

Battle Actions/Prep

Battle Defense

LEVEL	7		STACK	6	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Half Wall of Force												
A small image of a wizard in a purple robe, holding a staff and casting a spell.	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									

Battle Offense

LEVEL	1	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	
	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 									
	Lvl 6 Subtle Casting Lvl 12 Range X2 Lvl 16 AoE X2	4 SP 8 SP 16 SP									
	ENHANCEMENTS:										

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															

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.

-Venerator

Chants

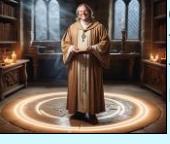
LEVEL	1	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Chant:Protection				6 pts	12 Squares	1 Target	1 Full Round	10 Minutes		

LEVEL	4	NAE'EM	 	STACK	9	COST	4 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Chant:Marker Location								PMP	1 Nae'Em	2 Rounds	Instant		

Commune

LEVEL	8	NAE'MEM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
Request Ancestor Delve				12 pts	Self	Self	10 Min @ Dawn	See Descr (1-6 hrs)						
	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												

Creations

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8	□ □	8 pts	Touch	1 Weapon	30 Minutes	1 Battle	No Save
Chant:Weapon Speed							
<p>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)</p>							
Fences and Shelters							
6	□ □	8 pts	16 Squares	2x2 Sq Platform	2 Minutes	10 Minutes	No Save
Force Platform							
<p>Shining wine colored coils Outline the platform. Levitating platform. HP:60 AC:14 Move:2 Shining wine colored coils Outline the platform.</p>							
7	□ □	8 pts	9 Squares	3 Sq Radius	5 Minutes	1 Hour	No Save
Circle of Protection vs Phage							
 <p>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.</p>							
8	□ □	8 pts	6 squares	3 Square Radius	Initiative	5 Rounds	Skill Cross Perimeter
Circle:Protection from Undead							
 <p>Undead are not able to cross the perimeter of the circle. Living Dead can only cross the perimeter if the target passes a Skill Save Class symbol must be represented in the art of the circle.</p>							
8	□ □	8 pts	12 Squares	See Description	5 Min	4 Hours	No Save
Walls of Force							
<p>Solid lavender coils follow the caster's hand outlining the walls. 2 Sq High. Length up to 6 Sqs per wall. Solid lavender coils follow the caster's hand outlining the walls.</p>							
Find or Reveal							
4	□ □	8 pts	4 Sqs	1 Target	2 Rounds	Permanent	Skill Varies
Dispel Magic							
 <p>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). (Venorx)</p>							
5	□ □	8 pts	2 Squares	1-5 item	5 Minutes	Instant	Skill Sight
Detect Magic							
<p>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.</p>							

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		

Draw Up Ground Water



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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Touch	1 Body	30 Min	Permanent		

Consecration: Final Rites



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

LEVEL	4	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Touch	1 Body	30 Min	Permanent		

Send The Dead On



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

Hide or Obscure

LEVEL	7	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	Self	Self	4 Rounds	4 Hours		

Slow Alteration Into Ancestor



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

Mechanicals

LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non GM)
				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 Resist 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 Halved 6 SP
Lvl 16 AoE X2 16 SP

Nae'Ems

LEVEL	7	NAE'EM	STACK	10	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 Halved 6 SP
Lvl 18 Range X4 10 SP

Partner Cooperations

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



A spirit advising the caster helps a Rogue be more convincing, less suspicious.
Caster Passing a Skill Save rolls $1d6 \times 5$ (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]

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

Planar

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM
5		99	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		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1		99	4 pts	Self	Varies	Initiative	4 Hours		
Shrine of Dead Light									



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		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1		1	6 pts	6 Squares	3x3 SqS	4 Rounds	4 Hours		
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.

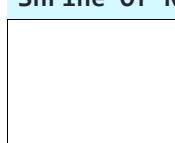
FOCUS:Enhanced @ 1/2 cost

COUNTER:None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Duration +50%	6 SP
Lvl 12	AOE +50%	12 SP

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non GM)
1		1/Tier	6 pts	6 Squares	2x2 SqS	10 Minutes	10 Minutes		Ends DOT
Shrine 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	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Compare Resist GM
5		99	8 pts	Touch	200 Char	10 Minutes	1 Hour		Can read
Arcane Reading, 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.

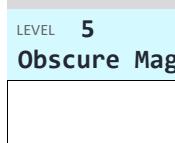
FOCUS:Random Enhancement

COUNTER:None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 9	Damage +50%	8 SP

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



Hides Powerful/Epic magic as common magic. (Low magic)
No aura is presented if the item is NOT magic.
Normally: A low glow aura is presented if the magic is not powerful.
A distinct glow is presented if the magic is powerful, but not EPIC.
A blinding (sometimes) glow happens when the item is Epic.

COUNTER:None

-Venerator

LEVEL	5	NAE'EM	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					10 pts	PMP	Nae'Em on PMP	2 Minutes	1 Hour		
Scry [To any 'Em]											
	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
					8 pts	5 Marks	10 Square Radius	6 Minutes	30 Min / Tier		
Sky Scrying											
	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
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		
Create A Home (Ethereal Home Pad)											
	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  GM)
					10.4 pts	6 Squares	3 Square Radius	2 Minutes	10 Minutes		
Shrine Of 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  GM)
					10.4 pts	10 Squares	3 Square Radius	10 Minutes	1 Hour		
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  Sight
					8 pts			5 Minutes	End Of Year		
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	1 Mark Radius	4 Minutes	4 Hours		
Shrine of Portal Detection											
	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 Duration X2 8 SP Lvl 16 AoE X2 16 SP

-Venerator

LEVEL 8 NAE'EM  
Shrine Of Privacy

STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
		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
Lvl 14	Duration X2	8 SP

Summon or Send

LEVEL 6  
Conjure Arcane Beetles

STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
		8 pts	8 Squares	1 Square	Initiative	1 Round		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, 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  
Create A Magical Glow

STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		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