

Battle Actions/Prep

LEVEL6

STACK3

COST

8 pts

RANGE

4 Squares

AREA OF EFFECT

4x4 squares

ROLL OUT

Initiative


DURATION

4 Rounds

SAVE: Agility

Move 1 Sq

Vines of Force (Hold)



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.

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

LEVEL7

STACK6

COST

8 pts

RANGE

Touch

AREA OF EFFECT

4 Sqs Long

ROLL OUT


20 Minutes

DURATION

20 Minutes

SAVE: No Save

Half Wall of Force



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.

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

LEVEL1

STACK99

COST

4 pts

RANGE

8 Squares

AREA OF EFFECT

1 Square

ROLL OUT

Next Initiative

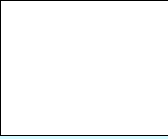
DURATION

1 Round

SAVE: Resist (Skill/Non)

1d4 + ACU Dmg

Force Pinch 1d4



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)

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

LEVEL1

STACK1

COST

4 pts

RANGE

4 Sqs / Tier

AREA OF EFFECT

1 adjacent sq / Tier

ROLL OUT

Initiative


DURATION

5 Rounds

SAVE: Health

Temp halt of effect

Phage (Something of Fragility???)



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.

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

LEVEL2

STACK1

COST

4 pts

RANGE

10 Squares

AREA OF EFFECT

2 Squares

ROLL OUT


Initiative

DURATION

1 Round

SAVE: Brute

Force Push 1d6



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)

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

LEVEL3

STACK2

COST

4 pts

RANGE

4 Squares

AREA OF EFFECT

1 Mark

ROLL OUT

Initiative


DURATION

2 Rounds

SAVE: Skill

HP=25

Conjure Native Beetles



A swarm may appear in a square adjacent to the target (if within AoE/Range).

Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.

Will attack any living target. Even if the target is friendly to the caster.

Skill Save to increase the swarm HP from 15 to 25.

Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8

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

LEVEL3

STACK3

COST

6 pts

RANGE

10 Squares

AREA OF EFFECT

Row: 3 Sqs

ROLL OUT


Initiative

DURATION

5 Rounds

SAVE: No Save

Phage Mist



A green fog descends within the AoE. Direct attacks need no ToHIT.

Lobbing requires ToHIT vs AC 10 if within sight. Blind lobbing is AC 17.

If a ToHIT fails the mist dissipates before any damage is done.

For the duration, all creatures on the surface of the AoE take damage.

Damage is 2d4 +ACU. Large amounts of water can impact the duration.

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 18

Range X4

10 SP

Lvl 12

Range X2






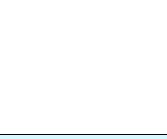

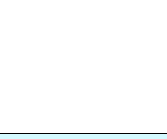

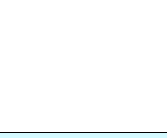




8 SP

Lvl 9

Range +50%

6 SP

-Venerator

LEVEL 8		STACK 99	COST 8 pts	RANGE 8 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION 2 Rounds	SAVE: No Save
Phage Rain (2 Rds)		 <p>Caster draws their hands downward while fluttering their fingers. Damage of 3d6+ACU for 2 rds from above the target. No ToHIT. Leave to avoid. Can be used in/as a trap with the Rogues skill "Set Up Spell Release (TRAP)"</p>						<p>FOCUS:+2 HP Damage COUNTER:Same Skill. Lvl:1</p> <p>ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP</p>
LEVEL 9		STACK 99	COST 12 pts	RANGE 12 Squares	AREA OF EFFECT 2 Squares	ROLL OUT Initiative	DURATION Instant	SAVE: Brute 1/2 Damage
Force Clap 2d6 Daze 1d2 rds		 <p>A force wall pushes directly from the caster to the target but only the target will usually b Damage of 2d6+ACU. Target Saves or Daze 1d2 rds. A force wall pushes directly from the caster to the target but only the target will usually be dazed and/or take damage. (No ToHIT)</p>						<p>FOCUS:Save Col +1</p> <p>COUNTER:No Counter Available. Lvl:1</p> <p>ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP</p>
LEVEL 11		STACK 99	COST 2.4 pts	RANGE 10 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: Skill
Class Power Attack Duel		 <p>Power Types: SYL:Ice, STM:Elect, ORX:Force, EOL:Acid, DOK:Fire ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK. Duel to be called AFTER this 'Class Power Attack' is mentioned & BEFORE damage is rolled. The GM may have to make a call if the Class Power Attack proceeds too quickly.</p>						<p>COUNTER: None</p>
LEVEL 12		STACK 99	COST 9 pts	RANGE 10 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: Skill 1/2 Dmg
Force Class Power Attack		 <p>Sends a flow of force directly to the target. No lobbing. Damage of 4d10 + ACU Bonus. Save for 1/2 damage. No ToHIT required. Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments. Another caster using the same power (Force) may start a 'Class Power Attack Duel'. Class Power Attack Duels force 2 casters into a head to head personal battle.</p>						<p>FOCUS:+1d10 Damage COUNTER: None</p> <p>ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP</p>
LEVEL 12		STACK 99	COST 12 pts	RANGE 10 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Rounds	SAVE: Skill 1/2 Damage
Phage Class Power Attack		 <p>Sends a stream of Phage directly to the target. No lobbing. Damage of 4d10 + ACU Bonus. Save for 1/2 damage. No ToHIT required. Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments. Another caster using the same power (Phage)) may start a 'Class Power Attack Duel'. Class Power Attack Duels force 2 casters into a head to head personal battle.</p>						<p>FOCUS:+1d10 Damage COUNTER: None</p> <p>ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP</p>
LEVEL 13		STACK 99	COST 16 pts	RANGE 12 Squares	AREA OF EFFECT 2x2 Squares	ROLL OUT Initiative	DURATION 3 Rounds	SAVE: No Save
Phage Blobs		 <p>Sickly green Acidic blobs begin to fall in the AoE. from above. Leave to avoid. Can be used in/as a trap with the Rogues skill "Set Up Spell Release (TRAP)"</p>						<p>CREATE:Scroll of Phage Blob FOCUS:3x3 AoE. COUNTER:Same Skill. Lvl:1</p>
LEVEL 17		STACK 99	COST 20 pts	RANGE 8 Squares	AREA OF EFFECT 3x3 Squares	ROLL OUT 10 Minutes	DURATION 3 Rounds	SAVE: Brute
Force Cage 3d6 to touch		 <p>Smokey purple strands weave and become a cage for all but Dokour. May be over a circle of containment. 3d6 damage to touch. Smokey purple strands weave and become a cage for all but Dokour.</p>						<p>FOCUS:Cage HP = 398 COUNTER:Same Skill. Lvl:1</p> <p>ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 9 Duration +50% 6 SP</p>

-Venerator

LEVEL 17

STACK 99

COST


RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Skill



Hammering Force

3d8 @ 2sqs

20 pts

12 Squares

2 Squares

Initiative

Instant

A giant floating hammer moves directly to the target. Force pushes and causes 1/2 damage to Damage of 3d8 + ACU in 2 sqs. Target(s) Save or Stunned 1d3 rds.

A giant floating hammer moves directly to the target. Force pushes and causes 1/2 damage to creatures/items in the way. (No ToHIT)

FOCUS:Save Col +1

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

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



Caster creates a Shrine and reveals the current words of respect.

+1 AC to all that have spoken the words of respect aloud anytime within the Duration.

Recipients may repeat the words & gain another +1 AC until there are no more to give.

The total number of +1 to AC that can be given out is equal to the casters Tier.

Disrespecting The Shrine by the caster or recipient will make it fail.

FOCUS:Enhanced @ 1/2 cost

COUNTER:None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 9 Duration +50% 6 SP

Lvl 12 AOE +50% 12 SP

LEVEL 1

STACK 1/Tier

COST


RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Resist (Skill/Non) Ends DOT



Chant Of Robustness, End DOT

6 pts

6 Squares

2x2 Sqs

10 Minutes

10 Minutes

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 1

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Light To Calm The Dead


4 pts

Self

Varies

Initiative

4 Hours



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: No Save

Direction to Your Ionic Marker


4 pts

PMP

1 Nae'Em

2 Rounds

Instant



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: No Save

Chant Of Rogues Grace, +1/Tier


10.4 pts

6 Squares

2x2 Sqs

10 Minutes

10 Minutes



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:

Sense Undead


12 pts

Self

5 Squares/Tier

asdfa

adfa



askldfi

ajsldkjf

ajsldjf

COUNTER:None

-Venerator

LEVEL 20

STACK 1

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Mirror A Person



Caster creates the image of a person within range which can speak like the original. Image can move as the caster commands it to.

No effect unless the caster can also use those skills/spells and attacks.

Stats= HP:20 (Focus Item=35), AC:10/10, Battle x1x1 Init+2 ToHit+2 Dmg+2

FOCUS:see and hear

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 12 Range X2

8 SP

Lvl 18 Duration X4

10 SP


Lvl 14 Duration X2

8 SP

Commune

LEVEL 1

NAE'EM



STACK 1

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Petition Ancestor Spirit Guide



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

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

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

LEVEL 11

NAE'EM



STACK 1

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

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

LEVEL 15

NAE'EM



STACK

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Possessed By Ancestor



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

Fences and Shelters

LEVEL 6

STACK 3

COST

RANGE

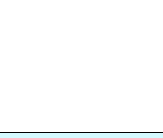
AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Force Platform



Shining wine colored coils Outline the platform. Levitating plaform. 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

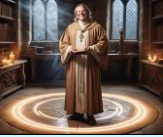
8 SP

Lvl 9 Duration +50%

6 SP

-Venerator

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



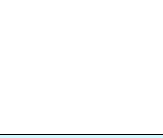
Caster draws a magical circle in green weave that protects against acidic damage. The green weave becomes bubbling acidic phage which fades from sight. Those within the circle reduce phage damage by 3 points (min 1). Passing in or out (crossing the edge) CAUSES 1d6 points of phage damage.

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		




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

FOCUS:Door Included.
COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

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

LEVEL	11		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	Touch	6 Sqs Long	20 Minutes	1 Hour		



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


FOCUS:HP:80 AC:16
COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 16	AoE X2	16 SP

Find or Reveal

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




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

CREATE:Scroll of Dispel Magic (Tem)
FOCUS:Rollout = 2 Rounds
COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP

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




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

LEVEL4

STACK99

COST4 pts

RANGETouch


AREA OF EFFECT1 Body

ROLL OUT30 Min

DURATIONPermanent

SAVE: No Save

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 Halved6 SP
Lvl 14 Range At 3 Sqs8 SP

LEVEL4

NAE'EM

STACK99

COST4 pts

RANGETouch


AREA OF EFFECT1 Body

ROLL OUT30 Min

DURATIONPermanent

SAVE: No Save

Send The Dead On



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

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP
Lvl 14 Range At 3 Sqs8 SP

LEVEL6

STACK1

COST8 pts

RANGESelf

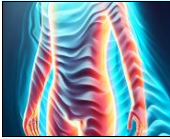
AREA OF EFFECTSelf

ROLL OUT2 Hours

DURATIONPermanent

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 Halved6 SP
Lvl 9 Range at 1 Sq6 SP
Lvl 14 Duration X28 SP

LEVEL11

STACK99

COST12 pts

RANGETouch


AREA OF EFFECT1 broken bone

ROLL OUT1 Hour

DURATIONPermanent

SAVE: No Save

Ectoplasmic Cast



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

FOCUS:Rollout = 1 Min

COUNTER: None

ENHANCEMENTS:
Lvl 14 Range At 3 Sqs8 SP
Lvl 20 AOE X420 SP
Lvl 16 AoE X216 SP

LEVEL11

STACK99

COST12 pts

RANGE8 Squares


AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATIONPermanent

SAVE: No Save

End Current Dmg Over Time



Stops current Damage Over Time (DoT) upon 1 target.
Enacted in next round on casters initiative
Does NOT heal or cure the target of any diseases.

FOCUS:d6 healing

COUNTER: None

ENHANCEMENTS:
Lvl 12 Range X28 SP
Lvl 9 Range +50%6 SP
Lvl 12 AoE = 2 Recipients10 SP

Hide or Obscure

LEVEL7

STACK1

COST8 pts

RANGESelf


AREA OF EFFECTSelf

ROLL OUT4 Rounds

DURATION4 Hours

SAVE: No Save

Slow Alteration Into Ancestor



Take 4 rounds to slowly morph. Move from young FTR elf & exit as older commoner elf.
Enter a crowd as a young armored elf and exit as an older unarmored elf.
Can change their age, clothing, carried items, hair, eyes, and facial hair.
They normally cannot change their race, height, weight, and gender.
Safest to do when surround (in a crowd) by 10 or more people.

FOCUS:Change Race, Ht, Wt, Gender

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:
Lvl 6 Subtle Casting4 SP
Lvl 10 Rollout Halved6 SP
Lvl 14 Duration X28 SP

Ionic Markers

LEVEL5

NAE'EM

STACK9

COST48 pts

RANGETouch


AREA OF EFFECTCaster

ROLL OUT1 Day

DURATIONPermanent

SAVE: 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 X410 SP
Lvl 12 Range X28 SP
Lvl 14 Range At 3 Sqs8 SP


Light-


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


Mechanicals

LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	GM
						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'Em's


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		
						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: Resist (Skill/Non)
						36 pts	Touch	1 Item	4 Days	Permanent	Connected	
						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
						48 pts	1 Recipient	1 Target	1 Week	Permanent		
						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 Alliegence COUNTER: None

Partner Cooperations

LEVEL	2	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
						4 pts	10 Squares	1 Rogue	1 Round	1 Hour	Rogue Helped	
						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 gutteral 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: No Save
						12 pts	Self	Self	3 Minutes	2 Hours		
						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

COST8 pts

RANGE2 Squares


AREA OF EFFECT5 items / 1 Square

ROLL OUT20 Minutes

DURATIONRollout

SAVE: RMDoes not blind

Reveal Origin Plane



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

FOCUS:Shows color of Plane

COUNTER: None

ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Range X4 10 SP
Lvl 12 Range X2 8 SP

LEVEL 7

NAE'EM

STACK 1

COST8 pts

RANGEPMP


AREA OF EFFECTSelf

ROLL OUT10 Minutes

DURATIONPermanent

SAVE: 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 12

NAE'EM

STACK 1

COST12 pts

RANGESelf


AREA OF EFFECTPMP

ROLL OUT30 Minutes

DURATION2 Minutes

SAVE: 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 19

NAE'EM

STACK 99

COST20 pts

RANGEPMP


AREA OF EFFECT1 Landmark

ROLL OUT2 Days

DURATIONPermanent

SAVE: No Save

Vae'Em Portal (Ethereal Portal)



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

FOCUS:Closer

COUNTER: None

ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Nae'Em Clues Remove 20 SP
Lvl 4 Increase Aura -2 SP

Shrines

LEVEL 1

STACK 1

COST6 pts

RANGE6 Squares

AREA OF EFFECT3x3 Sqs

ROLL OUT4 hours

DURATIONas Rollout

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

LEVEL 5

NAE'EM

STACK 99

COST8 pts

RANGETouch


AREA OF EFFECT200 Char

ROLL OUT10 Minutes

DURATION1 Hour

SAVE: 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

LEVEL 5

STACK 1

COST8 pts

RANGE

AREA OF EFFECT

ROLL OUT5 Minutes

DURATIONPermanent

SAVE: SkillSight



Obscure Magic Aura

COUNTER: None

-Venerator

LEVEL	5	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Scry (to a Nae'Em of any kind)											
 <p>Caster is able to view one of their Nae'Ems (must have been previously noted). View from 4 squares above, but is able to lower the view to just above the Nae'Ems head. Caster and Nae'Em must both actively agree for the scry to enact. Casters current vision defines what can be seen. Casters current hearing defines what can be heard.</p>											
<div>FOCUS:To another PMP</div> <div>COUNTER: None</div> <div>ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 14 Duration X2 8 SP</div>											
LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Sky Scrying											
 <p>Caster (only) able to view an area generally without lots of detail. Living/moving creatures can be seen, but not individually identified. Sight and hearing is from of 10 squares above. View is always from above. Casters current vision defines what can be seen. Casters current hearing defines what can be heard.</p>											
<div>FOCUS:+3 Marks/Tier</div> <div>COUNTER: None</div> <div>ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP</div>											
LEVEL	6	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Create A Home (Ethereal Home Pad)											
 <p>Barely visible green weave surrounds a 1x1 square area and forms the pad. A return spot for Ethereal Portals. Allows any Soothsayer to use this as a destination. If the "Ethereal Return Portal" is used this destinatino can be known but not written down.</p>											
<div>FOCUS:change location</div> <div>COUNTER: None</div> <div>ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 16 AoE X2 16 SP</div>											
LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non) Magic paused
Shrine Of the Mystical Mechanic											
 <p>Caster creates a Shrine and reveals the current words of respect. The Shrine magic challenges the magic within a mechanism with a comparison Save. For each magical mechanism the caster must pass a separate Save, all magical parts of the mechanism are affected, not any mundane parts. Disrespecting The Shrine by the caster or recipient will make it fail.</p>											
<div>FOCUS:Enhanced @ 1/2 cost</div> <div>COUNTER: None</div> <div>ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP</div>											
LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non) Read/Speak
Shrine Of the Written Word											
 <p>Caster creates a Shrine and reveals the current words of respect. Clarity for reading/writing once the words of respect spoken aloud within Duration. All who are within the AoE and pass the Save can read/write a common or ancient language, that they are able to clearly see from the AoE. (Non-Arcane) Disrespecting The Shrine by the caster or recipient will make it fail.</p>											
<div>FOCUS:Enhanced @ 1/2 cost</div> <div>COUNTER: None</div> <div>ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP</div>											
LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Sight
Obscure Magical Depth											
 <p>Makes the object reveal only the first 3 aspects. Any spell that would reveal all does not detect below 3rd.</p>											
<div>COUNTER: None</div>											
LEVEL	8			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Shrine of Portal Revelation											
 <p>Reveals most recently active portal within the last 24 hours (in AoE). Caster learns direction of the active portal, if any. (N, NE, E, SE, S, SW, W, NW) Permanent portals are considered always active. Stone, metal, or earthen walls between the Shrine and portal(s) block detection.</p>											
<div>FOCUS:Title Revealed</div> <div>COUNTER:Dispel Magic. Lvl:1</div> <div>ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP</div>											

-Venerator

LEVEL 8 NAE'EM  
Sphere Of Privacy

STACK 1

COST

8 pts

RANGE

8 Squares

AREA OF EFFECT

3x3 Squares

ROLL OUT

4 Minutes

DURATION

2 hours / Tier

SAVE: Skill

Scry's are noticed



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

FOCUS:Aoe: 5x5 Squares


COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 12 Range X2 8 SP

Lvl 14 Duration X2 8 SP

LEVEL 9 NAE'EM  

STACK 4

COST

12 pts

RANGE

1 Mark per Tier

AREA OF EFFECT

1 Object

ROLL OUT

30 Minutes

DURATION

1 Day

SAVE: No Save

Bonded Spirit Within A Statue





Barely visible seafoam colored weave travels from the caster's hand to the statue.
Must be used on art/sculptures with eyes.
Caster to see through the eyes of a statue.
Does NOT allow the caster to hear or feel through the Tae'Em that has been created.

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 18 Nae'Em Clues Remove 20 SP

LEVEL 9  

STACK 99

COST

36 pts

RANGE

4 Squares

AREA OF EFFECT

1 Square

ROLL OUT

20 Minutes

DURATION

Instant

SAVE: Resist (Skill/Non)

Revealed



Detect 'Ems (All Types)



The caster can see a color if there are any ae'Ems to be found
Caster attempts to reveal the existence and nature of a Nae'Em.
This will create a separate glow for each Nae'Em, Ae'Em, Vae'Em, Tae'Em, and Cae'Em.
But only 1 can be reviewed, but a total number of them will be revealed to the caster.

FOCUS:Rollout Halved.



COUNTER: None

ENHANCEMENTS:

Lvl 14 Save Roll +20 8 SP

Lvl 18 Range X4 10 SP

Lvl 12 Range X2 8 SP

LEVEL 10  

STACK 1

COST

12 pts

RANGE

AREA OF EFFECT

ROLL OUT

5 Minutes

DURATION

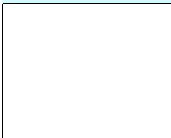
Instant

SAVE: Skill


Sight



Remove Obscure Magic



COUNTER: None

LEVEL 10  

STACK 99

COST

12 pts

RANGE

Touch

AREA OF EFFECT

a person

ROLL OUT

3 Minutes

DURATION



1 Day

SAVE: No Save

Speak Language



The caster touches a person who speaks the language.
Allows speaking of a current language.
Can create Scroll of Speak Languages with this spell.

CREATE:Scroll Of Speak Languages  

FOCUS:Proficiency



COUNTER: None

ENHANCEMENTS:

Lvl 14 Duration X2 8 SP

Lvl 9 Duration +50% 6 SP

Lvl 16 AoE X2 16 SP

LEVEL 12  

STACK

COST

12 pts

RANGE

8 Squares

AREA OF EFFECT

3x3 squares

ROLL OUT

30 Minutes

DURATION

4 Hours

SAVE: Skill

Circle Created



Circle of Spiritual Expulsion



To nearest edge or random if in question.

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 14 Save Roll +20 8 SP

Lvl 9 Duration +50% 6 SP

Lvl 16 AoE X2 16 SP

LEVEL 14 NAE'EM  

STACK 99

COST

48 pts

RANGE

1 Recipient

AREA OF EFFECT

1 Target

ROLL OUT

1 Month

DURATION

Permanent

SAVE: No Save

Establish A House



Character is able to draw followers to their banner
The Character is able to know if the follower has acted properly according to House ideals
But, the creator of the House will NOT know the mind of the follower.
This skill allows the character to create a house that they alone own.
Only the character using the "House Authority" cause another to be a non-owner authority.

COUNTER: None



-Venerator

LEVEL14

NAE'EM

STACK99

COST

16 pts

RANGE

12 Squares

AREA OF EFFECT

5x5 Squares

ROLL OUT

10 Minutes

DURATION

30 Minutes

SAVE: No Save



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

LEVEL6

STACK3

COST

8 pts

RANGE

8 Squares

AREA OF EFFECT

1 Square

ROLL OUT

Initiative

DURATION

3 Rounds

SAVE: Skill 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, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8

CREATE:Cinderroot powder

FOCUS:Save Roll +40

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 12

Range X2

8 SP

Lvl 14

Duration X2

8 SP

Lvl 9

Damage +50%

8 SP

Traveling (PMP)

LEVEL10

STACK99

COST

12 pts

RANGE

12 Squares

AREA OF EFFECT

1 Square

ROLL OUT

5 Rounds

DURATION

1 Hour

SAVE: No Save



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

COST

2 pts

RANGE

4 Squares

AREA OF EFFECT

1 Item

ROLL OUT

1 Minute

DURATION

End Of Year

SAVE: No Save



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