

## Battle Actions/Prep

LEVEL	6		STACK	3	COST	8 pts	RANGE	4 Squares	AREA OF EFFECT	4x4 squares	ROLL OUT	Initiative	DURATION	4 Rounds	SAVE:	Agility
<b>Vines of Force (Hold)</b>		Move 1 Sq														

## Battle Defense

## Battle Offense

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	
<b>Phage (Something of Fragility???)</b>															Temp halt of effect	

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>		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.	<b>COUNTER:Dispel Magic. Lvl:1</b>												

## **-Venerator**

## Chants

LEVEL	1	STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)
<b>Chant Of Robustness, End DOT</b>		6 pts	6 Squares	2x2 SqS	10 Minutes	10 Minutes			ENDS DOT	
<p>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 &amp; 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.</p>										

LEVEL	<b>8</b>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	1	COST	10.4 pts	RANGE	6 Squares	AREA OF EFFECT	2x2 SqS	ROLL OUT	10 Minutes	DURATION	10 Minutes	SAVE:	No Save
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## Commune

LEVEL	1	NAE'EM		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
<b>Petition Ancestor Spirit Guide</b>		20 pts	Self	Self	2 - 4 Days	5 Min & Permanent											

## -Venerator

LEVEL	8	NAE'EM		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION	SAVE:	Skill	GM
<b>Request Ancestor To Delve</b>				2 pts/Da		Self		Self		10 Min @ Dawn	See Descr (1-6 hrs)				Re: Spirit Knowledge		

## Fences and Shelters

LEVEL	6	<input type="checkbox"/>	<input type="checkbox"/>	STACK	3	COST	8 pts	RANGE	16 Squares	AREA OF EFFECT	2x2 Sq Platform	ROLL OUT	2 Minutes	DURATION	10 Minutes	SAVE:	No Save
<b>Force Platform</b>				Shining wine colored coils Outline the platform. Levitating platform. HP:60 AC:14 Move:2 Shining wine colored coils Outline the platform.												FOCUS:Half Wall 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	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		

LEVEL	<b>8</b>	STACK	3	COST	8 pts	RANGE	12 Squares	AREA OF EFFECT	See Description	ROLL OUT	5 Min / Wall	DURATION	4 Hours	SAVE:	No Save
<b>Walls of Force (4 to 6)</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.															

Find or Reveal

## Food And Drink

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Touch	2 Skins/Tier	10 Minutes	Permanent	No Save

### 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:
				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	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	6	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	Self	Self	2 Hours	Permanent	Health

### Cleansing Fire



Magenta flames engulf the caster during the RollOut then flames fade away.  
Removes frialty from the caster.  
Each hour (Max 12 hours):  
1d6 hp Damage, Save to cleanse. If no sickness/disease then spell stops.

FOCUS:Cast to another  
COUNTER:No Counter Available. Lvl:1  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 9 Range at 1 Sq 6 SP  
Lvl 14 Duration X2 8 SP

## Hide or Obscure

LEVEL	7	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

## Ionic Markers

LEVEL	5	NAE'EM	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
					48 pts	Touch	Caster	1 Day	Permanent	No Save

### Imbue Ionic Marker (Tae'Em)



From common unworked non-magic item creates a trackable marker as a Tae'Em.  
Ionic Marker. Cannot be purchased. Must be made by the caster.  
Must have proper scrying spell/device to fully use.

CREATE:Ionic Marker  
COUNTER:None  
ENHANCEMENTS:  
Lvl 18 Range X4 10 SP  
Lvl 12 Range X2 8 SP  
Lvl 14 Range At 3 Sq 8 SP

## Mechanicals

LEVEL	<b>3</b>		STACK	99	COST	4 SP	RANGE	Touch	AREA OF EFFECT	1x1 Square	ROLL OUT	30 Min	DURATION	Permanent	SAVE:	Resist (Skill/Non) GM
<b>Acid Etching</b>																

Nae'Em's

## Partner Cooperations

# Planar

LEVEL	5	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM
<b>Reveal Origin Plane</b>		8 pts	2 Squares	5 items / 1 Square	20 Minutes	Rollout			Does not blind	

## Shrines

LEVEL	1	STACK	1	COST	6 pts	RANGE	6 Squares	AREA OF EFFECT	3x3 SqS	ROLL OUT	4 hours	DURATION	as Rollout	SAVE:	No Save
<b>Shrine Of Healing, 1d4/Tier</b>															

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.

# -Venerator

LEVEL 5 NAE'EM		STACK 99	COST 8 pts	RANGE Touch	AREA OF EFFECT 200 Char	ROLL OUT 10 Minutes	DURATION 1 Hour	SAVE: Resist (Skill/Non)  Can read
<b>Arcane Interpretation, 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						
LEVEL 5		STACK 1	COST 8 pts	RANGE	AREA OF EFFECT	ROLL OUT 5 Minutes	DURATION Permanent	SAVE: Skill  Sight
<b>Obscure Magic Aura</b>								
	COUNTER: None	FOCUS:None COUNTER: None ENHANCEMENTS: Lvl 6 Duration X2 4 SP Lvl 14 Duration X2 8 SP						
LEVEL 5 NAE'EM		STACK 3	COST 10 pts	RANGE 2 Marks / Level	AREA OF EFFECT Nae'Em on PMP	ROLL OUT 2 Minutes	DURATION 1 Hour	SAVE: No Save
<b>Scry (to a Nae'Em of any kind)</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						
LEVEL 5 NAE'EM		STACK 1	COST 8 pts	RANGE 5 Marks	AREA OF EFFECT 15x15 Squares	ROLL OUT 6 Minutes	DURATION 30 Min / Tier	SAVE: 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						
LEVEL 6 NAE'EM		STACK 1	COST 8 pts	RANGE 1 Square	AREA OF EFFECT 1x1 Square	ROLL OUT 1 Hour	DURATION 12 Hours	SAVE: 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						
LEVEL 6		STACK 1	COST 10.4 pts	RANGE 6 Squares	AREA OF EFFECT 2x2 SqS	ROLL OUT 10 Minutes	DURATION 10 Minutes	SAVE: Resist (Skill/Non)  Magic paused
<b>Shrine Of the 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						
LEVEL 6		STACK 99	COST 10.4 pts	RANGE 6 Squares	AREA OF EFFECT 3x3 SqS	ROLL OUT 10 Minutes	DURATION 10 Minutes	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.	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	8	□ □	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
<b>Obscure Magical Depth</b>					8 pts				5 Minutes	1 Year		
Makes the object reveal only the first 3 aspects. Any spell that would reveal all does not detect below 3rd.										COUNTER: None		
<b>Shrine of Portal Revelation</b>			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Reveals most recently active portal within the last 24 hours (in 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.					8 pts	Shrine	10 Square Radius		4 Minutes	4 Hours		
<b>Sphere Of Privacy</b>	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
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.					8 pts	8 Squares	3x3 Squares		4 Minutes	2 hours / Tier	Scry's are noticed	
<b>Summon or Send</b>												
<b>Conjure Arcane Beetles</b>	6	□ □	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
Save to conjure. Recommend sequential casting due to multiple round Duration. Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2). This spell continues through Duration even if caster is not aware. The beetles attack non-enemies if no enemies are in range. Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8					8 pts	8 Squares	1 Square		Initiative	3 Rounds	Conjured	
<b>Create A Magical Glow</b>	2	□ □	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	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.					2 pts	4 Squares	1 Item		1 Minute	End Of Year		