

## Battle Offense

[illegible]

LEVEL

1

STACK

1

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

LEVEL

2

STACK

1

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

LEVEL

3

STACK

2

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

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

LEVEL

3

STACK

3

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE

No Save

Phage Mist


6 pts

10 Squares

Row: 3 Sqs

Initiative

5 Rounds



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

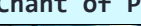
8 SP

Lvl 9

Range +50%

6 SP

## 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	
 <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 &amp; 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>											
<div> <div>FOCUS:Enhanced @ 1/2 cost</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 9 Duration +50% 6 SP</div> <div>Lvl 12 AOE +50% 12 SP</div> </div> </div>											

LEVEL

1

STACK

1/Tier

COST

6 pts

RANGE

6 Squares

AREA OF EFFECT

2x2 Sqs

ROLL OUT

10 Minutes

DURATION

10 Minutes

SAVE: Resist (Skill/Non)

Ends DOT

Chant Of Robustness, End DOT

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

Ends DOT when the words of respect have been spoken aloud within the Duration.

Recipients may repeat the words & loose another DOT until there are no more to give.

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

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

FOCUS:Enhanced @ 1/2 cost

COUNTER: None


ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Duration +50%	6 SP
Lvl 12	AOE +50%	12 SP

## -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	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		

**Direction to Your Ionic Marker**



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)

FOCUS:reveals plane

COUNTER: None


ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

## Commune

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

**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
						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

## Find or Reveal

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

**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

## 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		

**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			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1 Body	30 Min	Permanent		

**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



# -Venerator

LEVEL	4	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1 Body	30 Min	Permanent		
<b>Send The Dead On</b>												
 <p>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.</p>												COUNTER:No Counter Available. Lvl:1
												ENHANCEMENTS: Lvl 10 Rollout Halved 6 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
						4 SP	Touch	1x1 Square	30 Min	Permanent		Etched IF NEEDED
<b>Acid Etching</b>												
 <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>												FOCUS:none COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 AoE X2 16 SP


## Partner Cooperations

LEVEL	2	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Rogue Helped
						4 pts	10 Squares	1 Rogue	1 Round	1 Hour		
<b>Rogue's Right Place, Right Time</b>												
 <p>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]</p>												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

## Shrines

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		
<b>Shrine Of Healing, 1d4/Tier</b>												
 <p>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 &amp; 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.</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

## 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		
<b>Create A Magical Glow</b>												
 <p>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.</p>												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