

-Venerator

Battle Offense

LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
Force Pinch	1d4				4 pts	8 Squares	1 Square	Next Initiative	1 Round		
										Barely visible coils reach out to the target and pinches a sensitive spot. Damage of 1d4 + ACU. Target Save Lose Attack/Action. Barely visible coils reach out to the target and pinches a sensitive spot. Caster must be able to see the target. (No ToHIT)	

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Health
Phage	(Something of Fragility???)			4 pts	4 Sqs / Tier	1 adjacent sq / Tier	Initiative	5 Rounds	Temp halt of effect
	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.								

LEVEL	3	<input type="checkbox"/>	<input type="checkbox"/>	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
Conjure Native Beetles				4 pts	4 Squares	1 Mark	Initiative	1 Round		HP=25	
<p>A swarm may appear in a square adjacent to the target (if within AoE/Range).</p> <p>Conjures a swarm to attack nearest living creature, even if it is friendly.</p> <p>Beetles are NOT able to cross in/out of protection circles.</p> <p>Skill Save to increase the swarm HP from 15 to 25.</p> <p>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	<input type="checkbox"/>	<input checked="" 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
Phage Mist																

Chants

LEVEL	1	<input type="checkbox"/>	STACK	1	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Chant of Protection, +1 AC/Tier					6 pts		Self	5 Radius / Tier	1 Full Round	10 Minutes		

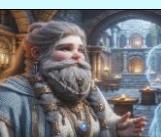
-Venerator

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	Varies	Initiative	4 Hours		
Light To Calm The Dead  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	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		
Direction to Your Ionic Marker  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 6 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP

LEVEL	1	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					20 pts	Self	Self	2 - 4 Days	5 Min & Permanent		
Petition Ancestor Spirit Guide  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 & SP halved. Other Commune spells can be used to work more deeply with an Ancestor after this one.											

FOCUS:Draw a Special Spirit
COUNTER:None

LEVEL	3	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
					4 pts	Self	Self	10 min @ Dawn	10 Min		Re: Spirit knowledge
Converse with 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	4	DISPEL MAGIC	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
					8 pts	4 SqS	1 Target	2 Rounds	Permanent		Varies
Dispel Magic (Venorx)  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 (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	1	DRINK	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

LEVEL	4	REST	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

-Venerator

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

The Caster is able to converse with the dead as a final part of this spell.

Only a small part of the body must remain.

Must be dead a decade or less.

The dead are sent beyond any connection that can be made from the known planes.

The targeted dead move on to the spirit world.

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 14 Range At 3 Sq 8 SP

Mechanicals

LEVEL 3 NAE'EM		STACK 99	COST 4 SP	RANGE Touch	AREA OF EFFECT 1x1 Square	ROLL OUT 30 Min	DURATION Permanent	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 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

Partner Cooperations

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

Shrines

LEVEL 1 NAE'EM		STACK 1	COST 6 pts	RANGE 6 Squares	AREA OF EFFECT 3x3 Sq	ROLL OUT 4 hours	DURATION as Rollout	SAVE: No Save
Shrine Of Healing, 1d4/Tier								

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

Watch/Scry

LEVEL 2 NAE'EM		STACK 9	COST 2 pts	RANGE 4 Squares	AREA OF EFFECT 1 Item	ROLL OUT 1 Minute	DURATION End 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 10 Rollout Halved 6 SP

Lvl 12 Range X2 8 SP

Lvl 4 Increase Aura -2 SP