


## Battle Actions/Prep

LEVEL <b>6</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 3	COST 8 pts	RANGE 4 Squares	AREA OF EFFECT 4x4 squares	ROLL OUT Initiative	DURATION 4 Rounds	SAVE: BRU Move 1 Sq	
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**Vines of Force**




Reduces movement down to 1 square per round. (Move 0 if Focus Item used)  
 Target must pass the BRU Save to move an additional square.  
 Does also work on swimming and climbing if the roots/vines are in those areas.  
 Does slow running/dashes as well.

CREATE: Scroll of Grabbing Roots   
 FOCUS: Slow moment to a stop   
 COUNTER: None  
 ENHANCEMENTS:  
 Lvl 12 Range X2 8 SP  
 Lvl 9 Range +50% 6 SP  
 Lvl 14 Duration X2 8 SP

## Battle Defense

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



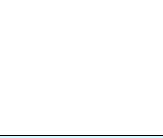
Barely visible burgundy coils follow the caster's hand outlining the wall.  
 1/2 Sq high and 1 to 4 Sq long. Each Sq has HP:30 AC:15  
 Non-moveable nearly invisible wall (1 ft / 30 cm thick). May have 1 corner if desired.

FOCUS: + another corner.   
 COUNTER: Same Skill. Lvl:1   
 ENHANCEMENTS:  
 Lvl 10 Rollout Halved 6 SP  
 Lvl 16 Rollout 1 Min 8 SP  
 Lvl 14 Duration X2 8 SP

## Battle Offense

LEVEL <b>1</b>	<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	
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**Force Pinch**




Damage of 1d4 + ACU.  
 Caster must be able to see the target.

FOCUS: Save +1 Col  
 COUNTER: No Counter Available. Lvl:1  
 ENHANCEMENTS:  
 Lvl 18 Range X4 10 SP  
 Lvl 9 Range +50% 6 SP  
 Lvl 14 Damage X2 12 SP

LEVEL <b>1</b>	<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	
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**Phage (Fragility)**




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.

FOCUS: Max (End) +1  
 COUNTER: Greater Fragility Effect Lvl:1   
 ENHANCEMENTS:  
 Lvl 6 Subtle Casting 4 SP  
 Lvl 12 Range X2 8 SP  
 Lvl 16 AoE X2 16 SP

LEVEL <b>2</b>	<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	
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**Force Push**




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)

FOCUS: Save Col +1   
 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

LEVEL <b>3</b>	<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	
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**Conjure Native Beetles**




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

CREATE: Beetleroot Granules   
 FOCUS: Save Roll +20   
 COUNTER: No Counter Available. Lvl:  
 ENHANCEMENTS:  
 Lvl 12 Range X2 8 SP  
 Lvl 9 Range +50% 6 SP  
 Lvl 14 Damage X2 12 SP

LEVEL <b>3</b>	<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	
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**Phage Mist**



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   
 ENHANCEMENTS:  
 Lvl 18 Range X4 10 SP  
 Lvl 12 Range X2 8 SP  
 Lvl 9 Range +50% 6 SP

**LEVEL**    8

**Phage Rain (2 Rds)**



<b>STACK</b> 99	<b>COST</b>	<b>RANGE</b>	<b>AREA OF EFFECT</b>	<b>ROLL OUT</b>	<b>DURATION</b>	<b>SAVE:</b> No Save
	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)"

**-Venerator**

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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

Chants

LEVEL 1

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



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

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

Chant:Marker Location



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)

FOCUS:reveals plane

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved

Lvl 14 Duration X2

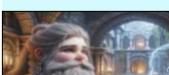
Lvl 9 Duration +50%

6 SP

8 SP

6 SP

LEVEL	8			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save								
<b>Chant: Rogues Grace</b>						10.4 pts	6 Squares	1 Rogue	10 Minutes	4 Hours										
 <p>+ Grace to the designated Rogue Grace +1 per Tier of the Venerator. Disrespecting the caster by the recipient will make it fail.</p>		<div> <p>FOCUS:Enhanced @ 1/2 cost</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table> <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> </div>										Lvl 10	Rollout Halved	6 SP	Lvl 9	Duration +50%	6 SP	Lvl 12	AOE +50%	12 SP
Lvl 10	Rollout Halved	6 SP																		
Lvl 9	Duration +50%	6 SP																		
Lvl 12	AOE +50%	12 SP																		

Commune											
LEVEL	1	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Seek Ancestor Spirit					20 pts	Self	Self	2 - 4 Days	5 Min & Permanent		
 <p>This spell allows the Venerator to locate a new Ancestor Spirit Guide, creating a permanent Ae'Em bond with an Ancestor Spirit Guide.</p> <p>The new Guide may fill a vacant slot or replace an existing Guide. 1 slot / Tier.</p> <p>Once the Ancestor is in their slot (This spell), with HP=20 &amp; SP halved.</p> <p>Other Commune spells can be used to work more deeply with an Ancestor after this one.</p>		<p>FOCUS: Draw a Special Spirit</p> <p>COUNTER: None</p>									

LEVEL	3	NAE'EM	 	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Re: Spirit knowledge	
						4 pts	Self	Self	10 min @ Dawn	10 Min		

### 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

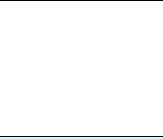
COUNTER: None

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>Gaster communicates with an Ancestor spirit guide about a single specific topic.</p> <p>Only one Ancestor may be contacted during this spell, who calls out to other spirits.</p> <p>Gaster submits questions about events and things beyond the Ancestors knowledge.</p> <p>The submission must state a specific topic to be reviewed within the Duration,</p> <p>if the topic is not specific enough, the spell is likely to fail.</p>										<p>FOCUS: Save Roll +10</p> <p>COUNTER: None</p> 


## Creations


LEVEL <b>8</b>	STACK 1	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 Weapon	ROLL OUT 30 Minutes	DURATION 1 Battle	SAVE: No Save
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
**Chant:Weapon Speed**



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)

CREATE: 

FOCUS:Column -1 

COUNTER: None 

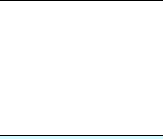
ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 18	Duration X4	10 SP

## Fences and Shelters


LEVEL <b>6</b>	STACK 3	COST 8 pts	RANGE 16 Squares	AREA OF EFFECT 2x2 Sq Platform	ROLL OUT 2 Minutes	DURATION 10 Minutes	SAVE: No Save
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**Force Platform**



Shining wine colored coils Outline the platform.  
 Levitating plaform. HP:60 AC:14 Move:2  
 Shining wine colored coils Outline the platform.

FOCUS:


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 <b>7</b>	STACK 99	COST 8 pts	RANGE 9 Squares	AREA OF EFFECT 3 Sq Radius	ROLL OUT 5 Minutes	DURATION 1 Hour	SAVE: No Save
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**Circle of Protection vs Phage**



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 <b>8</b>	STACK 1	COST 8 pts	RANGE 6 squares	AREA OF EFFECT 3 Square Radius	ROLL OUT Initiative	DURATION 5 Rounds	SAVE: Skill Cross Perimeter
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**Circle:Protection from Undead**



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 <b>8</b>	STACK 3	COST 8 pts	RANGE 12 Squares	AREA OF EFFECT See Description	ROLL OUT 5 Min	DURATION 4 Hours	SAVE: No Save
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**Walls of Force**



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


## Find or Reveal


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


LEVEL <b>5</b>	STACK 1	COST 8 pts	RANGE 2 Squares	AREA OF EFFECT 1-5 item	ROLL OUT 5 Minutes	DURATION Instant	SAVE: Skill Sight
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**Detect Magic**



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 is 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

Food And Drink

LEVEL1

STACK99

COST4 pts


RANGETouch

AREA OF EFFECT2 Skins/Tier

ROLL OUT10 Minutes

DURATIONPermanent

SAVE:No Save



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 Halved6 SP  
Lvl 16 Rollout 1 Min8 SP

Healing and Rest

LEVEL4

STACK99

COST4 pts


RANGETouch

AREA OF EFFECT1 Body

ROLL OUT30 Min

DURATIONPermanent

SAVE:No Save




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 Halved6 SP  
Lvl 14 Range At 3 Sqs8 SP

LEVEL4

NAE'EM



STACK99

COST4 pts


RANGETouch

AREA OF EFFECT1 Body

ROLL OUT30 Min

DURATIONPermanent

SAVE:No Save



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 Halved6 SP  
Lvl 14 Range At 3 Sqs8 SP

Hide or Obscure

LEVEL7

STACK1

COST8 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUT4 Rounds

DURATION4 Hours

SAVE:No Save



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 Casting4 SP  
Lvl 10 Rollout Halved6 SP  
Lvl 14 Duration X28 SP

Mechanicals

LEVEL3

STACK99

COST4 SP


RANGETouch

AREA OF EFFECT1x1 Square

ROLL OUT30 Min

DURATIONPermanent

SAVE:Resist (Skill/Non Etched IF NEEDED



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

Nae'Ems

LEVEL7

NAE'EM



STACK10

COST16 pts


RANGE1 Square

AREA OF EFFECT1 Recipient

ROLL OUT4 Days

DURATIONPermanent

SAVE:No Save






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 Halved6 SP  
Lvl 18 Range X410 SP




## Partner Cooperations


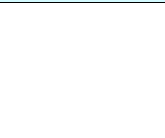

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
2		1	4 pts	10 Squares	1 Rogue	1 Round	1 Hour		Rogue Helped
<b>Rogue's Right Place &amp; Time</b>  A spirit advising the caster helps a Rogue be more convincing, less suspicious. Caster Passing a Skill Save rolls 1d6 x 5 (5 to 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). [No words]									
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									


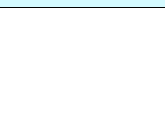

## Planar




LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM
5		99	8 pts	2 Squares	1 item / 1 Square	20 Minutes	Rollout		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									


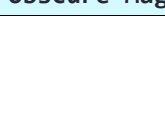

## Shrines

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1		99	4 pts	Self	Varies	Initiative	4 Hours		
<b>Shrine of Dead Light</b>  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	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1		1	6 pts	6 Squares	3x3 Sqs	4 Rounds	4 Hours		
<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:	Resist (Skill/Non
1		1/Tier	6 pts	6 Squares	2x2 Sqs	10 Minutes	10 Minutes		Ends DOT
<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									



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

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
5		1	8 pts			5 Minutes	Permanent		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									

# -Venerator

LEVEL	5	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Scry [To any 'Em]												
 <p>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.</p>												<p>FOCUS:To another PMP COUNTER: None</p> <p>ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 14 Duration X2 8 SP</p>
LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Sky Scrying												
 <p>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.</p>												<p>FOCUS:+3 Marks/Tier COUNTER: None</p> <p>ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP</p>
LEVEL	6	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create A Home (Ethereal Home Pad)												
 <p>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 destinatino can be known but not written down.</p>												<p>FOCUS:change location COUNTER: None</p> <p>ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 16 AoE X2 16 SP</p>
LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non Magic paused
Shrine Of Mystical Mechanic												
 <p>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.</p>												<p>FOCUS:Enhanced @ 1/2 cost COUNTER: None</p> <p>ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP</p>
LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non Read/Speak
Shrine Of the Written Word												
 <p>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.</p>												<p>FOCUS:Enhanced @ 1/2 cost COUNTER: None</p> <p>ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 12 AoE +50% 12 SP</p>
LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Sight
Obscure Magical Depth												
 <p>Makes the object reveal only the first 3 aspects. Any spell that would reveal all does not detect below 3rd.</p>												<p>COUNTER: None</p>
LEVEL	8			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shrine of Portal Detection												
 <p>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.</p>												<p>FOCUS:Title Revealed COUNTER:Dispel Magic. Lvl:1</p> <p>ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP</p>


# -Venerator

LEVEL	8	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
						8 pts	8 Squares	3 Square Radius	4 Minutes	2 hours / Tier	Scry's are noticed		


## Shrine Of Privacy



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.


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

## Summon or Send

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

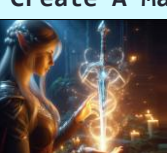


Save to conjure. Recommend sequential casting due to multiple round Duration.  
Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2).  
This spell continues through Duration even if caster is not aware.  
The beetles attack non-enemies if no enemies are in range.  
Battle stats: HP:30, AC:15, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8


CREATE:Cinderroot powder			
FOCUS:Save Roll +40			
COUNTER:Same Skill. Lvl:1			
ENHANCEMENTS:			
Lvl 12	Range X2	8	SP
Lvl 14	Duration X2	8	SP
Lvl 9	Damage +50%	8	SP

## Watch/Scry

LEVEL	2			STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						2 pts	4 Squares	1 Item	1 Minute	End Of Year			



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