

## Battle Actions/Prep

LEVEL	6		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Agility
<b>Vines of Force (Hold)</b>					8 pts	4 Squares	4x4 squares	Initiative	4 Rounds	Move 1 Sq
<p>Inhibits movement by 4 squares. (by 5 sqs with Focus)        Does make the target's movement 4 less. (3 sqs with Focus)        Does also work on swimming and climbing if the roots/vines are in those areas.        Does slow running/dashes to a walk.        Does NOT stop the target's movement entirely, Minimum of 1 square movement.</p>										

## Battle Defense

## Battle Offense

LEVEL 2	 	STACK 1	COST 4 pts	RANGE 10 Squares	AREA OF EFFECT 2 Squares	ROLL OUT Initiative	DURATION 1 Round	SAVE: Brute 
<b>Force Push</b>  <b>1d6</b>	<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.</p> <p>Solid lavender coils extend from caster's hand to push directly from the caster to the target. (No ToHIT)</p>							FOCUS:Save Col +1  COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 18 Range X4 10 SP

LEVEL 3		STACK 2	COST 4 pts	RANGE 4 Squares	AREA OF EFFECT 1 Mark	ROLL OUT Initiative	DURATION 2 Rounds	SAVE: Skill HP=25
<b>Conjure Native Beetles</b>		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.	CREATE:Beetleroot Granules FOCUS:Save Roll +20 COUNTER:No Counter Available. Lvl: ENHANCEMENTS: Lvl 12 Range X2		Lvl 9 Range +50% 6 SP			

 Swarm.	HP:15,	AC:12,	Init+4,	ToHIT+4,	Attacks:x1x1,	Dmg: 1d8	Lvl 9 Range +50%	6 SP
							Lvl 14 Damage X2	12 SP
LEVEL 3	 	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.	COUNTER:Dispel Magic. Lvl:1					

# -Venerator

LEVEL	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Phage Rain (2 Rds)</b>				8 pts	8 Squares	1 Square	Initiative	2 Rounds		
	Caster draws their hands downward while fluttering their fingers. Damage of 3d6+ACU for 2 rds from above the target. No ToHIT. Leave to avoid. Can be used in/as a trap with the Rogues skill "Set Up Spell Release (TRAP)"								FOCUS:+2 HP Damage COUNTER:Same Skill, Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP	
LEVEL	9	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute 1/2 Damage
<b>Force Clap 2d6 Daze 1d2 rds</b>				12 pts	12 Squares	2 Squares	Initiative	Instant		
	A force wall pushes directly from the caster to the target but only the target will usually be dazed. Damage of 2d6+ACU. Target Saves or Daze 1d2 rds. A force wall pushes directly from the caster to the target but only the target will usually be dazed and/or take damage. (No ToHIT)								FOCUS:Save Col +1 COUNTER:No Counter Available, Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP	
LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
<b>Class Power Attack Duel</b>				2.4 pts	10 Squares	1 Target	Initiative	1 Round		
	Power Types: SYL:Ice, STM:Elect, ORX:Force, EOL:Acid, DOK:Fire ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK. Duel to be called AFTER this 'Class Power Attack' is mentioned & BEFORE damage is rolled. The GM may have to make a call if the Class Power Attack proceeds too quickly.								COUNTER: None	
LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill 1/2 Dmg
<b>Force Class Power Attack</b>				9 pts	10 Squares	1 Target	Initiative	1 Round		
	Sends a flow of force 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 (Force) may start a 'Class Power Attack Duel'. Class Power Attack Duels force 2 casters into a head to head personal battle.								FOCUS:+1d10 Damage COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP	
LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill 1/2 Damage
<b>Phage Class Power Attack</b>				12 pts	10 Squares	1 Target	Initiative	1 Rounds		
	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.								FOCUS:+1d10 Damage COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP	
Chants										
LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Chant of Protection, +1 AC/Tier</b>				6 pts	Self	5 Radius / Tier	1 Full Round	10 Minutes		
	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.								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	
LEVEL	1	STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non) Ends DOT
<b>Chant Of Robustness, End DOT</b>				6 pts	6 Squares	2x2 SqS	10 Minutes	10 Minutes		
	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:	
				4 pts	Self	Varies	Initiative	4 Hours	No Save	
<b>Light To Calm The Dead</b> <p>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.</p>										
									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 4 pts	RANGE PMP	AREA OF EFFECT 1 Nae'Em	ROLL OUT 2 Rounds	DURATION Instant	SAVE: No Save
<b>Direction to Your Ionic Marker</b> <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>										
									FOCUS:reveals plane COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	
LEVEL	8			STACK 1	COST 10.4 pts	RANGE 6 Squares	AREA OF EFFECT 2x2 SqS	ROLL OUT 10 Minutes	DURATION 10 Minutes	SAVE: No Save
<b>Chant Of Rogues Grace, +1/Tier</b> <p>Caster creates a Shrine and invites Rogues to join them. +1 Grace to the Rogue(s) who have spoken the words aloud within the Duration. Rogues may repeat the words &amp; gain another +1 Grace 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>										
									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	
LEVEL	10			STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT 5 Squares/Tier	ROLL OUT asdfa	DURATION adfa	SAVE:
<b>Sense Undead</b> <p>askldfj ajsldkjf ajsldjf</p>										
									COUNTER:None	
<b>Commune</b>										
LEVEL	1	NAE'EM		STACK 1	COST 20 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 2 - 4 Days	DURATION 5 Min & Permanent	SAVE: No Save
<b>Petition Ancestor Spirit Guide</b> <p>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 &amp; SP halved. Other Commune spells can be used to work more deeply with an Ancestor after this one.</p>										
									FOCUS:Draw a Special Spirit COUNTER:None	
LEVEL	3	NAE'EM		STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 10 min @ Dawn	DURATION 10 Min	SAVE: Skill Re: Spirit knowledge
<b>Converse with Ancestor</b> <p>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.</p>										
									FOCUS:Save Roll +10 COUNTER:None	
LEVEL	8	NAE'EM		STACK 1	COST 2 pts/Da	RANGE Self	AREA OF EFFECT Self	ROLL OUT 10 Min @ Dawn	DURATION See Descr (1-6 hrs)	SAVE: Skill Re: Spirit Knowledge
<b>Request Ancestor To Delve</b> <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	

# -Venerator

LEVEL 11 NAE'EM		STACK 1	COST 9% SP Ma	RANGE Skill based	AREA OF EFFECT Skill based	ROLL OUT 1 Hour	DURATION 6 hrs	SAVE: No Save
<b>Use An Ancestor Skill</b>								



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.

FOCUS:Dur Max 8 Hrs  
COUNTER:None

## Fences and Shelters

LEVEL 6		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 plafom. 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 8 pts	RANGE 9 Squares	AREA OF EFFECT 3 Sq Radius	ROLL OUT 5 Minutes	DURATION 1 Hour	SAVE: No Save
<b>Circle of Protection vs Phage</b>								

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.

FOCUS:Acid 1d6 dmg at edge  
COUNTER:No Counter Available. Lvl:1  
ENHANCEMENTS:  
Lvl 12 Range X2 8 SP  
Lvl 14 Duration X2 8 SP  
Lvl 9 Duration +50% 6 SP

LEVEL 8		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.

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 12 pts	RANGE Touch	AREA OF EFFECT 6 Sqs Long	ROLL OUT 20 Minutes	DURATION 1 Hour	SAVE: No Save
<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

## Find or Reveal

LEVEL 4		STACK 99	COST 8 pts	RANGE 4 Sqs	AREA OF EFFECT 1 Target	ROLL OUT 2 Rounds	DURATION Permanent	SAVE: Skill Varies
<b>Dispel Magic (Venorx)</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).

CREATE:Scroll of Dispel Magic (Temp)  
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 8 pts	RANGE 2 Squares	AREA OF EFFECT 1-5 item	ROLL OUT 5 Minutes	DURATION Instant	SAVE: Skill 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

## **-Venerator**

LEVEL	10	NAE'EM	 	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Unskilled Success	
<b>Determine True Name</b>		24 pts	4 Squares	1 Item	2 Hours	Permanent							

## Food And Drink

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Draw Up Ground Water</b>				4 pts	Touch	2 Skins/Tier	10 Minutes	Permanent		
	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
<b>Consecration: Final Rites</b>		4 pts	Touch	1 Body	30 Min	Permanent				

LEVEL	4	NAE'EM	 	STACK	99	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Send The Dead On</b>						4 pts		Touch	1 Body	30 Min	Permanent		

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.



LEVEL	6	STACK	1	COST	8 pts	RANGE	Self	AREA OF EFFECT	Self	ROLL OUT	2 Hours	DURATION	Permanent	SAVE: Health	Target cleansed
<b>Cleansing Fire</b>  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.															

LEVEL	11	STACK	99	COST	12 pts	RANGE	Touch	AREA OF EFFECT	1 broken bone	ROLL OUT	1 Hour	DURATION	Permanent	SAVE:	No Save
<b>Ectoplasmic Cast</b> Without this spell healing a broken bone can take from 1 to 6 months. Broken bone heals in 1 Hour. Will even heal sprains.															

## 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 Sqs 8 SP

## Light-

LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				12 pts	15 Squares	1 Square	Initiative	1 Hour	SKL Scrying blocked GM

**SHRINE: Block Scrying**



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.

COUNTER: None

## Mechanicals

LEVEL	3	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 RM:3 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	STACK	3	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

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) GM Connected

**Connect To An Arcane 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

## Partner Cooperations

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



A spirit advising the caster helps a Rogue be more convincing, less suspicious.  
Caster Passing a Skill Save rolls  $1d6 \times 5$  (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	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
9		99	12 pts	Self	Self	3 Minutes	2 Hours	No Save
<b>Shape of Nae'Em Rogue</b>								



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

## Planar

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



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	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
7		1	8 pts	PMP	Self	10 Minutes	Permanent	No Save
<b>Reach To My Home Nook</b>								



Green weave surrounds the caster's hand and a book appears.  
Summons an item from the casters preset permanent library.  
Item must be able to be held in one hand. (Size, wieght, and other limits apply).  
After rollout the item appears.  
Caster is not able to access other casters libraries.

FOCUS:Reading light

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12		1	12 pts	Self	PMP	30 Minutes	2 Minutes	No Save
<b>Portal To A Connecting Soul</b>								



portal can't be opened/created unless Nae'Em agrees to the portal.  
First to pass through must be either the Nae'Em or the caster.  
Nae'Em/caster and one other person can pass through.

COUNTER:None

ENHANCEMENTS:

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

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1		1	6 pts	6 Squares	3x3 SqS	4 hours	as Rollout	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.

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

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
5		99	8 pts	Touch	200 Char	10 Minutes	1 Hour	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

## -Venerator

LEVEL	6	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Create A Home (Ethereal Home Pad)</b>				8 pts		1 Square	1x1 Square		1 Hour	12 Hours		
	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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
<b>Shrine Of the Mystical Mechanic</b>		10.4 pts	6 Squares	2x2 SqS	10 Minutes	10 Minutes				Magic paused	

LEVEL	6	<input type="button" value=""/>	<input type="button" value=""/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
<b>Shrine Of the Written Word</b>			10.4 pts	6 Squares	3x3 SqS	10 Minutes	10 Minutes				Read/Speak		

LEVEL	8	□ □	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Sight
<b>Obscure Magical Depth</b>		8 pts						5 Minutes	1 Year	

## **-Venerator**

LEVEL 8		STACK 3	COST 8 pts	RANGE Shrine	AREA OF EFFECT 10 Square Radius	ROLL OUT 4 Minutes	DURATION 4 Hours	SAVE: No Save
								FOCUS:Title Revealed COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP
LEVEL 8		STACK 1	COST 8 pts	RANGE 8 Squares	AREA OF EFFECT 3x3 Squares	ROLL OUT 4 Minutes	DURATION 2 hours / Tier	SAVE: Skill Scry's are noticed
								FOCUS:Aoe: 5x5 Sqaures COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP
LEVEL 9		STACK 4	COST 12 pts	RANGE 1 Mark per Tier	AREA OF EFFECT 1 Object	ROLL OUT 30 Minutes	DURATION 1 Day	SAVE: No Save
								COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Nae'Em Clues Remov 20 SP
LEVEL 9		STACK 99	COST 36 pts	RANGE 4 Squares	AREA OF EFFECT 1 Square	ROLL OUT 20 Minutes	DURATION Instant	SAVE: Resist (Skill/Non) Revealed
								FOCUS:Rollout Halved. COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP
LEVEL 10		STACK 1	COST 12 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Sight
								COUNTER: None
LEVEL 10		STACK 99	COST 12 pts	RANGE Touch	AREA OF EFFECT a person	ROLL OUT	DURATION	SAVE: No Save
								CREATE:Scroll Of Speak Languages FOCUS:Proficiency COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP Lvl 16 AoE X2 16 SP
LEVEL 12		STACK	COST 12 pts	RANGE 8 Squares	AREA OF EFFECT 3x3 squares	ROLL OUT 30 Minutes	DURATION 4 Hours	SAVE: Skill Circle Created
								COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 9 Duration +50% 6 SP Lvl 16 AoE X2 16 SP

