

Battle Actions/Prep									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
6	8 pts	Vines of Force	Reduces movement to 1 sq / round. (Move=0 w/ Focus Item) Passed BRU Save allows an additional 1sq of movement.	4 Squares	4x4 squares	4 Rounds	Initiative	BRU	3

Battle Defense									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
7	8 pts	Half Wall of Force	x	Touch	4 Sqs Long	5 Minutes	2 Rounds	None	6

End

Battle Offense									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Force Pinch	x	12 Squares	1 Target	1 Round	Initiative	Resist (Skill/N	99
1	4 pts	Phage (Fragility)	Fragility (Begin @1, +1 / rd, End @ 5) Max 5 rds.	4 Sqs / Tier	1 adjacent sq / Tier	5 Rounds	Initiative	Health	1
2	4 pts	Force Push	x	10 Squares	1 Square	1 Round	Initiative	Brute	1
3	4 pts	Conjure Native Beetles	Skill Save: Pass= HP 25, Fail=HP 15. Attk:s:1x1, ToHit+4 AC:12, Dmg: 1d6. Cannot cross protection circles.	10 Squares	1 Mark	1 Round	Initiative	Skill	2
3	6 pts	Phage Mist	2d4 +ACU per rd. Lobbable requires ToHit.	10 Squares	Row: 3 Sqs	5 Rounds	Initiative	None	3
8	8 pts	Phage Rain (2 Rds)	ToHit not required. Dmg: 3d6+ACU for 2 rds.	8 Squares	1 Square	2 Rounds	Initiative	None	99
9	12 pts	Force Clap	x	12 Squares	1 Square	Instant	Initiative	Brute	99
11	2.4 pts	Power Attack Duel	ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTAC INTERRUPT: SYL-Ice, STM-Elect, VEN-Force, DOK-Fire	10 Squares	1 Target	1 Round	Initiative	none	99
12	18 pts	Force Power Attack	Direct Dmg 4d10+ACU. Dmg+ by Enhancement & Focus Staff. No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.	10 Squares	1 Target	1 Round	Initiative	Skill	99
12	18 pts	Phage Power Attack	Direct Dmg 4d10+ACU. Dmg+ by Enhancement & Focus Staff. No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.	10 Squares	1 Target	1 Rounds	Initiative	Skill	99
13	16 pts	Phage Blobs		12 Squares	2x2 Squares	3 Rounds	Initiative	None	99
17	20 pts	Force Cage	Touching the force causes 3d6+ACU HP Damage. Touch=3d6+ACU, Bars=120 HP.	12 Squares	1 Square	3 Min	3 Rounds	Brute	1
17	20 pts	Hammering Force	Direct attack, no lobbing. Damage of 3d8+ACU. Comparison Rsst Mgc Save to push crtrs back 1 square.	12 Squares	2 Squares	1 Round	Initiative	Resist Mgc Co	99

Chants

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	6 pts	Chant:Protection	Gives +1 AC to those who have spoken the words of respect. # of times = caster Tier (w/ words spoken each time).	12 Squares	1 Target	10 Minutes	1 Full Round	None	3
4	4 pts	Chant:Marker Location	Casters Ancestor shares the direction with the caster. Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)	PMP	1 Nae'Em	Instant	2 Rounds	None	9
8	10.4 pts	Chant:Rogues Grace	Grace +1 per VEN Tier.	6 Squares	1 Rogue	4 Hours	10 Minutes	None	3
10	12 pts	Sense Undead	Direction of N,NE,E,SE,S,SW,W,NW given. Roll:10min, Dur:1rd, Rng:5sq/Tier,	5 Squares / Tier	See Range	1 Round	10 Minutes	none	1

End

Commune

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	20 pts	Seek Ancestor Spirit	Try to bring a new Ancestor Spirit Guide to an open slot. After this spell other Commune spells can be used.	Self	Self	5 Min & Perma	2 - 4 Days	None	1
3	4 pts	Converse w/ Ancestor	This spell overrides the non-communication to another plane. Caster submits queries about a specific topic.	Self	Self	10 Min	10 min @ Daw	Skill	1
8	12 pts	Request Ancestor Delve	This spell overrides the non-communication to another plane. Submit queries about a specific topic beyond Ancestors era.	Self	Self	See Descr (1-6	10 Min @ Daw	Skill	1
11	5.4% Max	Use An Ancestor Skill	Use 1 Ancestor skill @ min of caster/Ancestor level. No overcasting or mastercrafts, High quality can be done.	Skill based	Skill based	6 hrs	1 Hour	none	1
15	25.6% Max	Possessed By Ancestor	Take advantage of the Ancestors skills. No overcasting or mastercrafts, but high quality can be done.	Self	Self	24 hours	4 hours	none	

Communication

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
19	60 pts	Dead Conclave Convo	Speaks with up to 6 souls. Requires a shrine, ritual, and tokens.	6 Squares	1 Spirit	30 Minutes	10 Minutes	Skill	1

End

Creations

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
8	8 pts	Chant:Weapon Speed	x	Touch	1 Weapon	1 Battle	30 Minutes	None	1

Fences and Shelters

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
6	8 pts	Force Platform	x	16 Squares	2x2 Sq Platform	10 Minutes	2 Minutes	None	3
7	8 pts	Circle of Protection vs Phage	Inside circle: reduce acid dmg 3 (min 1). Edge: take 1d6.	9 Squares	3 Sq Radius	1 Hour	5 Minutes	None	99

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8	8 pts	Circle:Protection from Undead	Undead are not able to cross the perimeter. Living Dead must Save to pass.	6 squares	3 Square Radius	5 Rounds	Initiative	Skill	1
8	8 pts	Walls of Force	x	12 Squares	See Description	4 Hours	5 Min	None	3
11	12 pts	Force Wall	x	Touch	6 Sqs Long	8 Hour	20 Minutes	None	3

End

Find or Reveal									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
4	8 pts	Dispel Magic	List of spells in the Full Descriptions.	4 Sqs	1 Target	Permanent	2 Rounds	Skill	99
5	8 pts	Detect Magic	Item glows if magical. Brightness depends on power of magic. Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind.	2 Squares	1-5 item	Instant	5 Minutes	Skill	1
10	24 pts	Determine True Name	Caster attempts to locate clues to find a True Name.	4 Squares	1 Item	Permanent	2 Hours	Unskilled	99

Food And Drink									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Draw Up Ground Water	Capture wanner in containers. Area=1/4 mark. Repeats may fail. Temp & Tropic= 2 skins/Tier. Arid & Arctic= 2 skins.	Touch	2 Skins/Tier	Permanent	10 Minutes	None	99

End

Healing and Rest									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
4	4 pts	Consecration: Final Rites	Dead are pushed beyond this world. A deity may be named. Once cast non-Deities cannot interact w/ that dead creature.	Touch	1 Body	Permanent	30 Min	None	99
4	4 pts	Send The Dead On	Dead are put out of reach. Cannot be raised or animated. Must have been dead for less than 10 yrs. Removes Nae'Ems.	Touch	1 Body	Permanent	30 Min	None	99
11	12 pts	Ectoplasmic Cast	Sprains & Broken bones mended in 1 Hour.	Touch	1 broken bone	Permanent	1 Hour	None	99
11	12 pts	End Current Dmg Over Time	Stops current Damage Over Time (DoT) upon 1 target.	8 Squares	1 Target	Permanent	Initiative	None	99

Hide or Obscure									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
7	8 pts	Slow Alteration Into Ancestor	Change age/clothes/carried items/hair/eyes/facial hair.	Self	Self	4 Hours	4 Rounds	None	1

End

Mechanicals									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack

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3	4 SP	Acid Etching	Non-magic Stone/Metal/Wood/Leather = No Save. No artifacts.	Touch	1x1 Square	Permanent	30 Min	Resist (Skill/N	99
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Nae'Ems

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
7	16 pts	Create Permanent Nae'Em	Can mentally talk with a bonded person when on same plane. Resetting: 1 hr @ location or 2 days not @ location.	1 Square	1 Recipient	Permanent	4 Days	None	10
11	36 pts	Connect to Focus Item	Creates connection between caster and a Arcane Focus Item.	Touch	1 Item	Permanent	4 Days	Resist (Skill/N	1
14	48 pts	Bestow House Authority	Keep your House Organized. Can tell if a follower is true. Creates A House for the character.	1 Recipient	1 Target	Permanent	1 Week	None	99

End

Partner Cooperations

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
2	4 pts	Rogue's Right Place & Time	Caster pass Save for 1d6 x 5. Used by ROG for Saves. Caster directs spirit to push or murmur to ROG (1/rd).	10 Squares	1 Rogue	1 Hour	1 Round	Skill	1
9	12 pts	Nae'Em Rogue Image	Need current Nae'Em with Rogue & Uses Rogues current image. Caster gains image, but not the skills or knowledge.	Self	Self	2 Hours	3 Minutes	Non-Skilled	99

Planar

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
5	8 pts	Reveal Origin Plane	Colors reveal the Plane of Origin.	2 Squares	1 item / 1 Square	Rollout	20 Minutes	RM	99

End

Shrines

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Shrine of Dead Light	Default is 'Candle' light. Focus Item make brighter. Coal= 0 Sq, Candle= 1 sq, Torch=6 sqs. Undead move @ 1/2.	Self	Varies	4 Hours	Initiative	None	99
1	6 pts	Shrine Of Healing, 1d4/Tier	Heals 1d4 to those who have spoken the words of respect. # of times = caster Tier (w/ words spoken each time).	6 Squares	3x3 Sqs	4 Hours	4 Rounds	none	1
1	6 pts	Shrine Of Robustness, End DOT	Clears DOT # of times = caster Tier (w/ words spoken each time).	6 Squares	2x2 Sqs	10 Minutes	10 Minutes	Resist (Skill/N	1/Tier
5	8 pts	Arcane Reading, 1 Page	Save vs interpretation. Can recast 2 times with Col +1.	Touch	200 Char	1 Hour	10 Minutes	Compare Resi	99
5	8 pts	Obscure Magic Aura	Hides Powerful/Epic magic as common magic. After this spell the item has a low glow aura.			Permanent	5 Minutes	Skill	1
5	10 pts	Scry [To any 'Em]	From 4 Sqs above Nae'Em. Use current sight/hearing.	PMP	Nae'Em on PMP	1 Hour	2 Minutes	None	3
5	8 pts	Sky Scrying	View the AoE from 10 Sqs up. Use current sight/hearing.	5 Marks	10 Square Radius	30 Min / Tier	6 Minutes	None	1

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6	8 pts	Create A Home (Ethereal Home Pad)	A return spot for Ethereal Portals	1 Square	1x1 Square	12 Hours	1 Hour	None	1
6	10.4 pts	Shrine Of Mystical Mechanic	Negates the Magic part of mechanisms w/ words of respect. # of mechs = caster Tier (w/ words spoken each time).	6 Squares	3 Square Radius	10 Minutes	2 Minutes	Resist (Skill/N	1
6	10.4 pts	Shrine Of the Written Word	In AoE read/Write any visible common or ancient Language, if a Resist Magic Save is passed.	10 Squares	3 Square Radius	1 Hour	10 Minutes	Resist (Skill/N	99
8	8 pts	Obscure Magical Depth				End Of Year	5 Minutes	Skill	1
8	8 pts	Shrine of Portal Detection	Reveals direction an to active portal.	Shrine	1 Mark Radius	4 Hours	4 Minutes	None	3
8	8 pts	Shrine Of Privacy	Those within can talk without fear of being overheard.	8 Squares	3 Square Radius	2 hours / Tier	4 Minutes	Skill	1
9	12 pts	Bonded Spirit Within A Statue	Used on art/sculptures with eyes.	12 Squares	1 Object	30 Days	30 Minutes	None	4
9	36 pts	Detect 'Ems (All Types)	Use of this spell will reveal clues about a True Name.	12 Squares	3 Square Radius	Instant	20 Minutes	Resist (Skill/N	99
10	12 pts	SHRINE: Block Scrying	2 GM rolls Save.	15 Squares	1 Square	1 Hour	5 Minutes	SKL	1
10	12 pts	Speak Language	Can speak an unknown language.	Touch	a person	1 Day	3 Minutes	None	99
10	12 pts	Un-Obscure Magic		Touch	1 Item	Instant	24 Hours	Skill	1
12	12 pts	Spiritual Expulsion	x	8 Squares	3 Square Radius	24 Hours	1 Hour	Skill	
14	48 pts	Establish A House	Creates A House the character owns. Can tell if a follower is true.	1 Recipient	1 Target	Permanent	1 Month	None	99
14	16 pts	Ironic Marker	Locate another casters Ionic Marker.	12 Squares	5 Square Radius	End Of Year	10 Minutes	None	99

Summon or Send									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
6	8 pts	Conjure Arcane Beetles	Conjures a swarm of Arcane Beetles by succeeding on the Save. Beetles attack nearest enemy for 1d8 dmg. X2x2	8 Squares	1 Square	1 Round	Initiative	Skill	3

End

Traveling (PMP)									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
10	12 pts	Ladders & Stairs Of The Mist	Ladder: 1-12 sqs x 1 sq Lean. Stairs: 6 sqs x 6 sqs Lean.	12 Squares	1 Square	1 Hour	5 Rounds	None	99

Watch/Scry									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack

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2	2 pts	Create A Magical Glow	Item appears magical by creating a visible glow around it. Detect Magic spell = Yes. Number of Aspects = 0.	4 Squares	1 Item	End Of Year	1 Minute	None	9
10	12 pts	Project Astral Image W/in PMP	Caster vs others: each seem ghostly yellow to each other. Astral Ghost-like: HP=50, AC=12/12, Move=12, no attacks.	30 Squares	PMP	4 Hours	20 Minutes	None	99