

## Battle Actions/Prep

LEVEL	6		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Agility
<b>Vines of Force (Hold)</b>					8 pts	4 Squares	4x4 squares	Initiative	4 Rounds	Move 1 Sq
<p>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.</p>										

## Battle Defense

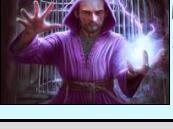
## Battle Offense

LEVEL	2	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	4 pts	RANGE	10 Squares	AREA OF EFFECT	2 Squares	ROLL OUT	Initiative	DURATION	1 Round	SAVE:	Brute	
<b>Force Push</b>	<b>1d6</b>															FOCUS:Save Col +1		

LEVEL 3		STACK 2	COST 4 pts	RANGE 4 Squares	AREA OF EFFECT 1 Mark	ROLL OUT Initiative	DURATION 2 Rounds	SAVE: Skill HP=25
<b>Conjure Native Beetles</b>		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.	CREATE:Beetleroot Granules FOCUS:Save Roll +20 COUNTER:No Counter Available. Lvl: ENHANCEMENTS: Lvl 12 Range X2		Lvl 9 Range +50% 6 SP			

 Swarm.	HP:15,	AC:12,	Init+4,	ToHIT+4,	Attacks:x1x1,	Dmg: 1d8	Lvl 9 Range +50%	6 SP
							Lvl 14 Damage X2	12 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
<b>Phage Mist</b>		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					

## **-Venerator**

LEVEL 8		STACK 99	COST 8 pts	RANGE 8 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION 2 Rounds	SAVE: No Save
<b>Phage Rain (2 Rds)</b>		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)"						
LEVEL 9		STACK 99	COST 12 pts	RANGE 12 Squares	AREA OF EFFECT 2 Squares	ROLL OUT Initiative	DURATION Instant	SAVE: Brute 1/2 Damage 
<b>Force Clap 2d6 Daze 1d2 rds</b>		A force wall pushes directly from the caster to the target but only the target will usually be dazed and/or take damage. Damage of 2d6+ACU. Target Saves or Daze 1d2 rds.						
LEVEL 11		STACK 99	COST 2.4 pts	RANGE 10 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: Skill 
<b>Class Power Attack Duel</b>		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 9 pts	RANGE 10 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: Skill 1/2 Dmg 
<b>Force Class Power Attack</b>		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.						
LEVEL 12		STACK 99	COST 12 pts	RANGE 10 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Rounds	SAVE: Skill 1/2 Damage 
<b>Phage Class Power Attack</b>		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.						
LEVEL 13		STACK 99	COST 16 pts	RANGE 12 Squares	AREA OF EFFECT 2x2 Squares	ROLL OUT Initiative	DURATION 3 Rounds	SAVE: No Save
<b>Phage Blobs</b>		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 
LEVEL 17		STACK 99	COST 20 pts	RANGE 8 Squares	AREA OF EFFECT 3x3 Squares	ROLL OUT 10 Minutes	DURATION 3 Rounds	SAVE: Brute 
<b>Force Cage 3d6 to touch</b>		Smokey purple strands weave and become a cage for all but Dokour. May be over a circle of containment. 3d6 damage to touch. Smokey purple strands weave and become a cage for all but Dokour.						

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## Chants

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Chant of Protection, +1 AC/Tier</b>		6 pts	Self	5 Radius / Tier	1 Full Round	10 Minutes				

LEVEL	1	STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	GM
<b>Chant Of Robustness, End DOT</b>				6 pts	6 Squares	2x2 SqS	10 Minutes	10 Minutes	Ends DOT		

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

LEVEL	10	STACK	1	COST	12 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
<b>Sense Undead</b> askldfj ajsldkjf ajsldjf										

## -Venerator

# Commune

LEVEL	15	NAE'MEM	 	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Possessed By Ancestor</b>					6% Max \$	Self	Self	4 hours	24 hours		

## Fences and Shelters

## -Venerator

## Find or Reveal

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
				8 pts	4 Sqs	1 Target	2 Rounds	Permanent	Varies
<b>Dispel Magic (Venorx)</b>									
	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	10	NAE'EM		STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	Unskilled Success	
<b>Determine True Name</b>				24 pts	4 Squares	1 Item		2 Hours		Permanent								

## Food And Drink

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

# Healing and Rest

LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				12 pts	Touch	1 broken bone	1 Hour	Permanent		
<b>Ectoplasmic Cast</b>		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 Sq 8 SP Lvl 20 AOE X4 20 SP Lvl 16 AoE X2 16 SP								

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

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.

## Hide or Obscure

LEVEL	7	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Slow Alteration Into Ancestor</b>						8 pts		Self	Self	4 Rounds	4 Hours		

## Ionic Markers

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

## Light-

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

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.

## Mechanicals

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

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.

## Nae'Ems

LEVEL 7 NAE'EM		STACK 3	COST 16 pts	RANGE 1 Square	AREA OF EFFECT 1 Recipient	ROLL OUT 4 Days	DURATION Permanent	SAVE: No Save
<b>Create Permanent Nae'Em</b>								FOCUS:Reset time 1/2 COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP

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.

LEVEL 11 NAE'EM		STACK 1	COST 36 pts	RANGE Touch	AREA OF EFFECT 1 Item	ROLL OUT 4 Days	DURATION Permanent	SAVE: Resist (Skill/Non) GM Connected
<b>Connect To An Arcane Focus Item</b>								FOCUS:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP

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.

LEVEL 14 NAE'EM		STACK 99	COST 48 pts	RANGE 1 Recipient	AREA OF EFFECT 1 Target	ROLL OUT 1 Week	DURATION Permanent	SAVE: No Save
<b>Bestow House Authority</b>								FOCUS:Sense Allegience COUNTER: None

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.

## Partner Cooperations

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

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 gutteral sounds to the Rogue (1/round). [No words]

LEVEL 9 NAE'EM		STACK 99	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 3 Minutes	DURATION 2 Hours	SAVE: No Save
<b>Shape of Nae'Em Rogue</b>								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

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.

## Planar

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



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 8 pts	RANGE PMP	AREA OF EFFECT Self	ROLL OUT 10 Minutes	DURATION Permanent	SAVE: No Save
<b>Reach To My Home Nook</b>								



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

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



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

LEVEL 19 NAE'EM		STACK 99	COST 20 pts	RANGE PMP	AREA OF EFFECT 1 Landmark	ROLL OUT 2 Days	DURATION Permanent	SAVE: No Save
<b>Vae'Em Portal (Ethereal Portal)</b>								



Enchanted light envelopes the landmark during the rollout.

After the rollout a visible portal comes into existence.

FOCUS:Closer

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 18 Nae'Em Clues Remov 20 SP

Lvl 4 Increase Aura -2 SP

LEVEL 1		STACK 1	COST 6 pts	RANGE 6 Squares	AREA OF EFFECT 3x3 SqS	ROLL OUT 4 hours	DURATION as Rollout	SAVE: No Save
<b>Shrine Of Healing, 1d4/Tier</b>								

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



Barely visible olive weave drifts to the text and lightly rebounds back to the caster.

Interaction with living text. Writing materials required. Only 3 attempts allowed.

Save vs interpretation. Each attempt requires a recasting of this spell.

2nd attempt at 3rd column.

3rd attempt at 4th column.

FOCUS:Random Enhancement

COUNTER: None

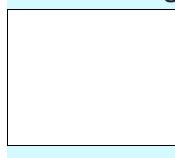
ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 16 Rollout 1 Min 8 SP

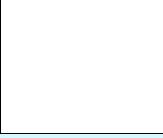
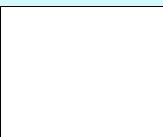
Lvl 9 Damage +50% 8 SP

LEVEL 5		STACK 1	COST 8 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION Permanent	SAVE: Skill Sight
<b>Obscure Magic Aura</b>								



COUNTER: None

# -Venerator

LEVEL	5	NAE'EM	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					10 pts	2 Marks / Level	Nae'Em on PMP	2 Minutes	1 Hour		
<b>Scry (to a Nae'Em of any kind)</b>											
 <p>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.</p>											
										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
					8 pts	5 Marks	15x15 Squares	6 Minutes	30 Min / Tier		
<b>Sky Scrying</b>											
 <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>											
										FOCUS:+3 Marks/Tier COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP	
LEVEL	6	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	1 Square	1x1 Square	1 Hour	12 Hours		
<b>Create A Home (Ethereal Home Pad)</b>											
 <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 destination can be known but not written down.</p>											
										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) 
					10.4 pts	6 Squares	2x2 SqS	10 Minutes	10 Minutes		Magic paused
<b>Shrine Of the Mystical Mechanic</b>											
 <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>											
										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
<b>Shrine Of the Written Word</b>											
 <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>											
										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
<b>Obscure Magical Depth</b>											
 <p>Makes the object reveal only the first 3 aspects.  Any spell that would reveal all does not detect below 3rd.</p>											
										COUNTER: None	
LEVEL	8		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	Shrine	10 Square Radius	4 Minutes	4 Hours		
<b>Shrine of Portal Revelation</b>											
 <p>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.</p>											
										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	

# -Venerator

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	Scry's are noticed
LEVEL 8	NAE'EM	1	8 pts	8 Squares	3x3 Squares	4 Minutes	2 hours / Tier			
<b>Sphere Of Privacy</b>										
								FOCUS:Aoe: 5x5 Squares		
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.										
LEVEL 9	NAE'EM	4	12 pts	1 Mark per Tier	1 Object	30 Minutes	1 Day			
<b>Bonded Spirit Within A Statue</b>										
								COUNTER: None		
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.										
LEVEL 9		99	36 pts	4 Squares	1 Square	20 Minutes	Instant			
<b>Detect 'Ems (All Types)</b>										
								ENHANCEMENTS:		
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.										
LEVEL 10		1	12 pts			5 Minutes	Instant			
<b>Remove Obscure Magic</b>										
								COUNTER: None		
LEVEL 10		99	12 pts	Touch	a person	3 Minutes	1 Day			
<b>Speak Language</b>										
								CREATE: Scroll Of Speak Languages		
The caster touches a person who speaks the language. Allows speaking of a current language. Can create Scroll of Speak Languages with this spell.										
LEVEL 12		1	12 pts	8 Squares	3x3 squares	30 Minutes	4 Hours			
<b>Circle of Spiritual Expulsion</b>										
								COUNTER: Same Skill. Lvl:1		
To nearest edge or random if in question.										
LEVEL 14	NAE'EM	99	48 pts	1 Recipient	1 Target	1 Month	Permanent			
<b>Establish A House</b>										
								COUNTER: None		
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.										

# -Venerator

LEVEL 14 NAE'EM		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Ionic Marker Detector</b>			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
<b>Conjure Arcane Beetles</b>			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
<b>Ladders &amp; Stairs Of The Mist</b>			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 Sta  
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		STACK 9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Create A Magical Glow</b>			2 pts	4 Squares	1 Item	1 Minute	End Of Year	

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