

Battle Offense

LEVEL 1	<input type="checkbox"/>	<input type="checkbox"/>	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									
Force Pinch																		
<p>Damage of 1d4 + ACU.</p> <p>Caster must be able to see the target.</p>																		
<p>FOCUS:Save +1 Col COUNTER:No Counter Available. Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 18</td> <td>Range X4</td> <td>10 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Range +50%</td> <td>6 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Damage X2</td> <td>12 SP</td> </tr> </table>										Lvl 18	Range X4	10 SP	Lvl 9	Range +50%	6 SP	Lvl 14	Damage X2	12 SP
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LEVEL 1	<input type="checkbox"/>	<input type="checkbox"/>	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 (Fragility)																		
<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>																		
<p>FOCUS:Max (End) +1 COUNTER:Greater Fragility Effect Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 6</td> <td>Subtle Casting</td> <td>4 SP</td> </tr> <tr> <td>Lvl 12</td> <td>Range X2</td> <td>8 SP</td> </tr> <tr> <td>Lvl 16</td> <td>AoE X2</td> <td>16 SP</td> </tr> </table>										Lvl 6	Subtle Casting	4 SP	Lvl 12	Range X2	8 SP	Lvl 16	AoE X2	16 SP
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LEVEL 2	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST 4 pts	RANGE 10 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION 1 Round	SAVE: Brute Not Pushed									
Force Push																		
<p>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)</p>																		
<p>FOCUS:Save Col +1 COUNTER:No Counter Available. Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 14</td> <td>Save Roll -20</td> <td>8 SP</td> </tr> <tr> <td>Lvl 18</td> <td>Range X4</td> <td>10 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Range +50%</td> <td>6 SP</td> </tr> </table>										Lvl 14	Save Roll -20	8 SP	Lvl 18	Range X4	10 SP	Lvl 9	Range +50%	6 SP
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LEVEL 3	<input type="checkbox"/>	<input type="checkbox"/>	STACK 2	COST 4 pts	RANGE 10 Squares	AREA OF EFFECT 1 Mark	ROLL OUT Initiative	DURATION 1 Round	SAVE: Skill HP=25									
Conjure Native Beetles																		
<p>A swarm may appear in a square adjacent to the target (if within AoE/Range). Conjures a swarm to attack nearest living creature, even if it is friendly. Beetles are NOT able to cross in/out of protection circles. Skill Save to increase the swarm HP from 15 to 25. Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d6</p>																		
<p>CREATE:Beetleoot Granules FOCUS:Save Roll +20 COUNTER:No Counter Available. Lvl:</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 12</td> <td>Range X2</td> <td>8 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Range +50%</td> <td>6 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Damage X2</td> <td>12 SP</td> </tr> </table>										Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP	Lvl 14	Damage X2	12 SP
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LEVEL 3	<input type="checkbox"/>	<input type="checkbox"/>	STACK 3	COST 6 pts	RANGE 10 Squares	AREA OF EFFECT Row: 3 Sqs	ROLL OUT Initiative	DURATION 5 Rounds	SAVE: No Save									
Phage Mist																		
<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>																		
<p>COUNTER:Dispel Magic. Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <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> <tr> <td>Lvl 9</td> <td>Range +50%</td> <td>6 SP</td> </tr> </table>										Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP
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Chants


LEVEL 1	<input type="checkbox"/>	<input type="checkbox"/>	STACK 3	COST 6 pts	RANGE 12 Squares	AREA OF EFFECT 1 Target	ROLL OUT 1 Full Round	DURATION 10 Minutes	SAVE: No Save									
Chant:Protection																		
<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 & 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>																		
<p>FOCUS:Enhanced @ 1/2 cost COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 10</td> <td>Rollout Halved</td> <td>6 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Duration +50%</td> <td>6 SP</td> </tr> <tr> <td>Lvl 12</td> <td>AOE +50%</td> <td>12 SP</td> </tr> </table>										Lvl 10	Rollout Halved	6 SP	Lvl 9	Duration +50%	6 SP	Lvl 12	AOE +50%	12 SP
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LEVEL 4	NAE'EM		<input type="checkbox"/>	STACK 9	COST 4 pts	RANGE PMP	AREA OF EFFECT 1 Nae'Em	ROLL OUT 2 Rounds	DURATION Instant	SAVE: No Save								
Chant:Marker Location																		
<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 border="1"> <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
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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

Seek Ancestor Spirit




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 w/ 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



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). (Venorx)

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

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

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 Sqs 8 SP

Mechanicals

LEVEL3

STACK99

COST4 SP

RANGETouch


AREA OF EFFECT1x1 Square

ROLL OUT30 Min

DURATIONPermanent

SAVE: Resist (Skill/Non)
Etched IF NEEDED

GM



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 Halved6 SP
Lvl 16 AoE X216 SP

Partner Cooperations

LEVEL2

NAE'EM

STACK1

COST4 pts


RANGE10 Squares

AREA OF EFFECT1 Rogue

ROLL OUT1 Round

DURATION1 Hour

SAVE: Skill
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 guttural sounds to the Rogue (1/round). [No words]

FOCUS:Enhancements 1/2 Cost

COUNTER: None

ENHANCEMENTS:
Lvl 6 Subtle Casting4 SP
Lvl 12 Range X28 SP
Lvl 9 Range +50%6 SP

Shrines

LEVEL1

STACK99

COST4 pts


RANGESelf

AREA OF EFFECTVaries

ROLL OUTInitiative

DURATION4 Hours

SAVE: No Save



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 X28 SP
Lvl 9 Duration +50%6 SP

LEVEL1

STACK1

COST6 pts


RANGE6 Squares

AREA OF EFFECT3x3 Sqs

ROLL OUT4 Rounds

DURATION4 Hours

SAVE: No Save



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 Halved6 SP
Lvl 9 Duration +50%6 SP
Lvl 12 AOE +50%12 SP

LEVEL1

STACK1/Tier

COST6 pts

RANGE6 Squares


AREA OF EFFECT2x2 Sqs

ROLL OUT10 Minutes

DURATION10 Minutes

SAVE: Resist (Skill/Non)
Ends DOT

GM



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 Halved6 SP
Lvl 9 Duration +50%6 SP
Lvl 12 AOE +50%12 SP

Watch/Scry

LEVEL2

STACK9

COST2 pts


RANGE4 Squares

AREA OF EFFECT1 Item

ROLL OUT1 Minute

DURATIONEnd 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 Halved6 SP
Lvl 12 Range X28 SP
Lvl 4 Increase Aura-2 SP