

Battle Offense

LEVEL 1		STACK 99	COST 4 pts	RANGE 12 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: Resist (Skill/Non) 1d4 + ACU Dmg
								FOCUS:Save +1 Col COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP
LEVEL 1		STACK 1	COST 4 pts	RANGE 4 Sqs / Tier	AREA OF EFFECT 1 adjacent sq / Tier	ROLL OUT Initiative	DURATION 5 Rounds	SAVE: Health Temp halt of effect
								FOCUS:Max (End) +1 COUNTER:Greater Fragility Effect Lvl:1 ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Range X2 8 SP Lvl 16 AoE X2 16 SP
LEVEL 2		STACK 1	COST 4 pts	RANGE 10 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION 1 Round	SAVE: Brutal Not Pushed
								FOCUS:Save Col +1 COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP
LEVEL 3		STACK 2	COST 4 pts	RANGE 10 Squares	AREA OF EFFECT 1 Mark	ROLL OUT Initiative	DURATION 1 Round	SAVE: Skill HP=25
								CREATE:Beetleroot Granules FOCUS:Save Roll +20 COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP
LEVEL 3		STACK 3	COST 6 pts	RANGE 10 Squares	AREA OF EFFECT Row: 3 Sqs	ROLL OUT Initiative	DURATION 5 Rounds	SAVE: No Save
								COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP
LEVEL 1		STACK 3	COST 6 pts	RANGE 12 Squares	AREA OF EFFECT 1 Target	ROLL OUT 1 Full Round	DURATION 10 Minutes	SAVE: No Save
								FOCUS:Enhanced @ 1/2 cost COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP
LEVEL 4 NAE'EM		STACK 9	COST 4 pts	RANGE PMP	AREA OF EFFECT 1 Nae'Em	ROLL OUT 2 Rounds	DURATION Instant	SAVE: No Save
								FOCUS:reveals plane COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP

Commune

LEVEL 1 NAE'EM		STACK 1	COST 20 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 2 - 4 Days	DURATION 5 Min & Permanent	SAVE: No Save
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Seek Ancestor Spirit



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 4 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 10 min @ Dawn	DURATION 10 Min	SAVE: Skill Re: Spirit knowledge GM
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Converse w/ Ancestor



Caster communicates with an Ancestor spirit guide about a single specific topic. Only one Ancestor may be contacted during this spell. The caster may submit questions about events and things from the Ancestors knowledge. The submission must state a specific topic to be reviewed within the Duration, if the topic is not specific enough, the spell is likely to fail.

FOCUS:Save Roll +10
COUNTER:None

Find or Reveal

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



Many spells can be temporarily halted or entirely stopped by a Dispel Magic. Soothsayers are able to Rollout this spell in 2 rounds (1 with the enhancement). Fastest! The full description has the list. Also, there is a list in the players handbook (Spells chapter). (Venorx)

CREATE:Scroll of Dispel Magic (Tem House
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

Food And Drink

LEVEL 1		STACK 99	COST 4 pts	RANGE Touch	AREA OF EFFECT 2 Skins/Tier	ROLL OUT 10 Minutes	DURATION Permanent	SAVE: No Save
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Draw Up Ground Water



Easily capture water in readied containers as the water sprays up. Draws on the available water/moisture in the area. (1/4 of a Mark) Temperate/Tropic Regions: 2 skins / Tier per spell (multiples: -1 skin per spell), Arctic/Arid Regions: 2 skins spell (multiples: -1 skins per spell), Multiples: each repeated spell in same area reduces the effectiveness.

FOCUS:+2 Skins extra
COUNTER:None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 16 Rollout 1 Min 8 SP

Healing and Rest

LEVEL 4		STACK 99	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Body	ROLL OUT 30 Min	DURATION Permanent	SAVE: No Save
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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 Sq 8 SP

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		STACK 99	COST 4 SP	RANGE Touch	AREA OF EFFECT 1x1 Square	ROLL OUT 30 Min	DURATION Permanent	SAVE: Resist (Skill/Non) Etched IF NEEDED GM
Acid Etching  Speak the title words wanted as they cause an acid mist to sprinkle over the surface. Standard surfaces are of stone, metal, wood, or leather and require no Save. Non-standard surfaces OR Magical surfaces require a Resist Save. Although the more powerful the magic the more likely the Resist Magic Save will be higher.								

FOCUS:none
COUNTER:None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 16 AoE X2 16 SP

Partner Cooperations

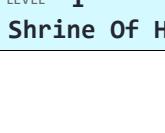
LEVEL 2 NAE'EM		STACK 1	COST 4 pts	RANGE 10 Squares	AREA OF EFFECT 1 Rogue	ROLL OUT 1 Round	DURATION 1 Hour	SAVE: Skill Rogue Helped
Rogue's Right Place & Time  A spirit advising the caster helps a Rogue be more convincing, less suspicious. Caster Passing a Skill Save rolls 1d6 x 5 (5 to 30). Rogue gains it as adj for Saves. The caster can send impulse to the Rogue . . . Pressing or pushing the Rogue towards a specific direction (1/round), [No pulling] indistinct gutteral sounds to the Rogue (1/round).								

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

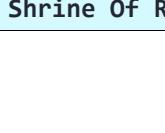
Shrines

LEVEL 1		STACK 99	COST 4 pts	RANGE Self	AREA OF EFFECT Varies	ROLL OUT Initiative	DURATION 4 Hours	SAVE: No Save
Shrine of Dead Light  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 6 pts	RANGE 6 Squares	AREA OF EFFECT 3x3 SqS	ROLL OUT 4 Rounds	DURATION 4 Hours	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

LEVEL 1		STACK 1/Tier	COST 6 pts	RANGE 6 Squares	AREA OF EFFECT 2x2 SqS	ROLL OUT 10 Minutes	DURATION 10 Minutes	SAVE: Resist (Skill/Non) Ends DOT
Shrine Of Robustness, End 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 2		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