







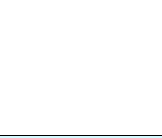
Battle Actions/Prep



LEVEL	6	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility	
				8 pts	4 Squares	4x4 squares	Initiative	4 Rounds		Move 1 Sq	
Vines of Force (Hold)  <p>Inhibits movement by 4 squares. (by 5 sqs with Focus) Does make the target's movement 4 less. (3 sqs with Focus) Does also work on swimming and climbing if the roots/vines are in those areas. Does slow running/dashes to a walk. Does NOT stop the target's movement entirely, Minimum of 1 square movement.</p>											
										CREATE: Scroll of Grabbing Roots FOCUS: Move -1 again COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP	 



Battle Defense




LEVEL	7	STACK	6	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				8 pts	Touch	4 Sqs Long	20 Minutes	20 Minutes			
Half Wall of Force  <p>Barely visible burgundy coils follow the caster's hand outlining the wall. 1/2 Sq high and 1 to 4 Sq long. Each Sq has HP:30 AC:15 Non-moveable nearly invisible wall (1 ft / 30 cm thick). May have 1 corner if desired.</p>											
										FOCUS: + another corner. COUNTER: Same Skill. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP	 



Battle Offense

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
				4 pts	8 Squares	1 Square	Next Initiative	1 Round		1d4 + ACU Dmg	
Force Pinch 1d4  <p>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)</p>											
										FOCUS: Save +1 Col COUNTER: No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP	

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Health	
				4 pts	4 Sqs / Tier	1 adjacent sq / Tier	Initiative	5 Rounds		Temp halt of effect	
Phage (Something of Fragility???)  <p>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.</p>											
										FOCUS: Max (End) +1 COUNTER: Greater Fragility Effect Lvl:1 ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Range X2 8 SP Lvl 16 AoE X2 16 SP	

LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute	
				4 pts	10 Squares	2 Squares	Initiative	1 Round			
Force Push 1d6  <p>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)</p>											
										FOCUS: Save Col +1 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	


LEVEL	3	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
				4 pts	4 Squares	1 Mark	Initiative	1 Round		HP=25	
Conjure Native Beetles  <p>A swarm may appear in a square adjacent to the target (if within AoE/Range). Conjures a swarm to attack nearest living creature, even if it is friendly. Beetles are NOT able to cross in/out of protection circles. Skill Save to increase the swarm HP from 15 to 25. Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d6</p>											
										CREATE: Beetleroot Granules FOCUS: Save Roll +20 COUNTER: No Counter Available. Lvl: ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP	 

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  <p>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.</p>											
										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 8 pts	RANGE 8 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION 2 Rounds	SAVE: No Save
Phage Rain (2 Rds)								<p>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)"</p> <p>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</p>
LEVEL 9		STACK 99	COST 12 pts	RANGE 12 Squares	AREA OF EFFECT 2 Squares	ROLL OUT Initiative	DURATION Instant	SAVE: Brute 1/2 Damage
Force Clap 2d6 Daze 1d2 rds								<p>A force wall pushes directly from the caster to the target but only the target will usually b 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)</p> <p>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</p>
LEVEL 11		STACK 99	COST 2.4 pts	RANGE 10 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: Skill
Class Power Attack Duel								<p>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.</p> <p>COUNTER: None</p>
LEVEL 12		STACK 99	COST 9 pts	RANGE 10 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: Skill 1/2 Dmg
Force Class Power Attack								<p>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.</p> <p>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</p>
LEVEL 12		STACK 99	COST 12 pts	RANGE 10 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Rounds	SAVE: Skill 1/2 Damage
Phage Class Power Attack								<p>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.</p> <p>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</p>
LEVEL 13		STACK 99	COST 16 pts	RANGE 12 Squares	AREA OF EFFECT 2x2 Squares	ROLL OUT Initiative	DURATION 3 Rounds	SAVE: No Save
Phage Blobs								<p>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)"</p> <p>CREATE:Scroll of Phage Blob FOCUS:3x3 AoE. COUNTER:Same Skill. Lvl:1</p>
LEVEL 17		STACK 99	COST 20 pts	RANGE 8 Squares	AREA OF EFFECT 3x3 Squares	ROLL OUT 10 Minutes	DURATION 3 Rounds	SAVE: Brute
Force Cage 3d6 to touch								<p>Smokey purple strands weave and become a cage for all but Dokour. May be over a circle of containment. 3d6 damage to touch. Smokey purple strands weave and become a cage for all but Dokour.</p> <p>FOCUS:Cage HP = 398 COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 9 Duration +50% 6 SP</p>


-Venerator



LEVEL	17		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill										
Hammering Force 3d8 @ 2sqs																					
<p>A giant floating hammer moves directly to the target. Force pushes and causes 1/2 damage to Damage of 3d8 + ACU in 2 sqs. Target(s) Save or Stunned 1d3 rds.</p> <p>A giant floating hammer moves directly to the target. Force pushes and causes 1/2 damage to creatures/items in the way. (No ToHIT)</p>																					
<p>FOCUS:Save Col +1</p> <p>COUNTER:No Counter Available. Lvl:1</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr></table>													Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP
Lvl 18	Range X4	10 SP																			
Lvl 12	Range X2	8 SP																			
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Chants


LEVEL	1		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
Chant of Protection, +1 AC/Tier																					
 <p>Caster creates a Shrine and reveals the current words of respect.</p> <p>+1 AC to all that have spoken the words of respect aloud anytime within the Duration.</p> <p>Recipients may repeat the words & gain another +1 AC until there are no more to give.</p> <p>The total number of +1 to AC that can be given out is equal to the casters Tier.</p> <p>Disrespecting The Shrine by the caster or recipient will make it fail.</p>																					
<p>FOCUS:Enhanced @ 1/2 cost</p> <p>COUNTER:None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr><tr><td>Lvl 12</td><td>AOE +50%</td><td>12 SP</td></tr></table>													Lvl 10	Rollout Halved	6 SP	Lvl 9	Duration +50%	6 SP	Lvl 12	AOE +50%	12 SP
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LEVEL	1		STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non) Ends DOT										
Chant Of Robustness, End DOT																					
<p>Caster creates a Shrine and reveals the current words of respect.</p> <p>Ends DOT when the words of respect have been spoken aloud within the Duration.</p> <p>Recipients may repeat the words & loose another DOT until there are no more to give.</p> <p>The total number of benefits that can be given out is equal to the casters Tier.</p> <p>Disrespecting The Shrine by the caster or recipient will make it fail.</p>																					
<p>FOCUS:Enhanced @ 1/2 cost</p> <p>COUNTER:None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr><tr><td>Lvl 12</td><td>AOE +50%</td><td>12 SP</td></tr></table>													Lvl 10	Rollout Halved	6 SP	Lvl 9	Duration +50%	6 SP	Lvl 12	AOE +50%	12 SP
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LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save							
Light To Calm The Dead																		
 <p>With a twirling of the fingers the caster brings about light!</p> <p>No Focus = Candle power. But with Focus caster can set light equal to a lantern.</p> <p>This spell does stay fixed in relation to the caster, right above them.</p> <p>Use a Focus item for control of light brightness.</p>																		
<p>CREATE:Candle Light Powder</p> <p>FOCUS:Lantern light</p> <p>COUNTER:Dispel Magic. Lvl:1</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>													Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
Lvl 14	Duration X2	8 SP																
Lvl 9	Duration +50%	6 SP																

LEVEL	4	NAE'EM		STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Direction to Your Ionic Marker																					
 <p>Caster connects to their ancestor to obtain the directionn of the Marker.</p> <p>Markers are made with this assistance of an Ancestor.</p> <p>The marker must be on the current PMP.</p> <p>Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)</p>																					
<p>FOCUS:reveals plane</p> <p>COUNTER:None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>													Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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Lvl 14	Duration X2	8 SP																			
Lvl 9	Duration +50%	6 SP																			


LEVEL	8		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
Chant Of Rogues Grace, +1/Tier																					
 <p>Caster creates a Shrine and invites Rogues to join them.</p> <p>+1 Grace to the Rogue(s) who have spoken the words aloud within the Duration.</p> <p>Rogues may repeat the words & gain another +1 Grace until there are no more to give.</p> <p>The total number of benefits that can be given out is equal to the casters Tier.</p> <p>Disrespecting The Shrine by the caster or recipient will make it fail.</p>																					
<p>FOCUS:Enhanced @ 1/2 cost</p> <p>COUNTER:None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr><tr><td>Lvl 12</td><td>AOE +50%</td><td>12 SP</td></tr></table>													Lvl 10	Rollout Halved	6 SP	Lvl 9	Duration +50%	6 SP	Lvl 12	AOE +50%	12 SP
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Lvl 9	Duration +50%	6 SP																			
Lvl 12	AOE +50%	12 SP																			


LEVEL	10		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:		
Sense Undead												
 <p>askldfj</p> <p>ajsldkjf</p> <p>ajsldjf</p>												
<p>COUNTER:None</p>												


-Venerator


LEVEL	20			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Mirror A Person					20 pts	15 Square Radius	1 Person	2 Rounds	20 Minutes		
 <p>Caster creates the image of a person within range which can speak like the original. Image can move as the caster commands it to. No effect unless the caster can also use those skills/spells and attacks. Stats= HP:20 (Focus Item=35), AC:10/10, Battle x1x1 Init+2 ToHit+2 Dmg+2</p>											FOCUS:see and hear COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	


Commune

LEVEL	1	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Petition Ancestor Spirit Guide					20 pts	Self	Self	2 - 4 Days	5 Min & Permanent		
 <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>											FOCUS:Draw a Special Spirit COUNTER: None	

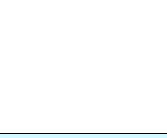
LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Re: Spirit knowledge
	Converse with Ancestor					4 pts	Self	Self	10 min @ Dawn	10 Min		
 <p>Caster communicates with an Ancestor spirit guide about a single specific topic. Only one Ancestor may be contacted during this spell. 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>											FOCUS:Save Roll +10 COUNTER: None	

LEVEL	8	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Re: Spirit Knowledge
	Request Ancestor To Delve					2 pts/Da	Self	Self	10 Min @ Dawn	See Descr (1-6 hrs)		
 <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					9% 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 plaform. 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	

-Venerator

LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	9 Squares	3 Sq Radius	5 Minutes	1 Hour		

Circle of Protection vs Phage




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.

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
						8 pts	12 Squares	See Description	5 Min / Wall	4 Hours		

Walls of Force (4 to 6)




Solid lavender coils follow the caster's hand outlining the walls. 2 Sqs High. Length up to 6 Sqs per wall. Solid lavender coils follow the caster's hand outlining the walls.

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
						12 pts	Touch	6 Sqs Long	20 Minutes	1 Hour		

Force Wall




Bright violet coils Outline the wall then fade away. 2 Sqs High. Length up to 6 Square and 1 corner. Bright violet coils Outline the wall then fade away.

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 Sqs	1 Target	2 Rounds	Permanent		

Dispel Magic (Venorx)




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 Sight
						8 pts	2 Squares	1-5 item	5 Minutes	Instant		

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 success
						24 pts	4 Squares	1 Item	2 Hours	Permanent		

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



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


COUNTER: No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Range At 3 Sqs	8 SP

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

Send The Dead On



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


COUNTER: No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Range At 3 Sqs	8 SP

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

Cleansing Fire



Magenta flames engulf the caster during the RollOut then flames fade away.
Removes frialty 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

LEVEL 11		STACK 99	COST 12 pts	RANGE Touch	AREA OF EFFECT 1 broken bone	ROLL OUT 1 Hour	DURATION Permanent	SAVE: No Save
-----------------	--	----------	----------------	----------------	---------------------------------	--------------------	-----------------------	---------------

Ectoplasmic Cast



Without this spell healing a broken bone can take from 1 to 6 months.
Broken bone heals in 1 Hour.
Will even heal sprains.

FOCUS: Rollout = 1 Min


COUNTER: None

ENHANCEMENTS:

Lvl 14	Range At 3 Sqs	8 SP
Lvl 20	AOE X4	20 SP
Lvl 16	AoE X2	16 SP

LEVEL 11		STACK 99	COST 12 pts	RANGE 8 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION Permanent	SAVE: No Save
-----------------	--	----------	----------------	--------------------	----------------------------	------------------------	-----------------------	---------------

End Current Dmg Over Time



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		STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 4 Rounds	DURATION 4 Hours	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


ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP

Ionic Markers

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



From common unworked non-magic item creates a trackable marker as a Tae'Em.
Ionic Marker. Cannot be purchased. Must be made by the caster.
Must have proper scrying spell/device to fully use.

CREATE: Ionic Marker

COUNTER: None

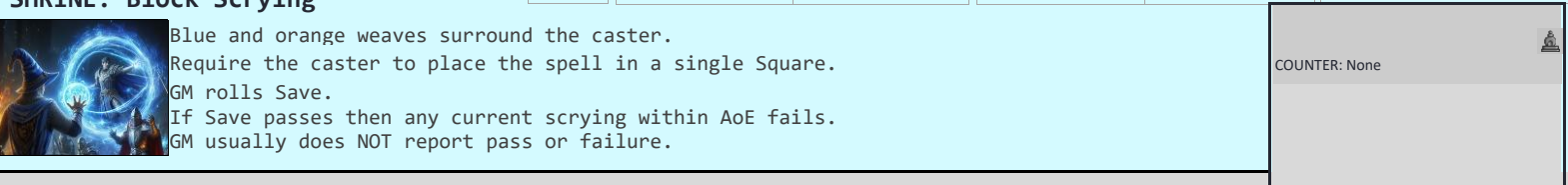
ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 14	Range At 3 Sqs	8 SP

-Venerator

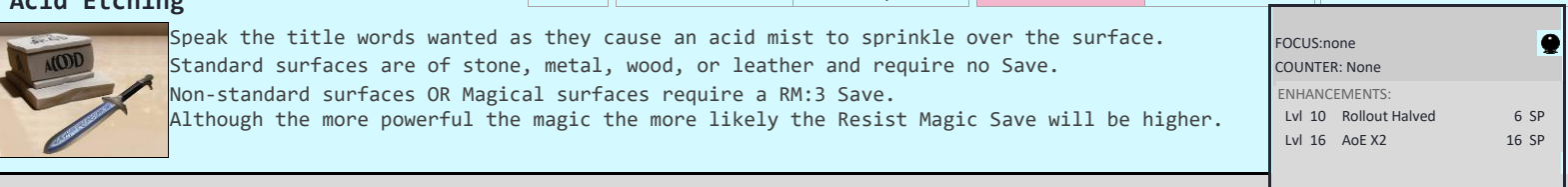
Light-

LEVEL	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL	GM
SHRINE: Block Scrying						12 pts	15 Squares	1 Square	Initiative	1 Hour	Scrying blocked	





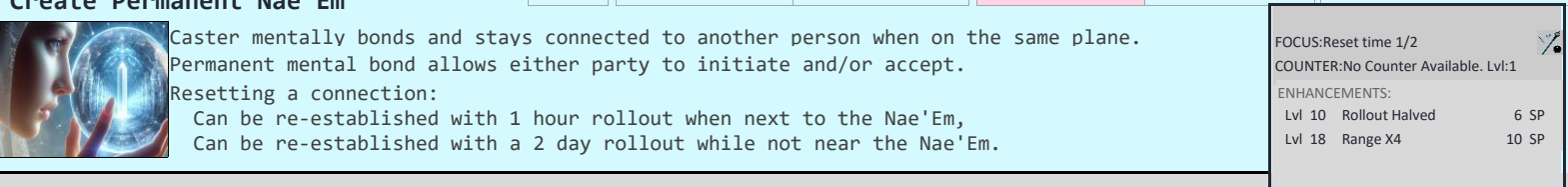
Mechanicals

LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	GM
Acid Etching				4 SP	Touch	1x1 Square	30 Min	Permanent	Etched IF NEEDED	

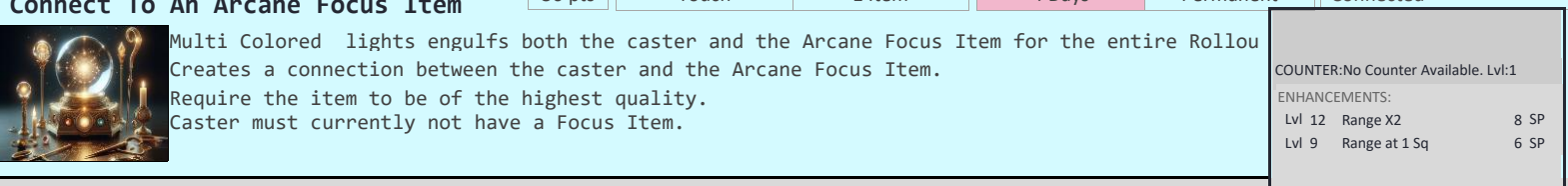


Nae'Ems

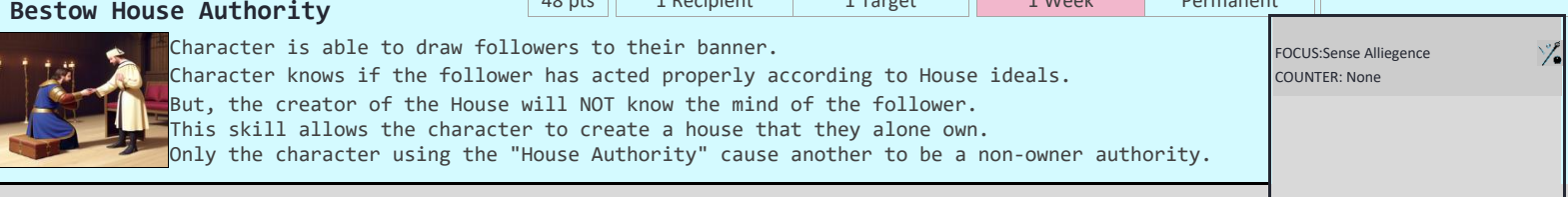
LEVEL	7	NAE'EM			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Create Permanent Nae'Em							16 pts	1 Square	1 Recipient	4 Days	Permanent	



LEVEL	NAME	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
11	NAE'EM	1	36 pts	Touch	1 Item	4 Days	Permanent	Resist (Skill/Non)

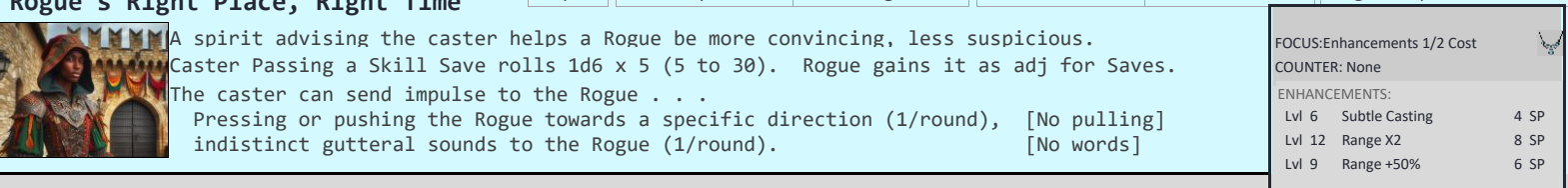


LEVEL	14	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						48 pts	1 Recipient	1 Target	1 Week	Permanent		

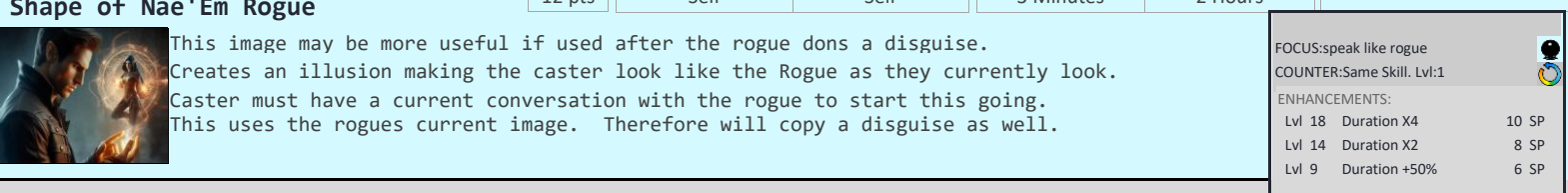


Partner Cooperations

LEVEL	NAME	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKILL
2	NAE'EM	1	4 pts	10 Squares	1 Rogue	1 Round	1 Hour		Rogue Helped



LEVEL	9	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
							12 pts	Self	Self	3 Minutes	2 Hours	



Planar

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

Reveal Origin Plane

Without a Focus Item it reveals only if the object/person is from this current plane.
 With a Focus Item a color is revealed:
 Yellow/Orange for Astral. Tan/Brown for Ethereal. Lime Green for Langstrom.
 Grey for Dimension. White for PMP (w/ pmp name).
 Blinding white (Save) for Diety planes.

FOCUS: Shows color of Plane
 COUNTER: None
 ENHANCEMENTS:
 Lvl 10 Rollout Halved 6 SP
 Lvl 18 Range X4 10 SP
 Lvl 12 Range X2 8 SP

LEVEL	7	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	PMP	Self	10 Minutes	Permanent			

Reach To My Home Nook

Green weave surrounds the caster's hand and a book appears.
 Summons an item from the casters preset permanent library.
 Item must be able to be held in one hand. (Size, wieght, and other limits apply).
 After rollout the item appears.
 Caster is not able to access other casters libraries.

FOCUS: Reading light
 COUNTER: Same Skill. Lvl:1
 ENHANCEMENTS:
 Lvl 10 Rollout Halved 6 SP
 Lvl 16 Rollout 1 Min 8 SP

LEVEL	12	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				12 pts	Self	PMP	30 Minutes	2 Minutes			

Portal To A Connecting Soul

portal can't be opened/created unless Nae'Em agrees to the portal.
 First to pass through must be either the Nae'Em or the caster.
 Nae'Em/caster and one other person can pass through.

COUNTER: None
 ENHANCEMENTS:
 Lvl 10 Rollout Halved 6 SP
 Lvl 14 Duration X2 8 SP
 Lvl 9 Duration +50% 6 SP

LEVEL	19	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				20 pts	PMP	1 Landmark	2 Days	Permanent			

Vae'Em Portal (Ethereal Portal)

Enchanted light envelopes the landmark during the rollout.
 After the rollout a visible portal comes into existence.

FOCUS: Closer
 COUNTER: None
 ENHANCEMENTS:
 Lvl 10 Rollout Halved 6 SP
 Lvl 18 Nae'Em Clues Remove 20 SP
 Lvl 4 Increase Aura -2 SP

Shrines

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				6 pts	6 Squares	3x3 Sqs	4 hours	as Rollout		

Shrine Of Healing, 1d4/Tier

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

FOCUS: Enhanced @ 1/2 cost
 COUNTER: None
 ENHANCEMENTS:
 Lvl 10 Rollout Halved 6 SP
 Lvl 9 Duration +50% 6 SP
 Lvl 12 AOE +50% 12 SP

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

Arcane Interpretation, 1 Page

Barely visible olive weave drifts to the text and lightly rebounds back to the caster.
 Interaction with living text. Writing materials required. Only 3 attempts allowed.
 Save vs interpretation. Each attempt requires a recasting of this spell.
 2nd attempt at 3rd column.
 3rd attempt at 4th column.

FOCUS: Random Enhancement
 COUNTER: None
 ENHANCEMENTS:
 Lvl 10 Rollout Halved 6 SP
 Lvl 16 Rollout 1 Min 8 SP
 Lvl 9 Damage +50% 8 SP

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

Obscure Magic Aura

COUNTER: None

-Venerator

LEVEL	5	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Scry (to a Nae'Em of any kind)											
 <p>Caster is able to view one of their Nae'Ems (must have been previously noted). View from 4 squares above, but is able to lower the view to just above the Nae'Ems head. Caster and Nae'Em must both actively agree for the scry to enact. Casters current vision defines what can be seen. Casters current hearing defines what can be heard.</p>											
<div>FOCUS:To another PMP COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 14 Duration X2 8 SP</div>											
LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Sky Scrying											
 <p>Caster (only) able to view an area generally without lots of detail. Living/moving creatures can be seen, but not individually identified. Sight and hearing is from of 10 squares above. View is always from above. Casters current vision defines what can be seen. Casters current hearing defines what can be heard.</p>											
<div>FOCUS:+3 Marks/Tier COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP</div>											
LEVEL	6	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Create A Home (Ethereal Home Pad)											
 <p>Barely visible green weave surrounds a 1x1 square area and forms the pad. A return spot for Ethereal Portals. Allows any Soothsayer to use this as a destination. If the "Ethereal Return Portal" is used this destinatino can be known but not written down.</p>											
<div>FOCUS:change location COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 16 AoE X2 16 SP</div>											
LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non) 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>											
<div>FOCUS:Enhanced @ 1/2 cost COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP</div>											
LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non) Read/Speak
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>											
<div>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</div>											
LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	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>											
<div>COUNTER: None</div>											
LEVEL	8			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	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>											
<div>FOCUS:Title Revealed COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP</div>											

-Venerator

LEVEL

8

NAE'EM

STACK

1

COST

8 pts

RANGE

8 Squares

AREA OF EFFECT

3x3 Squares

ROLL OUT

4 Minutes

DURATION

2 hours / Tier

SAVE: Skill

Scry's are noticed



Circle of white perimeter. Those within can talk without fear of being overheard.
Blocks Nae'Ems for duration. Afterwards Nae'Ems are no longer blocked.
GM rolls Save to see if caster is aware of any current scrys.
If Save passes then any current scrying within AoE fails.
GM usually does NOT report pass or failure.

FOCUS:Aoe: 5x5 Squares

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 12

Range X2

8 SP

Lvl 14

Duration X2

8 SP

LEVEL

9

NAE'EM

STACK

4

COST

12 pts

RANGE

1 Mark per Tier

AREA OF EFFECT

1 Object

ROLL OUT

30 Minutes

DURATION

1 Day

SAVE: No Save



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.

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 18

Nae'Em Clues Remove

20 SP

LEVEL

9

STACK

99

COST

36 pts

RANGE

4 Squares

AREA OF EFFECT

1 Square

ROLL OUT

20 Minutes

DURATION

Instant

SAVE: Resist (Skill/Non)

Revealed



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.

FOCUS:Rollout Halved.

COUNTER: None

ENHANCEMENTS:

Lvl 14

Save Roll +20

8 SP

Lvl 18

Range X4

10 SP

Lvl 12

Range X2

8 SP

LEVEL

10

STACK

1

COST

12 pts

RANGE

AREA OF EFFECT

ROLL OUT

5 Minutes

DURATION

Instant

SAVE: Skill

Sight



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



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

ENHANCEMENTS:

Lvl 14

Duration X2

8 SP

Lvl 9

Duration +50%

6 SP

Lvl 16

AoE X2

16 SP

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



To nearest edge or random if in question.

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 14

Save Roll +20

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





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

-Venerator

LEVEL 14

NAE'EM



STACK 99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

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

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 18

Duration X4

10 SP

Lvl 14

Duration X2

8 SP

Summon or Send

LEVEL 6

STACK 3

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Skill 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

Traveling (PMP)

LEVEL 10

STACK 99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

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

ENHANCEMENTS:

Lvl 9

Range +50%

6 SP

Lvl 20

AOE X4

20 SP

Lvl 16

AoE X2

16 SP

Watch/Scry

LEVEL 2

STACK 9

COST

RANGE

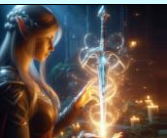
AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

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