

#Name?

LEVEL 1

#Name?

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: #Name?

#Name?

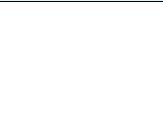
8 Squares

1 Square

Next Initiative

1 Round

#Name?



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)

#Name?

#Name?

#Name?

LEVEL 1

#Name?

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: #Name?

#Name?


4 Sqs / Tier

1 adjacent sq / Tier

Initiative

5 Rounds

#Name?



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.

#Name?

#Name?

#Name?

LEVEL 2

#Name?

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: #Name?

#Name?


10 Squares

2 Squares

Initiative

1 Round

#Name?



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)

#Name?

#Name?

#Name?

LEVEL 3

#Name?

STACK 2

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: #Name?

#Name?


4 Squares

1 Mark

Initiative

2 Rounds

#Name?



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

#Name?

#Name?

#Name?

LEVEL 3

#Name?

STACK 3

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: #Name?

#Name?


10 Squares

Row: 3 Sqs

Initiative

5 Rounds

#Name?



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.

#Name?

#Name?

#Name?

#Name?

LEVEL 1

#Name?

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: #Name?

#Name?


Self

5 Radius / Tier

1 Full Round

10 Minutes

#Name?



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.

#Name?

#Name?

#Name?

LEVEL 1

#Name?

STACK 1/Tier

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: #Name?

#Name?

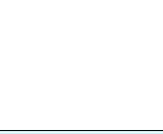
6 Squares

2x2 Sqs

10 Minutes

10 Minutes

#Name?



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.

#Name?

#Name?

#Name?

# -Venerator

LEVEL 1 #Name? ☐ ☐

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: #Name?

## Light To Calm The Dead

#Name?

Self

Varies

Initiative

4 Hours

#Name?



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.

#Name?  
#Name?  
#Name?



LEVEL 4 #Name? ☐ ☐

STACK 9

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: #Name?

## Direction to Your Ionic Marker

#Name?

PMP

1 Nae'Em

2 Rounds

Instant

#Name?



Caster connects to their ancestor to obtain the direction 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)

#Name?  
#Name?  
#Name?



## #Name?

LEVEL 1 #Name? ☐ ☐

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: #Name?

## Petition Ancestor Spirit Guide

#Name?

Self

Self

2 - 4 Days

5 Min & Permanent

#Name?



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.

#Name?  
#Name?  
#Name?



LEVEL 3 #Name? ☐ ☐

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: #Name?

## Converse with Ancestor

#Name?

Self

Self

10 min @ Dawn

10 Min

#Name?



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.

#Name?  
#Name?  
#Name?



## #Name?

LEVEL 4 #Name? ☐ ☐

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: #Name?

## Venorx Tcane Magic (Dispel Magic)

#Name?

4 Sqs

1 Target

2 Rounds

Permanent

#Name?



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).

#Name?  
#Name?  
#Name?



## #Name?

LEVEL 1 #Name? ☐ ☐

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: #Name?

## Draw Up Ground Water

#Name?

Touch

2 Skins/Tier

10 Minutes

Permanent

#Name?



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.

#Name?  
#Name?  
#Name?



## #Name?

LEVEL 4 #Name? ☐ ☐

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: #Name?

## Consecration: Final Rites

#Name?

Touch

1 Body

30 Min

Permanent

#Name?



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.

#Name?  
#Name?  
#Name?

# -Venerator

LEVEL 4

#Name?

STACK 99

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

SAVE: #Name?

#Name?

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.

#Name?

#Name?

#Name?

#Name?

LEVEL 3

#Name?

STACK 99

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

SAVE: #Name?

#Name?

Acid Etching



Speak the title words wanted as they cause an acid mist to sprinkle over the surface.  
Standard surfaces are of stone, metal, wood, or leather and require no Save.  
Non-standard surfaces OR Magical surfaces require a RM:3 Save.  
Although the more powerful the magic the more likely the Resist Magic Save will be higher.

#Name?

#Name?

#Name?

#Name?

LEVEL 2

#Name?

STACK 1

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

SAVE: #Name?

#Name?

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]

#Name?

#Name?

#Name?

#Name?

LEVEL 1

#Name?

STACK 1

COST

RANGE

AREA OF EFFECT

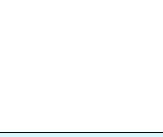
ROLL OUT

DURATION

SAVE: #Name?

#Name?

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.

#Name?

#Name?

#Name?

#Name?

LEVEL 2

#Name?

STACK 9

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

SAVE: #Name?

#Name?

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.

#Name?

#Name?

#Name?