

Battle Actions/Prep

LEVEL6

STACK3

COST8 pts


RANGE4 Squares

AREA OF EFFECT4x4 squares

ROLL OUTInitiative

DURATION4 Rounds

SAVE:Agility  
Move 1 Sq



Inhibits movement by 4 squares. (by 5 sqs with Focus)  
Does make the target's movement 4 less. (3 sqs with Focus)  
Does also work on swimming and climbing if the roots/vines are in those areas.  
Does slow running/dashes to a walk.  
Does NOT stop the target's movement entirely, Minimum of 1 square movement.

CREATE:Scroll of Grabbing Roots

FOCUS:Move -1 again

COUNTER:None

ENHANCEMENTS:  
Lvl 12 Range X28 SP  
Lvl 9 Range +50%6 SP  
Lvl 14 Duration X28 SP

Battle Defense

LEVEL7

STACK6

COST8 pts


RANGETouch

AREA OF EFFECT4 Sqs Long

ROLL OUT20 Minutes

DURATION20 Minutes

SAVE:No Save



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

FOCUS:+ another corner.

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:  
Lvl 10 Rollout Halved6 SP  
Lvl 16 Rollout 1 Min8 SP  
Lvl 14 Duration X28 SP

Battle Offense

LEVEL1

STACK99

COST4 pts

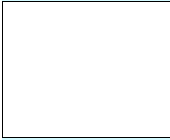
RANGE8 Squares

AREA OF EFFECT1 Square

ROLL OUTNext Initiative

DURATION1 Round

SAVE:Resist (Skill/Non)  
1d4 + ACU Dmg



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)

FOCUS:Save +1 Col

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:  
Lvl 18 Range X410 SP  
Lvl 9 Range +50%6 SP  
Lvl 14 Damage X212 SP

LEVEL1

STACK1

COST4 pts


RANGE4 Sqs / Tier

AREA OF EFFECT1 adjacent sq / Tier

ROLL OUTInitiative

DURATION5 Rounds

SAVE:Health  
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.

FOCUS:Max (End) +1

COUNTER:Greater Fragility Effect Lvl:1

ENHANCEMENTS:  
Lvl 6 Subtle Casting4 SP  
Lvl 12 Range X28 SP  
Lvl 16 AoE X216 SP

LEVEL2

STACK1

COST4 pts


RANGE10 Squares

AREA OF EFFECT2 Squares

ROLL OUTInitiative

DURATION1 Round

SAVE:Brute



Solid lavender coils extend from caster's hand to push directly from the caster to the target  
Direct damage of 1d6 + ACU. Target(s) Save or pushed back  
Solid lavender coils extend from caster's hand to push directly from the caster to the target. (No ToHIT)

FOCUS:Save Col +1

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:  
Lvl 14 Save Roll -208 SP  
Lvl 18 Range X410 SP  
Lvl 9 Range +50%6 SP

LEVEL3

STACK2

COST4 pts


RANGE4 Squares

AREA OF EFFECT1 Mark

ROLL OUTInitiative

DURATION2 Rounds

SAVE:Skill  
HP=25



A swarm may appear in a square adjacent to the target (if within AoE/Range).  
Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.  
Will attack any living target. Even if the target is friendly to the caster.  
Skill Save to increase the swarm HP from 15 to 25.  
Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8

CREATE:Beetleroot Granules

FOCUS:Save Roll +20

COUNTER:No Counter Available. Lvl:

ENHANCEMENTS:  
Lvl 12 Range X28 SP  
Lvl 9 Range +50%6 SP  
Lvl 14 Damage X212 SP

LEVEL3

STACK3

COST6 pts


RANGE10 Squares

AREA OF EFFECTRow: 3 Sqs

ROLL OUTInitiative

DURATION5 Rounds

SAVE:No Save

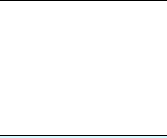


A green fog descends within the AoE. Direct attacks need no ToHIT.  
Lobbing requires ToHIT vs AC 10 if within sight. Blind lobbing is AC 17.  
If a ToHIT fails the mist dissipates before any damage is done.  
For the duration, all creatures on the surface of the AoE take damage.  
Damage is 2d4 +ACU.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


COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:  
Lvl 18 Range X410 SP  
Lvl 12 Range X28 SP  
Lvl 9 Range +50%6 SP


# -Venerator


LEVEL	8	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	Phage Rain (2 Rds)					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)"										<div>FOCUS:+2 HP Damage</div> <div>COUNTER:Same Skill. Lvl:1</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X28 SP</div> <div>Lvl 14 Duration X28 SP</div> <div>Lvl 9 Damage +50%8 SP</div>
LEVEL	9	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Brute
	Force Clap 2d6 Daze 1d2 rds					12 pts	12 Squares	2 Squares	Initiative	Instant	1/2 Damage
	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)										<div>FOCUS:Save Col +1</div> <div>COUNTER:No Counter Available. Lvl:1</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save Roll +208 SP</div> <div>Lvl 12 Range X28 SP</div> <div>Lvl 9 Range +50%6 SP</div>
LEVEL	11	<input type="checkbox"/>		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
	Class Power Attack Duel					2.4 pts	10 Squares	1 Target	Initiative	1 Round	
	Power Types: SYL:Ice, STM:Elect, ORX:Force, EOL:Acid, DOK:Fire ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK. Duel to be called AFTER this 'Class Power Attack' is mentioned & BEFORE damage is rolled. The GM may have to make a call if the Class Power Attack proceeds too quickly.										<div>COUNTER: None</div>
LEVEL	12	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
	Force Class Power Attack					9 pts	10 Squares	1 Target	Initiative	1 Round	1/2 Dmg
	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.										<div>FOCUS:+1d10 Damage</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save Roll -208 SP</div> <div>Lvl 9 Range +50%6 SP</div> <div>Lvl 9 Damage +50%8 SP</div>
LEVEL	12	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
	Phage Class Power Attack					12 pts	10 Squares	1 Target	Initiative	1 Rounds	1/2 Damage
	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.										<div>FOCUS:+1d10 Damage</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save Roll -208 SP</div> <div>Lvl 9 Range +50%6 SP</div> <div>Lvl 9 Damage +50%8 SP</div>
LEVEL	13	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	Phage Blobs					16 pts	12 Squares	2x2 Squares	Initiative	3 Rounds	
	Sickly green Acidic blobs begin to fall in the AoE. from above. Leave to avoid. Can be used in/as a trap with the Rogues skill "Set Up Spell Release (TRAP)"										<div>CREATE:Scroll of Phage Blob</div> <div>FOCUS:3x3 AoE.</div> <div>COUNTER:Same Skill. Lvl:1</div>
LEVEL	17	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Brute
	Force Cage 3d6 to touch					20 pts	8 Squares	3x3 Squares	10 Minutes	3 Rounds	
	Smokey purple strands weave and become a cage for all but Dokour. May be over a circle of containment. 3d6 damage to touch. Smokey purple strands weave and become a cage for all but Dokour.										<div>FOCUS:Cage HP = 398</div> <div>COUNTER:Same Skill. Lvl:1</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved6 SP</div> <div>Lvl 12 Range X28 SP</div> <div>Lvl 9 Duration +50%6 SP</div>


# -Venerator



LEVEL	17			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
Hammering Force 3d8 @ 2sqs													
<p>A giant floating hammer moves directly to the target. Force pushes and causes 1/2 damage to Damage of 3d8 + ACU in 2 sqs. Target(s) Save or Stunned 1d3 rds.</p> <p>A giant floating hammer moves directly to the target. Force pushes and causes 1/2 damage to creatures/items in the way. (No ToHIT)</p>													
												FOCUS:Save Col +1 COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP	


## Chants


LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Chant of Protection, +1 AC/Tier													
 <p>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 &amp; 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.</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	
Chant 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 &amp; 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	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Light To Calm The Dead													
 <p>With a twirling of the fingers the caster brings about light! No Focus = Candle power. But with Focus caster can set light equal to a lantern. This spell does stay fixed in relation to the caster, right above them. Use a Focus item for control of light brightness.</p>													
												CREATE:Candle Light Powder FOCUS:Lantern light COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	

LEVEL	4	NAE'EM		STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Direction to Your Ionic Marker													
 <p>Caster connects to their ancestor to obtain the directionn of the Marker. Markers are made with this assistance of an Ancestor. The marker must be on the current PMP. Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)</p>													
												FOCUS:reveals plane COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	




LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Chant Of Rogues Grace, +1/Tier													
 <p>Caster creates a Shrine and invites Rogues to join them. +1 Grace to the Rogue(s) who have spoken the words aloud within the Duration. Rogues may repeat the words &amp; gain another +1 Grace until there are no more to give. The total number of benefits that can be given out is equal to the casters Tier. Disrespecting The Shrine by the caster or recipient will make it fail.</p>													
												FOCUS:Enhanced @ 1/2 cost COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP	




LEVEL	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:		
Sense Undead													
 <p>askldfj ajslkdjf ajsldjf</p>													
												COUNTER:None	



## -Venerator





LEVEL	20		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					20 pts	15 Square Radius	1 Person	2 Rounds	20 Minutes		
<b>Mirror A Person</b>											
											
Caster creates the image of a person within range which can speak like the original. Image can move as the caster commands it to. No effect unless the caster can also use those skills/spells and attacks. Stats= HP:20 (Focus Item=35), AC:10/10, Battle x1x1 Init+2 ToHit+2 Dmg+2										FOCUS:see and hear COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	





## Commune

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													
							<p>This spell allows the Venerator to locate a new Ancestor Spirit Guide, creating a permanent Ae'Em bond with an Ancestor Spirit Guide.</p> <p>The new Guide may fill a vacant slot or replace an existing Guide. 1 slot / Tier.</p> <p>Once the Ancestor is in their slot (This spell), with HP=20 &amp; SP halved.</p> <p>Other Commune spells can be used to work more deeply with an Ancestor after this one.</p>						
							<p>FOCUS: Draw a Special Spirit</p> <p>COUNTER: None</p> 						


LEVEL	3	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	Re: Spirit knowledge
							4 pts	Self	Self	10 min @ Dawn	10 Min		
<h2>Converse with Ancestor</h2>													
													
<p>Caster communicates with an Ancestor spirit guide about a single specific topic. Only one Ancestor may be contacted during this spell. The caster may submit questions about events and things from the Ancestors knowledge. The submission must state a specific topic to be reviewed within the Duration, if the topic is not specific enough, the spell is likely to fail.</p>													
												FOCUS:Save Roll +10	
												COUNTER: None	

LEVEL	8	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
<b>Request Ancestor To Delve</b>							2 pts/Da	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 COUNTER: None</p>	

LEVEL	11	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
							9% SP Ma	Skill based	Skill based	1 Hour	6 hrs		
<b>Use An Ancestor Skill</b>													
					<p>Based on the class or profession, choose 1 skill from Ancestor to use.</p> <p>Max level of skills/action is set to minimum level of either the caster or Ancestor.</p> <p>No overcasting is allowed with this pass-through of a skill.</p> <p>No Mastercraft work is accomplished, but high quality can be obtained.</p> <p>SP cost for Ancestor skills to be deducted from the casters SP.</p>								
													FOCUS:Dur Max 8 Hrs
													COUNTER: None

LEVEL	15	NAE'EM	 	STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Possessed By Ancestor</b>						6% Max \$	Self	Self	4 hours	24 hours			
				<p>The Ancestor joins the caster within the casters body for a full 24 hours.</p> <p>Player will have access the the Ancestor Spirit Guides Skills.</p> <p>No overcasting is allowed with this pass-through of a skill.</p> <p>No Mastercraft work is accomplished, but high quality can be obtained.</p> <p>Note: Venerator will only have access to the Ancestors skills using the casters SP.</p>								<p>FOCUS:Instant recasting.</p> <p>COUNTER: None</p> 	


## 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		
<b>Force Platform</b>											
											
Shining wine colored coils Outline the platform. Levitating plaform. HP:60 AC:14 Move:2 Shining wine colored coils Outline the platform.										FOCUS:Half Wall COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	



# -Venerator

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		



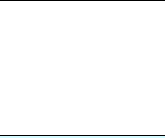
Caster draws a magical circle in green weave that protects against acidic damage. The green weave becomes bubbling acidic phage which fades from sight. Those within the circle reduce phage damage by 3 points (min 1). Passing in or out (crossing the edge) CAUSES 1d6 points of phage damage.

FOCUS:Acid 1d6 dmg at edge  
COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	8		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	12 Squares	See Description	5 Min / Wall	4 Hours		




Solid lavender coils follow the caster's hand outlining the walls. 2 Sqs High. Length up to 6 Sqs per wall. Solid lavender coils follow the caster's hand outlining the walls.

FOCUS:Door Included.  
COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	11		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	Touch	6 Sqs Long	20 Minutes	1 Hour		



Bright violet coils Outline the wall then fade away. 2 Sqs High. Length up to 6 Square and 1 corner. Bright violet coils Outline the wall then fade away.


FOCUS:HP:80 AC:16  
COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 16	AoE X2	16 SP

## Find or Reveal

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




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	5		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Sight
					8 pts	2 Squares	1-5 item	5 Minutes	Instant		




Caster attempts to find out if an item/object is magical. No Magic: No light means no magic found in/on item. (Best description in FULL report) Minor Magic: Dim light (candle) shines if is has lower powered effects. Major Magic: Bright light that dazes a character for 1 round if Save failed. Diety Magic: Blazing light that will blind a char for 4 hrs if Save failed.

CREATE:Scroll of Detect Magic  
FOCUS:Save Roll +20  
COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

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

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		



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		



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 4 pts

RANGE Touch


AREA OF EFFECT 1 Body

ROLL OUT 30 Min

DURATION Permanent

SAVE: No Save

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 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 Sqs 8 SP

LEVEL 6

STACK 1

COST 8 pts

RANGE Self


AREA OF EFFECT Self

ROLL OUT 2 Hours

DURATION Permanent

SAVE: Health Target cleansed

Cleansing Fire



Magenta flames engulf the caster during the RollOut then flames fade away.  
Removes frialty from the caster.  
Each hour (Max 12 hours):  
1d6 hp Damage, Save to cleanse. If no sickness/disease then spell stops.

FOCUS:Cast to another

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 9 Range at 1 Sq 6 SP  
Lvl 14 Duration X2 8 SP

LEVEL 11

STACK 99

COST 12 pts

RANGE Touch


AREA OF EFFECT 1 broken bone

ROLL OUT 1 Hour

DURATION Permanent

SAVE: No Save

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 12 pts

RANGE 8 Squares


AREA OF EFFECT 1 Target

ROLL OUT Initiative

DURATION Permanent

SAVE: No Save

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 8 pts

RANGE Self


AREA OF EFFECT Self

ROLL OUT 4 Rounds

DURATION 4 Hours

SAVE: No Save

Slow Alteration Into Ancestor



Take 4 rounds to slowly morph. Move from young FTR elf & exit as older commoner elf.  
Enter a crowd as a young armored elf and exit as an older unarmored elf.  
Can change their age, clothing, carried items, hair, eyes, and facial hair.  
They normally cannot change their race, height, weight, and gender.  
Safest to do when surround (in a crowd) by 10 or more people.

FOCUS:Change Race, Ht, Wt, Gender

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:  
Lvl 6 Subtle Casting 4 SP  
Lvl 10 Rollout Halved 6 SP  
Lvl 14 Duration X2 8 SP

Ionic Markers

LEVEL 5

NAE'EM

STACK 9

COST 48 pts

RANGE Touch


AREA OF EFFECT Caster

ROLL OUT 1 Day

DURATION Permanent

SAVE: No Save

Imbue Ionic Marker (Tae'Em)



From common unworked non-magic item creates a trackable marker as a Tae'Em.  
Ionic Marker. Cannot be purchased. Must be made by the caster.  
Must have proper scrying spell/device to fully use.

CREATE:Ionic Marker

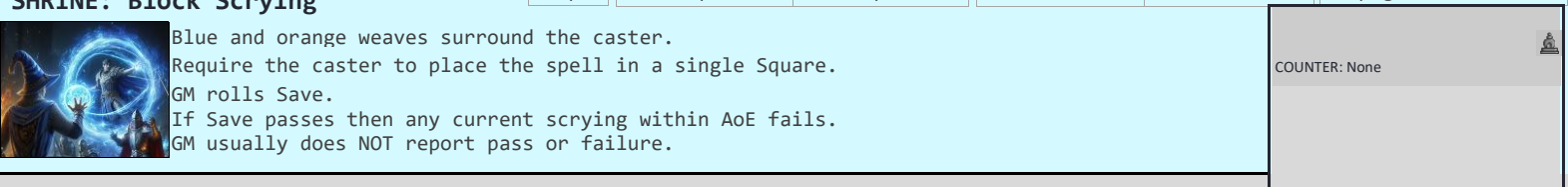
COUNTER: None

ENHANCEMENTS:  
Lvl 18 Range X4 10 SP  
Lvl 12 Range X2 8 SP  
Lvl 14 Range At 3 Sqs 8 SP

**-Venerator**

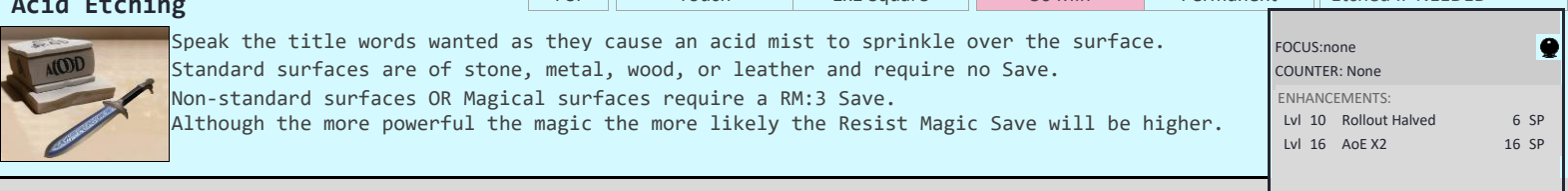
Light-

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



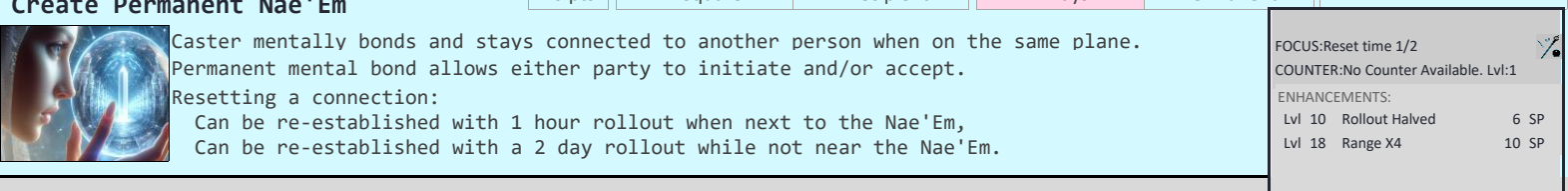
## Mechanicals




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

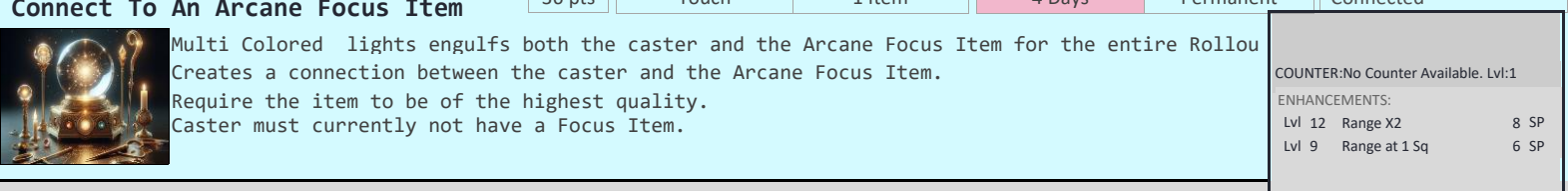


## Nae'Ems

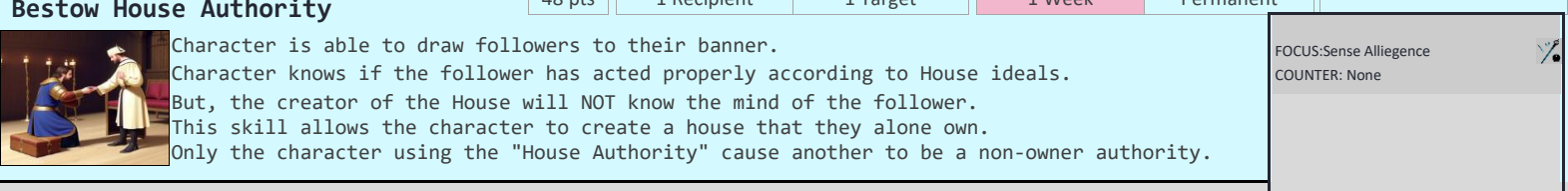
LEVEL	7	NAE'EM			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	16 pts	1 Square	1 Recipient	4 Days	Permanent								




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	

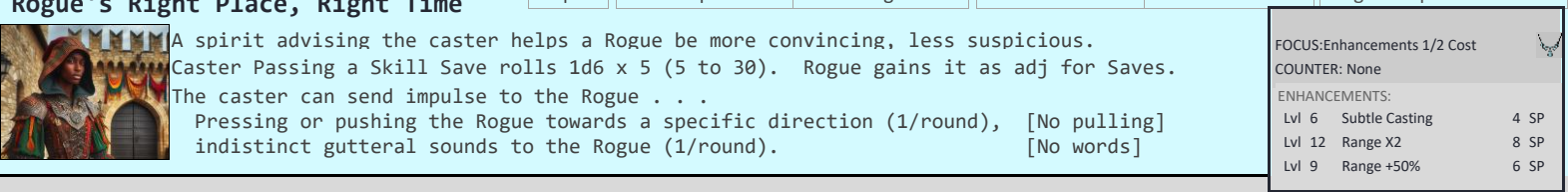


LEVEL	14	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
							48 pts	1 Recipient	1 Target	1 Week	Permanent		

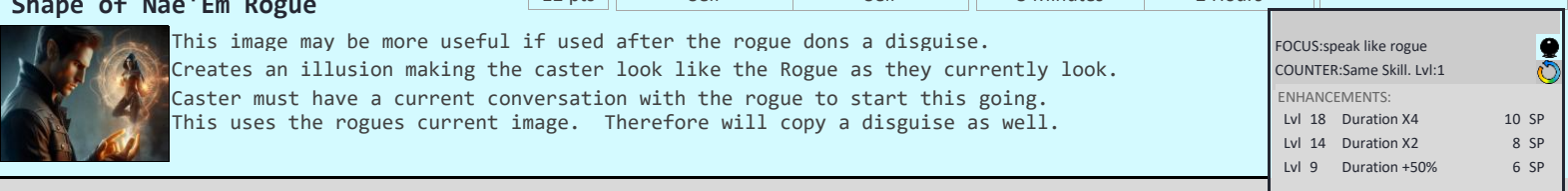


## Partner Cooperations

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



LEVEL	9	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<div> <div> <div>12 pts</div> <div>Self</div> <div>Self</div> <div>3 Minutes</div> <div>2 Hours</div> </div> </div>													



Planar

LEVEL 5

STACK 99

COST 8 pts


RANGE 2 Squares

AREA OF EFFECT 5 items / 1 Square

ROLL OUT 20 Minutes

DURATION Rollout

SAVE: RM  
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

LEVEL 7

NAE'EM

STACK 1

COST 8 pts


RANGE PMP

AREA OF EFFECT Self

ROLL OUT 10 Minutes

DURATION Permanent

SAVE: No Save



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

FOCUS:Reading light

COUNTER:Same Skill. Lvl:1

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

LEVEL 12

NAE'EM

STACK 1

COST 12 pts


RANGE Self

AREA OF EFFECT PMP

ROLL OUT 30 Minutes

DURATION 2 Minutes

SAVE: No Save



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

COUNTER: None

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

LEVEL 19

NAE'EM

STACK 99

COST 20 pts


RANGE PMP

AREA OF EFFECT 1 Landmark

ROLL OUT 2 Days

DURATION Permanent

SAVE: No Save



Enchanted light envelopes the landmark during the rollout.  
After the rollout a visible portal comes into existence.

FOCUS:Closer

COUNTER: None

ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 18 Nae'Em Clues Remov 20 SP  
Lvl 4 Increase Aura -2 SP

Shrines

LEVEL 1

STACK 1

COST 6 pts

RANGE 6 Squares

AREA OF EFFECT 3x3 Sqs

ROLL OUT 4 hours

DURATION as Rollout

SAVE: No Save

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 5

NAE'EM

STACK 99

COST 8 pts


RANGE Touch

AREA OF EFFECT 200 Char

ROLL OUT 10 Minutes

DURATION 1 Hour

SAVE: Resist (Skill/Non)  
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 8 pts

RANGE

AREA OF EFFECT

ROLL OUT 5 Minutes

DURATION Permanent

SAVE: Skill  
Sight




COUNTER: None



# -Venerator

LEVEL	5	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Scry (to a Nae'Em of any kind)</b>											
 <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>											
<div>FOCUS:To another PMP COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 14 Duration X2 8 SP</div>											
LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Sky Scrying</b>											
 <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>											
<div>FOCUS:+3 Marks/Tier COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP</div>											
LEVEL	6	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Create A Home (Ethereal Home Pad)</b>											
 <p>Barely visible green weave surrounds a 1x1 square area and forms the pad. A return spot for Ethereal Portals. Allows any Soothsayer to use this as a destination. If the "Ethereal Return Portal" is used this destinatino can be known but not written down.</p>											
<div>FOCUS:change location COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 16 AoE X2 16 SP</div>											
LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non) Magic paused
<b>Shrine Of the Mystical Mechanic</b>											
 <p>Caster creates a Shrine and reveals the current words of respect. The Shrine magic challenges the magic within a mechanism with a comparison Save. For each magical mechanism the caster must pass a separate Save, all magical parts of the mechanism are affected, not any mundane parts. Disrespecting The Shrine by the caster or recipient will make it fail.</p>											
<div>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</div>											
LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non) Read/Speak
<b>Shrine Of the Written Word</b>											
 <p>Caster creates a Shrine and reveals the current words of respect. Clarity for reading/writing once the words of respect spoken aloud within Duration. All who are within the AoE and pass the Save can read/write a common or ancient language, that they are able to clearly see from the AoE. (Non-Arcane) Disrespecting The Shrine by the caster or recipient will make it fail.</p>											
<div>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</div>											
LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Sight
<b>Obscure Magical Depth</b>											
 <p>Makes the object reveal only the first 3 aspects. Any spell that would reveal all does not detect below 3rd.</p>											
<div>COUNTER: None</div>											
LEVEL	8			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Shrine of Portal Revelation</b>											
 <p>Reveals most recently active portal within the last 24 hours (in AoE). Caster learns direction of the active portal, if any. (N, NE, E, SE, S, SW, W, NW) Permanent portals are considered always active. Stone, metal, or earthen walls between the Shrine and portal(s) block detection.</p>											
<div>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</div>											


# -Venerator


LEVEL **8** NAE'EM   STACK **1** COST **8 pts** RANGE **8 Squares** AREA OF EFFECT **3x3 Squares** ROLL OUT **4 Minutes** DURATION **2 hours / Tier** SAVE: **Skill**  Scry's are noticed

## Sphere Of Privacy



Circle of white perimeter. Those within can talk without fear of being overheard.  
Blocks Nae'Ems for duration. Afterwards Nae'Ems are no longer blocked.  
GM rolls Save to see if caster is aware of any current scrys.  
If Save passes then any current scrying within AoE fails.  
GM usually does NOT report pass or failure.

FOCUS:Aoe: 5x5 Sqaures   
COUNTER: None  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 12 Range X2 8 SP  
Lvl 14 Duration X2 8 SP




LEVEL **9** NAE'EM   STACK **4** COST **12 pts** RANGE **1 Mark per Tier** AREA OF EFFECT **1 Object** ROLL OUT **30 Minutes** DURATION **1 Day** SAVE: **No Save**

## Bonded Spirit Within A Statue



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






LEVEL **9**   STACK **99** COST **36 pts** RANGE **4 Squares** AREA OF EFFECT **1 Square** ROLL OUT **20 Minutes** DURATION **Instant** SAVE: **Resist (Skill/Non)**  Revealed

## Detect 'Ems (All Types)



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 **12 pts** RANGE  AREA OF EFFECT  ROLL OUT **5 Minutes** DURATION **Instant** SAVE: **Skill**  Sight

## Remove Obscure Magic






COUNTER: None





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

## Speak Language



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 **12**   STACK  COST **12 pts** RANGE **8 Squares** AREA OF EFFECT **3x3 squares** ROLL OUT **30 Minutes** DURATION **4 Hours** SAVE: **Skill**  Circle Created

## Circle of Spiritual Expulsion



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

LEVEL **14** NAE'EM   STACK **99** COST **48 pts** RANGE **1 Recipient** AREA OF EFFECT **1 Target** ROLL OUT **1 Month** DURATION **Permanent** SAVE: **No Save**

## Establish A House





Character is able to draw followers to their banner  
The Character is able to know 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.

COUNTER: None  

# -Venerator

LEVEL 14

NAE'EM



STACK 99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Ionic Marker Detector



Barely visible green weave surrounds the marker.  
Only works when another casters marker is found.

FOCUS:activate manually

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 18

Duration X4

10 SP

Lvl 14

Duration X2

8 SP

## Summon or Send

LEVEL 6

STACK 3

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Skill Conjured

Conjure Arcane Beetles



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, Init+6, 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



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 Stairs

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

LEVEL 2

STACK 9

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

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