

Battle Actions/Prep

LEVEL6

STACK3

COST8 pts

RANGE4 Squares


AREA OF EFFECT4x4 squares

ROLL OUTInitiative

DURATION4 Rounds

SAVE:Agility

Move 1 Sq



Inhibits movement by 4 squares. (by 5 sqs with Focus)

Does make the target's movement 4 less. (3 sqs with Focus)

Does also work on swimming and climbing if the roots/vines are in those areas.

Does slow running/dashes to a walk.

Does NOT stop the target's movement entirely, Minimum of 1 square movement.

CREATE:Scroll of Grabbing Roots

FOCUS:Move -1 again

COUNTER:None

ENHANCEMENTS:

Lvl 12

Range X2

8 SP

Lvl 9

Range +50%

6 SP

Lvl 14

Duration X2

8 SP

Battle Defense

LEVEL7

STACK6

COST8 pts


RANGETouch

AREA OF EFFECT4 Sqs Long

ROLL OUT20 Minutes

DURATION20 Minutes

SAVE:No Save



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.

FOCUS:+ another corner.

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 16

Rollout 1 Min

8 SP

Lvl 14

Duration X2

8 SP

Battle Offense

LEVEL1

STACK99

COST4 pts

RANGE8 Squares

AREA OF EFFECT1 Square

ROLL OUTNext Initiative

DURATION1 Round

SAVE:Resist (Skill/Non)

1d4 + ACU Dmg

Barely visible coils reach out to the target and pinches a sensitive spot.

Damage of 1d4 + ACU. Target Save Lose Attack/Action.

Barely visible coils reach out to the target and pinches a sensitive spot.

Caster must be able to see the target. (No ToHIT)

FOCUS:Save +1 Col

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 18

Range X4

10 SP

Lvl 9

Range +50%

6 SP

Lvl 14

Damage X2

12 SP

LEVEL1

STACK1

COST4 pts

RANGE4 Sqs / Tier


AREA OF EFFECT1 adjacent sq / Tier

ROLL OUTInitiative

DURATION5 Rounds

SAVE:Health

Temp halt of effect



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.

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

LEVEL2

STACK1

COST4 pts


RANGE10 Squares

AREA OF EFFECT2 Squares

ROLL OUTInitiative

DURATION1 Round

SAVE:Brute



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)

FOCUS:Save Col +1

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

LEVEL3

STACK2

COST4 pts

RANGE4 Squares


AREA OF EFFECT1 Mark

ROLL OUTInitiative

DURATION2 Rounds

SAVE:Skill

HP=25



A swarm may appear in a square adjacent to the target (if within AoE/Range).

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.

Skill Save to increase the swarm HP from 15 to 25.

Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8

CREATE:Beetleroot Granules

FOCUS:Save Roll +20

COUNTER:No Counter Available. Lvl:

ENHANCEMENTS:

Lvl 12

Range X2

8 SP

Lvl 9

Range +50%

6 SP

Lvl 14

Damage X2

12 SP

LEVEL3

STACK3

COST6 pts


RANGE10 Squares

AREA OF EFFECTRow: 3 Sqs

ROLL OUTInitiative

DURATION5 Rounds

SAVE:No Save



A green fog descends within the AoE. Direct attacks need no ToHIT.

Lobbing requires ToHIT vs AC 10 if within sight. Blind lobbing is AC 17.

If a ToHIT fails the mist dissipates before any damage is done.

For the duration, all creatures on the surface of the AoE take damage.

Damage is 2d4 +ACU. Large amounts of water can impact the duration.

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 18

Range X4

10 SP

Lvl 12

Range X2

8 SP

Lvl 9

Range +50%

6 SP

-Venerator

LEVEL 8

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Brute

Force Clap

2d6 Daze 1d2 rds

8 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. (No ToHIT)

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)

FOCUS:Save Col +1

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 8

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Phage Rain (2 Rds)


8 pts

8 Squares

1 Square

Initiative

2 Rounds



Caster draws their hands downward while fluttering their fingers.

Damage of 3d6+ACU for 2 rds from above the target. No ToHIT. Leave to avoid.

Can be used in/as a trap with the Rogues skill "Set Up Spell Release (TRAP)"

FOCUS:+2 HP Damage

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 12 Range X2 8 SP

Lvl 14 Duration X2 8 SP

Lvl 9 Damage +50% 8 SP

Commune

LEVEL 1

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Bond With Ancestor


8 pts

Self

Self

1d6+1 Days

5 Min & Permanent



xx

[Enter Summary]

xx

COUNTER: None

LEVEL 5

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Speak To Bonded Ancestor


8 pts

xxx

xxx

30 Minutes

30 Minutes



..

[Enter Summary]

..

COUNTER: None

LEVEL 8

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Skill

Request Ancestor Delve

XX


XX

XX

XX

XX

XX



xx

[Enter Summary]

xx

COUNTER: None

Fences and Shelters

LEVEL 6

STACK 3

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Force Platform

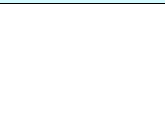
8 pts

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 Skill. Lvl:1

ENHANCEMENTS:

Lvl 18 Duration X4 10 SP

Lvl 14 Duration X2 8 SP

Lvl 9 Duration +50% 6 SP

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

Find or Reveal

LEVEL 4

STACK 99

COST 8 pts

RANGE 4 Sqs


AREA OF EFFECT 1 Target

ROLL OUT 2 Rounds

DURATION Permanent

SAVE: Skill

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 (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

Detect Magic

LEVEL 5

STACK 1

COST 8 pts

RANGE 2 Squares


AREA OF EFFECT 1-5 item

ROLL OUT 5 Minutes

DURATION Instant

SAVE: Skill

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 is 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

Food And Drink

LEVEL 1

STACK 99

COST 4 pts


RANGE Touch

AREA OF EFFECT 2 Skins/Tier

ROLL OUT 10 Minutes

DURATION Permanent

SAVE: No Save



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



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

Send The Dead On

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



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 Sqs 8 SP

Cleansing Fire

LEVEL 6

STACK 1

COST 8 pts

RANGE Self

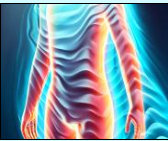
AREA OF EFFECT Self

ROLL OUT 2 Hours

DURATION Permanent

SAVE: Health

Target cleansed



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 8 pts


RANGE Self

AREA OF EFFECT Self

ROLL OUT 4 Rounds

DURATION 4 Hours

SAVE: No Save



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

LEVEL5

NAE'EM



STACK9

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save


48 pts

Touch

Caster

1 Day

Permanent



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 X410 SP

Lvl 12 Range X28 SP

Lvl 14 Range At 3 Sqs8 SP

Mechanicals

LEVEL3

STACK99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Resist (Skill/Non)

4 SP


Touch

1x1 Square

30 Min

Permanent

Etched IF NEEDED



Acid Etching

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 Halved6 SP

Lvl 16 AoE X216 SP

Nae'Em

LEVEL7

NAE'EM



STACK3

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save


16 pts

1 Square

1 Recipient

4 Days

Permanent



Create Permanent Nae'Em

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.

FOCUS:Reset time 1/2

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10 Rollout Halved6 SP

Lvl 18 Range X410 SP

Planar

LEVEL5

STACK99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: RM

8 pts


2 Squares

5 items / 1 Square

20 Minutes

Rollout

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 Halved6 SP

Lvl 18 Range X410 SP

Lvl 12 Range X28 SP

LEVEL7

NAE'EM



STACK1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save


8 pts

PMP

Self

10 Minutes

Permanent



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 Halved6 SP

Lvl 16 Rollout 1 Min8 SP

Shrines

LEVEL1

STACK1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save


6 pts

Self

5 Radius / Tier

1 Full Round

10 Minutes



Chant of Protection, +1 AC/Tier

Caster creates a Shrine and reveals the current words of respect. +1 AC to all that have spoken the words of respect aloud anytime within the Duration. Recipients may repeat the words & gain another +1 AC until there are no more to give. The total number of +1 to AC 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 Halved6 SP

Lvl 9 Duration +50%6 SP



Lvl 12 AOE +50%12 SP



-Venerator

| | | | | | | | | | | | | |
|-------|---|---|-------|--------|-------|-----------|----------------|------------|------------|-------|--------------------|---|
| LEVEL | 1 |   | STACK | 1/Tier | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | Resist (Skill/Non) |  |
| | | | | | 6 pts | 6 Squares | 2x2 Sqs | 10 Minutes | 10 Minutes | | Ends DOT | |

Chant Of Robustness, End DOT




Caster creates a Shrine and reveals the current words of respect.
Ends DOT when the words of respect have been spoken aloud within the Duration.
Recipients may repeat the words & loose another DOT until there are no more to give.
The total number of benefits 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 | 1 |   | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | |
| | | | | | 4 pts | Self | Varies | Initiative | 4 Hours | | | |

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.



| | | |
|---------------|---------------------|---|
| 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 | 1 |   | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | |
| | | | | | 6 pts | 6 Squares | 3x3 Sqs | 4 hours | as Rollout | | | |

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 | 4 | NAE'EM |   | STACK | 9 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Direction to Tonic Markers | | | | | | 4 pts | PMP | 1 Nae'Em | 10 Minutes | Instant | | |

Direction to Ionic Marker



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 | 5 | NAE'EM |   | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | Resist (Skill/Non) |  |
| Ancient Interpretation | | | | | | 1 | 8 pts | Touch | 200 Char | 10 Minutes | 1 Hour | 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 | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | Skill |  |
| | | | | | 8 pts | | | 5 Minutes | Permanent | | Sight | |



Obscure Magic Aura

COUNTER: None

| | | | | | | | | | | | | |
|--------------------------------|---|--------|---|-------|---|--------|-----------------|----------------|-----------|----------|-------|---------|
| LEVEL | 5 | NAE'EM |   | STACK | 3 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Nae' (to a Nae'Em of any kind) | | | | | | 10 pts | 2 Marks / Level | Nae'Em on PMP | 2 Minutes | 1 Hour | | |

Scry (to a Nae'Em of any kind)



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 |

-Venerator

| | | | | | | | | | | | | |
|---|---|--------|---|-------|----|------|-------|----------------|----------|----------|-------|---------------------------------|
| LEVEL | 5 | NAE'EM |  | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Sky Scrying | | | | | | | | | | | | |
|  <p>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.</p> | | | | | | | | | | | | |
| <div>FOCUS:+3 Marks/Tier COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP</div> | | | | | | | | | | | | |
| LEVEL | 6 | NAE'EM |  | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Create A Home (Ethereal Home Pad) | | | | | | | | | | | | |
|  <p>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 destinatino can be known but not written down.</p> | | | | | | | | | | | | |
| <div>FOCUS:change location COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 16 AoE X2 16 SP</div> | | | | | | | | | | | | |
| LEVEL | 6 | | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | Resist (Skill/Non) Magic paused |
| Shrine Of the Mystical Mechanic | | | | | | | | | | | | |
|  <p>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.</p> | | | | | | | | | | | | |
| <div>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</div> | | | | | | | | | | | | |
| LEVEL | 6 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | Resist (Skill/Non) Read/Speak |
| Shrine Of the Written Word | | | | | | | | | | | | |
|  <p>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.</p> | | | | | | | | | | | | |
| <div>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</div> | | | | | | | | | | | | |
| LEVEL | 8 | | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Chant Of Rogues Grace, +1/Tier | | | | | | | | | | | | |
|  <p>Caster creates a Shrine and invites Rogues to join them. +1 Grace to the Rogue(s) who have spoken the words aloud within the Duration. Rogues may repeat the words & gain another +1 Grace until there are no more to give. The total number of benefits that can be given out is equal to the casters Tier. Disrespecting The Shrine by the caster or recipient will make it fail.</p> | | | | | | | | | | | | |
| <div>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</div> | | | | | | | | | | | | |
| LEVEL | 8 | | | STACK | 3 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Determine Portal Destination | | | | | | | | | | | | |
|  <p>Caster is able to determine the direction of a portal. Post appears with a sign pointing the compass direction of the Destination The sign might have a title indicating a location name or discription. Portal must be in the searched location or have been there within the last 4 hours. Portals leading to off current plane locations will point randomly and note the plane.</p> | | | | | | | | | | | | |
| <div>FOCUS:Title Revealed COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP</div> | | | | | | | | | | | | |
| LEVEL | 8 | | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | Skill |
| Obscure Magical Depth | | | | | | | | | | | | |
|  <p>Makes the object reveal only the first 3 aspects. Any spell that would reveal all does not detect below 3rd.</p> | | | | | | | | | | | | |
| <div>COUNTER: None</div> | | | | | | | | | | | | |


-Venerator

| | | | | | | | | | | | | | |
|-------|---|--------|---|-------|---|-------|-----------|----------------|-----------|----------------|-------|--------------------|---|
| 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 | | Scry's are noticed | |


Sphere Of Privacy



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 Sqaures | | |  |
| COUNTER: None | | | |
| ENHANCEMENTS: | | | |
| Lvl 10 | Rollout Halved | 6 SP | |
| Lvl 12 | Range X2 | 8 SP | |
| Lvl 14 | Duration X2 | 8 SP | |

Summon or Send

| | | | | | | | | | | | | | |
|-------|---|--|--|-------|---|-------|-----------|----------------|------------|----------|-------|----------|---|
| LEVEL | 6 | | | STACK | 3 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | Skill |  |
| | | | | | | 8 pts | 8 Squares | 1 Square | Initiative | 3 Rounds | | Conjured | |



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 | |




Watch/Scry

| | | | | | | | | | | | | | |
|-------|---|--|--|-------|---|-------|-----------|----------------|----------|-------------|-------|---------|--|
| 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 | | | |

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 | |