

VEN

331-5

1

Force Pinch 1d4

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT	NEXT	COLLECTION	OUTCOME
4 pts	8 Squares	Next Initiative		Battle Offense	Mundane
STACK	AoE	DURATION	1RDS	SAVE	CLASS GROUPS
99	1 Square	1 Round		Resist (Skill/Non)	VEN

1d4 + ACU Dmg

[By site/group]

Details:

- Does damage the target area and those it in for 1d4 + Acumen Bonus.
- Does force the target to pass a Save,
  - Failure means the target loses an attack/action,
  - If no attacks are taking place then target loses an action.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
14	Damage X2	12
18	Range X4	10

Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Save +1 Col

1

Phage (Something of Fragility???)




LEVELTier 1



By COPILOT

Fragility (Begin @1, +1 / rd, End @ 5) Max 5 rds.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	4 Sqs / Tier	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 adjacent sq / Tier	5 Rounds	Health	VEN



Temp halt of effect

Details:

- This causes a minor sickness to happen for multiple rounds in a battle.
- As the casters tier increases so does the AOE, making this spell more powerful.
- Use the chart below to understand how the 'Fragility' field in the character sheet works.
  - The GM will direct the player to update the Fragility stat when/as needed.

Index	Level	Description	AC	Move	Saves
0	-	None	0	0	0
1	A	Queasy	-1	-1	5
2	B	Run Down	-1	-3	10
3	C	Dragging	-2	-4	15
4	D	Declining	-3	-5	20
5	E	Impaired	-3	-6	25
6	F	Ailing	-4	-8	30
7	G	Weakened	-5	-9	35
8	H	Enfeebled	-6	-10	40
9	I	Out of action	-6	-12	45
10	J	Unconscious	-7	-25	50

- As noted above the effects of Phage can limit AC, Movement, and Saving Throws.
- Only one Fragility status can be in effect at a time.
- If there are multiple Fragilities presented the most extreme is used.
- The target rolls their Save during the initiative to find out what level of effect remains in play for them.
  - If the Save fails the level of effect increases by one.
  - if the Save passes the level of effect stays the same.
- Therefore the Save can limit the effect but will not remove the effect.

Spells by round  
Sickness by Day  
Poison is by Hour

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Greater Fragility Effect

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
12	Range X2	8
16	AoE X2	16

Focus Items and/or Kits:

- Focus Orb of crystal is NOT passive.
- Will add 1 to the Maximum (End) of the effect.

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1

Petition Ancestor Spirit Guide

LEVEL Tier 1

Try to bring a new Ancestor Spirit Guide to an open slot.  
After this spell other Commune spells can be used.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Self	2 - 4 Days		Commune	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	5 Min & Permanent		None	VEN



By COPILOT

Details:

GENERAL:

- The Ancestor may become a Spirit Guide after a short conversation.
- *\*Guides retain their personalities from life, but their HP = 20 and SP is halved.*
  - Ancestor's are unaware of their place in the casters genealogy.
  - Their direct knowledge is limited to events during or near their lifetime, their "era."
- This is a Commune spell that allows communication via Ae'Em to the ancestor,
  - An Ae'Em is a Nae'Em with an Ancestor spirit that does NOT reside on a PMP,
  - An Ae'Em cannot come about if either the caster or the Ancestor declines the connection.
- *ALL Nae'Em connections can be broken by powerful arcane magics.*
  - *If an Ae'Em is broken it may be re-established using this spell with a 30 minute rollout.*
- Only one Commune spell may be active at a time.

WHAT THIS SKILL DOES DO:

- This spell may allow the Venerator to replace a current Ancestor Spirit Guide,
  - Once an Ancestor Spirit Guide is in their slot (via this spell), other Commune spells can be used to work more deeply with the Ancestor Spirit Guide.
- The current number of Ancestor Spirit Guides may not be greater than the caster's Tier.
- Use of a casters Focus Item (Heirloom) may be used to draw a specific Ancestor that the Caster has researched.
- This is a Commune spell, once this is cast the Ae'Em with the Ancestor can be used.

WHAT THIS SKILL DOES NOT DO:

- Does NOT guarantee cooperation from the Ancestor.
- Does NOT allow for a number of Ancestor Spirit Guides greater than the caster's Tier.
- Does NOT allow instant communication with Ancestor since they are NOT on the PMP.
- Does NOT Allow simultaneous Commune spells to be active. Only one at a time.



Bonds and Connections

- This Is an Ae'Em connection with an Ancestor.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL                      ENHANCEMENTS                      COST



Focus Items and/or Kits:

- Focus Heirloom with a crystal is NOT passive.
- Can be used to draw a specific Ancestor the Caster has researched.

1 Draw Up Ground Water

LEVEL Tier 1

Capture wanter in containers. Area=1/4 mark. Repeats may fail.  
Temp & Tropic= 2 skins/Tier. Arid & Arctic= 2 skins.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	10 Minutes		Food And Drink	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	2 Skins/Tier	Permanent		None	SYL-STM-VEN-ORX



By COPILOT

Details:

GENERAL:

- Extracted ground water sprays up and can be captured in suitable vessels.
  - No extra rolls needed if there are receptacles available and used.
- Requires the Caster to maintain concentration,
  - i.e. the Caster must stay awake throughout the Rollout,
  - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Draws on the available water/moisture in the area. (1/4 of a Mark),
  - Brings up water as long as the area is not barren of moisture.
  - Total amount of ground water in the same general area...
    - Temperate/Tropic Regions: 2 skins / Tier per spell (multiples: -1 skin per spell),
    - Arctic/Arid Regions: 2 skins per spell (multiples: -1 skins per spell),
    - Multiples: each repeated spell in same area reduces the effectiveness.
- Beneficial adjustments can be found in Enhancements and with a Focus item.

WHAT THIS SKILL DOES NOT DO:

- Does NOT draw water through non-porous material (rock, metal, etc).
- Does NOT continously draw water from the same spot,
  - If cast in the same spot again this spell could fail.
  - Each repeat adds 10% to failure chance (1d100 roll).

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	Rollout 1 Min	8



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Adds an extra 2 waterskins worth of water.



1

Shrine Of Healing, 1d4/Tier

LEVEL

Tier 1

Heals 1d4 to those who have spoken the words of respect.  
# of times = caster Tier (w/ words spoken each time).

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
6 pts	6 Squares	4 hours		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	3x3 Sqs	as Rollout		none	VEN

[By site/group]

Details:

- GENERAL:**
- Each person within the AoE that speaks the words of respect can be healed,
    - Within the Duration once the words are said aloud Shrine the delivers the benefit,
    - Speaker must be within the AoE when the words are spoken.
  - If desired a character may repeat the words of respect aloud to gain multiple benefits.
  - Does require the caster to maintain concentration,
    - The Shrine is set up within the first minute of the Rollout.
    - i.e. the caster must stay awake throughout the Rollout.
    - i.e. other activities that require concentration may not be done.
  - AoE cannot overlap the placement of other shrines and altars.

- WHAT THIS SKILL DOES DO:**
- The Shrine is set up within the first minute of the Rollout,
    - During this time the caster reveals the current words of respect.
  - Requires the Recipients who want benefit to speak the words of respect aloud,
    - Gives 1d4 HP to all that have spoken the words of respect anytime within the Duration,
    - The recipients may repeat the words with effect 1 time for each caster Tier,
    - The benefit given lasts throughout the Duration even outside the AoE.
  - Requires Shrine to be respected throughout the Rollout and Duration,
    - Any person that disrespects the Shrine cannot receive its benefit,
    - Any person that will not speak the words of respect cannot receive the benefit.
  - Beneficial adjustments can be found in Enhancements and with a Focus Orb,
    - Specifically notice that with a Focus Orb the Enhancements cost is reduced in half.

- WHAT THIS SKILL DOES NOT DO:**
- Does NOT allow the recipients be engaged in battle to receive the benefit,
    - Battling the round before or the round after is allowed.
  - Does NOT work if the caster is interrupted during the Rollout,
    - Battling, Disrespecting the Shrine, and Dispel Magic are examples of being interrupted.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
12	AOE +50%	12



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Allows use of Enhancements at 1/2 the SP cost.

VEN



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1

# Chant of Protection, +1 AC/Tier

LEVELTier 1

Gives +1 AC to those who have spoken the words of respect.  
# of times = caster Tier (w/ words spoken each time).

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
6 pts	Self	1 Full Round		Chants	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	5 Radius / Tier	10 Minutes		None	VEN



Created by COPILOT

Details:

GENERAL:

- Each person within the AoE that speaks the words of respect can receive +1 to AC,
  - Within the Duration once the words are said aloud Shrine the delivers the benefit,
  - Speaker must be within the AoE when the words are spoken.
- If desired a character may repeat the words of respect aloud to gain multiple benefits.
- Does require the caster to maintain concentration,
  - The Shrine is set up within the first minute of the Rollout.
  - i.e. the caster must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- The Shrine is set up within the first minute of the Rollout,
  - During this time the caster reveals the current words of respect.
- Requires the Recipients who want the benefit to speak the words of respect aloud,
  - Gives +1 AC to all that have spoken the words of respect anytime within the Duration,
  - The recipients may repeat the words and gain the benefit for each caster Tier.
  - Only allows the maximum number of benefits given to equal the casters Tier,
  - The benefit given lasts throughout the Duration even outside the AoE.
- Requires Shrine to be respected throughout the Rollout and Duration,
  - Any person that disrespects the Shrine cannot receive its benefit,
  - Any person that will not speak the words of respect cannot receive the benefit.
- Beneficial adjustments can be found in Enhancements and with a Focus Orb,
  - Specifically notice that with a Focus Orb the Enhancements cost is reduced in half.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the recipients be engaged in battle to receive the benefit,
  - Battling the round before or the round after is allowed.
- Does NOT work if the caster is interrupted during the Rollout,
  - Battling, Disrespecting the Shrine, and Dispel Magic are examples of being interrupted.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
12	AOE +50%	12



Focus Items and/or Kits:

- Focus Heirloom with crystal is NOT passive.
- Allows use of Enhancements at 1/2 the SP cost.

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# 1 Chant Of Robustness, End DOT

LEVEL

Tier 1

Clears DOT to those who have spoken the words of respect.

# of times = caster Tier (w/ words spoken each time).

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
6 pts	6 Squares	10 Minutes		Chants	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1/Tier	2x2 Sqs	10 Minutes		Resist (Skill/Non)	VEN
				Ends DOT	

[By site/group]

## Details:

### GENERAL:

- Within the Rollout the caster speaks the words of respect,
  - This removes one DOT (damage over time), effect from the speaker,
  - Speaker must be within the AoE when the words are spoken.
- Does require the caster to maintain concentration,
  - The Shrine is set up within the first minute of the Rollout.
  - i.e. the caster must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.

### WHAT THIS SKILL DOES DO:

- Requires Shrine to be respected throughout the Rollout and Duration.
- The Shrine is set up within the first minute of the Rollout,
  - During this time the caster reveals the current words of respect.
- Within the Duration,
  - Total number of recipients to benefit is equal to the casters Tier,
  - First each recipient must speak the words of respect,
  - Next each recipient must pass a comparison Save to be relieved of DOT,
  - The benefit given lasts throughout the Duration even outside the AoE.
- Beneficial adjustments can be found in Enhancements and with a Focus Orb,
  - Specifically notice that with a Focus Orb the Enhancements cost is reduced in half.

### WHAT THIS SKILL DOES NOT DO:

- Does NOT pause ALL magic in the AoE,
  - The number of DOTs affected is equal to the casters Tier.
- Does NOT allow the recipients be engaged in battle to receive the benefit,
  - Battling the round before or the round after is allowed.
- Does NOT work if the caster is interrupted during the Rollout,
  - Battling, Disrespecting the Shrine, and Dispel Magic are examples of being interrupted.

### Bonds and Connections

- No Nae'Em connection.



### Counter:

Dispel Magic.

### Creations:

- No creations. Usable only as a spell/skill.

### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
12	AOE +50%	12



### Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Allows use of Enhancements at 1/2 the SP cost.

1

Light To Calm The Dead

LEVEL

Tier 1



Default is 'Candle' light.


Focus Item make brighter.

Coal= 0 Sq,

Candle= 1 sq,

Torch=6 sqs.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Chants	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Varies	4 Hours		None	VEN



By COPILOT

Details:

- GENERAL:
- When using a Focus Item (Venerators Orb) the caster can choose the brightness level:
  - Default brightness is 'Candle' light when cast without a focus item.

Description	Viewing	Seen
-----	-----	-----
Coal	same Sq	3 Sqs
--> Candle	1 Sqs	8 Sqs (Default w/o Focus Item)
Torch	6 Sqs	20 Sqs

Description is an example to indicate how bright the light is.  
Viewing is how far the user (caster) can read with this light.  
Seen is the max distance an outside creature can be seen.

- WHAT THIS SKILL DOES DO:
- This creates a light that will stay just above the caster's head.
  - Beneficial adjustments can be found in Enhancements and with a Focus Ring.

- WHAT THIS SKILL DOES NOT DO:
- The light does NOT stay fixed to a static spot, it stays fixed in relation to the caster.

- WHAT THE CREATION DOES:
- Casting this spell is one of the basic requirements for a 'Cold White Candle',
  - While other classes may use this item, the Venerator have advantages with it.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1      Dispel Magic.

Creations:

Candle Light Powder



- Dead Quiet Light, 2 Sqs Range, 1 hr.
- VEN: 4 hrs. Save Roll +20 to calm/slow undead.
- Need: Kitchen/Lab, 22 Sp Pts, 4 Hrs.  
Bees Wax, Potash, Grave Dirt.
- Market: 9 Max, Buy:40 GP, Sell:12 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8



Focus Items and/or Kits:

- Focus Orb with crystal is NOT passive.
- Light from Focus & moves to just above casters head.
- Allows caster to produce light equal to a lantern



VEN

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2




Force Push

1d6

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	10 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	2 Squares	1 Round		 Brute	VEN



Created By COPILOT

Details:

- Creates a force to push a target back 1 square.
- Heavy targets may have adjusted Save columns

... damage the target regardless of the Save. Damage 1d6 + Acumen Bonus.

... allow the target to roll a Save to stand firm,

- Passing indicates the spell ends after the target withstood the force,
- Failing indicates the force pushes the target backward 1 sq.

... have an ability to concentrate full pressure to a spot smaller than the square.

... need a ToHit to be rolled.

... push a target backward if the square behind is not open.

... have any effect vs targets outside of the Range.

... affect moving objects.

Bonds and Connections

Counter:

LVL: 1      No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
14	Save Roll -20	8
18	Range X4	10



Focus Items and/or Kits:

- Focus item with crystal is NOT passive.
- The targets Save is more difficult by 1 Column.

VEN

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2

Rogue's Right Place, Right Time

LEVEL

Tier 1

Caster pass Save for 1d6 x 5. Used by ROG for Saves.  
Caster directs spirit to push or murmur to ROG (1/rd).

COST	RANGE	ROLL OUT	<div>1</div> <div>RDS</div>	COLLECTION	OUTCOME
4 pts	10 Squares	1 Round		Partner Cooperations	Mundane
STACK	AoE	DURATION	<div></div>	SAVE	CLASS GROUPS
1	1 Rogue	1 Hour	<div></div>	Skill	VEN

Rogue Helped



By COPILOT

Details:

- GENERAL:**
- Caster reaches out to nearby spirits (aided by the caster's Ancestors).
  - If the Caster has a previously set Nae'Em with the Rogue it is recommended they use that instead.
    - This spell still can be used AND use the Nae'Em at the same time.
- WHAT THIS SKILL DOES DO:**
- Caster rolls 1d6 x 5, (resulting in 5 to 30),
    - the result is the Rogues bonus for any saves the caster is helping the Rogue with.
  - Caster is ONLY able to aid the Rogue with this spell using,
    - a small force (about the size of a finger) to push. Pulling is not an option.
    - send via a weak Nae'Em-like communication.
      - The communication must be a short indistinct guttural sounds.
  - This spell works even more effectively when the Caster and Rogue have a Nae'Em.
- WHAT THIS SKILL DOES NOT DO:**
- Does NOT allow the spirits to communicate with others,
    - They will communicate with the Caster,
    - They will help the Caster communicate with the Rogue through a weak Nae'Em.



Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Range +50%	6
12	Range X2	8



Focus Items and/or Kits:

- Focus Heirloom with crystal is NOT passive
- Allows Enhancements @ 1/2 SP cost.

VEN

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2



# Create A Magical Glow

LEVEL Tier 1

Item appears magical by creating a visible glow around it.  
Detect Magic spell = Yes.    Number of Aspects = 0.



By COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
2 pts	4 Squares	1 Minute		Watch/Scry	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
9	1 Item	End Of Year	1	None	VEN

Details:

GENERAL:

- The item appears magical by creating a visible glow around it.
- Requires the Caster to maintain concentration,
  - i.e. the Caster must stay awake throughout the Rollout,
  - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Makes an item appear magical by creating a visible glow about the item.
- Gives a count of 0 from the Venerator 'Count Aspects' spell.
- Reveals the item is magical when 'Detect Magic' is used.

WHAT THIS SKILL DOES NOT DO:

- Does NOT actually make an item have magical properties.
- Does NOT have any effect if cast on
  - living creatures,
  - creatures that are not living (undead, living dead, constructs, etc),
  - items that are already magic.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for a 'Scroll Of Arcane Glow',
  - While other classes may use this item, the Venerator have advantages with it.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1      Dispel Magic.

Creations:



Scroll Of Arcane Glow



- Mgc glow on 1 item, Dur:2 hrs. When revealed.
- S00: 2 items, Dur:1 day.
- Need: Level ground, Cost 6 pts, 2 Hrs.
  - Peppermint Oil, Pine Tar, Wine (any).
- Market: 9 Max, Buy:5 GP, Sell:1 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Increase Aura	-2
10	Rollout Halved	6
12	Range X2	8



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Can cast on 2 items.

SYL-ORX-STM-EOL

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3


Conjure Native Beetles

LEVEL

Tier 1

Conjures local insects. Save: HP=25 Creates:Bag-Beetleroot.

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 Squares	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
2	1 Mark	2 Rounds		Skill	SYL-ORX-STM-EOL

HP=25





By COPILOT

Details:

- GENERAL:
- Insect Swarm has the following stats:
    - Battle Stats: HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8,
    - Passing the Save increases the swarms HP from 15 to 25.
  - Requires the Caster to maintain concentration,
    - i.e. the Caster must stay awake throughout the Duration.
    - i.e. other activities that require concentration may not be done.
  - 'Circles of Containment' will hold the insects in or out without the need for a Save.
- WHAT THIS SKILL DOES DO:
- Conjures insects native to the area, should there be any available,
    - brings an insect swarm to attack nearest creature,
    - within the AoE at the casted range.
  - Attacks once per round as a separate activity beyond the caster's attacks,
    - Only a single target each round.
    - Will attack the nearest living target, even if the target is friendly to the caster.
- WHAT THIS SKILL DOES NOT DO:
- Does NOT function if there are no insects in the local area,
    - possibly due to the environment.
  - Does NOT conjure non-natural or non-native insects.
  - Does NOT attack more than 1 Target.
- WHAT THE CREATION DOES:
- Casting this spell is one of the basic requirements to create a 'Bag of Beetleroot',
    - While other caster may be able to cast this spell, Sylvan had originally created the spell.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: No Counter Available.

Creations:



Beetleroot Granules



- 1 Bag of Beetleroot (10 pinches).
- SYL: 1 Bag of Beetleroot (15 pinches).
- Need: Campfire, Cost 12 pts, 4 Hrs.
- Beetle shells, Coral Lime, Pine Wood.
- Market: 9 Max, Buy:3 GP, Sell:1 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Damage X2	12



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Make the Save Roll easier to pass (+20).

EOL - VEN



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3

Phage Mist

LEVELTier 1

2d4 +ACU per rd. Lobbable requires ToHIT.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
6 pts	10 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	Row: 3 Sqs	5 Rounds		None	EOL- VEN



By COPILOT

Details:

- 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.
- Does require a ToHIT vs AC:10 to target the squares,
  - the AoE is a row of 3 squares directly in line with the caster, as if the acid hit the ground and skidded 2 more squares.
- Does allow the caster to target squares in range that cannot be seen,
  - The caster can lob and/or arc this over creatures/obstacles 2 sqs high or less.
  - Targeting an out of view square typically is an AC of 17.
- Does deliver damage over time (D.O.T.) for up to 5 rounds,
  - The damage is 2d4 +ACU per target within the AoE,
  - The duration can be mitigated by copious amounts of water,
    - If cast underwater the duration is only 1 round,
    - If cast in a pool of water the duration is 2 rounds.
  - Spells that create water flowing > 1 rd will reduce duration by 2 rds.
- Does NOT poison targets.
- Does NOT leave a permanent physical mark.
  - normally any scarring/marks during battle are gone upon healing.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1      Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10

Focus Items and/or Kits:

- Not required.

VEN

1013-1

3

# Converse with Ancestor

LEVEL Tier 1

This spell overrides the non-communication to another plane.  
Caster submits queries about a specific topic.



By COPILOT

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	10 min @ Dawn	Commune	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	Self	10 Min	Skill	VEN



Re: Spirit knowledge

GM

## Details:

### GENERAL:

- The caster may submit queries to an Ancestor questions about a specific event, thing, or language from the Ancestors era.
- This spell attempts to gain some of the Ancestors knowledge.
- This is a Commune spell that allows communication via Ae'Em to the ancestor,
  - An Ae'Em is a Nae'Em with an Ancestor spirit that does NOT reside on a PMP,
  - All Nae'Em connections can be broken by powerful arcane magics.
    - If an Ae'Em is broken it may be re-established using this spell with a 30 minute rollout.
  - Only one Commune spell may be active at a time.

### THIS SKILL DOES DO:

- Allows an Ae'Em communication to the selected Ancestor even though the Ancestor is not on a PMP.
  - The accuracy and veracity of the information is determined by a GM's Save roll,
    - GM rolls a Save based on the casters Skill save, adjusted by the difficulty
- This spell answers simple questions within Ancestor knowledge,  
Complex questions/topics require the Ancestor to 'Delve' (Request Ancestor to Delve spell).
- Success on the GM's Save Roll for the Ancestor provides accurate information,
    - If the roll is a standard success then not all information about the Topic is revealed because the spirit does not know all the facts.
    - If the roll passes with a critical success a complete and accurate answer is given.
  - Failure on the GM's Save Roll for the Ancestor gives INACCURATE information,
    - means the Ancestor failed to find accurate information regarding the Topic.
      - If the roll is a standard fail then the answer is 'unknown',
      - If the roll is a critical failure the answer is false and/or incorrect information, because that 'may' be what the ancestor believes, but is still wrong.

### THIS SKILL DOES NOT DO:

- Does NOT guarantee cooperation from the Ancestor,
  - The Venerator's relationship with the Ancestor affects success.
- Does NOT generally provide information about events far removed from the Ancestors era.
- Does NOT allow other Commune spells to be used by the caster while this spell is active.



### Bonds and Connections

- This Is an Ae'Em connection with an Ancestor.

### Counter:

No Counter Available.

### Creations:

- No creations. Usable only as a spell/skill.

### Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------



### Focus Items and/or Kits:

- Focus Heirloom with crystal is NOT passive.
- Adds 10 to the Save Roll (to determine veracity).

EOL- VEN



972-1

3

Acid Etching

LEVELTier 1

Non-magic Stone/Metal/Wood/Leather = No Save. No artifacts.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 SP	Touch	30 Min		Mechanicals	Magic->Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1x1 Square	Permanent		Resist (Skill/Non)	EOL- VEN

Etched IF NEEDED

GM



By Perchance.org

Details:

GENERAL:

- Great way to permanently mark items.
- The maximum size of the etched area has been listed in the AoE,
  - AoE lists 1 full square as a max, smaller areas can be worked,
  - If smaller areas are worked thw Rollout may take as little as 5 minutes.
- Requires the Caster to maintain concentration,
  - i.e. the Caster must stay awake throughout the Rollout,
  - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Scores the surfaces with the mark, simple design, or words the caster places.
- Allows the intricacy of the design/words to be left to the caster,
- Does 1 HP damage for 7 rounds if done on a living creature,
  - Each spell can only do 7 HP max damage.
  - Scars from etching on a creature will heal in 1 week, but no signs will remain.

WHAT THIS SKILL DOES NOT DO:

- Does NOT alter or affect any magic items AFTER they have been created,
  - Attempts to do so will result in 4d10 damage to the caster.
- Non-standard surfaces will result in unrecognizable blurred images.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	AoE X2	16



Focus Items and/or Kits:

- Focus Orb with crystal is NOT passive.
-



DOK

822-1

4

Consecration: Final Rites

LEVELTier 1

Dead are pushed beyond this world. A deity may be named.  
Once cast non-Deities cannot interact w/ that dead creature.



By COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	30 Min		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Body	Permanent		None	DOK

Details:

- GENERAL:**
- When casting this spell the name of a God/Goddess can be used to seal (end) the spell.
  - Requires the Caster to maintain concentration,
    - i.e. the Caster must stay awake throughout the Rollout,
    - i.e. other activities that require concentration may not be done.

- WHAT THIS SKILL DOES DO:**
- This spell will ensure the dead stay dead.
    - When cast as a consecration the Duration is Permanent.
    - It is thought the soul is pushed to the Spirit World, but there is no way to confirm as of yet.
    - Any spells to communicate, raise, or bring back the Dead are no longer possible.
  - Moves the soul of a recently deceased Target to a place away from mortal influence.
  - Beneficial adjustments can be found in Enhancements

- WHAT THIS SKILL DOES NOT DO:**
- Does NOT affect any Target that has been dead longer than 1 month.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1      No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Range At 3 Sqs	8

Focus Items and/or Kits:

- Not required.



NEC- VEN

995-4

4

Send The Dead On

LEVELTier 1

Dead are put out of reach. Cannot be raised or animated.  
Must have been dead for less than 10 yrs. Removes Nae'Ems.



By COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	30 Min		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Body	Permanent		None	NEC- VEN

Details:

GENERAL:

- This spell will ensure the dead stay dead.
  - This is used as a consecration rite throughout the Rollout.
  - It's thought the soul is pushed to the Spirit World, but there is no way to confirm that
- When casting this spell the name of a God/Goddess can be used to seal (end) the spell.

WHAT THIS SKILL DOES DO:

- Requires the target to have been dead for a decade or less.
- Only requires a small part of the body/corpse to complete this spell.
- Moves the soul of a recently deceased Target to a place away from mortal influence.
  - Any spells to communicate, raise, or bring back the Dead are no longer possible after this.
- Blocks the dead from becoming
  - animated, Undead, Living Dead, etc.
- Removes any lingering Nae'Ems from the deceased.
- Once the spell is in it's last minute or two the caster may speak with the target,
  - Ending the spell at this point still completes the spell,
  - But the caster may still talk to the target for the last couple of minutes.

WHAT THIS SKILL DOES NOT DO:

- Does NOT affect any Target that has been dead longer than a decade.



Bonds and Connections

- This Is an Ae'Em connection with an Ancestor.

Counter:

LVL: 1      No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Range At 3 Sqs	8

Focus Items and/or Kits:

- Not required.

VEN

581-3

4

# Direction to Your Ionic Marker

LEVEL Tier 1

Casters Ancestor shares the direction with the caster.  
Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	PMP	2 Rounds		Chants	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
9	1 Nae'Em	Instant		None	VEN



By COPILOT

## Details:

- GENERAL:**
- The Caster obtains the direction to a specific marker they made..
  - Notes about the Ionic Marker,
    - Must be cast on a small simple mundane object with the aide of an Ancestor.
    - The object must be unworked and devoid of magic
    - Markers will NOT cause any damage when broken, destroyed, etc.

- WHAT THIS SKILL DOES DO:**
- Allows caster to determine the current location of the maker,
    - Location is determine as N,NE,E,SE,S,SW,W,NW.
  - Continues to work as long as it is on the same plane it was created on.

- WHAT THIS SKILL DOES NOT DO:**
- Does NOT allow the location found as a point for some scrying spells.



**Bonds and Connections**  
- This Is an Ae'Em connection with an Ancestor

**Counter:**  
No Counter Available.

**Creations:**  
  
- No creations. Usable only as a spell/skill.

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8



**Focus Items and/or Kits:**

- Focus orb with crystal is NOT passive.
- Caster know which plane the marker is on.
- doesn't reveal the exact location within the plane.

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963-1

4

Venorex Tcane Magic (Dispel Magic)

LEVELTier 1

List of spells in the Full Descriptions.

COST	RANGE	ROLL OUT	2 RDS	COLLECTION	OUTCOME
8 pts	4 Sqs	2 Rounds		Find or Reveal	Magical
STACK	AoE	DURATION	∞	SAVE	CLASS GROUPS
99	1 Target	Permanent		Skill 	EOL-ORX- VEN

Varies



By COPILOT

Details:

Alpha sorted list of spells that are ended by Dispel Magic:  
as of 8/29/2025

- Animate Cats Eye Marble

-Astral Plane Projection

-Call & Direct Rodent

-Call & Direct Small Assistants

-Call & Post Yappy Camp Dog

-Camp Shock Perimeter

-Capture/Release Light (Violet)

-Cause Illness

-Charged Fencing, Two Sides

-Circle of Protection vs Undead

-Create A Magical Glow

-Dimension Personal Hideaway

-Feather Bed

-Fire Starter

-Heat Wave Wall

-Hot Conversations

-Hot Rocks

-Imbue Ionic Marker (Tae'Em)

-Improve Food

-Improve Resist & Skill Saves

-Increase Fighter Movement

-Invoke Temporary Dimension Imp

-Langstrom Cloak Pockets

-Langstrom Rupture

-Light of Orix (Violet)

-Light of Strumos Yellow

-Light To Calm The Dead

-Orix False Glow
- Phage Mist

-Profiled In Fire

-Project Astral Image Within PMP

-Red Light of Dokour

-Ribbon Goblin Lookout

-Send Item to A Nae'Em Location

-Shadow Cover (AC +1)

-Shadow of the Magi

-Shape Of A Deer

-Shape Of A Dog

-Shape of A Familiar

-Shape Of A Plant

-Sky Scrying

-Sleep: Light Nap

-Strumos Run

-Summon Feline Familiar

-Swamp Lights (Greenish)

-The Darkness

-Typhlotic Sparky

-Vae'Em Portal (Astral Style)

-Veil of Shadows

-View Dimension

-View Imp Spy

-Visible Sign Posts

-Water to Ice (Reversible)

-Water to Steam (Reversible)

-Weapon Speed Charm

-Wind Wall

All TIRO Spells are vulnerable to be Dispelled as well.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1      No Counter Available.

Creations:



Scroll of Dispel Magic (Temp)



- RM:3, Touch 1 item, Dur: 4 min.
- Casters: RM:2, Dur: 4 hrs.
- Need: Kitchen/Lab, Cost 20 pts, 2 Days.
- AstrlSpecks, EtherlGrass, Obsid shard, TrnchMold.
- Market: 9 Max, Buy:85 GP, Sell:18 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
18	Range X4	10



Focus Items and/or Kits:

- Focus item with crystal is NOT passive.
- Rollout = 2 Rounds

VEN

582-3

5




Arcane Interpretation, 1 Page

LEVEL Tier 2



By COPILOT

Save vs interpretation. Can recast 2 times with Col +1.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	10 Minutes		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	200 Char	1 Hour		Resist (Skill/Non)	VEN
			Can read		

Details:

- Arcane text is a written set of words that has been inhabited by living magic.
- Arcane text is usually obvious in that each letter appears to be constantly moving.
- the caster must connect with the living words on a personal level.
- the nature of Arcane life is so foreign there never has been any true understanding of it.
- Does require Save vs interpretation. Each attempt requires a recasting of this spell.
  - 2nd attempt at 3rd column.
  - 3rd attempt at 4th column.
  - Each recasting adds complexity and raises the Save requirement.
- Does attempt to put the caster in sync with the arcane text,
  - Caster rolls a Save to attempt to align themselves.
  - Passing the Save indicates a good connection and translation (reading) is possible.
  - Failing MAY cause the arcane to become unresponsive.
  - The Nae'Em connection lasts only as long as the spell.
- Does require the caster to be writing the entire duration,
  - Thus writing materials are required as well.
- Does allow review and understanding of the translation AFTER the duration is over.
- Does create a Nae'Em connection to begin the rollout.
- Does end the Nae'Em connection when the duration is over.
- Does NOT allow a permanent 'learning' of arcane text,
  - Since arcane is living and constently moving it cannot be decoded or learned.

1234567891123456789212345678931234567894123456789512345678961234567897123456789812345678991234567890



Bonds and Connections

- This Is an Tae'Em connection with a living thing.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
10	Rollout Halved	6
16	Rollout 1 Min	8



Focus Items and/or Kits:

- Focus Orb of crystal is NOT passive.
- Use of Focus Item will give a random benefit,
  - GM rolls 1d6 and reveals the specail connection

ORX- VEN

1031-3

5

Obscure Magic Aura

LEVELTier 2

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts		5 Minutes		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1		Permanent		Skill	ORX- VEN

Sight



By COPILOT

Details:

normal magic items have a hidden glow.  
revealing that glow will show in 1 of 4 ways,  
- #0 no glow means no magic  
- #1 low, easy to see, glow means basic or low level magic  
- #2 medium glow is often hard on the eyes, but not blinding and indicates higher level magic  
- #3 blinding glow. This is from the highest level, often called 'God Magic',  
This normally blinds for 1 to 8 hours.

This spell will take any item with a glow (thus NOT a #0) and disguise the glow as a #1

Therefore, any caster using the 'Detect Magic' spell of their class will be lead  
to believe the item in questions is a low glow magic item.

Putting this obscuring effect on an item should not be easy...  
Putting it on a #2 will require a Skill Save. The Skill Roll will be adjusted with -20.  
Putting it on a #3 will require a Skill Save. The Skill Roll will be adjusted with -60.

Bonds and Connections

- No Nae'Em connection.

Counter:

Remove Obscure Magic

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

ORX- VEN

895-3

5

Scry (to a Nae'Em of any kind)

LEVELTier 2

From 4 Sqs above Nae'Em. Use current sight/hearing.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
10 pts	2 Marks / Level	2 Minutes		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	Nae'Em on PMP	1 Hour		None	ORX- VEN



By COPILOT

Details:

- Requires the caster to maintain concentration,
  - i.e. the caster must stay awake throughout the Duration.
  - i.e. other activities that require concentration may not be done,
  - Spell will not continue when/if casters concentration is broken.
- Viewing:
  - Creates a 6" circle of power the caster peers through.
  - Caster is able to view areas up to a Range of 2 Marks per caster level,
  - The perspective is from 4 Squares above the ground, (no indoor viewing),
  - The area viewed (AoE) is 8 x 8 Squares.
  - This is a lower resolution result. Generally viewable without a lot of detail.
  - Most items and creatures can be seen and individually identified.
  - Viewing area moves with the recipient Nae'Em.
- Does require the caster to start the viewing at a current Nae'Em on the same PMP.
- Does allow only the caster to see / hear with this spell.
- Does allow the caster to see using the casters current sight.
- Does define what can be heard from casters current audio capabilities.
- Does require the GM to adjust results of sight & hearing as needed.
  - Consider distances, lighting, wind, ambient sounds, etc.
- For example:
  - If the caster currently has Infravision then they are able to use that within this spell.
  - If the caster is currently deaf they cannot hear anything with this spell.
- Does NOT enact if both the caster and recipient Nae'Em do not actively agree.
- Does NOT allow spell activity to traverse the view.
- Does NOT work if the player has not written down the Nae'Em person in their character sheet.



Bonds and Connections

- This Is an Nae'Em connection with a person.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
14	Duration X2	8



Focus Items and/or Kits:

- Focus Orb with crystal is NOT passive.
- Scrying to another PMP is allowed.

VEN

887-3

5

Sky Scrying

LEVELTier 2



By COPILOT

View the AoE from 10 Sqs up. Use current sight/hearing.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	5 Marks	6 Minutes		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	15x15 Squares	30 Min / Tier		None	VEN

Details:

- Requires the caster to maintain concentration,
  - i.e. the caster must stay awake throughout the Duration.
  - i.e. other activities that require concentration may not be done,
  - Spell will not continue when/if casters concentration is broken.
- Viewing:
  - Creates a 6" circle of power the caster peers into.
  - Caster is able to view areas up to a Range of 5 Marks away (more with Focus Item),
  - The perspective is from 10 Squares above the ground, (no indoor viewing),
  - The area viewed (AoE) is 15 x 15 Squares.
  - This is a lower resolution result. Generally viewable without a lot of detail.
  - Living/Moving things and creatures can be seen but not individually identified.
  - Viewing area can be moved within Range at a rate of up to 1 Mark per 10 minutes.
- Does require the caster to start the viewing at a current Vae'Em on the same PMP.
- Does allow only the caster to see / hear with this spell.
- Does allow the caster to see using the casters current sight.
- Does define what can be heard from casters current audio capabilities.
- Does require the GM to adjust results of sight & hearing as needed.
  - Consider distances, lighting, wind, ambient sounds, etc.
- For example:
  - If the caster currently has Infravision then they are able to use that within this spell.
  - If the caster is currently deaf they cannot hear anything with this spell.
- Does NOT allow the caster to connect to a Vae'Em indoors or underground,
  - must maintain access to the sky.
- Does NOT allow spell activity to traverse the view.



Bonds and Connections

- This Is an Vae'Em connection with a venue/location.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive
- Adds Range of 3 Marks per caster Tier.



STM-SYL-DOK



893-1

5

Detect Magic

LEVELTier 2

Item glows if magical. Brightness depends on power of magic.  
Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	2 Squares	5 Minutes		Find or Reveal	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1-5 item	Instant		Skill	STM-SYL-DOK



By COPILOT

Details:

- GENERAL:**
- NOTE: This spell is available to Strumos, Sylvan, Venerator, and Dokour.
  - Situations may alter the asdfasdfasdfas (if cast in darkness then column+2).
    - If Range enhancements are used the caster can cast this from outside the blinding distance.
  - Requires the caster to maintain concentration,
    - i.e. the caster must stay awake throughout the Rollout.
    - i.e. other activities that require concentration may not be done.
- WHAT THIS SKILL DOES DO:**
- This will not inform the caster regarding the type of magic or it's effects.
  - Causes magic items to glow with a visible white light,  
Possible Reactions/effects for the caster:
    - No Magic: No light means no magic found in/on item,
    - 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.
  - IF the item is Major or Diety level, it will requires a Save of all within 20 squares,
    - failed Saves will blind creatures for 2d4 rounds.
- WHAT THIS SKILL DOES NOT DO:**
- Does NOT cause permanent blindness.
  - Does NOT give any more information, only indicates if there is magic or not.
  - Does NOT interact with the magics in items,
    - Does NOT affect cursed items in any way (Does NOT show as magic if the item is cursed)
- WHAT THIS SKILL CAN CREATE:**
- Casting this spell is one of the basic requirements for a 'Scroll Of Detect Magic',
    - Other classes can use this, Casters have the advantage when using this creation.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1      No Counter Available.

Creations:



Scroll of Detect Magic



- Find Mundane, Magic, Epic, or God lvl. 1 item.
- STM-SYL-DOK: 1-3 Items in same square.
- Need: Kitchen/Lab, Cost 24 pts, 4 Hrs.
- AstrlSpecks, EtherlGrass, Obsid shard, TrnchMold
- Market: 9 Max, Buy:150 GP, Sell:30 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Save to detect is easier. Save roll +20.



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5



Reveal Origin Plane

LEVELTier 2



By COPILOT

Colors reveal the Plane of Origin.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	2 Squares	20 Minutes		Planar	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	5 items / 1 Square	Rollout		RM	EOL-ORX- VEN

Does not blind

Details:

- GENERAL:**
- Area of Effect: up to 5 items that are all within 1 square.
    - If an item/creature is larger than 1 square this will work but only that square will glow.
  - The Save is only used if the item being reviewed is solely from the plane of Arcane.
  - Does require the caster to maintain concentration,
    - i.e. the caster must stay awake throughout the Rollout.
    - i.e. other activities that require concentration may not be done.
  - This spell originated from CptJTKirk. Thank you!

- WHAT THIS SKILL DOES DO:**
- Causes the item to glow white if it is from the current plane.
  - Requires the caster to roll a Save if the items origin is pure Arcane
    - Failure means those witnessing (within 5 Squares) are blinded for 2d4 rounds.
    - Passing means no issues. (The color of 'Arcane' is pure white with no title).
  - Has additional effects when a Focus Item is used. It reveals a color:
    - Astral is yellow and orange
    - Ethereal is tan and brown
    - Langstrom is lime green
    - Dimension is Grey
    - Pmps are white and has the pmp name name revealed.
    - Planes of a Diety require the Save not be temporarily blinded and has the name revealed.

- WHAT THIS SKILL DOES NOT DO:**
- Does NOT indicated origin plane without use of a Focus Item.
  - Does NOT reveal aspects or other magical quatification.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
18	Range X4	10



Focus Items and/or Kits:

- Focus item with crystal is NOT passive.
- Shows a color corresponding to the origin plane.

EOL - VEN

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5

Imbue Ionic Marker (Tae'Em)

LEVELTier 2

Connects with an unworked mundane (non-magic) item.  
Must have proper scrying spell/device to fully use.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
48 pts	Touch	1 Day		Ionic Markers	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
9	Caster	Permanent		None	EOL- VEN



By COPILOT

Details:

- GENERAL:**
- This is a Nae'Em with a non-living object, thus officially called a Tae'Em.
  - Must be cast on a small simple mundane object.
    - The object must be unworked.
  - Markers will NOT cause any damage when broken, destroyed, etc.
  - Requires the Caster to maintain concentration,
    - i.e. the Caster must stay awake throughout the Rollout,
    - i.e. other activities that require concentration may not be done.
- WHAT THIS SKILL DOES DO:**
- Does allow a common non-magic unworked item to be a focal point for scrying.
    - If the scryer has the appropriate scrying devices and/or spells.
- WHAT THIS SKILL DOES NOT DO:**
- Does NOT allow the caster to see/hear without the use of a scrying spell/device.
- WHAT THE CREATION DOES:**
- Casting this spell is one of the basic requirements for a 'Ionic Marker' Creation,
    - Only the Venerator creator can use the item they make.



**Bonds and Connections**  
- This Is an Tae'Em connection with a non-living thing.



**Counter:**  
Dispel Magic.



**Creations:**  
Ionic Marker

- Trackable item. Cannot be purchased.
- VEN: Original caster creates and uses.
- Need: Campfire, Cost 36 pts, 24 Hrs.
  - Beetle & Cinder roots, Palm wood, Stone.
- Market: 0 Max (Not for sale).



Enhancements:		
LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Range At 3 Sqs	8
18	Range X4	10

**Focus Items and/or Kits:**  
- Not required.

VEN

358-1




6 Vines of Force (Hold)

LEVEL Tier 2



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	4 Squares	Initiative		Battle Actions/Prep	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	4x4 squares	4 Rounds		Agility 	VEN

Move 1 Sq

Details:

- Can be used as a direct spell in battle
- Creation of a rogue trap with this spell:
- Does make the target's movement 4 less. (by 5 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 have any effect of anyone currently in flight,
  - If a target is enmeshed and wants to fly, they must first get free of the ribbons.
- Does NOT stop the target's movement entirely, Minimum of 1 square movement.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Scroll of Grabbing Roots



- Inhibits Movement. -2 to Move for 1 round.
- S00: -4 to move for 1 round.
- Need: Campfire, 24 SP, 4 Hrs. Cinderroot, Oak Sap, Palm Root.
- Market: 9 Max, Buy:10 GP, Sell:2 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Duration X2	8



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Slow moment an additional amount of 1,
  - Reduces movement by 3 squares total.



6

Conjure Arcane Beetles


LEVEL

Tier 2

Conjures a swarm of Arcane Beetles by succeeding on the Save.  
Beetles attack nearest enemy for 1d8 dmg. X2x2

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	8 Squares	Initiative		Summon or Send	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	1 Square	3 Rounds		Skill	DOK-VEN

Conjured



By COPILOT

Details:

GENERAL:

- NOTE: If the beetles have taken more than 5 points of dmg within the battle the shells of the dead beetles are left behind (1d3 beetles bodies per 5 HP damage found). The shells are an ingredient for the creation of cinderroot. Some TIRO spells create enough messy magic to leave behind dead beetles. This spell temporarily leaves behind some bodies after a battle. These bodies fade to nothing in 3d6 rounds (1d4+2).

WHAT THIS SKILL DOES DO:

- Conjures a swarm of Arcane Beetles by succeeding on the Save.
  - The Arcane Beetles are not a thinking, living creatures.
    - Battle stats: HP:30, AC:15, Move: 4 sqs, Init+6, ToHIT+6, # of Attacks:x2x2, Dmg:1d8.
  - Stats are for entire swarm and is treated as a single target.
- Allows caster to direct Arcane Beetles to an enemy within the Range,
  - Caster must be conscious to direct Fire Beetle attacks.
- Continues if the Caster fall unconscious,
  - Arcane Beetles will continue to attack the assign target, but will not move to acquire new targets.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does not have any effect if the Save fails.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'bag of Cinderroot Powder',
  - More than just this skill is required to create this item.
  - While other classes may be able to use this,
  - Dokour have the advantage when using this creation.
  - 1d6 pinches made by use of this spell.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Skill.

Creations:



Cinderroot powder



- 1 Bag (10 pinches) common ingredient.
- DOK & VEN: 1 bag (15 pinches).
- Need: Campfire, Varied SP, 8 Hrs. Excess Magic, Common Stone, Common Soil.
- Market: 9 Max, Buy:45 GP, Sell:12 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
12	Range X2	8
14	Duration X2	8



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Use of the Focus will help the Save Roll +40.

DOK

445-5

6

Cleansing Fire

LEVELTier 2



By COPILOT

1 hp Dmg per hour. Immune to Sickness/Disease.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Self	2 Hours	Healing and Rest	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	Self	Permanent	Health	DOK

Target cleansed

Details:

Spell called 'Scorching Skin, Remove Disease' is in place.

This duplicates that skill.

- GENERAL:
- Caster enters a meditative state during the RollOut.  
During this time the caster appears to be engulfed in magenta flames.
  - For the entire the Rollout, caster is continuously sweating.
  - Flames that engulf the caster are magical and cannot create any fires.
  - All the other resulting effects are mundane.
  - Requires the caster to maintain concentration,
    - i.e. the caster must stay awake throughout the Rollout.
    - i.e. other activities that require concentration may not be done.

- WHAT THIS SKILL DOES DO:
- Removes any Sickness/Disease from the caster.
  - Deals 1 damage for every hour of the Duration.

- WHAT THIS SKILL DOES NOT DO:
- Does NOT set anything on fire.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
14	Duration X2	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Allows casting on another person.

6

# Create A Home (Ethereal Home Pad)

LEVEL

Tier 2



By COPILOT

## A return spot for Ethereal Portals

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	1 Hour		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1x1 Square	12 Hours		None	VEN

### Details:

- Caster creates an Ethereal Home Pad.
- Eloas schools routinely cast this spell to create a Home pad at the same time every day.
  - Timing is usually midnight to noon.
- The pad will light up when an "Ethereal Return Portal" is engaging this location.
- Does allow the caster to create a Home Pad,
  - The pad is NOT found when the spell is not active.
- Does allow the casting of "Ethereal Return Portal" to instantly find the pad,
  - This method does NOT require the Eolas caster to have the pads location written down.
- Does allow any Eolas caster who knows the location to teleport to it.
- Does require the caster to maintain concentration,
  - i.e. the caster must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.
- Does NOT allow anyone who doesn't know the location or isn't permitted to teleport.
- Does NOT allow travelers from more than one portal to manifest as a time.



### Bonds and Connections

- This Is an Nae'Em connection with a person.

### Counter:

No Counter Available.

### Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
16	AoE X2	16



### Focus Items and/or Kits:

- Focus orb with crystal is NOT passive
- Allows the caster to change the pad's location once.



6

Shrine Of the Mystical Mechanic

LEVEL

Tier 2

Negates the Magic part of mechanisms w/ words of respect.  
# of mechs = caster Tier (w/ words spoken each time).

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
10.4 pts	6 Squares	10 Minutes		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	2x2 Sq	10 Minutes		Resist (Skill/Non)	VEN
				GM	
				Magic paused	

[By site/group]

Details:

- GENERAL:**
- Within the Rollout the caster reveals the words of respect,
    - For each mechanism that has a magical component,
      - Speaking the words of respect within the Duration/AoE negates the magical effect,
      - Only the magical part of the mechanism is affected, not any mundane parts.
  - Does require the caster to maintain concentration,
    - The Shrine is set up within the first minute of the Rollout.
    - i.e. the caster must stay awake throughout the Rollout.
    - i.e. other activities that require concentration may not be done.
- WHAT THIS SKILL DOES DO:**
- Requires Shrine to be respected throughout the Rollout and Duration.
  - Requires the mechanical thing that has an enchantment on it be within the AoE.
  - The Shrine is set up within the first minute of the Rollout,
    - During this time the caster reveals the current words of respect.
  - Within the Duration,
    - The Shrine directs its effect to a specific mechanism as indicated by the caster,
      - Caster must pass the comparison Save to negate all magics within each mechanism,
      - This would allow a rogue to work a magical lock as if it were a mundane mechanism,
  - Beneficial adjustments can be found in Enhancements and with a Focus Orb,
    - Specifically notice that with a Focus Orb the Enhancements cost is reduced in half.
- WHAT THIS SKILL DOES NOT DO:**
- Does NOT pause ALL magic in the AoE,
    - only that magic related to a specified mechanism(s).
  - Does NOT work if the caster is interrupted during the Rollout,
    - Battling, Disrespecting the Shrine, and Dispel Magic are examples of being interrupted.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
16	AoE X2	16



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Allows use of Enhancements at 1/2 the SP cost.




VEN

376-1

6 Shrine Of the Written Word

LEVEL Tier 2

In AoE read/Write any visible common or ancient Language, if a Resist Magic Save is passed.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
10.4 pts	6 Squares	10 Minutes		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	3x3 Sqs	10 Minutes		Resist (Skill/Non) Read/Speak	VEN



By COPILOT

Details:

GENERAL:

- Each person within the AoE that speaks the words of respect is given clarity,
  - For the Duration and while in the AoE the recipients can,
    - Read and write any unknown common or ancient language they can see.
- Does require the caster to maintain concentration,
  - The Shrine is set up within the first minute of the Rollout.
  - i.e. the caster must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- The Shrine is set up within the first minute of the Rollout,
  - During this time the caster reveals the current words of respect.
- Requires the Recipients who want benefit to speak the words of respect aloud,
  - Also requires the recipients to pass a Resist Magic Save (Skill/Non),
  - Gives clarity for reading/writing any common/ancient language visible from the AoE,
- Requires Shrine to be respected throughout the Rollout and Duration,
  - Any person that disrespects the Shrine cannot receive its benefit,
  - Any person that will not speak the words of respect cannot receive the benefit.
- Beneficial adjustments can be found in Enhancements and with a Focus Orb,
  - Specifically notice that with a Focus Orb the Enhancements cost is reduced in half.

WHAT THIS SKILL DOES NOT DO:

- Does NOT work with the Arcance letters/language ("living magical text").
- Does NOT allow the recipients be engaged in battle to receive the benefit,
  - Battling the round before or the round after is allowed.
- Does NOT have any effect on recipients that are not in the AoE.
- Does NOT work if the caster is interrupted during the Rollout,
  - Battling, Disrespecting the Shrine, and Dispel Magic are examples of being interrupted.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
12	AOE +50%	12



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Allows use of Enhancements at 1/2 the SP cost.



VEN

362-5



6

# Force Platform

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	16 Squares	2 Minutes		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	2x2 Sq Platform	10 Minutes		None	VEN

[By site/group]

## Details:

-- A platform that levitates as directed by the caster.  
-- Stats: HP:60 AC:14 Move:2

... create a force platform that can be elevated within range.  
... make the platform out of force which means it is invisible.  
... move up and down as the caster directs.  
... move at a rate of 2 squares per 6 seconds (1 round).

... move side to side.

## Bonds and Connections



### Counter:

LVL: 1 Same Skill.

### Creations:

- No creations. Usable only as a spell/skill.

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10



### Focus Items and/or Kits:

-- Creates a half wall (1 sq high) along side one edge.

VEN

355-5

7

# Half Wall of Force



LEVEL

Tier 2



Created By COPILOT

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	20 Minutes		Battle Defense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
6	4 Sqs Long	20 Minutes		None	VEN

Details:

- Wall stats for each square: HP:30 AC:15
- 1 Sq high by Length up to 4 Sq. 1 corner allowed, if desired.

... create a wall 1 sqaure high by 4 Squares long.  
- The wall is invisible.  
... have a thickness of 1 ft / 30 cm

... move once set in place.

Bonds and Connections



Counter:

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
16	Rollout 1 Min	8



Focus Items and/or Kits:

- Allows an additional corner.

EOL-SYL-STM

309-1

7

Create Permanent Nae'Em

LEVELTier 2

Can mentally talk with a bonded person when on same plane.  
Resetting: 1 hr @ location or 2 days not @ location.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	1 Square	4 Days		Nae'Ems	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	1 Recipient	Permanent		None	EOL-SYL-STM




By COPILOT

Details:

- GENERAL:**
- This bonds a person to the caster and allows mental communication (on the same plane).
  - Requires the Caster to maintain concentration,
    - i.e. the Caster must stay awake throughout the Rollout,
    - i.e. other activities that require concentration may not be done.

- WHAT THIS SKILL DOES DO:**
- Creates a Permanent mental bond and allows either party to initiate and accept.
  - Resetting a broken Nae'Em connection,
    - Can be re-established with 1 hour rollout when next to the Nae'Em, or
    - Can be re-established with a 2 day rollout while not near the Nae'Em.

- WHAT THIS SKILL DOES NOT DO:**
- Does NOT send any tactile, olfactory, or audible senses.
  - Does NOT send any mental images.
  - Does NOT have any function/effect when the caster and connected are not on the same plane.
  - Does NOT continue (Is disconnected) by Arcane (Ancient Magic).
  - Does NOT connect with any creature that is magical (Dieties and such).
  - Does NOT connect with any creatures that are not living.



**Bonds and Connections**


- This is a Nae'Emn is a connection to a person.

**Counter:**  
LVL: 1      No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

Enhancements:		
LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
18	Range X4	10



**Focus Items and/or Kits:**

- Focus item with crystal is NOT passive.
- Resetting connection reduced in 1/2.

EOL - VEN

511-2

7


Reach To My Home Nook

LEVELTier 2



By COPILOT

Summons one (1 handed) item from a preset permanent library.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	PMP	10 Minutes		Planar	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	Permanent		None	EOL-VEN

Details:

- The caster summons a book or item they have stored in their library.
- This spell uses a pre-designated library on the same PMP plane as the caster.
- Does summon a manipulatable image of a book or item previously stored by the caster.
- Does require caster to be on the same plane as their library.
- Does require the caster to maintain concentration,
  - i.e. the caster must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.
- Does NOT affect any libraries designated by other casters.
- Does NOT physically interact with items in the library.



Bonds and Connections

- This Is an Tae'Em connection with a thing.



Counter:

LVL: 1      Same Skill.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	Rollout 1 Min	8



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive
- Creates a light bright enough to read by.

EOL - VEN

427-5

7

# Circle of Protection vs Phage

LEVEL

Tier 2

Inside circle: reduce acid dmg 3 (min 1). Edge: take 1d6.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	9 Squares	5 Minutes		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	3 Sq Radius	1 Hour		None	EOL-VEN



By diffusionart.co/realistic-photos/

Details:

- Caster draws a magical circle in green weave that protects against phage.

SHRINE?

- Does require the caster to create a circle during the rollout.
  - At finishing of rollout the edge of the circle becomes bubbling acidic phage.
- Does protects anyone within the circle from phage damage (reduces it by 3 points)
- Does require the caster to maintain concentration,
  - i.e. the caster must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.

- Does NOT protect against poisons/diseases.
- Does NOT completely nulify acidic phage damage (minimum of 1)
- Does NOT reduce any other type of damage.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1      No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Range X2	8
14	Duration X2	8



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Edge of circle acid causes damage of 1d6.

7

# Slow Alteration Into Ancestor

LEVEL

Tier 2



By COPILOT

Change age/clothes/carried items/hair/eyes/facial hair.

COST	RANGE	ROLL OUT	<div>4</div> <div>RDS</div>	COLLECTION	OUTCOME
8 pts	Self	4 Rounds		Hide or Obscure	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	4 Hours		None	EOL-VEN

Details:

- Caster changes appearance to a generic look.
- Caster can alter their look by:
  - changing their:
    - Age,
    - Clothes,
    - Carried items, (Does not work for weapons and armor not allowed by the caster class)
    - Hair color and style (even to 'bald' if wanted),
    - Facail hair style and color (even to 'none'),
    - Eye color
  - allow the spell to conform to the current common look for crowd,
    - within the range of changes as listed above.
- Does a slow change of the caster's appearance to a generic look for their race.
- Does allow caster to change their age, clothing, carried items, hair, eyes, and facial hair.
- Does allow the caster to blend in with a crowd of their choosing,
  - within the range of the changes listed above.
- Does allow expanded choices of change when using a **Focus item** including:
  - Race, Height, Weight, and Gender.
- Does require the caster to maintain concentration,
  - i.e. the caster must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.
- Does NOT let anyone notice changes if the spell is cast in a large crowd. (10+ people)
- Does NOT allow the caster to camouflage non-classed weapons.
- Does NOT allow the caster to camouflage any spell casting.
- Does NOT allow the caster to appear as a member of a different race.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1      Same Skill.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
10	Rollout Halved	6
14	Duration X2	8



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Can change their race, height, weight, & gender.

EOL -VEN



429-5

8

Phage Rain (2 Rds)

LEVEL Tier 2

ToHit not required. Dmg: 3d6+ACU for 2 rds.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	8 Squares	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Square	2 Rounds		None	EOL-VEN



By COPILOT

Details:

- The caster summons acid rain.
- No damage to armor, but armor looks more weather worn.
- Does inflict 3d6 + ACU Bonus in acid damage in a 1-square area for two rounds.
- Does require the character to attend to the damage on the 2nd round,
  - GM does not automatically run this on subsequent rounds.
- Does require the caster to maintain concentration,
  - i.e. the caster must stay awake throughout the Duration.
  - i.e. other activities that require concentration may not be done.
- Does NOT corrode or poison anything, nor does it inflict diseases.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
12	Range X2	8
14	Duration X2	8



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Damage roll becomes 3d6 + ACU + 2

VEN

1014-1

8 Request Ancestor To Delve

LEVEL Tier 2

This spell overrides the non-communication to another plane.  
Submit queries about a specific topic beyond Ancestors era.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts/Day	Self	10 Min @ Dawn	Commune	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	Self	See Descr (1-6 hrs)	Skill	VEN



GM

Re: Spirit Knowledge



By COPILOT

Details:

GENERAL:

- Caster asks an Ancestor to delve for info about a topic outside the Ancestors knowledge,
- The Ancestor will look to other non-Ancestor spirits that are willing to share what they know.
  - The other spirits are usually willingly share information because then they move on.
- This is a Commune spell that allows communication via Ae'Em to the ancestor,
  - An Ae'Em is a Nae'Em with an Ancestor spirit that does NOT reside on a PMP,
  - All Nae'Em connections can be broken by powerful arcane magics.
    - If an Ae'Em is broken it may be re-established using this spell with a 30 minute rollout.
  - Only one Commune spell may be active at a time.

THIS SKILL DOES DO:

- Allows an Ae'Em communication to the selected Ancestor even though the Ancestor is not on a PMP.
- Attempts to provide information beyond the Ancestors knowledge.
- The accuracy and veracity of the information is determined by a GM's Save roll,
  - GM rolls a Save based on the casters Skill save, adjusted by the difficulty
  - Some topics will be more difficult and will have a larger detriment (Save Roll -01 to -60).
    - Success on the GM's Save Roll for the Ancestor provides accurate information,
      - If the roll is a standard success then not all information about the Topic is revealed because the spirit does not know **all** the facts.
      - If the roll passes with a critical success a complete and accurate answer is given.
    - Failure on the GM's Save Roll for the Ancestor gives INACCURATE information,
      - means the Ancestor failed to find accurate information regarding the Topic.
        - If the roll is a standard fail then the answer is 'unknown',
        - *If the roll is a critical failure the Ancestor passes on to the afterlife.*
  - Duration: Delving requires the Ancestor to spend time contacting other spirits,
    - To find the Duration: Divide the Save Roll adustment by ten (e.g.- Adj of -40 = 4 days.)
    - If the Duration is purposely changed from 1-6 hours to 1-6 Days then the Save Roll gains a benefit of +40.

THIS SKILL DOES NOT DO:

- Does NOT guarantee cooperation from the Ancestor or the other spirits,
  - The Venerator's relationship with the Ancestor affects success.
- Does NOT allow other Commune spells to be used by the caster while this spell is active.



Bonds and Connections

- This Is an Ae'Em connection with an Ancestor.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL                      ENHANCEMENTS                      COST



Focus Items and/or Kits:

- Focus Heirloom with crystal is NOT passive.
- Adds 10 to the Save Roll (to determine veracity).



ORX- VEN

1032-3

8

Obscure Magical Depth

LEVELTier 2

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts		5 Minutes		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1		1 Year		Skill	ORX- VEN

Sight

By COPILOT

Details:

All magic items have layers of magic within. These are called Aspects.  
Aspects are one of the following:

- Condition (ex, user must be over 5th level, or user must be a Dokour)
- Effect (ex, +2 to AC, or -10 HP) Possible to tie an effect to a condition.
- Creator info (ex, creators name, race, favorite color...)

The order of the conditions and aspects dictate how the magic works with the item.  
information about the creator does not affect the magic,  
but this info can be used to track down the creator.

-----

This spell will show ONLY the first 3 aspects while indicating there are no more aspects.  
Of course, this matters only when the item has more than 3 aspects.

The remaining aspects (the ones beyond the 3rd) are hidden and will not be revealed  
until a 'Remove Obsure Magic' is used.

Shrines

Longer to set up (roll out)  
Concentration during Duration (no 2 Shrines from 1 caster)  
Affect all in AoE, with words of power. (Friend and Foe)  
AoE is based on Shrine placement.  
Shrines vulnerable to being disturbed/destroyed.  
Detection Shrines give info to caster via Nae'Em.

Chants

Quicker Roll out.  
Often for battle.  
Concentration during Duration. (no 2 Chants from 1 caster)  
Affect friends and foes.  
AoE is based on caster placement.  
Must be heard. (Deafness ruins the spell)  
Detection Chants give info depending on the chant via light, sound, smell.  
(all within the area can see, hear, smell the 'alarm')

Bonds and Connections

- No Nae'Em connection.

Counter:

Remove Obscure Magic

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

VEN

279-3

8

Shrine of Portal Revelation

LEVELTier 2



By COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Shrine	4 Minutes		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	10 Square Radius	4 Hours		None	VEN

Details:

- GENERAL:**
- Raw materials must be found or carried in to create a respectable shrine.
  - Shrine will cease to work when:
    - the shrine is disturbed or destroyed,
    - the Shrines AoE overlaps with other Shrines..
  - Does require the caster to maintain the concentration,
    - i.e. the caster must stay awake throughout the Duration.
    - i.e. other activities that require concentration may not be done,
    - i.e. other activities that require a Shrine my not be done.
    - Spell will not continue when/if casters concentration is broken.

- WHAT THIS SKILL DOES DO:**
- Reveals the most recently active portal (within AoE) in the last 24 hrs,
    - Information given to caster only,
    - Permanent portals are always active,
  - Solid metal, stone, earthen walls will block detection,
    - The detection is calculated as a straight line from the shrine.
  - If the destination is on the same plane the sign shows the compass direction,
    - N, NE, E, SE, S, SW, W, or NW.
    - Use of a focus item will reveal the title of the destination, if any,
      - most often the title is the name of a village/town/city or a Vae'Em.
  - If the destination is on a different plane the sign title will name the plane,
    - No direction is given in this case,
    - Focus item will not reveal any extra information.

- WHAT THIS SKILL DOES NOT DO:**
- Does NOT reveal any information about the creator of the portal.
  - Does NOT allow this spell to be cast
    - if the AoE of this spell overlaps with the AoE of another Shrine.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1      Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
16	AoE X2	16



Focus Items and/or Kits:

- The Node crystal heirloom is NOT passive.
- Reveals a title (if on the same plane)

VEN

884-3

8

Sphere Of Privacy

LEVEL

Tier 2

Those within can talk without fear of being overheard.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	8 Squares	4 Minutes		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	3x3 Squares	2 hours / Tier		Skill	VEN

Scry's are noticed



By COPILOT

Details:

- Affects some connections and does not affect others.
- Does allow the reconnection of Nae'Ems and connections after the duration.
- Does block Nae'Em connections for the duration.
- Does block:
  - Nae'Em (connections to civilized people),
  - Vae'Em (connections to places),
  - Tae'Em (connections to things),
  - Ae'Em (connections to animals),
  - Cae'Em (connections to constructs).
- Does block attempts to scry on those within the sphere.
- Does NOT normally permanently block Nae'Ems and connections.



Bonds and Connections

- This Is a Vae'Em connection with a venue (location).

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
14	Duration X2	8



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- AoE becomes 5x5 squares.

VEN



499-1

8

# Chant Of Rogues Grace, +1/Tier

LEVEL Tier 2

+1 Grace to Rogues who have spoken the words of respect.  
# of times = caster Tier (w/ words spoken each time).

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
10.4 pts	6 Squares	10 Minutes		Chants	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	2x2 Sqs	10 Minutes		None	VEN



By COPILOT

## Details:

### GENERAL:

- Each person within the AoE that speaks the words of respect can receive +1 to Grace,
  - Within the Duration once the words are said aloud the Shrine delivers.
- Does require the caster to maintain concentration,
  - The Shrine is set up within the first minute of the Rollout.
  - i.e. the caster must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.

### WHAT THIS SKILL DOES DO:

- The Shrine is set up within the first minute of the Rollout,
  - During this time the caster reveals the current words of respect.
- Requires the Recipients who want the benefit to speak the words of respect aloud,
  - Gives +1 Grace to all that have spoken the words of respect anytime within the Duration,
  - The recipients may repeat the words and gain the benefit for each caster Tier.
  - Only allows the maximum number of benefits given to equal the casters Tier,
  - The benefit given lasts throughout the Duration even outside the AoE.
- Requires Shrine to be respected throughout the Rollout and Duration,
  - Any person that disrespects the Shrine cannot receive its benefit,
  - Any person that will not speak the words of respect cannot receive the benefit.
- Beneficial adjustments can be found in Enhancements and with a Focus Orb,
  - Specifically notice that with a Focus Orb the Enhancements cost is reduced in half.

### WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the recipients be engaged in battle to receive the benefit,
  - Battling the round before or the round after is allowed.
- Does NOT have any effect on recipients that are not in the AoE.
- Does NOT work if the caster is interrupted during the Rollout,
  - Battling, Disrespecting the Shrine, and Dispel Magic are examples of being interrupted.

### Bonds and Connections

- No Nae'Em connection.



### Counter:

Dispel Magic.

### Creations:

- No creations. Usable only as a spell/skill.

### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
12	AOE +50%	12



### Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Allows use of Enhancements at 1/2 the SP cost.

VEN

480-5

8

Walls of Force (4 to 6)

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	12 Squares	5 Min / Wall		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	See Description	4 Hours		None	VEN

[By site/group]

Details:

- Wall stats for each square: HP:30 AC:15,
  - Each wall is places on the edge of a square in/on the battle map.
  - It is a physical structure that will withstand any normal siege methods.
- Each separate length is 2 Squares high by 6 Squares long with a corner,
  - 4 separate lengths allow and must reconnect to enclose.
- Each wall must be a minimum of 1 Square long.
- In the battle grid the wall of force is directly over the gridline itself,
  - not the middle of the square nor the entire square itself.

... create a walls that are 2 squares high by 6 Squares long.

- The wall is invisible.

... have a thickness of 1 ft / 30 cm.

... requires the end result to be a rectangle.

... have a single opening for an entrance,

- No door is created, only an opening.

... When Enhancement of 'Aura Notably Brighton" is used the walls are outlined continuously.

... move once set in place.

Bonds and Connections



Counter:

LVL: 1      Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Range X4	10



Focus Items and/or Kits:

- Allows for an invisible door over/on the opening.

VEN

433-5




9

Force Clap    2d6 Daze 1d2 rds

LEVEL

Tier 3

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	12 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	2 Squares	Instant		Brute 	VEN

1/2 Damage



Created By COPILOT

Details:

- Uses unseen force to knock up against the target.
- ... damage to all in the target squares,
  - damage of 2d6 + Acumen Bonus.
- ... cause each creature in the squares to Save,
  - Failing the Save will daze the creature for 1d2 rounds.
  - any creatures or loose items between caster and target may be moved by pressure,
  - but only the target will usually be dazed and/or take damage.
- ... work against non-corporeal creatures.

Bonds and Connections

Counter:

LVL: 1      No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Save Roll +20	8



Focus Items and/or Kits:

- Focus item with crystal is NOT passive.
- Save +1 Column.

9

Shape of Nae'Em Rogue

LEVEL Tier 3

Need current Nae'Em with Rogue & Uses Rogues current image.  
Caster gains image, but not the skills or knowledge.



By COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	3 Minutes		Partner Cooperations	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Self	2 Hours		None	EOL-VEN

Details:

GENERAL:

- The caster creates an illusionary image of a Nae'Em Rogue.
- Caster must have a current conversation with the rogue to start this going.

WHAT THIS SKILL DOES DO:

- Allows the caster to create an illusion of their partner Rogue as they look upon Rollout.
  - the image can seem to attack and move like the partner Rogue (But not really), and will not inflict the same damage or complete any partner skills/effects.
- The illusion might break when the transformed caster or illusion are touched or if they engage in a heavy effort, like combat.
- Allows the partner Rogue to don a disguise then the caster may use this spell.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow caster to actually used any of the Rogues skills.
- Does NOT work if the caster doesn't have a currently documented Nae'Em with the Rogue.



Bonds and Connections

- This Is a Nae'Em connection with a person.



Counter:

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Allows casters illusion to speak like the rogue.



ORX-VEN

504-3

9


Bonded Spirit Within A Statue

LEVEL Tier 3



By COPILOT

Used on art/sculptures with eyes.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	1 Mark per Tier	30 Minutes		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
4	1 Object	1 Day		None	ORX-VEN

Details:

- GENERAL:
- The Venerator requests a Bonded spirit to temporarily inhabit a statue,
    - must be a statue that has eyes.
    - NOTE: A statue with moving eyes may reveal that it is not normal to a visiting party.
- WHAT THIS SKILL DOES DO:
- Shows movement within the eyes when the bonded spirit is looking from place to place,
    - If the spirit is looking consistently in one direction then no movement can be seen.
  - Allows the spirit to watch and listen,
    - While the spirit is watching a movement the statues eyes will move to track,
    - Listening is passive and there is no physical way to detect if that is being done.
  - Communication between the spirit and caster is available through their Nae'Em connection.
  - Observers can request a Senses Save to determine if any statue has moved their eyes,
    - The GM should always make a Save upon the request, even if there is no Spirit within,
    - The GM would roll and report the characters observed result, but not the dice roll result.
- WHAT THIS SKILL DOES NOT DO:
- Does NOT allow any animation of the statue.
  - Does NOT allow the use of sight when the statue has no eyes.
  - Does NOT allow the use of hearing when the statue has no ears.



**Bonds and Connections**  
- This Is an Tae'Em connection with a non-living thing.

**Counter:**  
No Counter Available.

**Creations:**  
- No creations. Usable only as a spell/skill.  
- No creations. Usable only as a spell/skill.

Enhancements:		
LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
18	Nae'Em Clues Removed	20

**Focus Items and/or Kits:**  
- Not required.

ORX-VEN

922-3

9



Detect 'Ems (All Types)

LEVELTier 3



By COPILOT

Use of this spell will reveal clues about a True Name.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
36 pts	4 Squares	20 Minutes		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Square	Instant		Resist (Skill/Non) Revealed	ORX-VEN



Details:

- Use of this spell can help reveal clues about a True Name.
- Clues can be found from:
  - Current Nae'Ems (25 pts)
  - Mementos (25 pts)
  - Current Focus Items (200 pts)
  - Past True Names (75 pts)
- Very often any and all the kinds of the 'Ems are just called Nae'Em.
  - It's not of extreme importance that a player or character get it exactly correct. :)
- Does work a process during the Rollout:
  - The number of 'Ems for the 1 square is revealed.
  - Caster must choose 1 of the 'Ems with no further clues.
  - Caster must pass the Save, if so the caster has found this end of an ae'Em:
    - Caster is informed of what color (if any) has been found.
      - The colors are: A Nae'Em (name) shows brown, an Ae'Em (Animal) shows green, a Vae'Em (Venue) shows blue, a Tae'Em (Thing) shows yellow, a Cae'Em (Construct) shows Red.
    - Caster is not told the true names or identities of either the 'Em or the original caster.
- Does require the caster to maintain concentration,
  - i.e. the caster must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.
- Does NOT find the True Name itself, only the type and existence of the 'Em.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Save Roll +20	8
18	Range X4	10



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Rollout time is half of the current amount of time.

DOK-SYL-STM-ORX

588-3

10 SHRINE: Block Scrying

LEVEL Tier 3

2  
GM rolls Save.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	15 Squares	Initiative	Light-	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Square	1 Hour	SKL	DOK-SYL-STM-ORX



GM

Scrying blocked



Created by COPILOT

Details:

- Does work on currently active spells
- Does require the caster to place the spell in a single square.

CREATE A SHRINE SPELL

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------



Focus Items and/or Kits:

- Not required.

ORX- VEN

1033-3

10

Remove Obscure Magic

LEVELTier 3

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts		5 Minutes		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1		Instant		Skill	ORX- VEN

Sight



By COPILOT

Details:

Most magical items do not have any obscuring magic on them.

The items that do have obscuring magic have one of two types,

- first is the 'Obscure Magic Aura' which makes all Detect Magic spells show the item as low magic.
- second is the 'Obscure Magical Depth' which makes all Detect Magic spells show only 3 aspects.

This spell removes both issues when cast. Even if both issues are present.

Therefore, the casters of Detect Magic can be fooled by the Obscuring.

But if that obscuring is suspected a caster can then use this spell to reveal the truth.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

VEN

503-3

10


Speak Language

LEVELTier 3



By COPILOT

Can speak an unknown language.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	3 Minutes		Shrines	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	a person	1 Day		None	VEN

Details:

- Does allow the caster to speak the language of the person touched.
- Does work if a caster touches a willing person who speaks the language.
- Does require the caster to maintain concentration,
  - i.e. the caster must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.
- Does NOT allow the caster to automatically pronounce words correctly.
- Does NOT allow the caster to speak the language.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Scroll Of Speak Languages



- Able to speak 1 language w/in hearing. 4 Hrs.
- S00: Duration: 12 Hours.
- Need: Campfire, Cost 24 pts, 4 Hours.  
Amaranth leaves, Ethereal grass, Vellum.
- Market: 9 Max, Buy:30 GP, Sell:11 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
16	AoE X2	16



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Allows caster to come across as a learned person while using the new language.

VEN

567-3

10

Sense Undead

LEVELTier 3

lasdjkl

ajsldfj

COST	RANGE	ROLL OUT
12 pts	Self	asdfa
STACK	AoE	DURATION
1	5 Squares/Tier	adfa

COLLECTION	OUTCOME
Chants	Magical
SAVE	CLASS GROUPS
	VEN



Created by COPILOT

Details:

alsdj

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:




- Not required.

10

Determine True Name

LEVEL Tier 3

Caster attempts to locate clues to find a True Name.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
24 pts	4 Squares	2 Hours		Find or Reveal	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Item	Permanent		Unskilled 	DOK-SYL-STM-VEN
			success		



By COPILOT

Details:

GENERAL:

- Use of this spell will reveal clues about a True Name.
- Requires the Caster to maintain concentration,
  - i.e. the Caster must stay awake throughout the Rollout,
  - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Clues can be found from:
  - Current Nae'Ems (-5 pts each) These are 1 use.
  - Mementos, such as an item's makers mark (-2 pts each)
  - Current Focus Item (-20 pts)
  - Past True Names (-10 pts each) These are 1 use
- Gather all the clues together and subtract from 100 (Minimum of 30),
  - If the caster does NOT roll over the total then Current Nae'Ems and Past True Names are lost,
    - Lost clues can only be found again by going to the source and rolling a Skill Save.
  - If the caster has rolled over the total (using a 1d100) then the True Name is revealed,
    - **NOTE: The True Name owner will immediately know what has happened, but not where or who,**
    - When the True Name is revealed.
      - Using true names all magic cast on to the person has it's effect doubled.
      - *Example: 23 HP damage becomes 46 Damage, AC reduction of 2 becomes 4, . . .*
- The age of clues may lower the point values.
- Beneficial adjustments can be found in Enhancements and with a Focus item.

WHAT THIS SKILL DOES NOT DO:

- Does NOT find the True Name itself, only the Clues,
  - True Names cannot be found via any single magic spell.



Bonds and Connections

- This is a Tae'Em connection with a thing.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
14	Save Roll +20	8
18	Range X4	10



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Rollout time is half of the current amount of time.

EOL-ORX-VEN

483-2

10 Ladders & Stairs Of The Mist

LEVEL Tier 3



By COPILOT

Ladder: 1-12 sqs x 1 sq Lean.    Stairs: 6 sqs x 6 sqs Lean.

COST	RANGE	ROLL OUT	<div>5</div> <div>RDS</div>	COLLECTION	OUTCOME
12 pts	12 Squares	5 Rounds		Traveling (PMP)	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Square	1 Hour		None	EOL-ORX-VEN

Details:

- The Range is the rise in elevation and the 'Lean' is,
  - The stairs reach outward at lean of 1 square.
  - The ladder reach outward at a 45 degree.    Lean = Range.
- Does work in the PMP and Langstrom Planes.
- Does creates a means of egress/degress via Ladder or Stairs,
- Does allow the caster to choose which method is used (Ladder or Stairs).
- Does NOT have any effect in planes other than PMP and Langstrom.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



- Breakable of Ladders or Stairs
- Ladder:4x1 sqs angle. Stairs:4 sqs @ 45 angle.
  - ORX: Ladder:8x1 sqs angle. Stairs:8 @ 45 angle.
  - Need: Orix Focus Item, Cost 36 pts, 24 Hrs.
    - Obsidn Shard, Stagnant Sea Wtr, Marigold Wine.
  - Market: 9 Max, Buy:60 GP, Sell:9 GP

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
16	AoE X2	16
20	AOE X4	20



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Adds a hand rails



DOK-STM-SYL-VEN




1030-1

11

Class Power Attack Duel


LEVELTier 3

ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK.  
INTERRUPT: SYL-Ice, STM-Elect, VEN-Force, DOK-Fire

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
2.4 pts	10 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	1 Round			DOK-STM-SYL-VEN

By COPILOT

Details:

- 
- GENERAL:**

  - INTERRUPTION (Rollout is Instant) ----- ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK -----
    - This skill pauses all action when enacted before any opposing effect can be done.
    - Such action might be damage taken or an attack made.
  - 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.
  - Each time a Duel is started it is

- WHAT THIS SKILL DOES DO:**
- 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.
  - User of this spell forces a duel of a Class Power Attack spell between self and an opposing caster who is using a 'Class Power Attack' spell.
    - This "Duel" is about two powerful damage spells trying to overwhelm each other.
  - Round by round the following is done:
    - Each caster must pay the SP to continue.
    - Forcing a duel will happen for at least 1 round.
    - Each spell will have the damage rolled and...
    - The caster who would deliver the most damage wins.
      - The loser delivers 0 damage,
      - The winner delivers ONLY the amount of damage that is above the losers damage rolls.
  - Ending the duel within the round,
    - Option 1 one person stops and takes the full damage.
    - Option 3 both decide to stop (and honors the agreement, otherwise its option 1)

- WHAT THIS SKILL DOES NOT DO:**
- Does NOT allow casters to use non-spell skills during the duel.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------



Focus Items and/or Kits:

- Not required.

VEN

1015-1

11 Use An Ancestor Skill

LEVEL Tier 3

Use 1 Ancestor skill @ min of caster/Ancestor level.  
No overcasting or mastercrafts, High quality can be done.



By COPILOT

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4% SP Max	Skill based	1 Hour	Commune	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	Skill based	6 hrs	none	VEN

Details:

GENERAL:

- Cooperation between the Ancestor & caster allows use of one of the ancestors skills to be used,
  - The Rollout is set to the skill Rollout plus 1 hour,
  - The Duration maximum is 6 hours.
- This is a Commune spell that allows communication via Ae'Em to the ancestor,
  - An Ae'Em is a Nae'Em with an Ancestor spirit that does NOT reside on a PMP,
  - All Nae'Em connections can be broken by powerful arcane magics.
    - If an Ae'Em is broken it may be re-established using this spell with a 30 minute rollout.
  - Only one Commune spell may be active at a time.

WHAT THIS SKILL DOES DO:

- Allows the caster to have access to the Ancestors skills and Knowledge,
  - Requires the Ancestor and caster to have previously reviewed what skills are available.
    - Please do not stop battle to spend 5 to 10 minutes to find a skill to use.
- Allows the caster to select any current Ancestor.
- Sets a maximum level of skill to be used at the lower of either the Ancestor or the caster.
- Requires the cost of Skill Points for the Ancestor skill to be deducted from caster SP.
- Sets the maximum Duration of the skill to 6 hours.

WHAT THIS SKILL DOES NOT DO:

- Does NOT guarantee cooperation from the Ancestor.
- Does NOT work when overcasting.
- Does NOT Allow simultaneous Commune spells to be active. Only one at a time.
- Does NOT allow the caster to have access to skills above their level.
- Does NOT allow Mastercraft work to be done (But does allow high quality).



Bonds and Connections

- This Is an Ae'Em connection with an Ancestor.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL                      ENHANCEMENTS                      COST



Focus Items and/or Kits:

- Focus Heirloom with crystal is NOT passive.
- Duration gains additional 2 hours.

VEN

450-5

11 Ectoplasmic Cast

LEVEL Tier 3



By COPILOT

Sprains & Broken bones mended in 1 Hour.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	1 Hour		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 broken bone	Permanent		None	VEN

Details:

GENERAL:

- Without this spell healing a broken bone can take from 1 to 6 months.
- Without this spell healing a sprain can taken from 1 to 14 days.

WHAT THIS SKILL DOES DO:

- Does heal 'sprains' or 'breaks'.

WHAT THIS SKILL DOES NOT DO:

- Does NOT:
  - affect any non-sprains or breaks.
  - normal battle / gaming damage.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Range At 3 Sqs	8
16	AoE X2	16
20	AOE X4	20



Focus Items and/or Kits:

- Focus Orb with crystal is NOT passive.
- Rollout (mending) becomes 1 Minute.

EOL - VEN

502-5

11 End Current Dmg Over Time

LEVEL Tier 3



By COPILOT

Stops current Damage Over Time (DoT) upon 1 target.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	8 Squares	Initiative		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	Permanent		None	EOL-VEN

Details:

- Stops current Damage Over Time (DoT) upon 1 target.
- Enacted in next round on casters initiative.
- Does stop current DoT effects on a target or the caster.
- Does NOT heal or cure the target of any diseases.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	AoE = 2 Recipients	10
12	Range X2	8



Focus Items and/or Kits:

- Focus orb of crystal is NOT passive.
- Applies d6 healing.

DOK-SYL-STM-VEN

627-1

11

Connect To An Arcane Focus Item

LEVEL

Tier 3

Creates connection between caster and a Arcane Focus Item.



By COPILOT

Details:

GENERAL:

- Creates a connection between the caster and the Arcane Focus Item.
- When resetting a disconnected Nae'Em the Rollout is reduced in half,
  - With this spell the Rollout can become 2 days.
- Requires the Caster to maintain concentration,
  - i.e. the Caster must stay awake throughout the Rollout,
  - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires the item to be of the highest quality.
  - Minimum GP value of 10,000.
- Creates the casters connection to the item provided.
- Beneficial adjustments can be found in Enhancements.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect if the caster currently is connect to a Focus Item.



Bonds and Connections

- This is an Tae'Em connection with a thing.

Counter:

LVL: 1      No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
12	Range X2	8

Focus Items and/or Kits:

- Not required.

VEN

466-5

11



# Force Wall

LEVELTier 3



Created By COPILOT

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	20 Minutes		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	6 Sqs Long	1 Hour		None	VEN

Details:

- Wall stats for each square: HP:50 AC:15
- 2 Squares high by Length up to 6 Squares with 1 corner allowed.

... create a wall 2 sqaures high by 6 Squares long.  
- The wall is invisible.  
... have a thickness of 1 ft / 30 cm

... move once set in place.

Bonds and Connections



Counter:

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
16	AoE X2	16
18	Duration X4	10



Focus Items and/or Kits:

- Wall thickness becomes 2 ft / 60 cm and HP:80 AC:16



VEN

997-1

12 Force Class Power Attack

LEVEL Tier 3

Direct Dmg 4d10+ACU. Dmg+ by Enhancement & Focus Staff.  
No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
9 pts	10 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	1 Round		Skill	VEN

1/2 Dmg

Created by COPILOT

Details:

GENERAL:

- All Class Power attacks have the possibility of being drawn into a Duel.
  - Another caster using the same power (Force) may use the spell 'Class Power Attack Duel',
    - This Duel must be called out **AFTER** this 'Force Class Power Attack' is mentioned, and **BEFORE** the damage is rolled.
- The GM may have to make a call if the Class Power Attack proceeds too quickly.

WHAT THIS SKILL DOES DO:

- This spell targets the enemy without a ToHit rolled.
- This is a direct stream of Force,
  - must have a direct and uninterrupted path to the target,
  - cannot be lobbed,
  - The target is allowed to attempt a Save for 1/2 damage,
- Delivers 4d10 + ACU points of damage without a required ToHit.
- Added functionality can be found,
  - Enhancements may help with Damage, Range, and Save roll,
  - A Focus Staff may help with Damage.
- This has a counter spell which may force this caster into a magical duel.

WHAT THIS SKILL DOES NOT DO:

- Does NOT apply any mundane damage,
  - Class Power Attacks do not cause incidental damage to non-target items/areas.
- Does NOT allow the attack to be arched around or over obstacles.

Bonds and Connections

- No Nae'Em connection.



Counter:

Class Power Attack Duel Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
14	Save Roll -20	8



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- 1d10 Additional damage is done.




VEN

999-5

12 Phage Class Power Attack

LEVEL Tier 3

Direct Dmg 4d10+ACU. Dmg+ by Enhancement & Focus Staff.  
No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	10 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	1 Rounds		Skill 	VEN

1/2 Damage

By COPILOT

Details:

- GENERAL:**
- All Class Power attacks have the possibility of being drawn into a Duel.
    - Another caster using the same power (Phage) may use the spell 'Class Power Attack Duel',
      - This Duel must be called out **AFTER** this 'Phage Class Power Attack' is mentioned, and **BEFORE** the damage is rolled.
  - The GM may have to make a call if the Class Power Attack proceeds too quickly.

- WHAT THIS SKILL DOES DO:**
- This spell targets the enemy without a ToHit rolled.
  - This is a direct stream of Phage,
    - must have a direct and uninterrupted path to the target,
    - cannot be lobbed,
    - The target is allowed to attempt a Save for 1/2 damage,
  - Delivers 4d10 + ACU points of damage without a required ToHit.
  - Added functionality can be found,
    - Enhancements may help with Damage, Range, and Save roll,
    - A Focus Staff may help with Damage.
  - This has a counter spell which may force this caster into a magical duel.

- WHAT THIS SKILL DOES NOT DO:**
- Does NOT apply any mundane damage,
    - Class Power Attacks do not cause incidental damage to non-target items/areas.
  - Does NOT allow the attack to be arched around or over obstacles.

Bonds and Connections

- No Nae'Em connection.



Counter:

Duel with same spell.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
14	Save Roll -20	8



Focus Items and/or Kits:

- Focus Orb with crystal is NOT passive.
- 1d10 Additional damage is done.



VEN

509-3

12

# Circle of Spiritual Expulsion

LEVEL Tier 3



By COPILOT

X

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	8 Squares	30 Minutes	Shrines	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
	3x3 squares	4 Hours	Skill	VEN

Circle Created



### Details:

Creates a 3 Sq Radius circle designated by ornated chalk designs.  
Once spell starts outline fades to be unseen.

For timing purposes the circle is enacted on initiative 17:

Anybody wishing to jump randomly into the center (to have the random push)

- Does require the caster to maintain concentration,
  - i.e. the caster must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.

DOES: -- work only on the pmp plane

Once spell starts any creature / item will immediately be teleported Outside:  
-- either to the nearest outside area or (if nearest is in question)  
-- or to a random location just outside of the circle.

Each teleport outside the AOE is done if the MGC:2 save passes.  
-- The caster rolls a MGC:2 save to ensure the teleport works.

Regardless of the distance between the caster and the circle the caster is always aware of the  
circle enacting (even if the MGC:2 save fails).

Spell continues to power the potential teleports until the duration ends.

### Bonds and Connections



#### Counter:

LVL: 1 Same Skill.

#### Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

### Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Save Roll +20	8
16	AoE X2	16

### Focus Items and/or Kits:

EOL - VEN

896-2

12

Portal To A Connecting Soul

LEVELTier 3



By COPILOT

portal can't be opened/created unless Nae'Em agrees to the portal.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	30 Minutes		Planar	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	PMP	2 Minutes		None	EOL-VEN

Details:

- First to pass through must be either the Nae'Em or the caster.
- An optional use is to open the portal, have the recipient to come through then go back through.
- Does require the first to pass through must be either the Nae'Em or the caster.
  - Nae'Em/caster and one other person can pass through.
- Does require both the caster and the recipient to agree for the portal to be opened.
- Does require the caster to maintain concentration,
  - i.e. the caster must stay awake throughout the Duration.
  - i.e. other activities that require concentration may not be done.
- Does require both the caster and then connected person be on the same PMP.
- Does allow two (2) trips through the portal,
  - therefore, an additional person may follow either the caster or recipient through.
- Does NOT allow any passage if some one other than the caster or recipient enters first.
- Portal can't be opened/created unless Nae'Em agrees to the portal



Bonds and Connections

- This Is an Nae'Em connection with a person.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8



Focus Items and/or Kits:

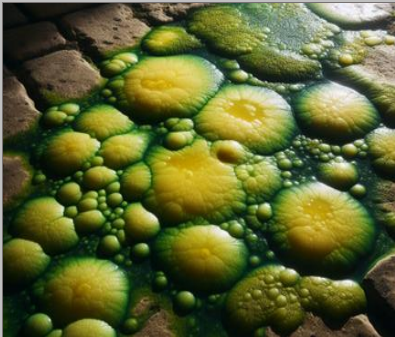
- Not required.
- Changes number of trips from 2 to 3.

EOL - VEN

520-5

13 Phage Blobs

LEVEL Tier 4



By COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	12 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	2x2 Squares	3 Rounds		None	EOL-VEN

Details:

- Does deal Bonus damage in a 2x2 area for 3 rounds.
- Does require the PLAYER to attend to the damage on the 2nd round and 3rd round,
  - GM does not automatically run this on subsequent rounds.
- Does require the caster to maintain concentration,
  - i.e. the caster must stay awake throughout the Duration.
  - i.e. other activities that require concentration may not be done.
- Does NOT makes anyone Poisoned or diseased, nor corrodes anything.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Skill.

Creations:



Scroll of Phage Blob



- Rng:6 Sqs, AoE:1 Sq, Dur:2 Rds
- VEN: Rng:10 Sqs,
- Need: Kitchen/Lab, Cost 24 pts, 4 Hrs.
- Vellum, Cinderoot, Ethereal Grass, Rocko's.
- Market: 9 Max, Buy:60 GP, Sell:20 GP.

Enhancements:

LVL ENHANCEMENTS COST



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- The area is 3x3.

14 Establish A House

LEVEL Tier 4



By Perchance.org

Creates A House the character owns. Can tell if a follower is true.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
48 pts	1 Recipient	1 Month	Shrines	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	Permanent	None	VEN-DEV

Details:

focus item makes the 'sensing' passive.  
Otherwise character must actively work to 'sense' anothers level of alliegience.  
Only the caster using the "House Authority" cause another to be a non-owner authority.

There is only 1 Owner of a House, but there can be any number of Authorities of a House.  
Each require a skill to be exercised.

The owner/authority of a House may belong to other Houses.  
Owners may disallow any other members within the house.  
Authorities my only disallow other members that are NOT owners or authorities.

Players establishing a House:

- Allow the owner and authorities of the house to know the approximate loyalty of a person.
- Allow the person to be recognized for higher loyalty without revealing specifics.

- Does require the person to maintain concentration,
  - i.e. the caster must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.

- Does NOT reveal any specifics regarding loyalty other than the reputation number,
  - the range of -1 to -9 is a negative reputation indicating the person is NOT loyal.
  - the range of 1 to 9 is a postive reputation indicating the person is loyal.
  - the range of 0 indicates the person has been nuetral and shows not negative or positive

Bonds and Connections

- A subtle Nae'Em connection w/o communication.

Counter:

No Counter Available.

Creations:



- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.



Enhancements:

LVL                      ENHANCEMENTS                      COST

Focus Items and/or Kits:

- Not of any benefit during creation of the House.
- Focus items will aid during any 'sensing' of alliegience.

VEN

544-3



14

Ionic Marker Detector

LEVEL

Tier 4

Locate another casters Ionic Marker.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	12 Squares	10 Minutes		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	5x5 Squares	30 Minutes		None	VEN



By COPILOT

Details:

- Creates a false image of sounds and location for the original caster to see
- Does create a cursed Ion Marker
- Does deliver one of the following effects,
  - Paralyzes the one who uncovered it for 5 minutes,
  - Makes the one who uncovered it acquire diseased I,
  - Saps 15 SP/Mana from the one who uncovered it.
- Does require the caster to maintain concentration,
  - i.e. the caster must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.
- Does NOT create an actual Ionic Marker.



Bonds and Connections

- This Is an Tae'Em connection with a thing.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive
- Allows the caster to activate it prematurely.

ALL

991-1

14 Bestow House Authority

LEVEL Tier 4

Keep your House Organized. Can tell if a follower is true.  
Creates A House for the character.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
48 pts	1 Recipient	1 Week		Nae'Ems	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	Permanent		None	ALL



By Perchance.org

Details:

- GENERAL:**
- Focus item makes the 'sensing' passive.  
Otherwise character must actively work to 'sense' anothers level of alliegence.  
Only the caster using the "House Authority" can cause another to be a non-owner authority.
  - Does require the person to maintain concentration,
    - i.e. the person must stay awake throughout the Rollout.
    - i.e. other activities that require concentration may not be done.
- WHAT THIS SKILL DOES DO:**
- There is only 1 Owner of a House, but there can be any number of Authorities of a House.  
Each require this skill/spell to be exercised first.
  - The owner/authority of a House may belong to other Houses.  
Owners may disallow any other members within the house.  
Authorities may only disallow other members that are NOT owners and NOT authorities.
  - Players establishing a House:
    - Allow the owner and authorities of the house to know the approximate loyalty of a person.
    - Allow the person to be recognized for higher loyalty without revealing specifics.
- WHAT THIS SKILL DOES NOT DO:**
- Does NOT reveal any specifics regarding loyalty other than the reputation number,
    - the range of -1 to -9 is a negative reputation indicating the person is NOT loyal.
    - the range of 1 to 9 is a postive reputation indicating the person is loyal.
    - the range of 0 indicates the person has been neutral and shows not negative or positive.



**Bonds and Connections**  
- A subtle Nae'Em connection w/o communication.

**Counter:**  
No Counter Available.

**Creations:**  
  
- No creations. Usable only as a spell/skill.

**Enhancements:**  
LVL                      ENHANCEMENTS                      COST



**Focus Items and/or Kits:**  
- Not of any benefit during creation of the House.  
- Focus items aid during any 'sensing' of alliegence.

VEN

1016-1

15 Possessed By Ancestor

LEVEL Tier 4

Take advantage of the Ancestors skills.  
No overcasting or mastercrafts, but high quality can be done.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
1.6% Max SP	Self	4 hours		Commune	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
	Self	24 hours		none	VEN



By COPILOT

Details:

GENERAL:

- Requires the caster to select which Ancestor Spirit Guide will share the casters body,
  - Ancestor Spirit Guides retain knowledge of their past life and skills.
  - Possession means the Ancestor is able to share the casters body with the caster.
- Gives the caster temporary access to skills outside their class.
  - Allows the caster to use the Spirit Guide’s skills as their own,
  - *NOTE: Venerator will only have access to the Ancestors skills using the casters SP.*
- This is a Commune spell that allows communication via Ae'Em to the ancestor,
  - An Ae'Em is a Nae’Em with an Ancestor spirit that does NOT reside on a PMP,
  - All Nae'Em connections can be broken by powerful arcane magics.
    - If an Ae'Em is broken it may be re-established using this spell with a 30 minute rollout.
  - Only one Commune spell may be active at a time.

WHAT THIS SKILL DOES DO:

- The caster allows their body to be possessed by one of their Ancestor spirit guides,
  - The player mostly has control over actions (GM may need to intervene once in a while),
  - Player will have access the the Ancestor Spirit Guides Skills,
    - The venerator caster will NOT have access to their own Venerator spells for the duration.
    - The player may utilize any and all skills known by the spirit guide.
- The Ancestor has committed themselves, the Venerator must honor this commitment,
  - This spell may not be ended before the 24 hour duration is up unless, the Venerator is not conscious or other such situation.

WHAT THIS SKILL DOES NOT DO:

- Does NOT guarantee cooperation from the Ancestor.
- Does NOT allow other commune spells to be used by the caster while this spell is active.
- Does NOT allow the venerator caster to have access to their own Venerator spells.



Bonds and Connections

- This Is an Ae'Em connection with an Ancestor.

Counter:

No Counter Available.

Creations:

Enhancements:

LVL                      ENHANCEMENTS                      COST



Focus Items and/or Kits:

- Focus Heirloom with crystal is NOT passive.
- With mutual agreement allows instant re-Rollout,
  - thus continuity maintained.

VEN

550-5

17 Force Cage 3d6 to touch

LEVEL Tier 5



By COPILOT

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	8 Squares	10 Minutes		Battle Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	3x3 Squares	3 Rounds			VEN

Details:

- Damage is dealt on any type of physical contact, including melee combat.
- This cage can be used with a Perimeter of Containment to double up on the protection.
- Creates a mish-mash of crossing 'cables' which fences in inhabitants.

... create a physical cage of force,

- the mesh grid will not allow large items/creatures through,
  - taller/wider than 8 inches (20 cm) or
  - longer than 24 inches (60 cm),
  - any small physical creatures passing through still take the damage.
- the cage has Hit Points of 199 and an AC of 11.

... deal 3d6 damage each time there is physical contact.

... affect dimensional creatures more,

- All dimensional creatures must comparison Saves to cross the barrier.

... continue to work if placed over another type of magical containment.

... effect Dokour casters.

... range in it's AoE, either 3x3 or Enhanced to 9x9.

... continue of the cage's HP drops below 1.

Bonds and Connections



Counter:

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
12	Range X2	8



Focus Items and/or Kits:

- Doubles the cages Hit Points to 398 HP



VEN

489-5

17 Hammering Force 3d8 @ 2sqs

LEVEL Tier 5

X

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
20 pts	12 Squares	Initiative	Battle Offense	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	2 Squares	Instant	Skill	VEN



[By site/group]

Details:

-- The spell shows an image of a giant hammer pounding twice at the target.

- ... damage to all in the target squares,
  - damage of 3d8 + Acumen Bonus.
- ... Cause each creature in the 2 squares to Save,
  - Failing the Save will stun the creature for 1d3 rounds.

... need 2 Saves (1 for each attack)

Bonds and Connections

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10



Focus Items and/or Kits:

- The Target(s) must use the next most difficult Save Column.

EOL - VEN

602-2

19 Vae'Em Portal (Ethereal Portal)

LEVEL Tier 5



By COPILOT

Creates a portal for anyone to use.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	PMP	2 Days		Planar	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Landmark	Permanent		None	EOL-VEN

Details:

- Caster only needs to learn about the location.
  - But the information learned must be indepth, not just a name.
- When resetting a disconnected Nae'Em the Rollout is reduced in half,
  - With this spell the Rollout can become 1 day.
- Does work with a clear description of the location.
- Does require a safe spot to stand that is a minimum of 4x4 Sqs.
- Does require a TRUE NAME of the location.
- Does require the caster to maintain concentration,
  - i.e. the caster must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.
- Does NOT require the caster to have any information prior to learning.

Ethereal pmp portals  
Rollout: 10 Min  
Duration: 1 min (time it's open)  
Time to travel from/to: 2 hrs (regardless of distance)  
En point

Astral pmp portals (Normal)  
Rollout: 4 hours  
Duration: 2 hours (Time it's open) Dispelable  
Time to travel from/to: Instant  
estimations



Bonds and Connections

- This Is an Vae'Em connection with a venue/location.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Increase Aura	-2
10	Rollout Halved	6
18	Nae'Em Clues Removed	20



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive
- Set the location within 2 Squares of the landmark.

VEN

525-3

20 Mirror A Person

LEVEL Tier 5

HP:20(or 35), AC:10/10, Battle x1x1 Init+2 ToHit+2 Dmg+2

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
20 pts	15 Square Radius	2 Rounds	Chants	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Person	20 Minutes	None	VEN



By COPILOT

Details:

- The caster creates an image of a chosen person.
- Does require the caster to maintain the chant,
  - i.e. the caster must stay awake throughout the Duration.
  - i.e. other activities that require concentration may not be done,
  - i.e. other activities that require a chant my not be done.
  - Spell will not continue when/if casters concentration is broken.
- Does create an image of a chosen person within range.
  - The image can speak in their own voice, move and say what the caster commands it to. but they have no effect unless the caster can also use those skills/spells and attacks.
- The image stats:
  - HP: 20 or persons HP. Whichever is LESS. Focus Item will add 15 HP.
  - AC: 10/10
  - Move: 6
  - Battle: Attacks x1x1, Init+2, ToHit+2, Damage +2.
  - Spells cast must be from the caster, but it will look as if it is cast from the image.
- Does NOT allow the caster to change into an image of a person.
- Does NOT allow the caster to use skills/spells the recipient wouldn't naturally know.
- Does NOT allow the image to use any skills/spells/attacks above their current level (max 20).
- Does NOT allow the image to retain the person's AC and lowers all their stats to 9.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Duration X2	8
18	Duration X4	10



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Images have 15 more HP each.