

## Battle Actions/Prep

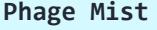
# Battle Defense

LEVEL	7	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	6	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE: No Save
<b>Half Wall of Force</b>						8 pts		Touch		4 Sqs Long		2 Rounds		5 Minutes		

## Battle Offense

LEVEL 1		STACK 99	COST 4 pts	RANGE 12 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: Resist (Skill/Non) 1d4 + ACU Dmg
<b>Force Pinch</b>								
Damage of 1d4 + ACU.							FOCUS:Save +1 Col COUNTER:No Counter Available. Lvl:1	
Caster must be able to see the target.							ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP	

LEVEL	1	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE: Health	
<b>Phage (Fragility)</b>		4 pts		4 Sqs / Tier		1 adjacent sq / Tier		Initiative		5 Rounds					Temp halt of effect		
 <p>Caster directs an eerie mist into the AOE square(s).  Droplets from the mist well up on the targets skin, under any outer clothing/gear.  Each round increments the fragility (starting at 1) for 5 rounds.  On the 6th round the fragility status returns to none (zero) and has no effect.  This lasts a maximum of 5 rounds.</p>																	
<b>FOCUS:</b> Max (End) +1 <b>COUNTER:</b> Greater Fragility Effect Lvl:1  <b>ENHANCEMENTS:</b> Lvl 6 Subtle Casting 4 SP Lvl 12 Range X2 8 SP Lvl 16 AoE X2 16 SP																	

LEVEL	<b>3</b>	STACK	3	COST	6 pts	RANGE	10 Squares	AREA OF EFFECT	Row: 3 Sqs	ROLL OUT	Initiative	DURATION	5 Rounds	SAVE:	No Save
<b>Phage Mist</b>  <p>A green fog descends within the AoE. Direct attacks need no ToHIT. Lobbing requires ToHIT vs AC 10 if within sight. Blind lobbing is AC 17. If a ToHIT fails the mist dissipates before any damage is done. For the duration, all creatures on the surface of the AoE take damage. Damage is 2d4 +ACU. Large amounts of water can impact the duration.</p>															

## **-Venerator**

LEVEL	<b>11</b>		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Power Attack Duel</b>				2.4 pts		10 Squares	1 Target		Initiative		1 Round	

LEVEL	12	STACK	99	COST	18 pts	RANGE	10 Squares	AREA OF EFFECT	1 Target	ROLL OUT	Initiative	DURATION	1 Rounds	SAVE:	Skill 1/2 Damage
<b>Phage Power Attack</b>  <div style="border: 1px solid black; padding: 10px;"> <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> </div>															

LEVEL	<b>13</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
<b>Phage Blobs</b>						16 pts		12 Squares		2x2 Squares		Initiative		3 Rounds			

## **-Venerator**

## Chants

LEVEL	4	NAE'EM		STACK	9	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save							
<b>Chant:Marker Location</b>				4 pts		PMP		1 Nae'Em		2 Rounds		Instant												
				<p>Caster connects to their ancestor to obtain the directionn of the Marker.            Markers are made with this assistance of an Ancestor.            The marker must be on the current PMP.            Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)</p>																				
				<p>FOCUS:reveals plane            COUNTER: None</p>																				
				<p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 10</td> <td>Rollout Halved</td> <td>6 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 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
Lvl 10	Rollout Halved	6 SP																						
Lvl 14	Duration X2	8 SP																						
Lvl 9	Duration +50%	6 SP																						

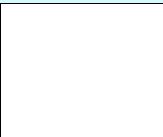
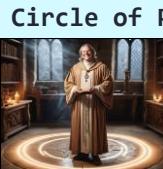
LEVEL	8		STACK	3	COST	10.4 pts	RANGE	6 Squares	AREA OF EFFECT	1 Rogue	ROLL OUT	10 Minutes	DURATION	4 Hours	SAVE:	No Save
<b>Chant: Rogues Grace</b>																

LEVEL	<b>10</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	12 pts	RANGE	5 Squares / Tier	AREA OF EFFECT	See Range	ROLL OUT	10 Minutes	DURATION	1 Round	SAVE:	No Save
<b>Sense Undead</b>																	

## Commune

LEVEL	3	NAE'EM		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE: Skill	GM
<b>Converse w/ Ancestor</b>				4 pts		Self		Self		10 min @ Dawn		10 Min			Re: Spirit knowledge		
				<p>Caster communicates with an Ancestor spirit guide about a single specific topic. Only one Ancestor may be contacted during this spell.</p> <p>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.</p>													
				FOCUS:Save Roll +10 COUNTER: None													

# -Venerator

LEVEL	8	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM
<b>Request Ancestor Delve</b>												
						12 pts	Self	Self	10 Min @ Dawn	See Descr (1-6 hrs)	Re: Spirit Knowledge	
 <p>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.</p>												
										FOCUS:Save Roll +10 COUNTER:None		
LEVEL	11	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
<b>Use An Ancestor Skill</b>												
						5.4% Max	Skill based	Skill based	1 Hour	6 hrs		
 <p>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.</p>												
										FOCUS:Dur Max 8 Hrs COUNTER:None		
LEVEL	15	NAE'EM		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
<b>Possessed By Ancestor</b>												
						5.6% Ma	Self	Self	4 hours	24 hours		
 <p>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.</p>												
										FOCUS:Instant recasting. COUNTER:None		
<b>Communication</b>												
LEVEL	19	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM
<b>Dead Conclave Convocation</b>												
						60 pts	6 Squares	1 Spirit	10 Minutes	30 Minutes	Summoned	
 <p>The caster draws a summoning circle and attempts to summon up to 6 souls. Speaks with the souls. Requires a ritual and a token for each soul/spirit. Summoning an available soul/spirit is not voluntary. Ancient dead are summoned forward. Caster will get 2 to 6 .</p>												
										FOCUS:Save roll +20 COUNTER:Consecration of Corpse Lvl:1		
										ENHANCEMENTS: Lvl 14 Save Roll +20 Lvl 12 Range X2 Lvl 9 Range +50%		
LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
<b>Chant:Weapon Speed</b>												
						8 pts	Touch	1 Weapon	30 Minutes	1 Battle		
 <p>Bright plum colored coils encircle the weapon. (A pink oil) Weapon +1 Init, poss +2 or +3. Each + is a separate spell. Bright plum colored coils encircle the weapon. (A pink oil)</p>												
										CREATE: FOCUS:Column -1 COUNTER:None		
										ENHANCEMENTS: Lvl 10 Rollout Halved Lvl 9 Range at 1 Sq Lvl 18 Duration X4		
LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
<b>Force Platform</b>												
						8 pts	16 Squares	2x2 Sq Platform	2 Minutes	10 Minutes		
 <p>Shining wine colored coils Outline the platform. Levitating plafom. HP:60 AC:14 Move:2 Shining wine colored coils Outline the platform.</p>												
										FOCUS: COUNTER:Same Skill. Lvl:1		
										ENHANCEMENTS: Lvl 18 Duration X4 Lvl 14 Duration X2 Lvl 9 Duration +50%		
LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
<b>Circle of Protection vs Phage</b>												
						8 pts	9 Squares	3 Sq Radius	5 Minutes	1 Hour		
 <p>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.</p>												
										FOCUS:Acid 1d6 dmg at edge COUNTER>No Counter Available. Lvl:1		
										ENHANCEMENTS: Lvl 12 Range X2 Lvl 14 Duration X2 Lvl 9 Duration +50%		

# -Venerator

LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill		
				8 pts	6 squares	3 Square Radius	Initiative	5 Rounds		Cross Perimeter		
<b>Circle:Protection from Undead</b>												
	Undead are not able to cross the perimeter of the circle. Living Dead can only cross the perimeter if the target passes a Skill Save Class symbol must be represented in the art of the circle.											
FOCUS:Range +6 Sqs	COUNTER:Dispel Magic. Lvl:1	ENHANCEMENTS:	Lvl 14	Save Roll -20	8 SP	Lvl 12	Range X2	8 SP	Lvl 16	AoE X2	16 SP	
LEVEL	8	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save		
				8 pts	12 Squares	See Description	5 Min	4 Hours				
<b>Walls of Force</b>												
	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	8 Hour				
<b>Force Wall</b>												
	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	
<b>Find or Reveal</b>												
LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill		
				8 pts	4 Sqs	1 Target	2 Rounds	Permanent		Varies		
<b>Dispel Magic</b>												
	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). (Venox)											
CREATE:Scroll of Dispel Magic (Tem	FOCUS:Rollout = 2 Rounds	COUNTER:No Counter Available. Lvl:1	ENHANCEMENTS:	Lvl 10	Rollout Halved	6 SP	Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP
LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill		
				8 pts	2 Squares	1-5 item	5 Minutes	Instant		Sight		
<b>Detect Magic</b>												
	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 it 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	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Unskilled		
				24 pts	4 Squares	1 Item	2 Hours	Permanent		success		
<b>Determine True Name</b>												
	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	
<b>Food And Drink</b>												
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save		
				4 pts	Touch	2 Skins/Tier	10 Minutes	Permanent				
<b>Draw Up Ground Water</b>												
	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:
				4 pts	Touch	1 Body	30 Min	Permanent	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 Halved 6 SP  
Lvl 14 Range At 3 Sq 8 SP

LEVEL	4	NAE'EM	Θ	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
						4 pts	Touch	1 Body	30 Min	Permanent	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 Halved 6 SP  
Lvl 14 Range At 3 Sq 8 SP

LEVEL	11	Θ	Θ	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
						12 pts	Touch	1 broken bone	1 Hour	Permanent	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 Sq 8 SP  
Lvl 20 AOE X4 20 SP  
Lvl 16 AoE X2 16 SP

LEVEL	11	Θ	Θ	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
						12 pts	8 Squares	1 Target	Initiative	Permanent	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 X2 8 SP  
Lvl 9 Range +50% 6 SP  
Lvl 12 AoE = 2 Recipients 10 SP

## Hide or Obscure

LEVEL	7	Θ	Θ	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
						8 pts	Self	Self	4 Rounds	4 Hours	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 Casting 4 SP  
Lvl 10 Rollout Halved 6 SP  
Lvl 14 Duration X2 8 SP

## Mechanicals

LEVEL	3	Θ	Θ	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
						4 SP	Touch	1x1 Square	30 Min	Permanent	Resist (Skill/Non) GM Etched IF NEEDED

### 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 Resist Save.  
Although the more powerful the magic the more likely the Resist Magic Save will be higher.

FOCUS:none  
COUNTER: None  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 16 AoE X2 16 SP

## Nae'Ems

LEVEL	7	NAE'EM	Θ	Θ	STACK	10	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
							16 pts	1 Square	1 Recipient	4 Days	Permanent	No Save

### Create Permanent Nae'Em



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

# -Venerator

LEVEL	11	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
						36 pts	Touch	1 Item	4 Days	Permanent	Resist (Skill/Non) Connected

**Connect to Focus Item**



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:
						48 pts		1 Recipient	1 Target	1 Week	No Save

**Bestow House Authority**



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

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

**Rogue's Right Place & 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 gutteral sounds to the Rogue (1/round).

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:
						12 pts		Self	Self	3 Minutes	Non-Skilled Not revealed

**Nae'Em Rogue Image**



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

LEVEL	5	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
						8 pts		2 Squares	1 item / 1 Square	20 Minutes	RM Does 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	1	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
						4 pts		Self	Varies	Initiative	No Save

**Shrine of Dead Light**

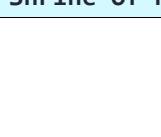


With a twirling of the fingers the caster brings about light!  
No Focus = Candle power. But with Focus caster can set light equal to a lantern.  
This spell does stay fixed in relation to the caster, right above them.  
Use a Focus item for control of light brightness.

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	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
						6 pts		6 Squares	3x3 SqS	4 Rounds	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

# -Venerator

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	□ □	1/Tier	6 pts	6 Squares	2x2 SqS	10 Minutes	10 Minutes
<b>Shrine 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	
5	NAE'EM	8 pts	Touch	200 Char	10 Minutes	1 Hour	Compare Resist Can read
<b>Arcane Reading, 1 Page</b>		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	
5	□ □	1	8 pts		5 Minutes	Permanent	Skill Sight
<b>Obscure Magic Aura</b>		Hides Powerful/Epic magic as common magic. (Low magic) No aura is presented if the item is NOT magic. Normally: A low glow aura is presented if the magic is not powerful. A distinct glow is presented if the magic is powerful, but not EPIC. A blinding (sometimes) glow happens when the item is Epic.					
						COUNTER: None	
5	NAE'EM	10 pts	PMP	Nae'Em on PMP	2 Minutes	1 Hour	No Save
<b>Scry [To any 'Em]</b>		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	
5	NAE'EM	8 pts	5 Marks	10 Square Radius	6 Minutes	30 Min / Tier	No Save
<b>Sky Scrying</b>		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	
6	NAE'EM	8 pts	1 Square	1x1 Square	1 Hour	12 Hours	No Save
<b>Create A Home (Ethereal Home Pad)</b>		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 destination 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	
6	□ □	1	10.4 pts	6 Squares	3 Square Radius	2 Minutes	10 Minutes
<b>Shrine Of Mystical Mechanic</b>		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	

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LEVEL 6		STACK 99	COST 10.4 pts	RANGE 10 Squares	AREA OF EFFECT 3 Square Radius	ROLL OUT 10 Minutes	DURATION 1 Hour	SAVE: Resist (Skill/Non) Read/Speak
<b>Shrine Of the Written Word</b>								
	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.							
LEVEL 8		STACK 1	COST 8 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION 5 Minutes	SAVE: Skill Sight
<b>Obscure Magical Depth</b>								
	Makes the object reveal only the first 3 aspects. Any spell that would reveal all does not detect below 3rd.							
LEVEL 8		STACK 3	COST 8 pts	RANGE Shrine	AREA OF EFFECT 1 Mark Radius	ROLL OUT 4 Minutes	DURATION 4 Hours	SAVE: No Save
<b>Shrine of Portal Detection</b>								
	Reveals direction to an active portal within the 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.							
LEVEL 8 NAE'EM		STACK 1	COST 8 pts	RANGE 8 Squares	AREA OF EFFECT 3 Square Radius	ROLL OUT 4 Minutes	DURATION 2 hours / Tier	SAVE: Skill Scry's are noticed
<b>Shrine Of Privacy</b>								
	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.							
LEVEL 9 NAE'EM		STACK 4	COST 12 pts	RANGE 12 Squares	AREA OF EFFECT 1 Object	ROLL OUT 30 Minutes	DURATION 30 Days	SAVE: No Save
<b>Bonded Spirit Within A Statue</b>								
	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.							
LEVEL 9		STACK 99	COST 36 pts	RANGE 12 Squares	AREA OF EFFECT 3 Square Radius	ROLL OUT 20 Minutes	DURATION Instant	SAVE: Resist (Skill/Non) Revealed
<b>Detect 'Ems (All Types)</b>								
	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.							
LEVEL 10		STACK 1	COST 12 pts	RANGE 15 Squares	AREA OF EFFECT 1 Square	ROLL OUT 5 Minutes	DURATION 1 Hour	SAVE: SKL Scrying blocked GM
<b>SHRINE: Block Scrying</b>								
	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.							

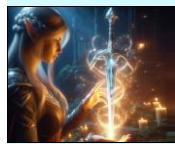
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LEVEL	6		STACK	3	COST	8 pts	RANGE	8 Squares	AREA OF EFFECT	1 Square	ROLL OUT	Initiative	DURATION	1 Round	SAVE: Skill Conjured
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## Watch/Scry

LEVEL 2	<input type="checkbox"/>	<input type="checkbox"/>	STACK 9	COST 2 pts	RANGE 4 Squares	AREA OF EFFECT 1 Item	ROLL OUT 1 Minute	DURATION End Of Year	SAVE: No Save
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### 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

LEVEL 10	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST 12 pts	RANGE 30 Squares	AREA OF EFFECT PMP	ROLL OUT 20 Minutes	DURATION 4 Hours	SAVE: No Save
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### Project Astral Image W/in PMP



Colored sparks form a profile which becomes the image of the caster.  
Casters Astral image is able to take a ghostly form and watch living creatures.  
The caster can only see living sentient creatures, nothing else.  
Caster will seem ghostly to the local creatures and vice versa.  
Ghost-like: HP=50, AC=12/12, Move=12, no attacks/spells/skills.

FOCUS:Move=18	
COUNTER:Dispel Magic. Lvl:1	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 18 Duration X4	10 SP
Lvl 14 Duration X2	8 SP