

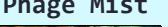
Battle Actions/Prep

Battle Defense

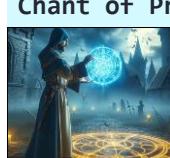
LEVEL	7	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	6	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Half Wall of Force						8 pts		Touch		4 Sqs Long		20 Minutes		20 Minutes			

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	

LEVEL	3	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				6 pts	10 Squares	Row: 3 Sqs		Initiative	5 Rounds	
Phage Mist										
	A green fog descends within the AoE. Direct attacks need no ToHIT. Lobbing requires ToHIT vs AC 10 if within sight. Blind lobbing is AC 17. If a ToHIT fails the mist dissipates before any damage is done. For the duration, all creatures on the surface of the AoE take damage. Damage is 2d4 +ACU. Large amounts of water can impact the duration.									
									COUNTER:Dispel Magic. Lvl:1	
									ENHANCEMENTS:	
									Lvl 18 Range X4	10 SP
									Lvl 12 Range X2	8 SP
									Lvl 9 Range +50%	6 SP

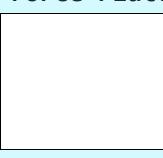
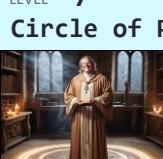
-Venerator

LEVEL	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Phage Rain (2 Rds)				8 pts	8 Squares	1 Square	Initiative	2 Rounds		
	Caster draws their hands downward while fluttering their fingers. Damage of 3d6+ACU for 2 rds from above the target. No ToHIT. Leave to avoid. Can be used in/as a trap with the Rogues skill "Set Up Spell Release (TRAP)"								FOCUS:+2 HP Damage COUNTER:Same Skill, Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP	
LEVEL	9	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute 1/2 Damage
Force Clap 2d6 Daze 1d2 rds				12 pts	12 Squares	2 Squares	Initiative	Instant		
	A force wall pushes directly from the caster to the target but only the target will usually be dazed. Damage of 2d6+ACU. Target Saves or Daze 1d2 rds. A force wall pushes directly from the caster to the target but only the target will usually be dazed and/or take damage. (No ToHIT)								FOCUS:Save Col +1 COUNTER:No Counter Available, Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP	
LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
Class Power Attack Duel				2.4 pts	10 Squares	1 Target	Initiative	1 Round		
	Power Types: SYL:Ice, STM:Elect, ORX:Force, EOL:Acid, DOK:Fire ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK. Duel to be called AFTER this 'Class Power Attack' is mentioned & BEFORE damage is rolled. The GM may have to make a call if the Class Power Attack proceeds too quickly.								COUNTER: None	
LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill 1/2 Dmg
Force Class Power Attack				9 pts	10 Squares	1 Target	Initiative	1 Round		
	Sends a flow of force directly to the target. No lobbing. Damage of 4d10 + ACU Bonus. Save for 1/2 damage. No ToHIT required. Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments. Another caster using the same power (Force) may start a 'Class Power Attack Duel'. Class Power Attack Duels force 2 casters into a head to head personal battle.								FOCUS:+1d10 Damage COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP	
LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill 1/2 Damage
Phage Class Power Attack				12 pts	10 Squares	1 Target	Initiative	1 Rounds		
	Sends a stream of Phage directly to the target. No lobbing. Damage of 4d10 + ACU Bonus. Save for 1/2 damage. No ToHIT required. Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments. Another caster using the same power (Phage) may start a 'Class Power Attack Duel'. Class Power Attack Duels force 2 casters into a head to head personal battle.								FOCUS:+1d10 Damage COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP	
LEVEL	13	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Phage Blobs				16 pts	12 Squares	2x2 Squares	Initiative	3 Rounds		
	Sickly green Acidic blobs begin to fall in the AoE. from above. Leave to avoid. Can be used in/as a trap with the Rogues skill "Set Up Spell Release (TRAP)"								CREATE:Scroll of Phage Blob FOCUS:3x3 AoE. COUNTER:Same Skill, Lvl:1	
Chants		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Chant of Protection, +1 AC/Tier				6 pts	Self	5 Radius / Tier	1 Full Round	10 Minutes		
	Caster creates a Shrine and reveals the current words of respect. +1 AC to all that have spoken the words of respect aloud anytime within the Duration. Recipients may repeat the words & gain another +1 AC until there are no more to give. The total number of +1 to AC that can be given out is equal to the casters Tier. Disrespecting The Shrine by the caster or recipient will make it fail.								FOCUS:Enhanced @ 1/2 cost COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP	

-Venerator

LEVEL	TIER	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	1	1	6 pts	6 Squares	2x2 SqS	10 Minutes	10 Minutes	Resist (Skill/Non) Ends DOT
Chant Of Robustness, End DOT								
<p>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.</p>								
1	1	99	4 pts	Self	Varies	Initiative	4 Hours	No Save
Light To Calm The Dead								
 <p>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.</p>								
4	NAE'EM	1	4 pts	PMP	1 Nae'Em	2 Rounds	Instant	No Save
Direction to Your Ionic Marker								
 <p>Caster connects to their ancestor to obtain the directionn of the Marker. Markers are made with this assistance of an Ancestor. The marker must be on the current PMP. Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)</p>								
8	1	1	10.4 pts	6 Squares	2x2 SqS	10 Minutes	10 Minutes	No Save
Chant Of Rogues Grace, +1/Tier								
 <p>Caster creates a Shrine and invites Rogues to join them. +1 Grace to the Rogue(s) who have spoken the words aloud within the Duration. Rogues may repeat the words & gain another +1 Grace 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.</p>								
10	1	1	12 pts	Self	5 Squares/Tier	asdfa	adfa	Save:
Sense Undead								
 <p>askldfj ajsldkjf ajslanjf</p>								
Commune								
1	NAE'EM	1	20 pts	Self	Self	2 - 4 Days	5 Min & Permanent	No Save
Petition Ancestor Spirit Guide								
 <p>This spell allows the Venerator to locate a new Ancestor Spirit Guide, creating a permanent Ae'Em bond with an Ancestor Spirit Guide. The new Guide may fill a vacant slot or replace an existing Guide. 1 slot / Tier. Once the Ancestor is in their slot (This spell), with HP=20 & SP halved. Other Commune spells can be used to work more deeply with an Ancestor after this one.</p>								
3	NAE'EM	1	4 pts	Self	Self	10 min @ Dawn	10 Min	Skills Re: Spirit knowledge
Converse with Ancestor								
 <p>Caster communicates with an Ancestor spirit guide about a single specific topic. Only one Ancestor may be contacted during this spell. The caster may submit questions about events and things from the Ancestors knowledge. The submission must state a specific topic to be reviewed within the Duration, if the topic is not specific enough, the spell is likely to fail.</p>								

-Venerator

LEVEL	8	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM
Request Ancestor To Delve												
						2 pts/Da	Self	Self	10 Min @ Dawn	See Descr (1-6 hrs)	Re: Spirit Knowledge	
 <p>Caster communicates with an Ancestor spirit guide about a single specific topic. Only one Ancestor may be contacted during this spell, who calls out to other spirits. Caster submits questions about events and things beyond the Ancestors knowledge. The submission must state a specific topic to be reviewed within the Duration, if the topic is not specific enough, the spell is likely to fail.</p>												
										FOCUS:Save Roll +10 COUNTER:None		
LEVEL	11	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Use An Ancestor Skill												
						1% SP Ma	Skill based	Skill based	1 Hour	6 hrs		
 <p>Based on the class or profession, choose 1 skill from Ancestor to use. Max level of skills/action is set to minimum level of either the caster or Ancestor. No overcasting is allowed with this pass-through of a skill. No Mastercraft work is accomplished, but high quality can be obtained. SP cost for Ancestor skills to be deducted from the casters SP.</p>												
										FOCUS:Dur Max 8 Hrs COUNTER:None		
LEVEL	15	NAE'EM		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Possessed By Ancestor												
						6% Max \$	Self	Self	4 hours	24 hours		
 <p>The Ancestor joins the caster within the casters body for a full 24 hours. Player will have access the the Ancestor Spirit Guides Skills. No overcasting is allowed with this pass-through of a skill. No Mastercraft work is accomplished, but high quality can be obtained. Note: Venerator will only have access to the Ancestors skills using the casters SP.</p>												
										FOCUS:Instant recasting. COUNTER:None		
Fences and Shelters												
LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Force Platform												
						8 pts	16 Squares	2x2 Sq Platform	2 Minutes	10 Minutes		
 <p>Shining wine colored coils Outline the platform. Levitating plafom. HP:60 AC:14 Move:2 Shining wine colored coils Outline the platform.</p>												
										FOCUS:Half Wall COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP		
LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Circle of Protection vs Phage												
						8 pts	9 Squares	3 Sq Radius	5 Minutes	1 Hour		
 <p>Caster draws a magical circle in green weave that protects against acidic damage. The green weave becomes bubbling acidic phage which fades from sight. Those within the circle reduce phage damage by 3 points (min 1). Passing in or out (crossing the edge) CAUSES 1d6 points of phage damage.</p>												
										FOCUS:Acid 1d6 dmg at edge COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP		
LEVEL	8			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Walls of Force (4 to 6)												
						8 pts	12 Squares	See Description	5 Min / Wall	4 Hours		
 <p>Solid lavender coils follow the caster's hand outlining the walls. 2 Sq High. Length up to 6 Sq per wall. Solid lavender coils follow the caster's hand outlining the walls.</p>												
										FOCUS:Door Included. COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP		
LEVEL	11			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Force Wall												
						12 pts	Touch	6 Sqs Long	20 Minutes	1 Hour		
 <p>Bright violet coils Outline the wall then fade away. 2 Sq High. Length up to 6 Square and 1 corner. Bright violet coils Outline the wall then fade away.</p>												
										FOCUS:HP:80 AC:16 COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP		

Find or Reveal

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	Varies
				8 pts	4 Sq's	1 Target	2 Rounds	Permanent			GM
Dispel Magic (Venox)											



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

CREATE: Scroll of Dispel Magic (Tem	
FOCUS: Rollout = 2 Rounds	
COUNTER: No Counter Available. Lvl:1	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 18 Range X4	10 SP
Lvl 12 Range X2	8 SP

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	Varies
				8 pts	2 Squares	1-5 item	5 Minutes	Instant			GM
Detect Magic											



Caster attempts to find out if an item/object is magical.
No Magic: No light means no magic found in/on item. (Best description in FULL report)
Minor Magic: Dim light (candle) shines if it has lower powered effects.
Major Magic: Bright light that dazes a character for 1 round if Save failed.
Diety Magic: Blazing light that will blind a char for 4 hrs if Save failed.

CREATE: Scroll of Detect Magic	
FOCUS: Save Roll +20	
COUNTER: No Counter Available. Lvl:1	
ENHANCEMENTS:	
Lvl 18 Range X4	10 SP
Lvl 12 Range X2	8 SP
Lvl 9 Range +50%	6 SP

LEVEL	10	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Unskilled	Varies
					24 pts	4 Squares	1 Item	2 Hours	Permanent			GM
Determine True Name												



Caster attempts to locate clues to find a True Name.
100 minus all Clues: Current Nae'ems (-5 pts) Mementos (-2 pts)
Current Focus Items (-20 pts) Past True Names (-10 pts)
Caster rolls 1d100, if higher than results from clues then True Name revealed.
NOTE: Age of clues may lower point values AND Current Nae'Em/Past True Names are 1 use.

FOCUS: Rollout Halved.	
COUNTER: No Counter Available. Lvl:1	
ENHANCEMENTS:	
Lvl 14 Save Roll +20	8 SP
Lvl 18 Range X4	10 SP
Lvl 9 Range +50%	6 SP

Food And Drink

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



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

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

Healing and Rest

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Touch	1 Body	30 Min	Permanent		
Consecration: Final Rites										



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

COUNTER: No Counter Available. Lvl:1	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 14 Range At 3 Sq's	8 SP

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



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

COUNTER: No Counter Available. Lvl:1	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 14 Range At 3 Sq's	8 SP

LEVEL	6	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Health	Target cleansed
				8 pts	Self	Self	2 Hours	Permanent			GM
Cleansing Fire											



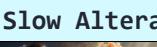
Magenta flames engulf the caster during the RollOut then flames fade away.
Removes frailty from the caster.
Each hour (Max 12 hours):
1d6 hp Damage, Save to cleanse. If no sickness/disease then spell stops.

FOCUS: Cast to another	
COUNTER: No Counter Available. Lvl:1	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 9 Range at 1 Sq	6 SP
Lvl 14 Duration X2	8 SP

-Venerator

LEVEL	11	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
End Current Dmg Over Time				12 pts		8 Squares		1 Target		Initiative		Permanent
	Stops current Damage Over Time (DoT) upon 1 target. Enacted in next round on casters initiative Does NOT heal or cure the target of any diseases.	FOCUS:d6 healing COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 12 AoE = 2 Recipients 10 SP										

Hide or Obscure

LEVEL	7	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Slow Alteration Into Ancestor											
	Take 4 rounds to slowly morph. Move from young FTR elf & exit as older commoner elf. Enter a crowd as a young armored elf and exit as an older unarmored elf. Can change their age, clothing, carried items, hair, eyes, and facial hair. They normally cannot change their race, height, weight, and gender. Safest to do when surround (in a crowd) by 10 or more people.	FOCUS:Change Race, Ht, Wt, Gender COUNTER:Same Skill. Lvl:1									

Ionic Markers

Light-

Mechanicals

-Venerator

Shrines

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

LEVEL	5	NAE'EM	 	STACK	99	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non) 
Arcane Interpretation, 1 Page				8 pts		Touch	200 Char		10 Minutes		1 Hour	Can read

LEVEL	5	STACK	1	COST	8 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Sight	Lvl 9 Damage +50% 8 SP
Obscure Magic Aura								5 Minutes	Permanent	COUNTER: None	

LEVEL	5	NAE'EM	 	STACK	3	COST	10 pts	RANGE	2 Marks / Level	AREA OF EFFECT	Nae'Em on PMP	ROLL OUT	2 Minutes	DURATION	1 Hour	SAVE:	No Save
Scry (to a Nae'Em of any kind)																	

-Venerator

LEVEL	6	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
				10.4 pts	6 Squares	2x2 SqS	10 Minutes	10 Minutes		Magic paused	
Shrine Of the Mystical Mechanic <p>Caster creates a Shrine and reveals the current words of respect. The Shrine magic challenges the magic within a mechanism with a comparison Save. For each magical mechanism the caster must pass a separate Save, all magical parts of the mechanism are affected, not any mundane parts. Disrespecting The Shrine by the caster or recipient will make it fail.</p>											
				10.4 pts	6 Squares	3x3 SqS	10 Minutes	10 Minutes	SAVE:	Resist (Skill/Non)	
Shrine Of the Written Word <p> Caster creates a Shrine and reveals the current words of respect. Clarity for reading/writing once the words of respect spoken aloud within Duration. All who are within the AoE and pass the Save can read/write a common or ancient language, that they are able to clearly see from the AoE. (Non-Arcane) Disrespecting The Shrine by the caster or recipient will make it fail.</p>											
				8 pts			5 Minutes	1 Year	SAVE:	Skill Sight	
Obscure Magical Depth <p>Makes the object reveal only the first 3 aspects. Any spell that would reveal all does not detect below 3rd.</p>											
				8 pts	Shrine	10 Square Radius	4 Minutes	4 Hours	SAVE:	No Save	
Shrine of Portal Revelation <p> Reveals most recently active portal within the last 24 hours (in AoE). Caster learns direction of the active portal, if any. (N, NE, E, SE, S, SW, W, NW) Permanent portals are considered always active. Stone, metal, or earthen walls between the Shrine and portal(s) block detection.</p>											
				8 pts	8 Squares	3x3 Squares	4 Minutes	2 hours / Tier	SAVE:	Skill Scry's are noticed	
Sphere Of Privacy <p> Circle of white perimeter. Those within can talk without fear of being overheard. Blocks Nae'ems for duration. Afterwards Nae'ems are no longer blocked. GM rolls Save to see if caster is aware of any current scrys. If Save passes then any current scrying within AoE fails. GM usually does NOT report pass or failure.</p>											
				8 pts					FOCUS:	Aoe: 5x5 Squares	
									COUNTER:	None	
Bonded Spirit Within A Statue <p> Barely visible seafoam colored weave travels from the caster's hand to the statue. Must be used on art/sculptures with eyes. Caster to see through the eyes of a statue. Does NOT allow the caster to hear or feel through the Tae'Em that has been created.</p>											
				12 pts	1 Mark per Tier	1 Object	30 Minutes	1 Day	SAVE:	No Save	
									COUNTER:	None	
Detect 'Ems (All Types) <p>The caster can see a color if there are any ae'Ems to be found Caster attempts to reveal the existence and nature of a Nae'Em. This will create a separate glow for each Nae'Em, Ae'Em, Vae'Em, Tae'Em, and Cae'Em. But only 1 can be reviewed, but a total number of them will be revealed to the caster.</p>											
				36 pts	4 Squares	1 Square	20 Minutes	Instant	SAVE:	Resist (Skill/Non)	
									FOCUS:	Rollout Halved.	
									COUNTER:	None	
ENHANCEMENTS: <ul style="list-style-type: none"> Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP 											

-Venerator

LEVEL 10		STACK 1	COST 12 pts	RANGE	AREA OF EFFECT	ROLL OUT 5 Minutes	DURATION Instant	SAVE: Skill Sight
Remove Obscure Magic							COUNTER: None	

LEVEL 10		STACK 99	COST 12 pts	RANGE Touch	AREA OF EFFECT a person	ROLL OUT 3 Minutes	DURATION 1 Day	SAVE: No Save
Speak Language				The caster touches a person who speaks the language. Allows speaking of a current language. Can create Scroll of Speak Languages with this spell.			CREATE: Scroll Of Speak Languages FOCUS: Proficiency COUNTER: None	

LEVEL 12		STACK	COST 12 pts	RANGE 8 Squares	AREA OF EFFECT 3x3 squares	ROLL OUT 30 Minutes	DURATION 4 Hours	SAVE: Skill Circle Created
Circle of Spiritual Expulsion				To nearest edge or random if in question.			COUNTER: Same Skill. Lvl:1 ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP Lvl 16 AoE X2 16 SP	

LEVEL 14	NAE'EM		STACK 99	COST 48 pts	RANGE 1 Recipient	AREA OF EFFECT 1 Target	ROLL OUT 1 Month	DURATION Permanent	SAVE: No Save
Establish A House				Character is able to draw followers to their banner The Character is able to know if the follower has acted properly according to House ideals But, the creator of the House will NOT know the mind of the follower. This skill allows the character to create a house that they alone own. Only the character using the "House Authority" cause another to be a non-owner authority.				COUNTER: None	

LEVEL 14	NAE'EM		STACK 99	COST 16 pts	RANGE 12 Squares	AREA OF EFFECT 5x5 Squares	ROLL OUT 10 Minutes	DURATION 30 Minutes	SAVE: No Save
Ionic Marker Detector				Barely visible green weave surrounds the marker. Only works when another casters marker is found.				FOCUS: activate manually COUNTER: None	

LEVEL 6			STACK 3	COST 8 pts	RANGE 8 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION 3 Rounds	SAVE: Skill Conjured
Conjure Arcane Beetles				Save to conjure. Recommend sequential casting due to multiple round Duration. Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2). This spell continues through Duration even if caster is not aware. The beetles attack non-enemies if no enemies are in range. Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8				CREATE: Cinderroot powder FOCUS: Save Roll +40 COUNTER: Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP	

LEVEL 10			STACK 99	COST 12 pts	RANGE 12 Squares	AREA OF EFFECT 1 Square	ROLL OUT 5 Rounds	DURATION 1 Hour	SAVE: No Save
Ladders & Stairs Of The Mist				Can be cast/created in any plane Ladder: 1-12 sqs x 1 sq Lean. OR Stairs: 6 sqs x 6 sqs Lean.				CREATE: Breakable of Ladders or Stairs FOCUS: Hand rails COUNTER: None	

Watch/Scry

LEVEL 2



STACK 9

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