

Battle Actions/Prep									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
6	8 pts	Vines of Force (Hold)	Inhibits movement by 4 squares. (by 5 sqs with Focus)	4 Squares	4x4 squares	4 Rounds	Initiative	Agility	3

Battle Defense									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
7	8 pts	Half Wall of Force	x	Touch	4 Sqs Long	20 Minutes	20 Minutes	None	6

End

Battle Offense									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Force Pinch 1d4	x	8 Squares	1 Square	1 Round	Next Initiative	Resist (Skill/N	99
1	4 pts	Phage (Something of Fragility???)	Fragility (Begin @1, +1 / rd, End @ 5) Max 5 rds.	4 Sqs / Tier	1 adjacent sq / Tier	5 Rounds	Initiative	Health	1
2	4 pts	Force Push 1d6	x	10 Squares	2 Squares	1 Round	Initiative	Brute	1
3	4 pts	Conjure Native Beetles	Skill Save: Pass= HP 25, Fail=HP 15. Attk:sx1x1, ToHit+4 AC:12, Dmg: 1d6. Cannot cross protection circles.	4 Squares	1 Mark	1 Round	Initiative	Skill	2
3	6 pts	Phage Mist	2d4 +ACU per rd. Lobbable requires ToHit.	10 Squares	Row: 3 Sqs	5 Rounds	Initiative	None	3
8	8 pts	Phage Rain (2 Rds)	ToHit not required. Dmg: 3d6+ACU for 2 rds.	8 Squares	1 Square	2 Rounds	Initiative	None	99
9	12 pts	Force Clap 2d6 Daze 1d2 rds	x	12 Squares	2 Squares	Instant	Initiative	Brute	99
11	2.4 pts	Class Power Attack Duel	ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK INTERRUPT: SYL-Ice, STM-Elect, VEN-Force, DOK-Fire	10 Squares	1 Target	1 Round	Initiative	Skill	99
12	9 pts	Force Class Power Attack	Direct Dmg 4d10+ACU. Dmg+ by Enhancement & Focus Staff. No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.	10 Squares	1 Target	1 Round	Initiative	Skill	99
12	12 pts	Phage Class Power Attack	Direct Dmg 4d10+ACU. Dmg+ by Enhancement & Focus Staff. No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.	10 Squares	1 Target	1 Rounds	Initiative	Skill	99
13	16 pts	Phage Blobs		12 Squares	2x2 Squares	3 Rounds	Initiative	None	99
17	20 pts	Force Cage 3d6 to touch	x	8 Squares	3x3 Squares	3 Rounds	10 Minutes	Brute	99
17	20 pts	Hammering Force 3d8 @ 2sqs	x	12 Squares	2 Squares	Instant	Initiative	Skill	99

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11/8/2025 1:20:30 PM

## Chants

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	6 pts	Chant of Protection, +1 AC/Tier	Gives +1 AC to those who have spoken the words of respect. # of times = caster Tier (w/ words spoken each time).	Self	5 Radius / Tier	10 Minutes	1 Full Round	None	1
1	6 pts	Chant Of Robustness, End DOT	Clears DOT to those who have spoken the words of respect. # of times = caster Tier (w/ words spoken each time).	6 Squares	2x2 Sqs	10 Minutes	10 Minutes	Resist (Skill/N	1/Tier
1	4 pts	Light To Calm The Dead	Default is 'Candle' light.      Focus Item make brighter. Coal= 0 Sq,    Candle= 1 sq,    Torch=6 sqs.	Self	Varies	4 Hours	Initiative	None	99
4	4 pts	Direction to Your Ionic Marker	Casters Ancestor shares the direction with the caster. Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)	PMP	1 Nae'Em	Instant	2 Rounds	None	9
8	10.4 pts	Chant Of Rogues Grace, +1/Tier	+1 Grace to Rogues who have spoken the words of respect. # of times = caster Tier (w/ words spoken each time).	6 Squares	2x2 Sqs	10 Minutes	10 Minutes	None	1
10	12 pts	Sense Undead	lasdjkl ajslfj	Self	5 Squares/Tier	adfa	asdfa		1
20	20 pts	Mirror A Person	HP:20(or 35), AC:10/10, Battle x1x1 Init+2 ToHit+2 Dmg+2	15 Square Radius	1 Person	20 Minutes	2 Rounds	None	1

## Commune

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	20 pts	Petition Ancestor Spirit Guide	Try to bring a new Ancestor Spirit Guide to an open slot. After this spell other Commune spells can be used.	Self	Self	5 Min & Perma	2 - 4 Days	None	1
3	4 pts	Converse with Ancestor	This spell overrides the non-communication to another plane. Caster submits queries about a specific topic.	Self	Self	10 Min	10 min @ Daw	Skill	1
8	12 pts/Day	Request Ancestor To Delve	This spell overrides the non-communication to another plane. Submit queries about a specific topic beyond Ancestors era.	Self	Self	See Descr (1-6	10 Min @ Daw	Skill	1
11	4% SP Max	Use An Ancestor Skill	Use 1 Ancestor skill @ min of caster/Ancestor level. No overcasting or mastercrafts, High quality can be done.	Skill based	Skill based	6 hrs	1 Hour	none	1
15	.6% Max S	Possessed By Ancestor	Take advantage of the Ancestors skills. No overcasting or mastercrafts, but high quality can be done.	Self	Self	24 hours	4 hours	none	

## Fences and Shelters

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
6	8 pts	Force Platform	x	16 Squares	2x2 Sq Platform	10 Minutes	2 Minutes	None	3
7	8 pts	Circle of Protection vs Phage	Inside circle: reduce acid dmg 3 (min 1). Edge: take 1d6.	9 Squares	3 Sq Radius	1 Hour	5 Minutes	None	99
8	8 pts	Walls of Force (4 to 6)	x	12 Squares	See Description	4 Hours	5 Min / Wall	None	3
11	12 pts	Force Wall	x	Touch	6 Sqs Long	1 Hour	20 Minutes	None	3

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11/8/2025 1:20:30 PM

## Find or Reveal

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
4	8 pts	<b>Dispel Magic (Venorx)</b>	List of spells in the Full Descriptions.	4 Sqs	1 Target	Permanent	2 Rounds	Skill	99
5	8 pts	<b>Detect Magic</b>	Item glows if magical. Brightness depends on power of magic. Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind.	2 Squares	1-5 item	Instant	5 Minutes	Skill	1
10	24 pts	<b>Determine True Name</b>	Caster attempts to locate clues to find a True Name.	4 Squares	1 Item	Permanent	2 Hours	Unskilled	99

## Food And Drink

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	<b>Draw Up Ground Water</b>	Capture water in containers. Area=1/4 mark. Repeats may fail. Temp & Tropic= 2 skins/Tier. Arid & Arctic= 2 skins.	Touch	2 Skins/Tier	Permanent	10 Minutes	None	99

End

## Healing and Rest

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
4	4 pts	<b>Consecration: Final Rites</b>	Dead are pushed beyond this world. A deity may be named. Once cast non-Deities cannot interact w/ that dead creature.	Touch	1 Body	Permanent	30 Min	None	99
4	4 pts	<b>Send The Dead On</b>	Dead are put out of reach. Cannot be raised or animated. Must have been dead for less than 10 yrs. Removes Nae'Ems.	Touch	1 Body	Permanent	30 Min	None	99
6	8 pts	<b>Cleansing Fire</b>	1 hp Dmg per hour. Immune to Sickness/Disease.	Self	Self	Permanent	2 Hours	Health	1
11	12 pts	<b>Ectoplasmic Cast</b>	Sprains & Broken bones mended in 1 Hour.	Touch	1 broken bone	Permanent	1 Hour	None	99
11	12 pts	<b>End Current Dmg Over Time</b>	Stops current Damage Over Time (DoT) upon 1 target.	8 Squares	1 Target	Permanent	Initiative	None	99

## Hide or Obscure

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
7	8 pts	<b>Slow Alteration Into Ancestor</b>	Change age/clothes/carried items/hair/eyes/facial hair.	Self	Self	4 Hours	4 Rounds	None	1

End

## Ionic Markers

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
5	48 pts	<b>Imbue Ionic Marker (Tae'Em)</b>	Connects with an unworked mundane (non-magic) item. Must have proper scrying spell/device to fully use.	Touch	Caster	Permanent	1 Day	None	9

## Light-

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
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11/8/2025 1:20:30 PM

10	12 pts	<b>SHRINE: Block Scrying</b>	2 GM rolls Save.	15 Squares	1 Square	1 Hour	Initiative	SKL	1
End									

Mechanicals									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
3	4 SP	<b>Acid Etching</b>	Non-magic Stone/Metal/Wood/Leather = No Save. No artifacts.	Touch	1x1 Square	Permanent	30 Min	Resist (Skill/N	99

Nae'Ems									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
7	16 pts	<b>Create Permanent Nae'Em</b>	Can mentally talk with a bonded person when on same plane. Resetting: 1 hr @ location or 2 days not @ location.	1 Square	1 Recipient	Permanent	4 Days	None	3
11	36 pts	<b>Connect To An Arcane Focus Item</b>	Creates connection between caster and a Arcane Focus Item.	Touch	1 Item	Permanent	4 Days	Resist (Skill/N	1
14	48 pts	<b>Bestow House Authority</b>	Keep your House Organized. Can tell if a follower is true. Creates A House for the character.	1 Recipient	1 Target	Permanent	1 Week	None	99
End									

Partner Cooperations									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
2	4 pts	<b>Rogue's Right Place, Right Time</b>	Caster pass Save for 1d6 x 5. Used by ROG for Saves. Caster directs spirit to push or murmur to ROG (1/rd).	10 Squares	1 Rogue	1 Hour	1 Round	Skill	1
9	12 pts	<b>Shape of Nae'Em Rogue</b>	Need current Nae'Em with Rogue & Uses Rogues current image. Caster gains image, but not the skills or knowledge.	Self	Self	2 Hours	3 Minutes	None	99

Planar									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
5	8 pts	<b>Reveal Origin Plane</b>	Colors reveal the Plane of Origin.	2 Squares	5 items / 1 Square	Rollout	20 Minutes	RM	99
7	8 pts	<b>Reach To My Home Nook</b>	Summons one (1 handed) item from a preset permanent library.	PMP	Self	Permanent	10 Minutes	None	1
12	12 pts	<b>Portal To A Connecting Soul</b>	portal can't be opened/created unless Nae'Em agrees to the portal.	Self	PMP	2 Minutes	30 Minutes	None	1
19	20 pts	<b>Vae'Em Portal (Ethereal Portal)</b>	Creates a portal for anyone to use.	PMP	1 Landmark	Permanent	2 Days	None	99
End									

Shrines									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	6 pts	<b>Shrine Of Healing, 1d4/Tier</b>	Heals 1d4 to those who have spoken the words of respect. # of times = caster Tier (w/ words spoken each time).	6 Squares	3x3 Sqs	as Rollout	4 hours	none	1

**-Venerator** 11/8/2025 1:20:30 PM

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5	8 pts	<b>Arcane Interpretation, 1 Page</b>	Save vs interpretation. Can recast 2 times with Col +1.	Touch	200 Char	1 Hour	10 Minutes	Resist (Skill/N	99
5	8 pts	<b>Obscure Magic Aura</b>				Permanent	5 Minutes	Skill	1
5	10 pts	<b>Scry (to a Nae'Em of any kind)</b>	From 4 Sqs above Nae'Em. Use current sight/hearing.	2 Marks / Level	Nae'Em on PMP	1 Hour	2 Minutes	None	3
5	8 pts	<b>Sky Scrying</b>	View the AoE from 10 Sqs up. Use current sight/hearing.	5 Marks	15x15 Squares	30 Min / Tier	6 Minutes	None	1
6	8 pts	<b>Create A Home (Ethereal Home Pad)</b>	A return spot for Ethereal Portals	1 Square	1x1 Square	12 Hours	1 Hour	None	1
6	10.4 pts	<b>Shrine Of the Mystical Mechanic</b>	Negates the Magic part of mechanisms w/ words of respect. # of mechs = caster Tier (w/ words spoken each time).	6 Squares	2x2 Sqs	10 Minutes	10 Minutes	Resist (Skill/N	1
6	10.4 pts	<b>Shrine Of the Written Word</b>	In AoE read/Write any visible common or ancient Language, if a Resist Magic Save is passed.	6 Squares	3x3 Sqs	10 Minutes	10 Minutes	Resist (Skill/N	99
8	8 pts	<b>Obscure Magical Depth</b>				1 Year	5 Minutes	Skill	1
8	8 pts	<b>Shrine of Portal Revelation</b>		Shrine	10 Square Radius	4 Hours	4 Minutes	None	3
8	8 pts	<b>Sphere Of Privacy</b>	Those within can talk without fear of being overheard.	8 Squares	3x3 Squares	2 hours / Tier	4 Minutes	Skill	1
9	12 pts	<b>Bonded Spirit Within A Statue</b>	Used on art/sculptures with eyes.	1 Mark per Tier	1 Object	1 Day	30 Minutes	None	4
9	36 pts	<b>Detect 'Ems (All Types)</b>	Use of this spell will reveal clues about a True Name.	4 Squares	1 Square	Instant	20 Minutes	Resist (Skill/N	99
10	12 pts	<b>Remove Obscure Magic</b>				Instant	5 Minutes	Skill	1
10	12 pts	<b>Speak Language</b>	Can speak an unknown language.	Touch	a person	1 Day	3 Minutes	None	99
12	12 pts	<b>Circle of Spiritual Expulsion</b>	x	8 Squares	3x3 squares	4 Hours	30 Minutes	Skill	
14	48 pts	<b>Establish A House</b>	Creates A House the character owns. Can tell if a follower is true.	1 Recipient	1 Target	Permanent	1 Month	None	99
14	16 pts	<b>Ionic Marker Detector</b>	Locate another casters Ionic Marker.	12 Squares	5x5 Squares	30 Minutes	10 Minutes	None	99

**Summon or Send**

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
6	8 pts	Conjure Arcane Beetles	Conjures a swarm of Arcane Beetles by succeeding on the Save. Beetles attack nearest enemy for 1d8 dmg. X2x2	8 Squares	1 Square	3 Rounds	Initiative	Skill	3

Traveling (PMP)									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
10	12 pts	Ladders & Stairs Of The Mist	Ladder: 1-12 sqs x 1 sq Lean. Stairs: 6 sqs x 6 sqs Lean.	12 Squares	1 Square	1 Hour	5 Rounds	None	99

Watch/Scry									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
2	2 pts	Create A Magical Glow	Item appears magical by creating a visible glow around it. Detect Magic spell = Yes. Number of Aspects = 0.	4 Squares	1 Item	End Of Year	1 Minute	None	9

End