

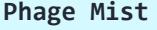
Battle Actions/Prep

Battle Defense

LEVEL	7	<input type="checkbox"/>	STACK	6	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Half Wall of Force					8 pts		Touch	4 Sqs Long	2 Rounds	5 Minutes		

Battle Offense

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

LEVEL	3	STACK	3	COST	6 pts	RANGE	10 Squares	AREA OF EFFECT	Row: 3 Sqs	ROLL OUT	Initiative	DURATION	5 Rounds	SAVE:	No Save
Phage Mist  <p>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.</p>															

-Venerator

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	
LEVEL	9	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute 1/2 Damage
Force Clap				12 pts	12 Squares	1 Square	Initiative	Instant		
	A force wall pushes directly from the caster to the target but only the target will usually be dazed. 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:	No Save
Power Attack Duel				2.4 pts	10 Squares	1 Target	Initiative	1 Round		
	Power Types: SYL:Ice, STM:Elect, ORX:Force, EOL:Acid, DOK:Fire ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK. 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
Force Power Attack				18 pts	10 Squares	1 Target	Initiative	1 Round		
	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
Phage Power Attack				18 pts	10 Squares	1 Target	Initiative	1 Rounds		
	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	
Chants										
LEVEL	1	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Chant:Protection				6 pts	12 Squares	1 Target	1 Full Round	10 Minutes		
	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	
LEVEL	4	NAE'EM	Stack	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Chant:Marker Location				4 pts	PMP	1 Nae'Em	2 Rounds	Instant		No Save
	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	

-Venerator

LEVEL	8	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				10.4 pts	6 Squares	1 Rogue	10 Minutes	4 Hours	No Save

Chant:Rogues Grace



+ Grace to the designated Rogue
Grace +1 per Tier of the Venerator.
Disrespecting the caster by the 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	5 Squares / Tier	See Range	10 Minutes	1 Round	No Save

Sense Undead



Direction of N,NE,E,SE,S,SW,W,NW given.
Roll:10min, Dur:1rd, Rng:5sq/Tier,

COUNTER: None

Commune

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

Seek Ancestor Spirit



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:
					4 pts	Self	Self	10 min @ Dawn	10 Min	Skill Re: Spirit knowledge

Converse w/ 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

LEVEL	8	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
					12 pts	Self	Self	10 Min @ Dawn	See Descr (1-6 hrs)	Skill Re: Spirit Knowledge

Request Ancestor Delve



Caster communicates with an Ancestor spirit guide about a single specific topic.
Only one Ancestor may be contacted during this spell, who calls out to other spirits.
Caster submits questions about events and things beyond the Ancestors knowledge.
The submission must state a specific topic to be reviewed within the Duration,
if the topic is not specific enough, the spell is likely to fail.

FOCUS:Save Roll +10
COUNTER: None

LEVEL	11	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
					5.4% Max	Skill based	Skill based	1 Hour	6 hrs	No Save

Use An Ancestor Skill



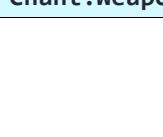
Based on the class or profession, choose 1 skill from Ancestor to use.
Max level of skills/action is set to minimum level of either the caster or Ancestor.
No overcasting is allowed with this pass-through of a skill.
No Mastercraft work is accomplished, but high quality can be obtained.
SP cost for Ancestor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

FOCUS:Dur Max 8 Hrs
COUNTER: None

Creations

LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	Touch	1 Weapon	30 Minutes	1 Battle	No Save

Chant:Weapon Speed



Bright plum colored coils encircle the weapon. (A pink oil)
Weapon +1 Init, poss +2 or +3. Each + is a separate spell.
Bright plum colored coils encircle the weapon. (A pink oil)

CREATE:
FOCUS:Column -1
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 18	Duration X4	10 SP

Fences and Shelters

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				

LEVEL	8		STACK	1	COST	8 pts	RANGE	6 squares	AREA OF EFFECT	3 Square Radius	ROLL OUT	Initiative	DURATION	5 Rounds	SAVE: Skill Cross Perimeter
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LEVEL	8	<input type="checkbox"/>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Walls of Force					8 pts	12 Squares	See Description	5 Min	4 Hours		

LEVEL	11	<input type="checkbox"/>	<input type="checkbox"/>	STACK	3	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Force Wall						12 pts		Touch	6 Sqs Long	20 Minutes	8 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 Sqs	AREA OF EFFECT	1 Target	ROLL OUT	2 Rounds	DURATION	Permanent	SAVE: Skill Varies
Dispel Magic															

LEVEL	5	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE: Skill Sight	
Detect Magic						8 pts		2 Squares		1-5 item		5 Minutes		Instant			
	Caster attempts to find out if an item/object is magical. No Magic: No light means no magic found in/on item. (Best description in FULL report) Minor Magic: Dim light (candle) shines if it has lower powered effects. Major Magic: Bright light that dazes a character for 1 round if Save failed. Diety Magic: Blazing light that will blind a char for 4 hrs if Save failed.														CREATE:Scroll of Detect Magic FOCUS:Save Roll +20 COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP	  	

-Venerator

Food And Drink

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

 Easily capture water in readied containers as the water sprays up.
 Draws on the available water/moisture in the area. (1/4 of a Mark)
 Temperate/Tropic Regions: 2 skins / Tier per spell (multiples: -1 skin per spell),
 Arctic/Arid Regions: 2 skins spell (multiples: -1 skins per spell),
 Multiples: each repeated spell in same area reduces the effectiveness.

FOCUS:+2 Skins extra
 COUNTER: None
 ENHANCEMENTS:
 Lvl 10 Rollout Halved 6 SP
 Lvl 16 Rollout 1 Min 8 SP

Healing and Rest

LEVEL	11	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.	FOCUS:Rollout = 1 Min COUNTER:None ENHANCEMENTS: Lvl 14 Range At 3 Sqs 8 SP Lvl 20 AOE X4 20 SP Lvl 16 AoE X2 16 SP								

LEVEL	11	<input type="checkbox"/>	<input type="checkbox"/>	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		

Hide or Obscure

Mechanicals

LEVEL	3	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	4 SP	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non) GM
Acid Etching								Touch	1x1 Square	30 Min	Permanent	Etched IF NEEDED

Nae'ems

LEVEL	7	NAE'EM		STACK	10	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create Permanent Nae'Em												

Partner Cooperations

LEVEL	2	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
Rogue's Right Place & Time				4 pts		10 Squares	1 Rogue		1 Round	1 Hour	Rogue Helped

Planar

LEVEL	5	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM
				8 pts	2 Squares	1 item / 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 Halved 6 SP Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP							

Shrines

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

LEVEL	5	NAE'EM		STACK	3	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Scry [To any 'Em]				10 pts		PMP	Nae'Em on PMP			2 Minutes		1 Hour					
	Caster is able to view one of their Nae'Em's (must have been previously noted). View from 4 squares above, but is able to lower the view to just above the Nae'Em's head. Caster and Nae'Em must both actively agree for the scry to enact. Casters current vision defines what can be seen. Casters current hearing defines what can be heard.	FOCUS: To another PMP COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 14 Duration X2 8 SP															

-Venerator

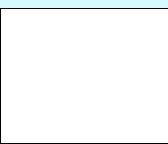
LEVEL	6	NAE'EM	 	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create A Home (Ethereal Home Pad)		8 pts	1 Square	1x1 Square	1 Hour	12 Hours						



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 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)
Shrine Of Mystical Mechanics				10.4 pts	6 Squares	3 Square Radius	2 Minutes	10 Minutes	Magic paused



Caster creates a Shrine and reveals the current words of respect.
The Shrine magic challenges the magic within a mechanism with a comparison Save.
For each magical mechanism the caster must pass a separate Save,
all magical parts of the mechanism are affected, not any mundane parts.
Disrespecting The Shrine by the caster or recipient will make it fail.

SAVE: Resist (Skill/Non)
Magic paused

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)
Shrine Of The Written Word				10.4 pts	10 Squares	3 Square Radius	10 Minutes	1 Hour	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.

SAVE: Resist (Skill/Non)	
Read/Speak	
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	<input type="checkbox"/> <input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Sight	
Obscure Magical Depth					8 pts				5 Minutes	End Of Year		



Makes the object reveal only the first 3 aspects.
Any spell that would reveal all does not detect below 3rd.

SAVE: Skill
Sight

LEVEL	8	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shrine of Portal Detection				8 pts	Shrine	1 Mark Radius	4 Minutes	4 Hours		



Reveals direction to an active portal within the 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 Reaction X2	8 SP
Lvl 16 A-F X2	16 SP

LEVEL	8	NAE'M			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
Shrine Of Privacy							8 pts	8 Squares	3 Square Radius	4 Minutes	2 hours / Tier	Scry's are noticed	



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**

LEVEL	9	NAE'M		STACK	4	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Banded Spirit Within A Statue						12 pts	12 Squares	1 Object	30 Minutes	30 Days		



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.

4 SAVE: No Save
5
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Nae'Em Clues Remov 20 SP

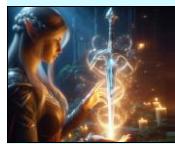
-Venerator

LEVEL	9	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Focus
				36 pts	12 Squares	3 Square Radius	20 Minutes	Instant	Resist (Skill/Non)	
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 Halted. COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP								
LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	GM
				12 pts	15 Squares	1 Square	5 Minutes	1 Hour	SKL	Scrying blocked
SHRINE: Block Scrying										
	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.	COUNTER: None								
LEVEL	10	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				12 pts	Touch	a person	3 Minutes	1 Day	CREATE:Scroll Of Speak Languages	
Speak Language										
	The caster touches a person who speaks the language. Allows speaking of a current language. Can create Scroll of Speak Languages with this spell.	FOCUS:Proficiency COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP Lvl 16 AoE X2 16 SP								
LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				12 pts	Touch	1 Item	24 Hours	Instant	Obscuration gone	
Un-Obscure Magic										
	COUNTER: None									
LEVEL	12	STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				12 pts	8 Squares	3 Square Radius	1 Hour	24 Hours	Circle Created	
Spiritual Expulsion										
	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								
Summon or Send										
LEVEL	6	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				8 pts	8 Squares	1 Square	Initiative	1 Round	Conjured	
Conjure Arcane Beetles										
	Save to conjure. Recommend sequential casting due to multiple round Duration. Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2). This spell continues through Duration even if caster is not aware. The beetles attack non-enemies if no enemies are in range. Battle stats: HP:30, AC:15, 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
				12 pts	12 Squares	1 Square	5 Rounds	1 Hour	CREATE:Breakable of Ladders or Sta	
Ladders & Stairs Of The Mist										
	Can be cast/created in any plane Ladder: 1-12 sqs x 1 sq Lean. OR Stairs: 6 sqs x 6 sqs Lean.	FOCUS:Hand rails COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 20 AOE X4 20 SP Lvl 16 AoE X2 16 SP								

Watch/Scry

LEVEL 2	<input type="checkbox"/>	<input type="checkbox"/>	STACK 9	COST 2 pts	RANGE 4 Squares	AREA OF EFFECT 1 Item	ROLL OUT 1 Minute	DURATION End Of Year	SAVE: No Save
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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

LEVEL 10	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST 12 pts	RANGE 30 Squares	AREA OF EFFECT PMP	ROLL OUT 20 Minutes	DURATION 4 Hours	SAVE: No Save
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Project Astral Image W/in PMP



Colored sparks form a profile which becomes the image of the caster.
Casters Astral image is able to take a ghostly form and watch living creatures.
The caster can only see living sentient creatures, nothing else.
Caster will seem ghostly to the local creatures and vice versa.
Ghost-like: HP=50, AC=12/12, Move=12, no attacks/spells/skills.

FOCUS:Move=18	
COUNTER:Dispel Magic. Lvl:1	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 18 Duration X4	10 SP
Lvl 14 Duration X2	8 SP