

Battle Actions/Prep

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

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	

-Venerator

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		

LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
Force Class Power Attack		9 pts	10 Squares	1 Target	Initiative	1 Round			1/2 Dmg	

LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				12 pts	10 Squares	1 Target	Initiative	1 Rounds		1/2 Damage
Phage Class Power Attack										
	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

Chants

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				

LEVEL	1	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)
Chant Of Robustness, End DOT		6 pts	6 Squares	2x2 SqS	10 Minutes	10 Minutes	Ends DOT				

-Venerator

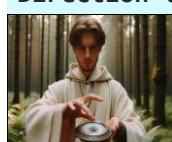
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Self	Varies	Initiative	4 Hours	No Save
Light To Calm The Dead									



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

CREATE:Candle Light Powder
FOCUS:Lantern light
COUNTER:Dispel Magic. Lvl:1
ENHANCEMENTS:
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP

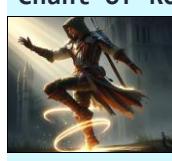
LEVEL	4	NAE'EM	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
					4 pts	PMP	1 Nae'Em	2 Rounds	Instant	No Save
Direction to Your Ionic Marker										



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)

FOCUS:reveals plane
COUNTER:None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
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:
				10.4 pts	6 Squares	2x2 SqS	10 Minutes	10 Minutes	No Save
Chant Of Rogues Grace, +1/Tier									



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.

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	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				12 pts	Self	5 Squares/Tier	asdfa	adfa	
Sense Undead									



COUNTER:None

LEVEL	1	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
					20 pts	Self	Self	2 - 4 Days	5 Min & Permanent	No Save
Petition Ancestor Spirit Guide										



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.

FOCUS:Draw a Special Spirit
COUNTER:None

LEVEL	3	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
					4 pts	Self	Self	10 min @ Dawn	10 Min	Skill Re: Spirit knowledge
Converse with Ancestor										



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.

FOCUS:Save Roll +10
COUNTER:None

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



Caster communicates with an Ancestor spirit guide about a single specific topic.
Only one Ancestor may be contacted during this spell, who calls out to other spirits.
Caster submits questions about events and things beyond the Ancestors knowledge.
The submission must state a specific topic to be reviewed within the Duration,
if the topic is not specific enough, the spell is likely to fail.

FOCUS:Save Roll +10
COUNTER:None

-Venerator

LEVEL 11 NAE'EM		STACK 1	COST 9% SP Ma	RANGE Skill based	AREA OF EFFECT Skill based	ROLL OUT 1 Hour	DURATION 6 hrs	SAVE: No Save
Use An Ancestor Skill								



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.

FOCUS:Dur Max 8 Hrs
COUNTER:None

Fences and Shelters

LEVEL 6		STACK 3	COST 8 pts	RANGE 16 Squares	AREA OF EFFECT 2x2 Sq Platform	ROLL OUT 2 Minutes	DURATION 10 Minutes	SAVE: No Save
Force Platform								

Shining wine colored coils Outline the platform.
Levitating plafom. HP:60 AC:14 Move:2
Shining wine colored coils Outline the platform.

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 8 pts	RANGE 9 Squares	AREA OF EFFECT 3 Sq Radius	ROLL OUT 5 Minutes	DURATION 1 Hour	SAVE: No Save
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 8 pts	RANGE 12 Squares	AREA OF EFFECT See Description	ROLL OUT 5 Min / Wall	DURATION 4 Hours	SAVE: No Save
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 12 pts	RANGE Touch	AREA OF EFFECT 6 Sqs Long	ROLL OUT 20 Minutes	DURATION 1 Hour	SAVE: No Save
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

LEVEL 4		STACK 99	COST 8 pts	RANGE 4 Sqs	AREA OF EFFECT 1 Target	ROLL OUT 2 Rounds	DURATION Permanent	SAVE: Skill Varies
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 (Temp)
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 8 pts	RANGE 2 Squares	AREA OF EFFECT 1-5 item	ROLL OUT 5 Minutes	DURATION Instant	SAVE: Skill Sight
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 is 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

-Venerator

Food And Drink

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Draw Up Ground Water				4 pts	Touch	2 Skins/Tier	10 Minutes	Permanent		
	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 Lvl 16 Rollout 1 Min	6 SP 8 SP							

Healing and Rest

LEVEL	4	<input type="checkbox"/> <input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Consecration: Final Rites					4 pts	Touch	1 Body	30 Min	Permanent		

LEVEL	6	<input type="checkbox"/>	<input checked="" type="checkbox"/>	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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Ectoplasmic Cast				12 pts		Touch	1 broken bone	1 Hour	Permanent		

LEVEL	11		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		

Hide or Obscure

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

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

Light-

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

SHRINE: Block Scrying



Blue and orange weaves surround the caster. Require the caster to place the spell in a single Square. GM rolls Save. If Save passes then any current scrying within AoE fails. GM usually does NOT report pass or failure.

COUNTER: None

Mechanicals

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

Acid Etching



Speak the title words wanted as they cause an acid mist to sprinkle over the surface. Standard surfaces are of stone, metal, wood, or leather and require no Save. Non-standard surfaces OR Magical surfaces require a 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 Halved 6 SP
Lvl 16 AoE X2 16 SP

Nae'Ems

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

Create Permanent Nae'Em



Caster mentally bonds and stays connected to another person when on the same plane. Permanent mental bond allows either party to initiate and/or accept. Resetting a connection:
Can be re-established with 1 hour rollout when next to the Nae'Em,
Can be re-established with a 2 day rollout while not near the Nae'Em.

FOCUS:Reset time 1/2
COUNTER:No Counter Available. Lvl:1
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Range X4 10 SP

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

Connect To An Arcane Focus Item



Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollout. Creates a connection between the caster and the Arcane Focus Item. Require the item to be of the highest quality. Caster must currently not have a Focus Item.

COUNTER:No Counter Available. Lvl:1
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 9 Range at 1 Sq 6 SP

Partner Cooperations

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



A spirit advising the caster helps a Rogue be more convincing, less suspicious.
Caster Passing a Skill Save rolls $1d6 \times 5$ (5 to 30). Rogue gains it as adj for Saves.
The caster can send impulse to the Rogue
Pressing or pushing the Rogue towards a specific direction (1/round), [No pulling]
indistinct gutteral sounds to the Rogue (1/round).

FOCUS:Enhancements 1/2 Cost

COUNTER:None

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL	NAE'EM	ICON	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
9	NAE'EM	Icon	99	12 pts	Self	Self	3 Minutes	2 Hours	No Save
Shape of Nae'Em Rogue									



This image may be more useful if used after the rogue dons a disguise.
Creates an illusion making the caster look like the Rogue as they currently look.
Caster must have a current conversation with the rogue to start this going.
This uses the rogues current image. Therefore will copy a disguise as well.

FOCUS:speak like rogue
COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

Planar

LEVEL	NAE'EM	ICON	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
5	NAE'EM	Icon	99	8 pts	2 Squares	5 items / 1 Square	20 Minutes	Rollout	RM 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	NAE'EM	ICON	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
7	NAE'EM	Icon	1	8 pts	PMP	Self	10 Minutes	Permanent	No Save
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	NAE'EM	ICON	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12	NAE'EM	Icon	1	12 pts	Self	PMP	30 Minutes	2 Minutes	No Save
Portal To A Connecting Soul									



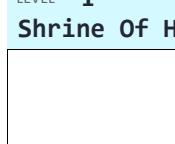
portal can't be opened/created unless Nae'Em agrees to the portal.
First to pass through must be either the Nae'Em or the caster.
Nae'Em/caster and one other person can pass through.

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	NAE'EM	ICON	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	NAE'EM	Icon	1	6 pts	6 Squares	3x3 SqS	4 hours	as Rollout	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

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

-Venerator

LEVEL 5		STACK 1	COST 8 pts	RANGE	AREA OF EFFECT	ROLL OUT 5 Minutes	DURATION Permanent	SAVE: Skill Sight	
Obscure Magic Aura									
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	
<p>Scry (to a Nae'Em of any kind)</p>  <p>Caster is able to view one of their Nae'Em's (must have been previously noted). View from 4 squares above, but is able to lower the view to just above the Nae'Em's 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>									
LEVEL 5 NAE'EM		STACK 1	COST 8 pts	RANGE 5 Marks	AREA OF EFFECT 15x15 Squares	ROLL OUT 6 Minutes	DURATION 30 Min / Tier	SAVE: No Save	
<p>Sky Scrying</p>  <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>									
LEVEL 6 NAE'EM		STACK 1	COST 8 pts	RANGE 1 Square	AREA OF EFFECT 1x1 Square	ROLL OUT 1 Hour	DURATION 12 Hours	SAVE: No Save	
<p>Create A Home (Ethereal Home Pad)</p>  <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 destination can be known but not written down.</p>									
LEVEL 6		STACK 1	COST 10.4 pts	RANGE 6 Squares	AREA OF EFFECT 2x2 SqS	ROLL OUT 10 Minutes	DURATION 10 Minutes	SAVE: Resist (Skill/Non) Magic paused	
<p>Shrine Of the Mystical Mechanic</p>  <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>									
LEVEL 6		STACK 99	COST 10.4 pts	RANGE 6 Squares	AREA OF EFFECT 3x3 SqS	ROLL OUT 10 Minutes	DURATION 10 Minutes	SAVE: Resist (Skill/Non) Read/Speak	
<p>Shrine Of the Written Word</p>  <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>									
LEVEL 8		STACK 1	COST 8 pts	RANGE	AREA OF EFFECT	ROLL OUT 5 Minutes	DURATION 1 Year	SAVE: Skill Sight	
<p>Obscure Magical Depth</p>  <p>Makes the object reveal only the first 3 aspects. Any spell that would reveal all does not detect below 3rd.</p>									

-Venerator

LEVEL	8	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shrine of Portal Revelation				8 pts	Shrine	10 Square Radius	4 Minutes	4 Hours		
	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.								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	
Sphere Of Privacy	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	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.			8 pts	8 Squares	3x3 Squares	4 Minutes	2 hours / Tier	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	
Bonded Spirit Within A Statue	NAE'EM	STACK	4	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	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.			12 pts	1 Mark per Tier	1 Object	30 Minutes	1 Day	FOCUS:None COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Nae'Em Clues Remove 20 SP	
Detect 'Ems (All Types)		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	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.			36 pts	4 Squares	1 Square	20 Minutes	Instant	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	
Remove Obscure Magic		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill  Sight
				12 pts			5 Minutes	Instant	FOCUS:None	
Speak Language		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	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.			12 pts	Touch	a person	3 Minutes	1 Day	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	
Circle of Spiritual Expulsion		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill  Circle Created
	To nearest edge or random if in question.			12 pts	8 Squares	3x3 squares	30 Minutes	4 Hours	FOCUS:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 9 Duration +50% 6 SP Lvl 16 AoE X2 16 SP	

