





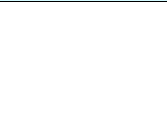
Battle Actions/Prep



LEVEL	6	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU	
				8 pts	4 Squares	4x4 squares	Initiative	4 Rounds		Move 1 Sq	
Vines of Force  <p>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.</p>											
										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	7	STACK	6	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				8 pts	Touch	4 Sqs Long	2 Rounds	5 Minutes			
Half Wall of Force  <p>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.</p>											
										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	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
				4 pts	12 Squares	1 Target	Initiative	1 Round		1d4 + ACU Dmg	
Force Pinch  <p>Damage of 1d4 + ACU. Caster must be able to see the target.</p>											
										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	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Health	
				4 pts	4 Sqs / Tier	1 adjacent sq / Tier	Initiative	5 Rounds		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>											
										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	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute	
				4 pts	10 Squares	1 Square	Initiative	1 Round		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>											
										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	3	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
				4 pts	10 Squares	1 Mark	Initiative	1 Round		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>											
										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	3	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				6 pts	10 Squares	Row: 3 Sqs	Initiative	5 Rounds			
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>											
										COUNTER: Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP	

-Venerator

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	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)"

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
						12 pts	12 Squares	1 Square	Initiative	Instant		




A force wall pushes directly from the caster to the target but only the target will usually b
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)

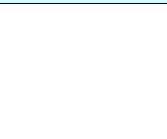
FOCUS:Save Col +1

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:	No Save
						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.
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
						18 pts	10 Squares	1 Target	Initiative	1 Round		



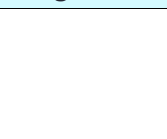
Sends a flow of force directly to the target. No lobbing.
Damage of 4d10 + ACU Bonus. Save for 1/2 damage. No ToHIT required.
Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments.
Another caster using the same power (Force) may start a 'Class Power Attack Duel'.
Class Power 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
						18 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	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						6 pts	12 Squares	1 Target	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	4	NAE'EM		STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	PMP	1 Nae'Em	2 Rounds	Instant		



Caster connects to their ancestor to obtain the directiononn 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	6 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

-Venerator

LEVEL

8

STACK

3

COST

10.4 pts

RANGE

6 Squares

AREA OF EFFECT

1 Rogue

ROLL OUT

10 Minutes

DURATION


4 Hours

SAVE:

No Save

Chant: Rogues

Grace



+ Grace to the designated Rogue

Grace +1 per Tier of the Venerator.


Disrespecting the caster by the recipient will make it fail.

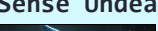
FOCUS: Enhanced @ 1/2 cost

COUNTER: None




ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Duration +50%	6 SP
Lvl 12	AOE +50%	12 SP



LEVEL	10			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Sense Undead						12 pts		5 Squares / Tier		See Range		10 Minutes		1 Round			
 Direction of N,NE,E,SE,S,SW,W,NW given. Roll:10min, Dur:1rd, Rng:5sq/Tier,																COUNTER: None	


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 & 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

4 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

10 min @ Dawn

DURATION

10 Min


SAVE:

Skill

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.



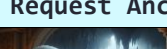

The caster may submit questions about events and things from the Ancestors knowledge.


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



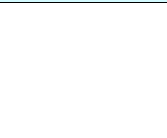
LEVEL	8	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
Request Ancestor Delve						12 pts	Self	Self	10 Min @ Dawn	See Descr (1-6 hrs)	Re: Spirit Knowledge	
				<p>Caster communicates with an Ancestor spirit guide about a single specific topic. Only one Ancestor may be contacted 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>							<p>FOCUS: Save Roll +10</p> <p>COUNTER: None</p> 	


LEVEL	11	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
							5.4% Max	Skill based	Skill based	1 Hour	6 hrs		
Use An Ancestor Skill  <p>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.</p>												FOCUS:Dur Max 8 Hrs COUNTER: None	


Creations

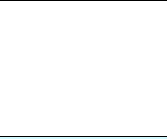
LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Chant:Weapon Speed						8 pts	Touch	1 Weapon	30 Minutes	1 Battle	
		Bright plum colored coils encircle the weapon. (A pink oil) Weapon +1 Init, poss +2 or +3. Each + is a separate spell. Bright plum colored coils encircle the 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	6	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
				8 pts	16 Squares	2x2 Sq Platform	2 Minutes	10 Minutes												
Force Platform																				
 <p>Shining wine colored coils Outline the platform. Levitating plaform. HP:60 AC:14 Move:2 Shining wine colored coils Outline the platform.</p>										<p>FOCUS:</p> <p>COUNTER:Same Skill. Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 18</td> <td>Duration X4</td> <td>10 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 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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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										
				8 pts	9 Squares	3 Sq Radius	5 Minutes	1 Hour												
Circle of Protection vs Phage																				
 <p>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.</p>										<p>FOCUS:Acid 1d6 dmg at edge</p> <p>COUNTER:No Counter Available. Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 12</td> <td>Range X2</td> <td>8 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 12	Range X2	8 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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Lvl 14	Duration X2	8 SP																		
Lvl 9	Duration +50%	6 SP																		


LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill										
				8 pts	6 squares	3 Square Radius	Initiative	5 Rounds	Cross Perimeter											
Circle:Protection from Undead																				
 <p>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.</p>										<p>FOCUS:Range +6 Sqs</p> <p>COUNTER:Dispel Magic. 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 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 14	Save Roll -20	8 SP	Lvl 12	Range X2	8 SP	Lvl 16	AoE X2	16 SP
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Lvl 12	Range X2	8 SP																		
Lvl 16	AoE X2	16 SP																		

LEVEL	8	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
				8 pts	12 Squares	See Description	5 Min	4 Hours												
Walls of Force																				
 <p>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.</p>										<p>FOCUS:Door Included.</p> <p>COUNTER:Same Skill. 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 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 18	Range X4	10 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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LEVEL	11	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
				12 pts	Touch	6 Sqs Long	20 Minutes	8 Hour												
Force Wall																				
 <p>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.</p>										<p>FOCUS:HP:80 AC:16</p> <p>COUNTER:Same Skill. Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 18</td> <td>Duration X4</td> <td>10 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Duration X2</td> <td>8 SP</td> </tr> <tr> <td>Lvl 16</td> <td>AoE X2</td> <td>16 SP</td> </tr> </table>		Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP	Lvl 16	AoE X2	16 SP
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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill										
				8 pts	4 Sqs	1 Target	2 Rounds	Permanent	Varies											
Dispel Magic																				
 <p>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)</p>										<p>CREATE:Scroll of Dispel Magic (Tem</p> <p>FOCUS:Rollout = 2 Rounds</p> <p>COUNTER:No Counter Available. Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 10</td> <td>Rollout Halved</td> <td>6 SP</td> </tr> <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> </table>		Lvl 10	Rollout Halved	6 SP	Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP
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Lvl 12	Range X2	8 SP																		

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill										
				8 pts	2 Squares	1-5 item	5 Minutes	Instant	Sight											
Detect Magic																				
 <p>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.</p>										<p>CREATE:Scroll of Detect Magic</p> <p>FOCUS:Save Roll +20</p> <p>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 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
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	
						24 pts	4 Squares	1 Item	2 Hours	Permanent		

Determine True Name



Caster attempts to locate clues to find a True Name.
100 minus all Clues: Current Nae'Ems (-5 pts) Mementos (-2 pts)
 Current Focus Items (-20 pts) Past True Names (-10 pts)
Caster rolls 1d100, if higher than results from clues then True Name revealed.
NOTE: Age of clues may lower point values AND Current Nae'Em/Past True Names are 1 use.

FOCUS:Rollout Halved.	
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

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

LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						12 pts	Touch	1 broken bone	1 Hour	Permanent		

Ectoplasmic Cast



Without this spell healing a broken bone can take from 1 to 6 months.
Broken bone heals in 1 Hour.
Will even heal sprains.


FOCUS:Rollout = 1 Min	
COUNTER:None	
ENHANCEMENTS:	
Lvl 14 Range At 3 Sqs	8 SP
Lvl 20 AOE X4	20 SP
Lvl 16 AoE X2	16 SP

LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						12 pts	8 Squares	1 Target	Initiative	Permanent		

End Current Dmg Over Time



Stops current Damage Over Time (DoT) upon 1 target.
Enacted in next round on casters initiative
Does NOT heal or cure the target of any diseases.

FOCUS:d6 healing	
COUNTER:None	
ENHANCEMENTS:	
Lvl 12 Range X2	8 SP
Lvl 9 Range +50%	6 SP
Lvl 12 AoE = 2 Recipients	10 SP



Hide or Obscure

LEVEL	7			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						8 pts	Self	Self	4 Rounds	4 Hours		

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

-Venerator

Mechanics

LEVEL

3

STACK

99

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

SAVE: Resist (Skill/Non)

GM

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 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


LEVEL	7	NAE'EM			STACK	10	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save						
Create Permanent Nae'Em							16 pts	1 Square	1 Recipient	4 Days	Permanent							
 <p>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.</p>					<div>FOCUS:Reset time 1/2</div> <div>COUNTER:No Counter Available. Lvl:1</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr></table>								Lvl 10	Rollout Halved	6 SP	Lvl 18	Range X4	10 SP
					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: Resist (Skill/Non)



Connect to Focus Item

36 pts


Touch

1 Item

4 Days

Permanent

Connected



Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollou
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

2

NAE'EM





STACK

1

COST


RANGE

AREA OF EFFECT


ROLL OUT

DURATION

SAVE: Skill



Rogue's Right Place & Time



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 Casting

4 SP

Lvl 12


Range X2

8 SP

Lvl 9

Range +50%



6 SP



LEVEL

9

NAE'EM

STACK

99

COST

12 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT


3 Minutes


DURATION

2 Hours

SAVE: Non-Skilled

Not revealed





NAE'Em Rogue Image


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

5

STACK

99

COST


RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: RM



8 pts


2 Squares

1 item / 1 Square

20 Minutes

Rollout

Does not blind



Reveal Origin Plane

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 10Rollout Halved6 SP

Lvl 18Range X410 SP


Lvl 12Range X28 SP




Shrines

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						4 pts	Self	Varies	Initiative	4 Hours	
Shrine of Dead Light  <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	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						6 pts	6 Squares	3x3 Sqs	4 Rounds	4 Hours	
Shrine Of Healing, 1d4/Tier  <p>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.</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	1			STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non) Ends DOT
						6 pts	6 Squares	2x2 Sqs	10 Minutes	10 Minutes	
Shrine Of Robustness, End 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 & 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>											
										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	5	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Compare Resist Can read
						8 pts	Touch	200 Char	10 Minutes	1 Hour	
Arcane Reading, 1 Page  <p>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.</p>											
										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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Sight
						8 pts			5 Minutes	Permanent	
Obscure Magic Aura  <p>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.</p>											
										COUNTER: None	
LEVEL	5	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						10 pts	PMP	Nae'Em on PMP	2 Minutes	1 Hour	
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>											
										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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						8 pts	5 Marks	10 Square Radius	6 Minutes	30 Min / Tier	
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>											
										FOCUS:+3 Marks/Tier COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP	

-Venerator

LEVEL	6	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create A Home (Ethereal Home Pad)						8 pts	1 Square	1x1 Square	1 Hour	12 Hours		



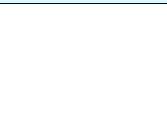
Barely visible green weave surrounds a 1x1 square area and forms the pad.
A return spot for Ethereal Portals.
Allows any Soothsayer to use this as a destination.
If the "Ethereal Return Portal" is used this destinatino can be known but not written down.

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) Magic paused
Shrine Of Mystical Mechanic						10.4 pts	6 Squares	3 Square Radius	2 Minutes	10 Minutes		




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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non) Read/Speak
Shrine Of the Written Word						10.4 pts	10 Squares	3 Square Radius	10 Minutes	1 Hour		




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


LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Sight
Obscure Magical Depth						8 pts			5 Minutes	End of Year		



Makes the object reveal only the first 3 aspects.
Any spell that would reveal all does not detect below 3rd.

COUNTER: None

LEVEL	8			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shrine of Portal Detection						8 pts	Shrine	1 Mark Radius	4 Minutes	4 Hours		





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.

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





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

LEVEL	9	NAE'EM		STACK	4	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Bonded Spirit Within A Statue						12 pts	12 Squares	1 Object	30 Minutes	30 Days		



Barely visible seafoam colored weave travels from the caster's hand to the statue.
Must be used on art/sculptures with eyes.
Caster to see through the eyes of a statue.
Does NOT allow the caster to hear or feel through the Tae'Em that has been created.


COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Nae'Em Clues Remov	20 SP

-Venerator

LEVEL	9			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non) Revealed	
Detect 'Ems (All Types)						36 pts	12 Squares	3 Square Radius	20 Minutes	Instant		



The caster can see a color if there are any ae'Ems to be found
Caster attempts to reveal the existence and nature of a Nae'Em.
This will create a separate glow for each Nae'Em, Ae'Em, Vae'Em, Tae'Em, and Cae'Em.
But only 1 can be reviewed, but a total number of them will be revealed to the caster.


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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL Scrying blocked	GM
SHRINE: Block Scrying						12 pts	15 Squares	1 Square	5 Minutes	1 Hour		



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

LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Speak Language						12 pts	Touch	a person	3 Minutes	1 Day		



The caster touches a person who speaks the language.
Allows speaking of a current language.
Can create Scroll of Speak Languages with this spell.

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	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Obscuration gone	
Un-Obscure Magic						12 pts	Touch	1 Item	24 Hours	Instant		



COUNTER: None

LEVEL	12			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Circle Created	
Spiritual Expulsion						12 pts	8 Squares	3 Square Radius	1 Hour	24 Hours		



To nearest edge or random if in question.


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

Summon or Send

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



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

Traveling (PMP)

LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Ladders & Stairs Of The Mist						12 pts	12 Squares	1 Square	5 Rounds	1 Hour		



Can be cast/created in any plane
Ladder: 1-12 sqs x 1 sq Lean.
OR
Stairs: 6 sqs x 6 sqs Lean.

CREATE:Breakable of Ladders or Sta

FOCUS:Hand rails

COUNTER: None

ENHANCEMENTS:

Lvl 9	Range +50%	6 SP
Lvl 20	AOE X4	20 SP
Lvl 16	AoE X2	16 SP

Watch/Scry

LEVEL2

STACK9

COST2 pts

RANGE4 Squares


AREA OF EFFECT1 Item

ROLL OUT1 Minute

DURATIONEnd Of Year

SAVE: No Save

Create A Magical Glow



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 10Rollout Halved6 SP

Lvl 12Range X28 SP

Lvl 4Increase Aura-2 SP

LEVEL10

STACK99

COST12 pts

RANGE30 Squares


AREA OF EFFECTPMP

ROLL OUT20 Minutes

DURATION4 Hours

SAVE: No Save

Project Astral Image W/in PMP



Colored sparks form a profile which becomes the image of the caster.

Casters Astral image is able to take a ghostly form and watch living creatures.

The caster can only see living sentient creatures, nothing else.

Caster will seem ghostly to the local creatures and vice sa versa.

Ghost-like: HP=50, AC=12/12, Move=12, no attacks/spells/skills.

FOCUS:Move=18

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 10Rollout Halved6 SP

Lvl 18Duration X410 SP

Lvl 14Duration X28 SP