



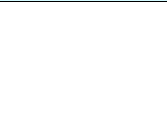
Battle Actions/Prep


LEVEL	6	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU	
				8 pts	4 Squares	4x4 squares	Initiative	4 Rounds		Move 1 Sq	
Vines of Force  <p>Reduces movement down to 1 square per round. (Move 0 if Focus Item used) Target must pass the BRU Save to move an additional square. Does also work on swimming and climbing if the roots/vines are in those areas. Does slow running/dashes as well.</p>											
										CREATE: Scroll of Grabbing Roots FOCUS: Slow moment to a stop 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	2 Rounds	5 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	12 Squares	1 Target	Initiative	1 Round		1d4 + ACU Dmg	
Force Pinch  <p>Damage of 1d4 + ACU. Caster must be able to see the target.</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 (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	1 Square	Initiative	1 Round		Not Pushed	
Force Push  <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	10 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)		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 12 pts	RANGE 12 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION Instant	SAVE: Brute 1/2 Damage
Force Clap		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)						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 2.4 pts	RANGE 10 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
Power Attack Duel		Power Types: SYL:Ice, STM:Elect, ORX:Force, EOL:Acid, DOK:Fire ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK. 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 18 pts	RANGE 10 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: Skill 1/2 Dmg
Force Power Attack		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 18 pts	RANGE 10 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Rounds	SAVE: Skill 1/2 Damage
Phage 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
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		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
LEVEL 17	 	STACK 1	COST 20 pts	RANGE 12 Squares	AREA OF EFFECT 1 Square	ROLL OUT 3 Rounds	DURATION 3 Min	SAVE: Brute 2d10 dmg
Force Cage		Smokey purple strands weave May be over a circle of containment. Touching the force causes 3d6+ACU HP Damage. Touch=3d6+ACU, Bars=120 HP.						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

-Venerator

[illegible]


Chants


LEVEL	1			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save									
						6 pts	12 Squares	1 Target	1 Full Round	10 Minutes										
<h3>Chant:Protection</h3>																				
<div></div> <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>																				
<div><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></div>												Lvl 10	Rollout Halved	6 SP	Lvl 9	Duration +50%	6 SP	Lvl 12	AOE +50%	12 SP
Lvl 10	Rollout Halved	6 SP																		
Lvl 9	Duration +50%	6 SP																		
Lvl 12	AOE +50%	12 SP																		

LEVEL

4

NAE'EM





STACK

9

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

4 pts

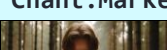
PMP

1 Nae'Em

2 Rounds

Instant

Chant:Marker Location



Caster connects to their ancestor to obtain the directiononn of the Marker.

Markers are made with this assistance of an Ancestor.

The marker must be on the current PMP.

Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)

FOCUS:reveals plane

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 14

Duration X2

8 SP

Lvl 9

Duration +50%

6 SP

LEVEL

8

STACK

3

COST

10.4 pts

RANGE

6 Squares

AREA OF EFFECT

1 Rogue

ROLL OUT

10 Minutes

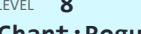
DURATION

4 Hours

SAVE:

No Save

Chant: Rogues Grace



+ Grace to the designated Rogue

Grace +1 per Tier of the Venerator.

Disrespecting the caster by the recipient will make it fail.

FOCUS:Enhanced @ 1/2 cost

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved


Lvl 9 Duration +50%

Lvl 12 AOE +50%


6 SP

6 SP


12 SP

LEVEL	10	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Sense Undead						12 pts	5 Squares / Tier	See Range	10 Minutes	1 Round		
				Direction of N,NE,E,SE,S,SW,W,NW given.								
				Roll:10min, Dur:1rd, Rng:5sq/Tier,								
				COUNTER: None								

Commune

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

Seek Ancestor Spirit



This spell allows the Venerator to locate a new Ancestor Spirit Guide, creating a permanent Ae'Em bond with an Ancestor Spirit Guide.



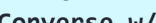

The new Guide may fill a vacant slot or replace an existing Guide. 1 slot / Tier.

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: Skill	
Converse w/ Ancestor						4 pts	Self	Self	10 min @ Dawn	10 Min	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. 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>											<p>FOCUS: Save Roll +10</p> <p>COUNTER: None</p> 	


-Venerator


LEVEL	8	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM
Request Ancestor Delve						12 pts	Self	Self	10 Min @ Dawn	See Descr (1-6 hrs)	Re: Spirit Knowledge	



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


LEVEL	11	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Use An Ancestor Skill						5.4% Max	Skill based	Skill based	1 Hour	6 hrs		



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



LEVEL	15	NAE'EM		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Possessed By Ancestor						5.6% Ma	Self	Self	4 hours	24 hours		




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.

FOCUS: Instant recasting.
COUNTER: None

Communication

LEVEL	19	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
Dead Conclave Convo						60 pts	6 Squares	1 Spirit	10 Minutes	30 Minutes	Summoned	

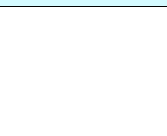


The caster draws a summoning circle and attempts to summon up to 6 souls. Speaks with the souls. Requires a ritual and a token for each soul/spirit. Summoning an available soul/spirit is not voluntary. Ancient dead are summoned forward. Caster will get 2 to 6 .

FOCUS: Save roll +20
COUNTER: Consecration of Corpse Lvl:1
ENHANCEMENTS:
Lvl 14 Save Roll +20 8 SP
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP

Creations

LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Chant: Weapon Speed						8 pts	Touch	1 Weapon	30 Minutes	1 Battle		




Bright plum colored coils encircle the weapon. (A pink oil)
Weapon +1 Init, poss +2 or +3. Each + is a separate spell.
Bright plum colored coils encircle the weapon. (A pink oil)

CREATE:
FOCUS: Column -1
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 9 Range at 1 Sq 6 SP
Lvl 18 Duration X4 10 SP

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		



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

FOCUS:
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		




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

-Venerator

LEVEL	8		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
					8 pts	6 squares	3 Square Radius	Initiative	5 Rounds	Cross Perimeter		




Undead are not able to cross the perimeter of the circle.
Living Dead can only cross the perimeter if the target passes a Skill Save
Class symbol must be represented in the art of the circle.

FOCUS:Range +6 Sqs
COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 14	Save Roll -20	8 SP
Lvl 12	Range X2	8 SP
Lvl 16	AoE X2	16 SP

LEVEL	8		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					8 pts	12 Squares	See Description	5 Min	4 Hours			




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	8 Hour			



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	
					8 pts	4 Sqs	1 Target	2 Rounds	Permanent	Varies		




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

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




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

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			



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			




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

Mechanicals

LEVEL 3		STACK 99	COST 4 SP	RANGE Touch	AREA OF EFFECT 1x1 Square	ROLL OUT 30 Min	DURATION Permanent	SAVE: Resist (Skill/Non) Etched IF NEEDED
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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 Resist 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 10	COST 16 pts	RANGE 1 Square	AREA OF EFFECT 1 Recipient	ROLL OUT 4 Days	DURATION Permanent	SAVE: No Save
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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




-Venerator

LEVEL	11	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non) Connected	
Connect to 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												



LEVEL	14	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Bestow House Authority												
												
Character is able to draw followers to their banner. Character knows 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.												
FOCUS:Sense Allegience COUNTER: None												

Partner Cooperations


LEVEL	2	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Rogue Helped	
Rogue's Right Place & Time												
												
A spirit advising the caster helps a Rogue be more convincing, less suspicious. Caster Passing a Skill Save rolls 1d6 x 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 guttural sounds to the Rogue (1/round). [No words]												
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	9	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Non-Skilled Not revealed	
Nae'Em Rogue Image												
												
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	5			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: 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												

Shrines

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Shrine of Dead Light												
												
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	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Shrine Of Healing, 1d4/Tier												
												
Caster creates a Shrine and reveals the current words of respect. 1d4 to all that have spoken the words of respect aloud anytime within the Duration. Recipients may repeat the words & gain another heal until there are no more to give. The total number of heals that can be given out is equal to the casters Tier. Disrespecting The Shrine by the caster or recipient will make it fail.												
FOCUS:Enhanced @ 1/2 cost COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP												

-Venerator

LEVEL	1			STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	GM
						6 pts	6 Squares	2x2 Sqs	10 Minutes	10 Minutes	Ends DOT	

Shrine Of Robustness, End DOT

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

FOCUS:Enhanced @ 1/2 cost	
COUNTER: None	
ENHANCEMENTS:	
Lvl 10 Rollout 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: Compare Resist	GM
						8 pts	Touch	200 Char	10 Minutes	1 Hour	Can read	

Arcane Reading, 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: Skill	GM
						8 pts			5 Minutes	Permanent	Sight	

Obscure Magic Aura

Hides Powerful/Epic magic as common magic. (Low magic)
No aura is presented if the item is NOT magic.
Normally: A low glow aura is presented if the magic is not powerful.
A distinct glow is presented if the magic is powerful, but not EPIC.
A blinding (sometimes) glow happens when the item is Epic.

COUNTER: None	
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LEVEL	5	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						10 pts	PMP	Nae'Em on PMP	2 Minutes	1 Hour		

Scry [To any 'Em]

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.

FOCUS:To another PMP	
COUNTER: None	
ENHANCEMENTS:	
Lvl 6 Subtle Casting	4 SP
Lvl 14 Duration X2	8 SP

LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						8 pts	5 Marks	10 Square Radius	6 Minutes	30 Min / Tier		

Sky Scrying

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.

FOCUS:+3 Marks/Tier	
COUNTER: None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP

LEVEL	6	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						8 pts	1 Square	1x1 Square	1 Hour	12 Hours		

Create A Home (Ethereal Home Pad)

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 destinatio can be known but not written down.

FOCUS:change location	
COUNTER: None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 9 Duration +50%	6 SP
Lvl 16 AoE X2	16 SP

LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	GM
						10.4 pts	6 Squares	3 Square Radius	2 Minutes	10 Minutes	Magic paused	


Shrine Of Mystical Mechanic

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.

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

-Venerator

LEVEL	6	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
					10.4 pts	10 Squares	3 Square Radius	10 Minutes	1 Hour	Read/Speak	



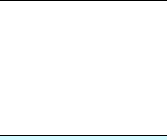
Caster creates a Shrine and reveals the current words of respect.
Clarity for reading/writing once the words of respect spoken aloud within Duration.
All who are within the AoE and pass the Save can read/write a common or ancient language, that they are able to clearly see from the AoE. (Non-Arcane)
Disrespecting The Shrine by the caster or recipient will make it fail.

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	8	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
					8 pts			5 Minutes	End Of Year	Sight	



Makes the object reveal only the first 3 aspects.
Any spell that would reveal all does not detect below 3rd.

COUNTER: None

LEVEL	8	<div></div> <div></div>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
					8 pts	Shrine	1 Mark Radius	4 Minutes	4 Hours		




Reveals direction to an active portal within the 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

LEVEL	8	NAE'EM	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
					8 pts	8 Squares	3 Square Radius	4 Minutes	2 hours / Tier	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 Sqaures
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	<div></div> <div></div>	STACK	4	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
					12 pts	12 Squares	1 Object	30 Minutes	30 Days			




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 Remov	20 SP

LEVEL	9	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
					36 pts	12 Squares	3 Square Radius	20 Minutes	Instant	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	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL	
					12 pts	15 Squares	1 Square	5 Minutes	1 Hour	Scrying blocked	




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


-Venerator

LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Speak Language					12 pts	Touch	a person	3 Minutes	1 Day		



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	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
	Un-Obscure Magic					12 pts	Touch	1 Item	24 Hours	Instant		Obscuration gone




COUNTER: None

LEVEL	12			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
	Spiritual Expulsion					12 pts	8 Squares	3 Square Radius	1 Hour	24 Hours		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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Establish A House					48 pts	1 Recipient	1 Target	1 Month	Permanent			




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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Ironie Marker					16 pts	12 Squares	5 Square Radius	10 Minutes	End Of Year			



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
	Conjure Arcane Beetles					8 pts	8 Squares	1 Square	Initiative	1 Round		Conjured



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, 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					12 pts	12 Squares	1 Square	5 Rounds	1 Hour		



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

LEVEL2

STACK9

COST2 pts

RANGE4 Squares


AREA OF EFFECT1 Item

ROLL OUT1 Minute

DURATIONEnd 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 10Rollout Halved

Lvl 12Range X2

Lvl 4Increase Aura

LEVEL10

STACK99

COST12 pts

RANGE30 Squares


AREA OF EFFECTPMP

ROLL OUT20 Minutes

DURATION4 Hours

SAVE: No Save

Project Astral Image W/in PMP



Colored sparks form a profile which becomes the image of the caster.

Casters Astral image is able to take a ghostly form and watch living creatures.

The caster can only see living sentient creatures, nothing else.

Caster will seem ghostly to the local creatures and vice sa versa.

Ghost-like: HP=50, AC=12/12, Move=12, no attacks/spells/skills.

FOCUS:Move=18

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 10Rollout Halved

Lvl 18Duration X4

Lvl 14Duration X2