

## Battle Actions/Prep

|                |   |  |       |   |       |           |                |            |          |           |
|----------------|---|--|-------|---|-------|-----------|----------------|------------|----------|-----------|
| LEVEL          | 6 |  | STACK | 3 | COST  | RANGE     | AREA OF EFFECT | ROLL OUT   | DURATION | SAVE: BRU |
| Vines of Force |   |  |       |   | 8 pts | 4 Squares | 4x4 squares    | Initiative | 4 Rounds | Move 1 Sq |
|                |   |  |       |   |       |           |                |            |          |           |
|                |   |  |       |   |       |           |                |            |          |           |
|                |   |  |       |   |       |           |                |            |          |           |

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.

## Battle Defense

|  |   |   |       |   |       |  |       |                |          |           |               |
|--|---|---|-------|---|-------|--|-------|----------------|----------|-----------|---------------|
| LEVEL  | 7   | <input type="checkbox"/>  | STACK | 6 | COST  |  | RANGE | AREA OF EFFECT | ROLL OUT | DURATION  | SAVE: No Save |
| <b>Half Wall of Force</b>  |   |   |       |   | 8 pts |  | Touch | 4 Sqs Long     | 2 Rounds | 5 Minutes |               |
|  | Barely visible burgundy coils follow the caster's hand outlining the wall.<br>1/2 Sq high and 1 to 4 Sq long. Each Sq has HP:30 AC:15<br>Non-moveable nearly invisible wall (1 ft / 30 cm thick). May have 1 corner if desired. | FOCUS:+ another corner.<br>COUNTER:Same Skill. Lvl:1<br>ENHANCEMENTS:<br>Lvl 10 Rollout Halved 6 SP<br>Lvl 16 Rollout 1 Min 8 SP<br>Lvl 14 Duration X2 8 SP |       |   |       |  |       |                |          |           |               |

# Battle Offense

|                   |          |       |   |      |       |       |            |                |            |          |            |          |          |       |         |
|-------------------|----------|-------|---|------|-------|-------|------------|----------------|------------|----------|------------|----------|----------|-------|---------|
| LEVEL             | <b>3</b> | STACK | 3 | COST | 6 pts | RANGE | 10 Squares | AREA OF EFFECT | Row: 3 Sqs | ROLL OUT | Initiative | DURATION | 5 Rounds | SAVE: | No Save |
| <b>Phage Mist</b> |          |       |   |      |       |       |            |                |            |          |            |          |          |       |         |

A green fog descends within the AoE. Direct attacks need no ToHIT.  
Lobbing requires ToHIT vs AC 10 if within sight. Blind lobbing is AC 17.  
If a ToHIT fails the mist dissipates before any damage is done.  
For the duration, all creatures on the surface of the AoE take damage.  
Damage is 2d4 +ACU. Large amounts of water can impact the duration.

## **-Venerator**

|                          |           |   |       |         |      |            |                |          |            |       |         |   |
|--------------------------|-----------|---|-------|---------|------|------------|----------------|----------|------------|-------|---------|---|
| LEVEL                    | <b>11</b> |  | STACK | 99      | COST | RANGE      | AREA OF EFFECT | ROLL OUT | DURATION   | SAVE: | No Save |  |
| <b>Power Attack Duel</b> |           |   |       | 2.4 pts |      | 10 Squares | 1 Target       |          | Initiative |       | 1 Round |   |

|   |    |       |    |      |        |       |            |                |          |          |            |          |          |       |                     |
|---|----|-------|----|------|--------|-------|------------|----------------|----------|----------|------------|----------|----------|-------|---------------------|
| LEVEL   | 12 | STACK | 99 | COST | 18 pts | RANGE | 10 Squares | AREA OF EFFECT | 1 Target | ROLL OUT | Initiative | DURATION | 1 Rounds | SAVE: | Skill<br>1/2 Damage |
| <b>Phage Power Attack</b><br><br><div style="border: 1px solid black; padding: 10px;"> <p>Sends a stream of Phage directly to the target. No lobbing.<br/>         Damage of 4d10 + ACU Bonus. Save for 1/2 damage. No ToHIT required.<br/>         Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments.<br/>         Another caster using the same power (Phage)) may start a 'Class Power Attack Duel'.<br/>         Class Power Attack Duels force 2 casters into a head to head personal battle.</p> </div> |    |       |    |      |        |       |            |                |          |          |            |          |          |       |                     |

|                    |           |                          |                          |       |    |        |  |            |  |                |  |            |  |          |  |       |         |
|--------------------|-----------|--------------------------|--------------------------|-------|----|--------|--|------------|--|----------------|--|------------|--|----------|--|-------|---------|
| LEVEL              | <b>13</b> | <input type="checkbox"/> | <input type="checkbox"/> | STACK | 99 | COST   |  | RANGE      |  | AREA OF EFFECT |  | ROLL OUT   |  | DURATION |  | SAVE: | No Save |
| <b>Phage Blobs</b> |           |                          |                          |       |    | 16 pts |  | 12 Squares |  | 2x2 Squares    |  | Initiative |  | 3 Rounds |  |       |         |

## Chants

## **-Venerator**

## Commune

|                             |   |        |  |       |   |       |  |       |  |                |  |               |  |          |  |                      |    |
|-----------------------------|---|--------|--|-------|---|-------|--|-------|--|----------------|--|---------------|--|----------|--|----------------------|----|
| LEVEL                       | 3 | NAE'EM |  | STACK | 1 | COST  |  | RANGE |  | AREA OF EFFECT |  | ROLL OUT      |  | DURATION |  | SAVE: Skill          | GM |
| <b>Converse w/ Ancestor</b> |   |        |  |       |   | 4 pts |  | Self  |  | Self           |  | 10 min @ Dawn |  | 10 Min   |  | Re: Spirit knowledge |    |

|                               |   |       |  |       |   |      |        |       |      |                |      |          |               |          |                     |             |    |
|-------------------------------|---|-------|--|-------|---|------|--------|-------|------|----------------|------|----------|---------------|----------|---------------------|-------------|----|
| LEVEL                         | 8 | NAE'M |  | STACK | 1 | COST | 12 pts | RANGE | Self | AREA OF EFFECT | Self | ROLL OUT | 10 Min @ Dawn | DURATION | See Descr (1-6 hrs) | SAVE: Skill | GM |
| <b>Request Ancestor Delve</b> |   |       |  |       |   |      |        |       |      |                |      |          |               |          |                     |             |    |

# -Venerator

|                              |   |       |         |       |                |          |          |               |
|------------------------------|---|-------|---------|-------|----------------|----------|----------|---------------|
| LEVEL 15 NAE'EM              |  | STACK | COST    | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: No Save |
| <b>Possessed By Ancestor</b> |   |       | 5.6% Ma | Self  | Self           | 4 hours  | 24 hours |               |

The Ancestor joins the caster within the casters body for a full 24 hours.  
Player will have access the the Ancestor Spirit Guides Skills.  
No overcasting is allowed with this pass-through of a skill.  
No Mastercraft work is accomplished, but high quality can be obtained.  
Note: Venerator will only have access to the Ancestors skills using the casters SP.

## Creations

|                           |   |         |       |       |                |            |          |               |
|---------------------------|---|---------|-------|-------|----------------|------------|----------|---------------|
| LEVEL 8                   |  | STACK 1 | COST  | RANGE | AREA OF EFFECT | ROLL OUT   | DURATION | SAVE: No Save |
| <b>Chant:Weapon Speed</b> |   |         | 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)

|                          |   |
|--------------------------|---|
| FOCUS:Instant recasting. |  |
| COUNTER: None            |   |

## Fences and Shelters

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

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

|                       |   |
|-----------------------|---|
| 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   |

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

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

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

Solid lavender coils follow the caster's hand outlining the walls.  
2 Sq High. Length up to 6 Sq 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   | RANGE | AREA OF EFFECT | ROLL OUT   | DURATION | SAVE: No Save |
| <b>Force Wall</b> |   |         | 12 pts | Touch | 6 Sq Long      | 20 Minutes | 8 Hour   |               |

Bright violet coils Outline the wall then fade away.  
2 Sq 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  |  | RANGE | AREA OF EFFECT | ROLL OUT | DURATION  | Skill<br>Varies |
|                     |   |                                      |                          |                                     | 8 pts |  | 4 Sqs | 1 Target       | 2 Rounds | Permanent |                 |
| <b>Dispel Magic</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). (Venox) | CREATE:Scroll of Dispel Magic (Tem ) | FOCUS:Rollout = 2 Rounds | COUNTER:No Counter Available. Lvl:1 |       |  |       |                |          |           |                 |
|                     |   | Lvl 10 Rollout Halved                | 6 SP                     |                                     |       |  |       |                |          |           |                 |
|                     |   | Lvl 18 Range X4                      | 10 SP                    |                                     |       |  |       |                |          |           |                 |
|                     |   | Lvl 12 Range X2                      | 8 SP                     |                                     |       |  |       |                |          |           |                 |

## 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 |          |               |

## Healing and Rest

|                         |  |               |                             |                 |      |      |  |       |                |          |          |       |         |
|-------------------------|--|---------------|-----------------------------|-----------------|------|------|--|-------|----------------|----------|----------|-------|---------|
| LEVEL                   | 4  | NAE'EM        |                             | STACK           | 99   | COST |  | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| <b>Send The Dead On</b> |  |               |                             |                 |      |      |  |       |                |          |          |       |         |
|                         | 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's | 8 SP |      |  |       |                |          |          |       |         |

# -Venerator

| LEVEL                            | 11 | STACK | 99 | COST   | RANGE     | AREA OF EFFECT | ROLL OUT   | DURATION  | SAVE: | No Save |
|----------------------------------|----|-------|----|--------|-----------|----------------|------------|-----------|-------|---------|
|                                  |    |       |    | 12 pts | 8 Squares | 1 Target       | Initiative | Permanent |       |         |
| <b>End Current Dmg Over Time</b> |    |       |    |        |           |                |            |           |       |         |



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  |       |         |
| <b>Slow Alteration Into Ancestor</b> |   |       |   |       |       |                |          |          |       |         |



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 |

## Mechanicals

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



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 Halved | 6 SP  |
| Lvl 16 | AoE X2         | 16 SP |

## Nae'Ems

| LEVEL                          | 7 | NAE'EM | STACK | 10 | COST   | RANGE    | AREA OF EFFECT | ROLL OUT | DURATION  | SAVE: | No Save |
|--------------------------------|---|--------|-------|----|--------|----------|----------------|----------|-----------|-------|---------|
|                                |   |        |       |    | 16 pts | 1 Square | 1 Recipient    | 4 Days   | Permanent |       |         |
| <b>Create Permanent Nae'Em</b> |   |        |       |    |        |          |                |          |           |       |         |



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: | Resist (Skill/Non) 🧑 |
|------------------------------|----|--------|-------|---|--------|-------|----------------|----------|-----------|-------|----------------------|
|                              |    |        |       |   | 36 pts | Touch | 1 Item         | 4 Days   | Permanent |       | Connected            |
| <b>Connect to Focus Item</b> |    |        |       |   |        |       |                |          |           |       |                      |



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 |

| LEVEL                         | 14 | NAE'EM | STACK | 99 | COST   | RANGE       | AREA OF EFFECT | ROLL OUT | DURATION  | SAVE: | No Save |
|-------------------------------|----|--------|-------|----|--------|-------------|----------------|----------|-----------|-------|---------|
|                               |    |        |       |    | 48 pts | 1 Recipient | 1 Target       | 1 Week   | Permanent |       |         |
| <b>Bestow House Authority</b> |    |        |       |    |        |             |                |          |           |       |         |



Character is able to draw followers to their banner.  
Character knows if the follower has acted properly according to House ideals.  
But, the creator of the House will NOT know the mind of the follower.  
This skill allows the character to create a house that they alone own.  
Only the character using the "House Authority" cause another to be a non-owner authority.

FOCUS:Sense Allegience

COUNTER: None

| LEVEL                                 | 2 | NAE'EM | STACK | 1 | COST  | RANGE      | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | Skill        |
|---------------------------------------|---|--------|-------|---|-------|------------|----------------|----------|----------|-------|--------------|
|                                       |   |        |       |   | 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 |

# -Venerator

| LEVEL                     | 9 | NAE'EM |  | STACK | 99 | COST   | RANGE | AREA OF EFFECT | ROLL OUT  | DURATION | SAVE: | Non-Skilled  |  |
|---------------------------|---|--------|--|-------|----|--------|-------|----------------|-----------|----------|-------|--------------|--|
| <b>Nae'Em Rogue Image</b> |   |        |  |       |    | 12 pts | Self  | Self           | 3 Minutes | 2 Hours  |       | Not revealed |  |

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             |  |
|----------------------------|---|--|-------|----|-------|-----------|-------------------|------------|----------|-------|----------------|--|
| <b>Reveal Origin Plane</b> |   |  |       |    | 8 pts | 2 Squares | 1 item / 1 Square | 20 Minutes | Rollout  |       | Does not blind |  |

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                       | 1 |  | STACK | 99 | COST  | RANGE | AREA OF EFFECT | ROLL OUT   | DURATION | SAVE: | No Save |  |
|-----------------------------|---|--|-------|----|-------|-------|----------------|------------|----------|-------|---------|--|
| <b>Shrine of Dead Light</b> |   |  |       |    | 4 pts | Self  | Varies         | Initiative | 4 Hours  |       |         |  |

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                              | 1 |  | STACK | 1 | COST  | RANGE     | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |  |
|------------------------------------|---|--|-------|---|-------|-----------|----------------|----------|----------|-------|---------|--|
| <b>Shrine Of Healing, 1d4/Tier</b> |   |  |       |   | 6 pts | 6 Squares | 3x3 Sqs        | 4 Rounds | 4 Hours  |       |         |  |

**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                                | 1 |  | STACK | 1/Tier | COST  | RANGE     | AREA OF EFFECT | ROLL OUT   | DURATION   | SAVE: | Resist (Skill/Non) |  |
|--------------------------------------|---|--|-------|--------|-------|-----------|----------------|------------|------------|-------|--------------------|--|
| <b>Shrine Of Robustness, End DOT</b> |   |  |       |        | 6 pts | 6 Squares | 2x2 Sqs        | 10 Minutes | 10 Minutes |       | Ends DOT           |  |

**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                         | 5 | NAE'EM |  | STACK | 99    | COST  | RANGE    | AREA OF EFFECT | ROLL OUT | DURATION | SAVE:    | Compare Resist |  |
|-------------------------------|---|--------|--|-------|-------|-------|----------|----------------|----------|----------|----------|----------------|--|
| <b>Arcane Reading, 1 Page</b> |   |        |  |       | 8 pts | Touch | 200 Char | 10 Minutes     | 1 Hour   |          | Can read |                |  |

Barely visible olive weave drifts to the text and lightly rebounds back to the caster.  
Interaction with living text. Writing materials required. Only 3 attempts allowed.  
Save vs interpretation. Each attempt requires a recasting of this spell.  
2nd attempt at 3rd column.  
3rd attempt at 4th column.

**FOCUS:** Random Enhancement  
**COUNTER:** None  
**ENHANCEMENTS:**  
Lvl 10 Rollout Halved 6 SP  
Lvl 16 Rollout 1 Min 8 SP  
Lvl 9 Damage +50% 8 SP

| LEVEL                     | 5 |  | STACK | 1 | COST  | RANGE | AREA OF EFFECT | ROLL OUT  | DURATION  | SAVE: | Skill |  |
|---------------------------|---|--|-------|---|-------|-------|----------------|-----------|-----------|-------|-------|--|
| <b>Obscure Magic Aura</b> |   |  |       |   | 8 pts |       |                | 5 Minutes | Permanent |       | Sight |  |

**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 | 1 | COST  | RANGE   | AREA OF EFFECT   | ROLL OUT  | DURATION      | SAVE: No Save |
| Sky Scrying |   |        |  |       |   | 8 pts | 5 Marks | 10 Square Radius | 6 Minutes | 30 Min / Tier |               |

| LEVEL                              | 6 | STACK | 1 | COST     |  | RANGE     |  | AREA OF EFFECT  |  | ROLL OUT  |  | DURATION   |  | SAVE: | Resist (Skill/Non)  |
|------------------------------------|---|-------|---|----------|--|-----------|--|-----------------|--|-----------|--|------------|--|-------|---|
| <b>Shrine Of Mystical Mechanic</b> |   |       |   | 10.4 pts |  | 6 Squares |  | 3 Square Radius |  | 2 Minutes |  | 10 Minutes |  |       | Magic paused  |
|                                    |   |       |   |          |  |           |  |                 |  |           |  |            |  |       |  |

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) |  |
| <b>Shrine Of the Written Word</b> |   | 10.4 pts | 10 Squares | 3 Square Radius | 10 Minutes | 1 Hour         |          | Read/Speak |                          |  |

|                              |   |       |   |      |  |       |                |           |             |       |       |
|------------------------------|---|-------|---|------|--|-------|----------------|-----------|-------------|-------|-------|
| LEVEL                        | 8 | STACK | 1 | COST |  | RANGE | AREA OF EFFECT | ROLL OUT  | DURATION    | SAVE  | SKILL |
| <b>Obscure Magical Depth</b> |   | 8 pts |   |      |  |       |                | 5 Minutes | End Of Year | Sight |       |

|                                   |       |  |  |           |         |         |
|-----------------------------------|-------|--|--|-----------|---------|---------|
| LEVEL                             | 8     | Shrine   | 1 Mark Radius  | 4 Minutes | 4 Hours | No Save |
| <b>Shrine of Portal Detection</b> | 8 pts | Reveals direction to an active portal within the AoE.<br>Caster learns direction of the active portal, if any. (N, NE, E, SE, S, SW, W, NW)<br>Permanent portals are considered always active.<br>Stone, metal, or earthen walls between the Shrine and portal(s) block detection. | FOCUS:Title Revealed<br>COUNTER:Dispel Magic. Lvl:1<br>ENHANCEMENTS:<br>Lvl 10 Rollout Halved 6 SP<br>Lvl 14 Duration X2 8 SP<br>Lvl 16 AoE X2 16 SP |           |         |         |

## **-Venerator**

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

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

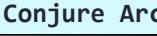
|  |  |               |   |        |            |                |           |          |                       |
|--|--|---------------|---|--------|------------|----------------|-----------|----------|-----------------------|
| LEVEL  | 10   | STACK         | 1 | COST   | RANGE      | AREA OF EFFECT | ROLL OUT  | DURATION | SAVE: SKL             |
| SHRINE: Block Scrying  |  |               |   | 12 pts | 15 Squares | 1 Square       | 5 Minutes | 1 Hour   | GM<br>Scrying blocked |
|  | Blue and orange weaves surround the caster.<br>Require the caster to place the spell in a single Square.<br>GM rolls Save.<br>If Save passes then any current scrying within AoE fails.<br>GM usually does NOT report pass or failure. | COUNTER: None |   |        |            |                |           |          |                       |

|  |   |       |    |        |       |                |          |           |       |   |
|--|---|-------|----|--------|-------|----------------|----------|-----------|-------|---|
| LEVEL  | <b>10</b>   | STACK | 99 | COST   | RANGE | AREA OF EFFECT | ROLL OUT | DURATION  | SAVE: | No Save   |
| <b>Speak Language</b>  |   |       |    | 12 pts | Touch | a person       |          | 3 Minutes | 1 Day |   |
|  | The caster touches a person who speaks the language.<br>Allows speaking of a current language.<br>Can create Scroll of Speak Languages with this spell. |       |    |        |       |                |          |           |       | CREATE: Scroll Of Speak Languages <br>FOCUS: Proficiency<br>COUNTER: None<br>ENHANCEMENTS:<br>Lvl 14 Duration X2 8 SP<br>Lvl 9 Duration +50% 6 SP<br>Lvl 16 AoE X2 16 SP |

## -Venerator

|                          |           |        |                                   |                                   |       |    |      |        |       |             |                |          |          |         |          |           |       |         |
|--------------------------|-----------|--------|-----------------------------------|-----------------------------------|-------|----|------|--------|-------|-------------|----------------|----------|----------|---------|----------|-----------|-------|---------|
| LEVEL                    | <b>14</b> | NAE'EM | <input type="button" value="  "/> | <input type="button" value="  "/> | STACK | 99 | COST | 48 pts | RANGE | 1 Recipient | AREA OF EFFECT | 1 Target | ROLL OUT | 1 Month | DURATION | Permanent | SAVE: | No Save |
| <b>Establish A House</b> |           |        |                                   |                                   |       |    |      |        |       |             |                |          |          |         |          |           |       |         |

## Summon or Send

|   |   |       |   |       |           |                |            |          |             |
|---|---|-------|---|-------|-----------|----------------|------------|----------|-------------|
| LEVEL   | 6 | STACK | 3 | COST  | RANGE     | AREA OF EFFECT | ROLL OUT   | DURATION | SAVE: Skill |
| <b>Conjure Arcane Beetles</b>   |   |       |   | 8 pts | 8 Squares | 1 Square       | Initiative | 1 Round  | Conjured    |
|  Save to conjure. Recommend sequential casting due to multiple round Duration.<br>Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2).<br>This spell continues through Duration even if caster is not aware.<br>The beetles attack non-enemies if no enemies are in range.<br>Battle stats: HP:30, AC:15, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8 |   |       |   |       |           |                |            |          |             |

# Traveling (PMP)

|   |    |                          |                                     |       |    |      |       |                |          |          |       |         |
|---|----|--------------------------|-------------------------------------|-------|----|------|-------|----------------|----------|----------|-------|---------|
| LEVEL   | 10 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| <b>Ladders &amp; Stairs Of The Mist</b>   |    |                          |                                     |       |    |      |       |                |          |          |       |         |
| Can be cast/created in any plane  |    |                          |                                     |       |    |      |       |                |          |          |       |         |
|  <p>Ladder: 1-12 sqs x 1 sq Lean.<br/>OR<br/>Stairs: 6 sqs x 6 sqs Lean.</p>         |    |                          |                                     |       |    |      |       |                |          |          |       |         |
| CREATE:Breakable of Ladders or Stairs<br>FOCUS:Hand rails<br>COUNTER:None<br><br>ENHANCEMENTS:<br>Lvl 9 Range +50% 6 SP<br>Lvl 20 AOE X4 20 SP<br>Lvl 16 AoE X2 16 SP |    |                          |                                     |       |    |      |       |                |          |          |       |         |

## Watch/Scry

|                                      |    |                          |                          |        |            |      |            |                |          |          |               |
|--------------------------------------|----|--------------------------|--------------------------|--------|------------|------|------------|----------------|----------|----------|---------------|
| LEVEL                                | 10 | <input type="checkbox"/> | <input type="checkbox"/> | STACK  | 99         | COST | RANGE      | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: No Save |
| <b>Project Astral Image W/in PMP</b> |    |                          |                          | 12 pts | 30 Squares | PMP  | 20 Minutes | 4 Hours        |          |          |               |