

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 X28 SP
Lvl 9 Range +50%6 SP
Lvl 14 Duration X28 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 Halved6 SP
Lvl 16 Rollout 1 Min8 SP
Lvl 14 Duration X28 SP

Battle Offense

LEVEL1

STACK99

COST4 pts

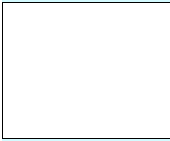
RANGE8 Squares

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 X410 SP
Lvl 9 Range +50%6 SP
Lvl 14 Damage X212 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 Casting4 SP
Lvl 12 Range X28 SP
Lvl 16 AoE X216 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 -208 SP
Lvl 18 Range X410 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 X28 SP
Lvl 9 Range +50%6 SP
Lvl 14 Damage X212 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 X410 SP
Lvl 12 Range X28 SP
Lvl 9 Range +50%6 SP

-Venerator

LEVEL	8		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	8 Squares	1 Square	Initiative	2 Rounds		

Phage Rain (2 Rds)



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

LEVEL	9		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute 1/2 Damage
					12 pts	12 Squares	2 Squares	Initiative	Instant		

Force Clap 2d6 Daze 1d2 rds



A force wall pushes directly from the caster to the target but only the target will usually b
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	11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
					2.4 pts	10 Squares	1 Target	Initiative	1 Round		

Class Power Attack Duel

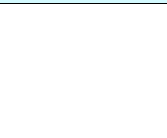


Power Types: SYL:Ice, STM:Elect, ORX:Force, EOL:Acid, DOK:Fire
ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK.
Duel to be called AFTER this 'Class Power Attack' is mentioned & BEFORE damage is rolled.
The GM may have to make a call if the Class Power Attack proceeds too quickly.

COUNTER: None

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

Force Class Power Attack



Sends a flow of force directly to the target. No lobbing.
Damage of 4d10 + ACU Bonus. Save for 1/2 damage. No ToHIT required.
Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments.
Another caster using the same power (Force) may start a 'Class Power Attack Duel'.
Class Power Attack Duels force 2 casters into a head to head personal battle.


FOCUS:+1d10 Damage
COUNTER: None

ENHANCEMENTS:

Lvl 14	Save Roll -20	8 SP
Lvl 9	Range +50%	6 SP
Lvl 9	Damage +50%	8 SP

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

Phage Class Power Attack



Sends a stream of Phage directly to the target. No lobbing.
Damage of 4d10 + ACU Bonus. Save for 1/2 damage. No ToHIT required.
Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments.
Another caster using the same power (Phage)) may start a 'Class Power Attack Duel'.
Class Power Attack Duels force 2 casters into a head to head personal battle.


FOCUS:+1d10 Damage
COUNTER: None

ENHANCEMENTS:

Lvl 14	Save Roll -20	8 SP
Lvl 9	Range +50%	6 SP
Lvl 9	Damage +50%	8 SP

LEVEL	13		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					16 pts	12 Squares	2x2 Squares	Initiative	3 Rounds		

Phage Blobs




Sickly green Acidic blobs begin to fall in the AoE.
from above. Leave to avoid.
Can be used in/as a trap with the Rogues skill "Set Up Spell Release (TRAP)"

CREATE:Scroll of Phage Blob
FOCUS:3x3 AoE.
COUNTER:Same Skill. Lvl:1

Chants

LEVEL	1		STACK	1	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 Halved	6 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)	GM
					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	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		

Direction to Your 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	8		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					10.4 pts	6 Squares	2x2 Sqs	10 Minutes	10 Minutes		

Chant Of Rogues Grace, +1/Tier

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.

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	10		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
					12 pts	Self	5 Squares/Tier	asdfa	adfa		

Sense Undead

askldfj
ajslkdjf
ajsldjf

COUNTER: None

Commune

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		

Petition Ancestor Spirit Guide

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


Converse with Ancestor

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	


-Venerator


LEVEL	8	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM
Request Ancestor To Delve						2 pts/Da	Self	Self	10 Min @ Dawn	See Descr (1-6 hrs)	Re: Spirit Knowledge	



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.


FOCUS:Save Roll +10
COUNTER: None


LEVEL	11	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Use An Ancestor Skill						9% SP Ma	Skill based	Skill based	1 Hour	6 hrs		



Based on the class or profession, choose 1 skill from Ancestor to use. Max level of skills/action is set to minimum level of either the caster or Ancestor. No overcasting is allowed with this pass-through of a skill. No Mastercraft work is accomplished, but high quality can be obtained. SP cost for Ancestor skills to be deducted from the casters SP.

FOCUS:Dur Max 8 Hrs
COUNTER: None

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		




The Ancestor joins the caster within the casters body for a full 24 hours. Player will have access the the Ancestor Spirit Guides Skills. No overcasting is allowed with this pass-through of a skill. No Mastercraft work is accomplished, but high quality can be obtained. Note: Venerator will only have access to the Ancestors skills using the casters SP.

FOCUS:Instant recasting.
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		



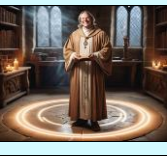
Shining wine colored coils Outline the platform. Levitating plaform. HP:60 AC:14 Move:2 Shining wine colored coils Outline the platform.

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

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 Sqs 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 Sqs 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 8 pts


RANGE 4 Sq

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

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

LEVEL 10

NAE'EM

STACK 99

COST 24 pts


RANGE 4 Squares

AREA OF EFFECT 1 Item

ROLL OUT 2 Hours

DURATION Permanent

SAVE: Unskilled 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

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 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



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 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

-Venerator



LEVEL	11	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
Ectoplasmic Cast					12 pts	Touch	1 broken bone	1 Hour	Permanent												
			Without this spell healing a broken bone can take from 1 to 6 months. Broken bone heals in 1 Hour. Will even heal sprains.								<div>FOCUS:Rollout = 1 Min</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 14</td><td>Range At 3 Sqs</td><td>8 SP</td></tr><tr><td>Lvl 20</td><td>AOE X4</td><td>20 SP</td></tr><tr><td>Lvl 16</td><td>AoE X2</td><td>16 SP</td></tr></table>		Lvl 14	Range At 3 Sqs	8 SP	Lvl 20	AOE X4	20 SP	Lvl 16	AoE X2	16 SP
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LEVEL	11	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
End Current Dmg Over Time					12 pts	8 Squares	1 Target	Initiative	Permanent											
<div></div> <p>Stops current Damage Over Time (DoT) upon 1 target. Enacted in next round on casters initiative Does NOT heal or cure the target of any diseases.</p>										<div>FOCUS:d6 healing</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr><tr><td>Lvl 12</td><td>AoE = 2 Recipients</td><td>10 SP</td></tr></table>		Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP	Lvl 12	AoE = 2 Recipients	10 SP
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Lvl 12	AoE = 2 Recipients	10 SP																		



Hide or Obscure

LEVEL	7	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
Slow Alteration Into Ancestor					8 pts	Self	Self	4 Rounds	4 Hours												
			<p>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.</p>								<div>FOCUS:Change Race, Ht, Wt, Gender</div> <div>COUNTER:Same Skill. Lvl:1</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 6</td><td>Subtle Casting</td><td>4 SP</td></tr><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table>		Lvl 6	Subtle Casting	4 SP	Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP
Lvl 6	Subtle Casting	4 SP																			
Lvl 10	Rollout Halved	6 SP																			
Lvl 14	Duration X2	8 SP																			


Ionic Markers

LEVEL	5	NAE'EM		<div></div> <div></div>	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Imbue Ionic Marker (Tae'Em)							48 pts	Touch	Caster	1 Day	Permanent		
												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 Sqs	8 SP

Light-

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


Mechanicals

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

Nae'Ems

LEVEL 7

NAE'EM



STACK 3

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

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 Halved 6 SP

Lvl 18 Range X4 10 SP

LEVEL 11

NAE'EM



STACK 1

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Resist (Skill/Non) Connected

Connect To An Arcane Focus Item



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.

COUNTER:No Counter Available. Lvl:1


ENHANCEMENTS:

Lvl 12 Range X2 8 SP

Lvl 9 Range at 1 Sq 6 SP

LEVEL 14

NAE'EM



STACK 99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Bestow House Authority



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.


FOCUS:Sense Allegiance

COUNTER: None

Partner Cooperations

LEVEL 2

NAE'EM



STACK 1

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Skill Rogue Helped

Rogue's Right Place, Right Time



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 guttural 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

LEVEL 9

NAE'EM



STACK 99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Shape of Nae'Em Rogue



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.

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

Planar

LEVEL 5

STACK 99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

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

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

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

-Venerator

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



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

Shrines

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




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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non) Can read
Arcane Interpretation, 1 Page						8 pts	Touch	200 Char	10 Minutes	1 Hour		




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	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Sight
Obscure Magic Aura						8 pts			5 Minutes	Permanent		



COUNTER: None

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'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
Sky Scrying						8 pts	5 Marks	15x15 Squares	6 Minutes	30 Min / Tier		




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
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LEVEL	6	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create A Home (Ethereal Home Pad)						8 pts	1 Square	1x1 Square	1 Hour	12 Hours		



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 destinatio 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



-Venerator

LEVEL	6		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
					10.4 pts	6 Squares	2x2 Sqs	10 Minutes	10 Minutes	Magic paused	

Shrine Of the Mystical Mechanic



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)	
					10.4 pts	6 Squares	3x3 Sqs	10 Minutes	10 Minutes	Read/Speak	

Shrine Of the Written Word

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

LEVEL	8		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
					8 pts			5 Minutes	1 Year	Sight	

Obscure Magical Depth



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		

Shrine of Portal Revelation


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	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

LEVEL	9	NAE'EM 	STACK	4	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
					12 pts	1 Mark per Tier	1 Object	30 Minutes	1 Day		

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.

COUNTER: None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 18 Nae'Em Clues Remov	20 SP

LEVEL	9		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
					36 pts	4 Squares	1 Square	20 Minutes	Instant	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.


FOCUS:Rollout Halved.	
COUNTER: None	
ENHANCEMENTS:	
Lvl 14 Save Roll +20	8 SP
Lvl 18 Range X4	10 SP
Lvl 12 Range X2	8 SP

-Venerator



LEVEL	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
	Remove Obscure Magic					12 pts			5 Minutes	Instant	Sight	

COUNTER: None


LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
	Speak Language					12 pts	Touch	a person	3 Minutes	1 Day		




The caster touches a person who speaks the language.
Allows speaking of a current language.
Can create Scroll of Speak Languages with this spell.

CREATE: Scroll of Speak Languages 
FOCUS: Proficiency
COUNTER: None
ENHANCEMENTS:
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP
Lvl 16 AoE X2 16 SP


LEVEL	12			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
	Circle of Spiritual Expulsion					12 pts	8 Squares	3x3 squares	30 Minutes	4 Hours	Circle Created	





To nearest edge or random if in question.


COUNTER: Same Skill. Lvl:1 
ENHANCEMENTS:
Lvl 14 Save Roll +20 8 SP
Lvl 9 Duration +50% 6 SP
Lvl 16 AoE X2 16 SP


LEVEL	14	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
	Establish A House					48 pts	1 Recipient	1 Target	1 Month	Permanent			




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.

COUNTER: None 

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




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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
	Conjure Arcane Beetles					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

Traveling (PMP)

LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
	Ladders & Stairs Of The Mist					12 pts	12 Squares	1 Square	5 Rounds	1 Hour		



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 Stairs 
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

LEVEL2

STACK9

COST2 pts

RANGE4 Squares


AREA OF EFFECT1 Item

ROLL OUT1 Minute

DURATIONEnd 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 10Rollout Halved6 SP

Lvl 12Range X28 SP

Lvl 4Increase Aura-2 SP