

Battle Actions/Prep

LEVEL6

STACK3

COST8 pts


RANGE4 Squares

AREA OF EFFECT4x4 squares

ROLL OUTInitiative

DURATION4 Rounds

SAVE:Agility  
Move 1 Sq



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 X28 SP  
Lvl 9 Range +50%6 SP  
Lvl 14 Duration X28 SP

Battle Defense

LEVEL7

STACK6

COST8 pts


RANGETouch

AREA OF EFFECT4 Sqs Long

ROLL OUT20 Minutes

DURATION20 Minutes

SAVE:No Save



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 Halved6 SP  
Lvl 16 Rollout 1 Min8 SP  
Lvl 14 Duration X28 SP

Battle Offense

LEVEL1

STACK99

COST4 pts


RANGE8 Squares

AREA OF EFFECT1 Square

ROLL OUTNext Initiative

DURATION1 Round

SAVE:Resist (Skill/Non)  
1d4 + ACU Dmg



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 X410 SP  
Lvl 9 Range +50%6 SP  
Lvl 14 Damage X212 SP

LEVEL1

STACK1

COST4 pts


RANGE4 Sqs / Tier

AREA OF EFFECT1 adjacent sq / Tier

ROLL OUTInitiative

DURATION5 Rounds

SAVE:Health  
Temp halt of effect



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 Casting4 SP  
Lvl 12 Range X28 SP  
Lvl 16 AoE X216 SP

LEVEL2

STACK1

COST4 pts


RANGE10 Squares

AREA OF EFFECT2 Squares

ROLL OUTInitiative

DURATION1 Round

SAVE:Brute



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 -208 SP  
Lvl 18 Range X410 SP  
Lvl 9 Range +50%6 SP

LEVEL3

STACK2

COST4 pts


RANGE4 Squares

AREA OF EFFECT1 Mark

ROLL OUTInitiative

DURATION2 Rounds

SAVE:Skill  
HP=25



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 X28 SP  
Lvl 9 Range +50%6 SP  
Lvl 14 Damage X212 SP

LEVEL3

STACK3

COST6 pts


RANGE10 Squares

AREA OF EFFECTRow: 3 Sqs

ROLL OUTInitiative

DURATION5 Rounds

SAVE:No Save




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 X410 SP  
Lvl 12 Range X28 SP  
Lvl 9 Range +50%6 SP

# -Venerator

LEVEL	8	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Brute	<div></div>
Force Clap					8 pts	12 Squares	2 Squares	Initiative	Instant	1/2 Damage	



A force wall pushes directly from the caster to the target but only the target will usually be damaged. 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	8	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Phage Rain (2 Rds)					8 pts	8 Squares	1 Square	Initiative	2 Rounds		



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	11	<div></div> <div><div>show</div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	<div></div>
Class Power Attack Duel					2.4 pts	10 Squares	1 Target	Initiative	1 Round		

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.

COUNTER: None

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

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

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

## Commune

LEVEL	1	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Bond With Ancestor					8 pts	Self	Self	1d6+1 Days	5 Min & Permanent		




xx

[Enter Summary]

xx

COUNTER: None

LEVEL	5	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Speak To Bonded Ancestor					8 pts	xxx	xxx	30 Minutes	30 Minutes		



..

[Enter Summary]

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COUNTER: None

# -Venerator

LEVEL 8

STACK 1

COSTXX

RANGEXX

AREA OF EFFECTXX

ROLL OUTXX

DURATIONXX

SAVE: Skill

Request Ancestor Delve

xx  
[Enter Summary]  
xx

COUNTER: None

LEVEL 11

STACK

COST

RANGEXX

AREA OF EFFECTXX

ROLL OUTXX

DURATIONXX

SAVE: Skill

Channel Ancestor

[Enter Summary]

COUNTER: None

## Fences and Shelters

LEVEL 6

STACK 3

COST8 pts

RANGE16 Squares

AREA OF EFFECT2x2 Sq Platform

ROLL OUT2 Minutes

DURATION10 Minutes

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

LEVEL 7

STACK 99

COST8 pts

RANGE9 Squares

AREA OF EFFECT3 Sq Radius

ROLL OUT5 Minutes

DURATION1 Hour

SAVE: No Save

Circle of Protection vs Phage

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

FOCUS:Acid 1d6 dmg at edge  
COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:  
Lvl 12 Range X2 8 SP  
Lvl 14 Duration X2 8 SP  
Lvl 9 Duration +50% 6 SP

LEVEL 10

STACK 3

COST12 pts

RANGE12 Squares

AREA OF EFFECTSee Description

ROLL OUT5 Min / Wall

DURATION4 Hours

SAVE: No Save

Walls of Force (4 to 6)

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

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

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

LEVEL 11

STACK 3

COST12 pts

RANGETouch

AREA OF EFFECT6 Sqs Long

ROLL OUT20 Minutes

DURATION1 Hour

SAVE: No Save

Force Wall

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

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

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

## Find or Reveal

LEVEL 4

STACK 99

COST8 pts

RANGE4 Sqs

AREA OF EFFECT1 Target

ROLL OUT2 Rounds

DURATIONPermanent

SAVE: Skill

Venorx Tcane Magic (Dispel Magic)

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

# -Venerator

LEVEL 5

STACK 1

COST

8 pts

RANGE

2 Squares

AREA OF EFFECT

1-5 item

ROLL OUT

5 Minutes

DURATION

Instant

SAVE: Skill


Sight

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



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.

LEVEL 10

NAE'EM

STACK 99

COST

24 pts

RANGE

4 Squares

AREA OF EFFECT

1 Item

ROLL OUT

2 Hours

DURATION


Permanent

SAVE: Unskilled success

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



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.

LEVEL 1

STACK 99

COST

4 pts

RANGE

Touch

AREA OF EFFECT

2 Skins/Tier

ROLL OUT

10 Minutes

DURATION


Permanent

SAVE: No Save

FOCUS:+2 Skins extra

COUNTER:None

ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 16 Rollout 1 Min 8 SP



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.

LEVEL 4

STACK 99

COST

4 pts

RANGE

Touch

AREA OF EFFECT

1 Body

ROLL OUT

30 Min


DURATION

Permanent

SAVE: No Save

COUNTER:No Counter Available. Lvl:1

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



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.

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

COUNTER:No Counter Available. Lvl:1

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



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.

LEVEL 6

STACK 1

COST

8 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

2 Hours

DURATION

Permanent

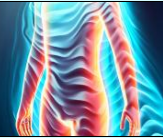
SAVE: Health

Target cleansed

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



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.

LEVEL 11

STACK 99

COST

12 pts

RANGE

Touch

AREA OF EFFECT

1 broken bone

ROLL OUT

1 Hour

DURATION


Permanent

SAVE: No Save

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




Without this spell healing a broken bone can take from 1 to 6 months.


Broken bone heals in 1 Hour.

Will even heal sprains.


## -Venerator

LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	End Current Dmg Over Time					12 pts	8 Squares	1 Target	Initiative	Permanent	
 <p>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.</p>											<p>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</p>


## Hide or Obscure

LEVEL	7			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	Slow Alteration Into Ancestor					8 pts	Self	Self	4 Rounds	4 Hours	
 <p>Take 4 rounds to slowly morph. Move from young FTR elf &amp; 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.</p>											<p>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</p>


## Ionic Markers

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


## Light-

LEVEL	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL Scrying blocked
	SHRINE: Block Scrying					12 pts	15 Squares	1 Square	Initiative	1 Hour	
 <p>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.</p>											<p>COUNTER: None</p>

## Mechanicals





LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non) Etched IF NEEDED
	Acid Etching					4 SP	Touch	1x1 Square	30 Min	Permanent	
 <p>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.</p>											<p>FOCUS:none COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 AoE X2 16 SP</p>

## Nae'Ems






LEVEL	7	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	Create Permanent Nae'Em					16 pts	1 Square	1 Recipient	4 Days	Permanent	
 <p>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.</p>											<p>FOCUS:Reset time 1/2 COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP</p>




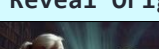
## -Venerator



LEVEL	11	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
Connect To An Arcane Focus Item							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

## Partner Cooperations


LEVEL	9	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save									
Shape of Nae'Em Rogue							12 pts	Self	Self	3 Minutes	2 Hours										
							<p>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.</p>														
							<div>FOCUS:speak like rogue</div> <div>COUNTER:Same Skill. Lvl:1</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>						Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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											
Reveal Origin Plane						8 pts	2 Squares	5 items / 1 Square	20 Minutes	Rollout	Does not blind											
				<p>Without a Focus Item it reveals only if the object/person is from this current plane.</p> <p>With a Focus Item a color is revealed:</p> <p>Yellow/Orange for Astral. Tan/Brown for Ethereal. Lime Green for Langstrom.</p> <p>Grey for Dimension. White for PMP (w/ pmp name).</p> <p>Blinding white (Save) for Diety Planes.</p>								<p>FOCUS:Shows color of Plane</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP
Lvl 10	Rollout Halved	6 SP																				
Lvl 18	Range X4	10 SP																				
Lvl 12	Range X2	8 SP																				


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

### Reach To My Home Nook



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

FOCUS: Reading light 

COUNTER: Same Skill. Lvl:1 


ENHANCEMENTS:


Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP

LEVEL

12

NAE'EM





STACK

1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

Portal To A Connecting Soul


12 pts

Self

PMP

30 Minutes

2 Minutes



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

## Shrines

LEVEL

1

STACK

1

COST

6 pts

RANGE

Self

AREA OF EFFECT

5 Radius / Tier

ROLL OUT

1 Full Round


DURATION

10 Minutes

SAVE:

No Save

Chant of Protection, +1 AC/Tier



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)	60%
				6 pts	6 Squares	2x2 Sqs	10 Minutes	10 Minutes	Ends DOT	
<b>Chant Of Robustness, End DOT</b>										
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

# -Venerator

LEVEL 1

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

4 pts


Self

Varies

Initiative

4 Hours

Light To Calm The Dead



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

CREATE:Candle Light Powder

FOCUS:Lantern light

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 14 Duration X2 8 SP

Lvl 9 Duration +50% 6 SP

LEVEL 1

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

6 pts

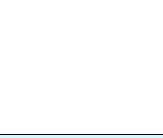
6 Squares

3x3 Sqs

4 hours

as Rollout

Shrine Of Healing, 1d4/Tier



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

FOCUS:Enhanced @ 1/2 cost

COUNTER: None

ENHANCEMENTS:


Lvl 10 Rollout Halved 6 SP

Lvl 9 Duration +50% 6 SP

Lvl 12 AOE +50% 12 SP

LEVEL 4

NAE'EM



STACK 9

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

4 pts


PMP

1 Nae'Em

10 Minutes

Instant

Direction to Ionic Marker



Caster connects to their ancestor to obtain the directionn of the Marker.  
Markers are made with this assistance of an Ancestor.  
The marker must be on the current PMP.  
Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)

FOCUS:reveals plane

COUNTER: None

ENHANCEMENTS:


Lvl 10 Rollout Halved 6 SP

Lvl 14 Duration X2 8 SP

Lvl 9 Duration +50% 6 SP

LEVEL 5

NAE'EM



STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Resist (Skill/Non)  
Can read

8 pts


Touch

200 Char

10 Minutes

1 Hour

Arcane Interpretation, 1 Page



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

FOCUS:Random Enhancement

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 16 Rollout 1 Min 8 SP

Lvl 9 Damage +50% 8 SP

LEVEL 5

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION


SAVE: Skill  
Sight

8 pts

5 Minutes

Permanent


Obscure Magic Aura



COUNTER: None

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'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.

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

# -Venerator


LEVEL	6	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Create A Home (Ethereal Home Pad)						8 pts	1 Square	1x1 Square	1 Hour	12 Hours	



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) Magic paused
Shrine Of the Mystical Mechanic						10.4 pts	6 Squares	2x2 Sqs	10 Minutes	10 Minutes	



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			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non) Read/Speak
Shrine Of the Written Word						10.4 pts	6 Squares	3x3 Sqs	10 Minutes	10 Minutes	



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			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	8			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Determine Portal Destination						8 pts	6 Squares	3 Square Radius	6 Minutes	2 Hours	



Caster is able to determine the direction of a portal.  
Post appears with a sign pointing the compass direction of the Destination  
The sign might have a title indicating a location name or discription.  
Portal must be in the searched location or have been there within the last 4 hours.  
Portals leading to off current plane locations will point randomly and note the plane.


FOCUS:Title Revealed  
COUNTER:Same Skill. Lvl:1  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 14 Duration X2 8 SP  
Lvl 16 AoE X2 16 SP


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



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

COUNTER: None

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



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



# -Venerator

LEVEL 9

NAE'EM



STACK 4

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

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

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

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

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Skill Sight

Remove Obscure Magic



COUNTER: None

LEVEL 10

STACK 1

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

Sense Undead



askldfj

ajsldkjf

ajsldjf

COUNTER: None

LEVEL 10

STACK 99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

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

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

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 6

STACK 3

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

SAVE: Skill Conjured

Summon or Send

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:Cinderoor 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

COST12 pts


RANGE12 Squares

AREA OF EFFECT1 Square

ROLL OUT5 Rounds

DURATION1 Hour

SAVE: No Save



### Ladders & Stairs Of The Mist

Can be cast/created in any plane

Ladder: 1-12 sqs x 1 sq Lean.  
OR  
Stairs: 6 sqs x 6 sqs Lean.

CREATE:Breakable of Ladders or Stairs

FOCUS:Hand rails

COUNTER:None

ENHANCEMENTS:

Lvl 9	Range +50%	6 SP
Lvl 20	AOE X4	20 SP
Lvl 16	AoE X2	16 SP

Watch/Scry

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 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 4	Increase Aura	-2 SP