







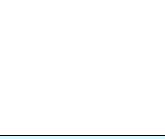
Battle Actions/Prep



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	 

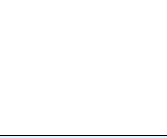
LEVEL	3	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				6 pts	10 Squares	Row: 3 Sqs	Initiative	5 Rounds			
Phage Mist  <p>A green fog descends within the AoE. Direct attacks need no ToHIT. Lobbing requires ToHIT vs AC 10 if within sight. Blind lobbing is AC 17. If a ToHIT fails 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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	8 Squares	1 Square	Initiative	2 Rounds		
 <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>											
										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	


Chants

LEVEL	1		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					6 pts	Self	5 Radius / Tier	1 Full Round	10 Minutes		
 <p>Caster creates a Shrine and reveals the current words of respect. +1 AC to all that have spoken the words of respect aloud anytime within the Duration. Recipients may repeat the words & gain another +1 AC until there are no more to give. The total number of +1 to AC that can be given out is equal to the casters Tier. Disrespecting The Shrine by the caster or recipient will make it fail.</p>											
										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	


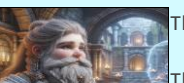

LEVEL	1		STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non) Ends DOT
					6 pts	6 Squares	2x2 Sqs	10 Minutes	10 Minutes		
 <p>Caster creates a Shrine and reveals the current words of respect. Ends DOT when the words of respect have been spoken aloud within the Duration. Recipients may repeat the words & loose another DOT until there are no more to give. The total number of benefits that can be given out is equal to the casters Tier. Disrespecting The Shrine by the caster or recipient will make it fail.</p>											
										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	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Self	Varies	Initiative	4 Hours		
 <p>With a twirling of the fingers the caster brings about light! No Focus = Candle power. But with Focus caster can set light equal to a lantern. This spell does stay fixed in relation to the caster, right above them. Use a Focus item for control of light brightness.</p>											
										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:	No Save
						4 pts	PMP	1 Nae'Em	2 Rounds	Instant		
<div></div> <p>Caster connects to their ancestor to obtain the directionn of the Marker. Markers are made with this assistance of an Ancestor. The marker must be on the current PMP. Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)</p>												
										<p>FOCUS:reveals plane COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</p>		

LEVEL	8		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					10.4 pts	6 Squares	2x2 Sqs	10 Minutes	10 Minutes		
 <p>Caster creates a Shrine and invites Rogues to join them. +1 Grace to the Rogue(s) who have spoken the words aloud within the Duration. Rogues may repeat the words & gain another +1 Grace until there are no more to give. The total number of benefits that can be given out is equal to the casters Tier. Disrespecting The Shrine by the caster or recipient will make it fail.</p>											
										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	

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			
<div><p>This spell allows the Venerator to locate a new Ancestor Spirit Guide, creating a permanent Ae'Em bond with an Ancestor Spirit Guide.</p><p>The new Guide may fill a vacant slot or replace an existing Guide. 1 slot / Tier.</p><p>Once the Ancestor is in their slot (This spell), with HP=20 & SP halved.</p><p>Other Commune spells can be used to work more deeply with an Ancestor after this one.</p></div>													
										FOCUS:Draw a Special Spirit COUNTER: None			

-Venerator


LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
						4 pts	Self	Self	10 min @ Dawn	10 Min		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:	Skill	GM
						2 pts/Da	Self	Self	10 Min @ Dawn	See Descr (1-6 hrs)		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

Fences and Shelters

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

Force Platform



Shining wine colored coils Outline the platform. Levitating platform. 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	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

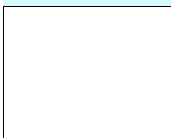


Caster draws a magical circle in green weave that protects against acidic damage. The green weave becomes bubbling acidic phage which fades from sight. Those within the circle reduce phage damage by 3 points (min 1). Passing in or out (crossing the edge) CAUSES 1d6 points of phage damage.

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

Find or Reveal

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
						8 pts	4 Sqs	1 Target	2 Rounds	Permanent		Varies	

Dispel Magic (Venorx)

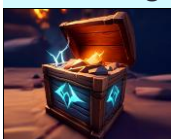


Many spells can be temporarily halted or entirely stopped by a Dispel Magic. Soothsayers are able to Rollout this spell in 2 rounds (1 with the enhancement). Fastest! The full description has the list. Also, there is a list in the players handbook (Spells chapter).

CREATE: Scroll of Dispel Magic (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	

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

Food And Drink

LEVEL 1	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST 4 pts	RANGE Touch	AREA OF EFFECT 2 Skins/Tier	ROLL OUT 10 Minutes	DURATION Permanent	SAVE: No Save
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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	<input type="checkbox"/>	<input type="checkbox"/>	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		<input type="checkbox"/>	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 6	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 2 Hours	DURATION Permanent	SAVE: Health Target cleansed
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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

Hide or Obscure

LEVEL 7	<input type="checkbox"/>	<input type="checkbox"/>	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

Ionic Markers

LEVEL 5	NAE'EM		<input type="checkbox"/>	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

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



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:	No Save
					16 pts	1 Square	1 Recipient	4 Days	Permanent		

Partner Cooperations

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

Planar

LEVEL

5

STACK

99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: RM

Reveal Origin Plane

8 pts


2 Squares

5 items / 1 Square

20 Minutes

Rollout

Does not blind



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 10Rollout Halved6 SP

Lvl 18Range X410 SP



Lvl 12Range X28 SP

LEVEL	7	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Reach To My Home Nook						8 pts	PMP	Self	10 Minutes	Permanent		
 <p>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.</p>				<div>FOCUS:Reading light</div> <div>COUNTER:Same Skill. Lvl:1</div> <div>ENHANCEMENTS:</div> <div><div>Lvl 10 Rollout Halved</div><div>Lvl 16 Rollout 1 Min</div></div> <div><div>6 SP</div><div>8 SP</div></div>								

Shrines

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Shrine Of Healing, 1d4/Tier						6 pts	6 Squares	3x3 Sqs	4 hours	as Rollout											
<p>Caster creates a Shrine and reveals the current words of respect.</p> <p>1d4 to all that have spoken the words of respect aloud anytime within the Duration.</p> <p>Recipients may repeat the words & gain another heal until there are no more to give.</p> <p>The total number of heals 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
Lvl 10	Rollout Halved	6 SP																			
Lvl 9	Duration +50%	6 SP																			
Lvl 12	AOE +50%	12 SP																			


-Venerator



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	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
						8 pts			5 Minutes	Permanent		Sight	

Obscure Magic Aura




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	2 Marks / Level	Nae'Em on PMP	2 Minutes	1 Hour			

Scry (to a Nae'Em of any kind)



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	15x15 Squares	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	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
						10.4 pts	6 Squares	2x2 Sqs	10 Minutes	10 Minutes		Magic paused	

Shrine Of the Mystical Mechanic



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

LEVEL	6	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
						10.4 pts	6 Squares	3x3 Sqs	10 Minutes	10 Minutes		Read/Speak	

Shrine Of the Written Word



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

-Venerator

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

Obscure Magical Depth

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

COUNTER: None

LEVEL	8			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	Shrine	10 Square Radius	4 Minutes	4 Hours			

Shrine of Portal Revelation

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

LEVEL	8	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
						8 pts	8 Squares	3x3 Squares	4 Minutes	2 hours / Tier		Scry's are noticed	

Sphere Of Privacy

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

Summon or Send

LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
						8 pts	8 Squares	1 Square	Initiative	3 Rounds		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

Watch/Scry

LEVEL	2			STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						2 pts	4 Squares	1 Item	1 Minute	End Of Year			

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