



## -Venerator

## Chants

LEVEL	1	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 GK)
<b>Chant Of Robustness, End DOT</b>		6 pts	6 Squares	2x2 SqS	10 Minutes	10 Minutes			ENDS DOT	

LEVEL	1	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Light To Calm The Dead</b>				4 pts		Self	Varies	Initiative		4 Hours		

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

## Commune

LEVEL	1	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Petition Ancestor Spirit Guide</b>							20 pts	Self	Self	2 - 4 Days	5 Min & Permanent		

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LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
<b>Converse with Ancestor</b>													
	4 pts	Self	Self	10 min @ Dawn	10 Min	FOCUS:Save Roll +10 COUNTER:None							
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.													
LEVEL	8	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
<b>Request Ancestor To Delve</b>													
	2 pts/Da	Self	Self	10 Min @ Dawn	See Descr (1-6 hrs)	FOCUS:Save Roll +10 COUNTER:None							
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.													
<b>Fences and Shelters</b>													
LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Force Platform</b>													
	8 pts	16 Squares	2x2 Sq Platform	2 Minutes	10 Minutes	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							
Shining wine colored coils Outline the platform. Levitating plaform. HP:60 AC:14 Move:2 Shining wine colored coils Outline the platform.													
LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Circle of Protection vs Phage</b>													
	8 pts	9 Squares	3 Sq Radius	5 Minutes	1 Hour	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							
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.													
LEVEL	8			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Walls of Force (4 to 6)</b>													
	8 pts	12 Squares	See Description	5 Min / Wall	4 Hours	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							
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.													
<b>Find or Reveal</b>													
LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
<b>Dispel Magic (Venorx)</b>													
	8 pts	4 SqS	1 Target	2 Rounds	Permanent	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							
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).													
LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	Sight
<b>Detect Magic</b>													
	8 pts	2 Squares	1-5 item	5 Minutes	Instant	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							
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.													

## Food And Drink

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

### Draw Up Ground Water



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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Touch	1 Body	30 Min	Permanent	No Save

### Consecration: Final Rites



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 Sq	8 SP

LEVEL	4	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
						4 pts	Touch	1 Body	30 Min	Permanent	No Save

### Send The Dead On



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	8 SP

LEVEL	6	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	Self	Self	2 Hours	Permanent	No Save

### Cleansing Fire



Magenta flames engulf the caster during the RollOut then flames fade away.  
Removes frialty from the caster.  
Each hour (Max 12 hours):  
1d6 hp Damage, Save to cleanse. If no sickness/disease then spell stops.

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

## Hide or Obscure

LEVEL	7	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	Self	Self	4 Rounds	4 Hours	No Save

### Slow Alteration Into Ancestor



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 Skill. Lvl:1	
ENHANCEMENTS:	
Lvl 6 Subtle Casting	4 SP
Lvl 10 Rollout Halved	6 SP
Lvl 14 Duration X2	8 SP

## Ionic Markers

LEVEL	5	NAE'EM		STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
						48 pts	Touch	Caster	1 Day	Permanent	No Save

### Imbue Ionic Marker (Tae'Em)



From common unworked non-magic item creates a trackable marker as a Tae'Em.  
Ionic Marker. Cannot be purchased. Must be made by the caster.  
Must have proper scrying spell/device to fully use.

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

## Mechanicals

LEVEL	<b>3</b>	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

Nae'ems

## Partner Cooperations

LEVEL	2	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
<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 . . .	4 pts	10 Squares	1 Rogue	1 Round	1 Hour	<b>FOCUS:Enhancements 1/2 Cost</b>	<b>COUNTER: None</b>	<b>ENHANCEMENTS:</b>	Lvl 6	Subtle Casting	4 SP	
	Pressing or pushing the Rogue towards a specific direction (1/round), [No pulling] indistinct gutteral sounds to the Rogue (1/round). [No words]						Lvl 12	Range X2		8 SP			

## Planar

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

## Shrines

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Shrine Of Healing, 1d4/Tier</b>				6 pts	6 Squares	3x3 SqS	4 hours	as Rollout		
									FOCUS:Enhanced @ 1/2 cost COUNTER: None	

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.

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LEVEL	5	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
<b>Arcane Interpretation, 1 Page</b>													
	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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
<b>Obscure Magic Aura</b>													
	8 pts	5 Minutes	Permanent	COUNTER: None									
LEVEL	5	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Scry (to a Nae'Em of any kind)</b>													
	Caster is able to view one of their Nae'ems (must have been previously noted). View from 4 squares above, but is able to lower the view to just above the Nae'ems 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											
LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Sky Scrying</b>													
	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.	FOCUS:+3 Marks/Tier COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP											
LEVEL	6	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Create A Home (Ethereal Home Pad)</b>													
	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.	FOCUS:change location COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 16 AoE X2 16 SP											
LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
<b>Shrine Of the Mystical Mechanic</b>													
	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.	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											
LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
<b>Shrine Of the Written Word</b>													
	10.4 pts	6 Squares	2x2 Sq	10 Minutes	10 Minutes	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.	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											

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LEVEL	8	□ □	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
					8 pts				5 Minutes	1 Year		
<b>Obscure Magical Depth</b>												
Makes the object reveal only the first 3 aspects. Any spell that would reveal all does not detect below 3rd.												
COUNTER: None												
LEVEL	8	□ □	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					8 pts	Shrine	10 Square Radius		4 Minutes	4 Hours		
<b>Shrine of Portal Revelation</b>												
 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.												
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												
LEVEL	8 NAE'EM	□ □	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
					8 pts	8 Squares	3x3 Squares		4 Minutes	2 hours / Tier		
<b>Sphere Of Privacy</b>												
Circle of white perimeter. Those within can talk without fear of being overheard. Blocks Nae'ems for duration. Afterwards Nae'ems are no longer blocked. GM rolls Save to see if caster is aware of any current scrys. If Save passes then any current scrying within AoE fails. GM usually does NOT report pass or failure.												
FOCUS:Aoe: 5x5 Squares COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP												
<b>Summon or Send</b>												
LEVEL	6	□ □	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
					8 pts	8 Squares	1 Square		Initiative	3 Rounds		
<b>Conjure Arcane Beetles</b>												
 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												
<b>Watch/Scry</b>												
LEVEL	2	□ □	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					2 pts	4 Squares	1 Item		1 Minute	End Of Year		
<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												