6 healing COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 12 AoE = 2 Recipients 10 SP
LEVEL 7		STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 4 Rounds	DURATION 4 Hours	SAVE: No Save
								FOCUS:Change Race, Ht, Wt, Gender COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP
LEVEL 5 NAE'EM		STACK 9	COST 48 pts	RANGE Touch	AREA OF EFFECT Caster	ROLL OUT 1 Day	DURATION Permanent	SAVE: No Save
								CREATE:Ionic Marker COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 14 Range At 3 Sq 8 SP

Light-

LEVEL 10		STACK 1	COST 12 pts	RANGE 15 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION 1 Hour	SAVE: SKL Scrying blocked GM
SHRINE: Block Scrying								COUNTER: None



Blue and orange weaves surround the caster.
Require the caster to place the spell in a single Square.
GM rolls Save.
If Save passes then any current scrying within AoE fails.
GM usually does NOT report pass or failure.

Mechanicals

LEVEL 3		STACK 99	COST 4 SP	RANGE Touch	AREA OF EFFECT 1x1 Square	ROLL OUT 30 Min	DURATION Permanent	SAVE: Resist (Skill/Non) GM Etched IF NEEDED
Acid Etching								FOCUS:none COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 AoE X2 16 SP



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.

Nae'Ems

LEVEL 7 NAE'EM		STACK 3	COST 16 pts	RANGE 1 Square	AREA OF EFFECT 1 Recipient	ROLL OUT 4 Days	DURATION Permanent	SAVE: No Save
Create Permanent Nae'Em								FOCUS:Reset time 1/2 COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP



Caster mentally bonds and stays connected to another person when on the same plane.
Permanent mental bond allows either party to initiate and/or accept.
Resetting a connection:
Can be re-established with 1 hour rollout when next to the Nae'Em,
Can be re-established with a 2 day rollout while not near the Nae'Em.

LEVEL 11 NAE'EM		STACK 1	COST 36 pts	RANGE Touch	AREA OF EFFECT 1 Item	ROLL OUT 4 Days	DURATION Permanent	SAVE: Resist (Skill/Non) GM Connected
Connect To An Arcane Focus Item								FOCUS:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP



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.

LEVEL 14 NAE'EM		STACK 99	COST 48 pts	RANGE 1 Recipient	AREA OF EFFECT 1 Target	ROLL OUT 1 Week	DURATION Permanent	SAVE: No Save
Bestow House Authority								FOCUS:Sense Allegience COUNTER: None



Character is able to draw followers to their banner.
Character knows if the follower has acted properly according to House ideals.
But, the creator of the House will NOT know the mind of the follower.
This skill allows the character to create a house that they alone own.
Only the character using the "House Authority" cause another to be a non-owner authority.

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
Rogue's Right Place, Right Time								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



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]

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
Shape of Nae'Em Rogue								FOCUS:speak like rogue COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP



This image may be more useful if used after the rogue dons a disguise.
Creates an illusion making the caster look like the Rogue as they currently look.
Caster must have a current conversation with the rogue to start this going.
This uses the rogues current image. Therefore will copy a disguise as well.

Planar

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



Without a Focus Item it reveals only if the object/person is from this current plane.
With a Focus Item a color is revealed:
Yellow/Orange for Astral. Tan/Brown for Ethereal. Lime Green for Langstrom.
Grey for Dimension. White for PMP (w/ pmp name).
Blinding white (Save) for Diety planes.

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 7 NAE'EM		STACK 1	COST 8 pts	RANGE PMP	AREA OF EFFECT Self	ROLL OUT 10 Minutes	DURATION Permanent	SAVE: No Save
Reach To My Home Nook								



Green weave surrounds the caster's hand and a book appears.
Summons an item from the casters preset permanent library.
Item must be able to be held in one hand. (Size, wieght, and other limits apply).
After rollout the item appears.
Caster is not able to access other casters libraries.

FOCUS:Reading light	
COUNTER:Same Skill. Lvl:1	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 16 Rollout 1 Min	8 SP

LEVEL 12 NAE'EM		STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT PMP	ROLL OUT 30 Minutes	DURATION 2 Minutes	SAVE: No Save
Portal To A Connecting Soul								



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 19 NAE'EM		STACK 99	COST 20 pts	RANGE PMP	AREA OF EFFECT 1 Landmark	ROLL OUT 2 Days	DURATION Permanent	SAVE: No Save
Vae'Em Portal (Ethereal Portal)								

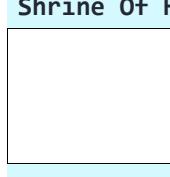


Enchanted light envelopes the landmark during the rollout.
After the rollout a visible portal comes into existence.

FOCUS:Closer	
COUNTER: None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 18 Nae'Em Clues Remove	20 SP
Lvl 4 Increase Aura	-2 SP

Shrines

LEVEL 1		STACK 1	COST 6 pts	RANGE 6 Squares	AREA OF EFFECT 3x3 SqS	ROLL OUT 4 hours	DURATION as Rollout	SAVE: No Save
Shrine Of Healing, 1d4/Tier								



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

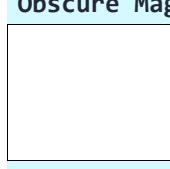
LEVEL 5 NAE'EM		STACK 99	COST 8 pts	RANGE Touch	AREA OF EFFECT 200 Char	ROLL OUT 10 Minutes	DURATION 1 Hour	SAVE: Resist (Skill/Non) Can read
Arcane Interpretation, 1 Page								



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.

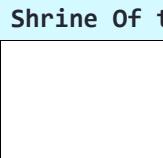
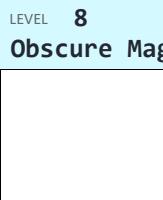
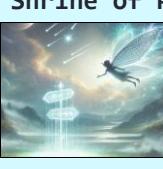
FOCUS:Random Enhancement	
COUNTER: None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 16 Rollout 1 Min	8 SP
Lvl 9 Damage +50%	8 SP

LEVEL 5		STACK 1	COST 8 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Sight
Obscure Magic Aura								

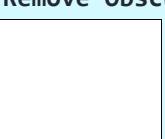


COUNTER: None	

-Venerator

LEVEL	5	NAE'EM	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Scry (to a Nae'Em of any kind)					10 pts	2 Marks / Level	Nae'Em on PMP	2 Minutes	1 Hour			
	Caster is able to view one of their Nae'Em's (must have been previously noted). View from 4 squares above, but is able to lower the view to just above the Nae'Em's head. Caster and Nae'Em must both actively agree for the scry to enact. Casters current vision defines what can be seen. Casters current hearing defines what can be heard.									FOCUS: To another PMP COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 14 Duration X2 8 SP		
Sky Scrying			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
	Caster (only) able to view an area generally without lots of detail. Living/moving creatures can be seen, but not individually identified. Sight and hearing is from of 10 squares above. View is always from above. Casters current vision defines what can be seen. Casters current hearing defines what can be heard.				8 pts	5 Marks	15x15 Squares	6 Minutes	30 Min / Tier		FOCUS:+3 Marks/Tier COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP	
Create A Home (Ethereal Home Pad)			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
	Barely visible green weave surrounds a 1x1 square area and forms the pad. A return spot for Ethereal Portals. Allows any Soothsayer to use this as a destination. If the "Ethereal Return Portal" is used this destination can be known but not written down.				8 pts	1 Square	1x1 Square	1 Hour	12 Hours		FOCUS: change location COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 16 AoE X2 16 SP	
Shrine Of the Mystical Mechanic			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non) Magic paused	
	Caster creates a Shrine and reveals the current words of respect. The Shrine magic challenges the magic within a mechanism with a comparison Save. For each magical mechanism the caster must pass a separate Save, all magical parts of the mechanism are affected, not any mundane parts. Disrespecting The Shrine by the caster or recipient will make it fail.				10.4 pts	6 Squares	2x2 Sq	10 Minutes	10 Minutes		FOCUS: Enhanced @ 1/2 cost COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP	
Shrine Of the Written Word			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non) Read/Speak	
	Caster creates a Shrine and reveals the current words of respect. Clarity for reading/writing once the words of respect spoken aloud within Duration. All who are within the AoE and pass the Save can read/write a common or ancient language, that they are able to clearly see from the AoE. (Non-Arcane) Disrespecting The Shrine by the caster or recipient will make it fail.				10.4 pts	6 Squares	3x3 Sq	10 Minutes	10 Minutes		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	
Obscure Magical Depth			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Sight	
	Makes the object reveal only the first 3 aspects. Any spell that would reveal all does not detect below 3rd.				8 pts			5 Minutes	1 Year		COUNTER: None	
Shrine of Portal Revelation			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
	Reveals most recently active portal within the last 24 hours (in AoE). Caster learns direction of the active portal, if any. (N, NE, E, SE, S, SW, W, NW) Permanent portals are considered always active. Stone, metal, or earthen walls between the Shrine and portal(s) block detection.				8 pts	Shrine	10 Square Radius	4 Minutes	4 Hours		FOCUS: Title Revealed COUNTER: Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP	

-Venerator

LEVEL 8 NAE'EM		STACK 1	COST 8 pts	RANGE 8 Squares	AREA OF EFFECT 3x3 Squares	ROLL OUT 4 Minutes	DURATION 2 hours / Tier	SAVE: Skill Scry's are noticed
Sphere Of Privacy  Circle of white perimeter. Those within can talk without fear of being overheard. Blocks Nae'Em's for duration. Afterwards Nae'Em's 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.								
LEVEL 9 NAE'EM		STACK 4	COST 12 pts	RANGE 1 Mark per Tier	AREA OF EFFECT 1 Object	ROLL OUT 30 Minutes	DURATION 1 Day	SAVE: No Save
Bonded Spirit Within A Statue  Barely visible seafoam colored weave travels from the caster's hand to the statue. Must be used on art/sculptures with eyes. Caster to see through the eyes of a statue. Does NOT allow the caster to hear or feel through the Tae'Em that has been created.								
LEVEL 9		STACK 99	COST 36 pts	RANGE 4 Squares	AREA OF EFFECT 1 Square	ROLL OUT 20 Minutes	DURATION Instant	SAVE: Resist (Skill/Non) Revealed
Detect 'Ems (All Types)  The caster can see a color if there are any ae'Ems to be found 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, but a total number of them will be revealed to the caster.								
LEVEL 10		STACK 1	COST 12 pts	RANGE	AREA OF EFFECT	ROLL OUT 5 Minutes	DURATION Instant	SAVE: Skill Sight
Remove Obscure Magic  COUNTER: None								
LEVEL 10		STACK 99	COST 12 pts	RANGE Touch	AREA OF EFFECT a person	ROLL OUT 3 Minutes	DURATION 1 Day	SAVE: No Save
Speak Language  The caster touches a person who speaks the language. Allows speaking of a current language. Can create Scroll of Speak Languages with this spell.								
LEVEL 12		STACK	COST 12 pts	RANGE 8 Squares	AREA OF EFFECT 3x3 squares	ROLL OUT 30 Minutes	DURATION 4 Hours	SAVE: Skill Circle Created
Circle of Spiritual Expulsion  To nearest edge or random if in question.								
LEVEL 14 NAE'EM		STACK 99	COST 48 pts	RANGE 1 Recipient	AREA OF EFFECT 1 Target	ROLL OUT 1 Month	DURATION Permanent	SAVE: No Save
Establish A House  Character is able to draw followers to their banner The Character is able to know if the follower has acted properly according to House ideals But, the creator of the House will NOT know the mind of the follower. This skill allows the character to create a house that they alone own. Only the character using the "House Authority" cause another to be a non-owner authority.								

-Venerator

LEVEL 14 NAE'EM		STACK 99	COST 16 pts	RANGE 12 Squares	AREA OF EFFECT 5x5 Squares	ROLL OUT 10 Minutes	DURATION 30 Minutes	SAVE: No Save
Ionic Marker Detector								

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

Summon or Send

LEVEL 6		STACK 3	COST 8 pts	RANGE 8 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION 3 Rounds	SAVE: Skill Conjured
Conjure 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:Cinderroot powder
FOCUS:Save Roll +40
COUNTER:Same Skill. Lvl:1
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Damage +50% 8 SP

Traveling (PMP)

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 Of The Mist								

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 9 Range +50% 6 SP
Lvl 20 AoE X4 20 SP
Lvl 16 AoE X2 16 SP

Watch/Scry

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

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