**Shrines**

Large AoE (compared to Chants)

AoE centered on Shrine

No concentration

Not mobile

Long Rollout

Affects Friend & Foe with power word

Affects: only once per person/creature/area

Affects: Does not affect anyone anything if another Shrine is already there.

Shrine info directly to caster only

No overlapping.

Duration: As long as within Shrine AoE + 5 rounds. Maybe

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Low Heal +1 Heal per Day

+ to Death (HP)

+ to Death (SP)

**---Warmth**

Cold

Silence

Block Scrying

Inconspicuous

Enchance Scrying

Dampen (turn off) Buff/DeBuff

Light (Lonnnng lasting)

Sense/make em glow for undead

Sense/Make em glow for living dead

AoE: Circle of 5 Sqs/Tier

Range: Touch

Rollout: 4 hours

Duration: Until dawn (6am)

Info

Detect portals

Detect Undead/Living Dead

Detect Monsters

Detect Complex Mechanicals (Rogue Assist)

Detect

More likely to be chants

**Chants**

Small AoE (compared to Shrines)

AoE centered on caster

Concentration required throughout Rollout

Is mobile (via caster)

Short Rollout (often are battle spells)

Affects targeting issues/creatures

Affect: can overlap, thus multiple effects on a creature.

Chant info (if any) revealed to all who can hear the chant.

All Chants have a stack of 1. Only 1 Chant

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+AC

+HP (Heal)

+Speed (Battle movement)

+Save Resistance

+Initiative

+Thrown Range

+Missile Range

**Commune**

Very Long Rollout

No Enhancements