

Battle Offense

LEVEL 1

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Resist (Skill/Non)

Force Pinch

1d4

4 pts

8 Squares

1 Square

Next Initiative

1 Round

1d4 + ACU Dmg

Barely visible coils reach out to the target and pinches a sensitive spot. Damage of 1d4 + ACU. Target Save Lose Attack/Action. Barely visible coils reach out to the target and pinches a sensitive spot. Caster must be able to see the target. (No ToHIT)

FOCUS:Save +1 Col

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 18 Range X410 SP

Lvl 9 Range +50%6 SP

Lvl 14 Damage X212 SP

LEVEL 1

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Health

Phage

4 pts


4 Sqs / Tier

1 adjacent sq / Tier

Initiative

5 Rounds

Temp halt of effect



Caster directs an eerie mist into the AOE square(s). Droplets from the mist well up on the targets skin, under any outer clothing/gear. Each round increments the fragility (starting at 1) for 5 rounds. On the 6th round the fragility status returns to none (zero) and has no effect. This lasts a maximum of 5 rounds.

FOCUS:Max (End) +1

COUNTER:Greater Fragility Effect Lvl:1

ENHANCEMENTS:

Lvl 6 Subtle Casting4 SP

Lvl 12 Range X28 SP

Lvl 16 AoE X216 SP

LEVEL 2

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Brute

Force Push

1d6


4 pts

10 Squares

2 Squares

Initiative

1 Round



Solid lavender coils extend from caster's hand to push directly from the caster to the target. Direct damage of 1d6 + ACU. Target(s) Save or pushed back. Solid lavender coils extend from caster's hand to push directly from the caster to the target. (No ToHIT)

FOCUS:Save Col +1

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 14 Save Roll -208 SP

Lvl 18 Range X410 SP

Lvl 9 Range +50%6 SP

LEVEL 3

STACK 2

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Skill

Conjure Native Beetles

4 pts


4 Squares

1 Mark

Initiative

2 Rounds

HP=25



A swarm may appear in a square adjacent to the target (if within AoE/Range). Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg. Will attack any living target. Even if the target is friendly to the caster. Skill Save to increase the swarm HP from 15 to 25. Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8

CREATE:Beetleroot Granules

FOCUS:Save Roll +20

COUNTER:No Counter Available. Lvl:

ENHANCEMENTS:

Lvl 12 Range X28 SP

Lvl 9 Range +50%6 SP

Lvl 14 Damage X212 SP

LEVEL 3

STACK 3

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Phage Mist


6 pts

10 Squares

Row: 3 Sqs

Initiative

5 Rounds



A green fog descends within the AoE. Direct attacks need no ToHIT. Lobbing requires ToHIT vs AC 10 if within sight. Blind lobbing is AC 17. If a ToHIT fails the mist dissipates before any damage is done. For the duration, all creatures on the surface of the AoE take damage. Damage is 2d4 +ACU. Large amounts of water can impact the duration.

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 18 Range X410 SP

Lvl 12 Range X28 SP

Lvl 9 Range +50%6 SP

Commune

LEVEL 1

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Bond With Ancestor

8 pts

Self

Self

1d6+1 Days

5 Min & Permanent



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[Enter Summary]
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COUNTER: None

Find or Reveal

LEVEL 4

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Skill

Venorx Tcane Magic (Dispel Magic)

8 pts


4 Sqs

1 Target

2 Rounds

Permanent

Varies



Many spells can be temporarily halted or entirely stopped by a Dispel Magic. Soothsayers are able to Rollout this spell in 2 rounds (1 with the enhancement). Fastest! The full description has the list. Also, there is a list in the players handbook (Spells chapter).

CREATE:Scroll of Dispel Magic (Tem

FOCUS:Rollout = 2 Rounds

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10 Rollout Halved6 SP

Lvl 18 Range X410 SP

Lvl 12 Range X28 SP

Food And Drink

LEVEL1

STACK99

COST4 pts


RANGETouch

AREA OF EFFECT2 Skins/Tier

ROLL OUT10 Minutes

DURATIONPermanent

SAVE: No Save



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

FOCUS:+2 Skins extra

COUNTER: None

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP
Lvl 16 Rollout 1 Min8 SP

Healing and Rest

LEVEL4

STACK99

COST4 pts


RANGETouch

AREA OF EFFECT1 Body

ROLL OUT30 Min

DURATIONPermanent

SAVE: No Save




Yellow flames creep across the body without burning it.
Must be dead a month or less.
The dead are sent beyond any connection that can be made from the known planes.
To finish the spell a deity's name must be spoken aloud.

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP
Lvl 14 Range At 3 Sqs8 SP

LEVEL4

NAE'EM



STACK99

COST4 pts


RANGETouch

AREA OF EFFECT1 Body

ROLL OUT30 Min

DURATIONPermanent

SAVE: No Save



The Caster is able to converse with the dead as a final part of this spell.
Only a small part of the body must remain.
Must be dead a decade or less.
The dead are sent beyond any connection that can be made from the known planes.
The targeted dead move on to the spirit world.

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP
Lvl 14 Range At 3 Sqs8 SP

Mechanicals

LEVEL3

STACK99

COST4 SP


RANGETouch

AREA OF EFFECT1x1 Square

ROLL OUT30 Min

DURATIONPermanent

SAVE: Resist (Skill/Non) Etched IF NEEDED



Speak the title words wanted as they cause an acid mist to sprinkle over the surface.
Standard surfaces are of stone, metal, wood, or leather and require no Save.
Non-standard surfaces OR Magical surfaces require a RM:3 Save.
Although the more powerful the magic the more likely the Resist Magic Save will be higher.

FOCUS:none

COUNTER: None

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP
Lvl 16 AoE X216 SP

Shrines

LEVEL1

STACK1

COST6 pts


RANGESelf

AREA OF EFFECT5 Radius / Tier

ROLL OUT1 Full Round

DURATION10 Minutes

SAVE: No Save



Caster creates a Shrine and reveals the current words of respect.
+1 AC to all that have spoken the words of respect aloud anytime within the Duration.
Recipients may repeat the words & gain another +1 AC until there are no more to give.
The total number of +1 to AC that can be given out is equal to the casters Tier.
Disrespecting The Shrine by the caster or recipient will make it fail.

FOCUS:Enhanced @ 1/2 cost

COUNTER: None

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP
Lvl 9 Duration +50%6 SP
Lvl 12 AOE +50%12 SP

LEVEL1

STACK1/Tier

COST6 pts

RANGE6 Squares

AREA OF EFFECT2x2 Sqs

ROLL OUT10 Minutes

DURATION10 Minutes

SAVE: Resist (Skill/Non) Ends DOT

Caster creates a Shrine and reveals the current words of respect.
Ends DOT when the words of respect have been spoken aloud within the Duration.
Recipients may repeat the words & loose another DOT until there are no more to give.
The total number of benefits that can be given out is equal to the casters Tier.
Disrespecting The Shrine by the caster or recipient will make it fail.

FOCUS:Enhanced @ 1/2 cost

COUNTER: None

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP
Lvl 9 Duration +50%6 SP
Lvl 12 AOE +50%12 SP

LEVEL1

STACK99

COST4 pts


RANGESelf

AREA OF EFFECTVaries

ROLL OUTInitiative

DURATION4 Hours

SAVE: No Save



With a twirling of the fingers the caster brings about light!
No Focus = Candle power. But with Focus caster can set light equal to a lantern.
This spell does stay fixed in relation to the caster, right above them.
Use a Focus item for control of light brightness.

CREATE:Candle Light Powder

FOCUS:Lantern light

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:
Lvl 14 Duration X28 SP
Lvl 9 Duration +50%6 SP

-Venerator

LEVEL1

STACK1

COST

6 pts

RANGE

6 Squares

AREA OF EFFECT

3x3 Sqs

ROLL OUT

4 hours

DURATION

as Rollout

SAVE: No Save

Shrine Of Healing, 1d4/Tier

Caster creates a Shrine and reveals the current words of respect.
1d4 to all that have spoken the words of respect aloud anytime within the Duration.
Recipients may repeat the words & gain another heal until there are no more to give.
The total number of heals that can be given out is equal to the casters Tier.
Disrespecting The Shrine by the caster or recipient will make it fail.

FOCUS:Enhanced @ 1/2 cost

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 9

Duration +50%

6 SP

Lvl 12

AOE +50%

12 SP

LEVEL4

NAE'EM

STACK9

COST

4 pts

RANGE

PMP

AREA OF EFFECT

1 Nae'Em

ROLL OUT


10 Minutes

DURATION

Instant

SAVE: No Save

Direction to Ionic Marker



Caster connects to their ancestor to obtain the directiononn of the Marker.
Markers are made with this assistance of an Ancestor.
The marker must be on the current PMP.
Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)

FOCUS:reveals plane

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 14

Duration X2

8 SP

Lvl 9

Duration +50%

6 SP

Watch/Scry

LEVEL2

STACK9

COST

2 pts

RANGE

4 Squares

AREA OF EFFECT

1 Item

ROLL OUT


1 Minute

DURATION

End Of Year

SAVE: No Save

Create A Magical Glow



The item appears magical by creating a visible glow around it.
Make an item appear magical. Trap? Lock? Weapon? Rock? Rope?
The false glow will show as a magic item even when Detect Magic is used.
This spell will not affect any creatures or magic items.

CREATE:Scroll Of Arcane Glow

FOCUS:AoE X2

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 12

Range X2

8 SP

Lvl 4

Increase Aura

-2 SP