

0.3 TIRO: Armor of Light

LEVEL

Tier 1

AC = 16. Bright, sparkly magic armor around Caster.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	Self	1 Minute		Battle-Prep	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	4 Hours		none	TRO



Created by COPILOT

Details:

- Bright Sparkly armor surrounds the Caster.

WHAT THIS DOES:

- Does gives the caster the better of either,
 - Magic armor with AC 16,
 - Casters current AC.
- An image of bright light surrounding the caster shows regardless of option.

WHAT THIS DOES NOT DO:

- Does NOT provide enough consistent light to read by.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 3 Same Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.



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Profiled In Fire

LEVEL

Tier 2

Allows target audience a Save due to wreathe of flames.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Initiative		Battle-Prep	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	2 Hours		SNS 2	DOK



Created by COPILOT

Details:

- Items that come in contact with the caster appear singed and slightly burned
 - but no permanent or altering damage is done.
- If done in a battle this spell may distract the target audience.
 - Roll a Save (situation may require the GM to change this)

WHAT THIS DOES:

- Does shroud the caster in the appearance of smoldering fire.
- Does have a tendency to provide heat around the caster.
 - This can be helpful in colder climates when others stay very close to the caster.
- Does allow the target audience a Save due to the wreathe of flames...
 - Failing the save likely means the audience is intimidated.
- Does require user to break the item against chest to gain benefit, if an item.

WHAT THIS DOES NOT DO:

- Does NOT set anything on fire.
- Does NOT deal any permanent damage, only superficial and cosmetic.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 7 Same Spell

Creations:



Aura Of Flames



- Wreathes user in magical flames. Dur:10 Min.
- 3 pch of Cinderroot, Trench mold, Veggie oil.
- Creation: 24 Spell pts & 4 Hrs & Stack:9.
- Requires campfire. BUY:20 GP.

Enhancements:


LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
18	Duration X4	10



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Extend the AoE of warmth alone to a 2x2 square.

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9



Dimensional Containment

LEVEL

Tier 3

CREATURES OF DIMENSION MUST SAVE TO LEAVE THE CONTAINMENT.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	10 Minutes		Battle-Prep	Magical

STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	3x3 Sq Radius	4 Hours		BRU4 	DOK

Created by COPILOT

- Details:**
- Creates a visible 3 Square perimeter.
 - Creatures attempting to exit the perimeter must roll the Save,
 - On a successful save, the creature may leave,
 - On a failed save, the creature remains contained.
 - Suggested usage is prior to casting a summoning spell.

- WHAT THIS DOES:**
- Does inhibit creatures from leaving the circle.
 - Does cause the perimeter to disappear from normal view after completing the RollOut.
 - A Reveal Arcane Power spell will reveal this perimeter.

- WHAT THIS DOES NOT DO:**
- Does NOT inhibit the Caster from leaving the circle.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Creature may only leave the perimeter if they make a critical Save (>95).

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Circle of Containment

LEVEL

Tier 3

Creatures from exiting its area. Must Save to Exit.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	10 Minutes		Battle-Prep	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	3 Sq Rad Circle	4 Hours		BRU 3	DOK-SYL-STM-EOL-ORX



Created by COPILOT

- Details:**
- Creates a visible 3 Sq radius perimeter.
 - Creatures attempting to exit the perimeter must roll a Save,
 - On a successful save, the creature may leave,
 - On a failed save, the creature remains contained.
 - Suggested usage is prior to casting a summoning spell.

- WHAT THIS DOES:**
- Does inhibit creatures from leaving the circle.
 - Does work if the caster is unconscious, dead, or out of range, etc.

- WHAT THIS DOES NOT DO:**
- Does NOT inhibit the Caster from leaving the circle.
 - Does NOT work if the caster is not able to continue,
 - If caster is unconscious, dead, or out of range, etc.
 - Does NOT continue if the caster chooses to end the spell.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 12 Same Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Creature may only leave the circle with BRU:>95.



14 Magma Perimeter


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LEVEL

Tier 4

Magical magma dmg 8d6. Double dmg if submerged.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Caster	30 Minutes		Battle-Prep	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	2 Sq Wide Moat	6 Hours		none	DOK



Created by COPILOT

- Details:**
- If a Target fails their save they will take 8d6 damage per round instead of 4d6.
 - This is because they have fully landed within the square with magma.
 - The same Save needs to be rolled successfully to escape the magma unassisted.
 - Assistance gives 2 Save columns better, but the assistant must also roll versus damage.
 - There is a slight sulferous smell associated with this spell.

- WHAT THIS DOES:**
- Does create a moat of magma 2 square wide by 2 squares deep.
 - This surrounds an area the size of AoE in center.
 - Does cause 8d6 damage upon regular contact.
 - Does create a temporary pit within the environment that is filled with the magma.

- WHAT THIS DOES NOT DO:**
- Does NOT allow for any of the magma to be removed from the moat.
 - Any magma removed this way dissipates with no effect and no volume lost in the moat.
 - Does NOT leave behind any permanent damage from the magma in the environment.
 - Does NOT start any fires in the environment due to the presence of magma.
 - However this spell does still emit heat enough to warm a group in cold environments.
 - Is uncomfortable in warm environs but no real damage to a group or items.
 - The exception to this is if the item(s)/person(s) come in direct contact with the magma.
 - Does NOT spread beyond the initial AoE, even if more space is dug around the moat.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 14 Same Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- AoE to a 5x5 square perimeter for 2 sq wide moat.

8

Mundane Fire Immunity

LEVEL

Tier 2

Target is immune to mundane fires cooler than a forge.

COST	RANGE	ROLL OUT	<div>5</div> <div>RDS</div>	COLLECTION	OUTCOME
8 pts	1 Target	5 Rounds		Battle-Defense	Magical
STACK	AoE	DURATION	<div></div> <div></div>	SAVECOL	CLASS GROUPS
1	1 Target	1 Hour		none	DOK



Created by COPILOT

- Details:**
- Grants total immunity to mundane fires that are cooler than a forge.
 - Fire levels of forge or higher break this spell.
 - Due to the flame-like appearance of this spell, caster can be seen as intimidating.

- WHAT THIS DOES:**
- Does negate any damage done by fire that is mundane in nature.
 - Does surround the target with enough light that those near the caster can read just read by.
 - This effect lasts for the Duration of the spell.

- WHAT THIS DOES NOT DO:**
- Does NOT have any effect if used in fires as hot as a forge or hotter.
 - Does NOT work if the caster is not able to continue,
 - If caster is unconscious, dead, or out of range, etc.
 - Does NOT continue if the caster chooses to end the spell.

- Bonds and Connections**
- No Nae'Em connection.



- Counter:**
- LVL: 8 Same Spell



- Creations:**
- Normal Fire Protection
- No dmg from fires cooler than forge. Dur:10 Min.
 - Fox Blood, Palm Root Ash, Trench Mold.
 - Creation: 12 Spell pts, 4 Hrs, Stack:9.
 - Requires campfire. BUY:20 GP.



Enhancements:		
LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
18	Duration X4	10




- Focus Items and/or Kits:**
- Focus staff with crystal is NOT passive.
 - Any near caster (1 Sq) are warmed even in Arctic.


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10 Magical Fire Protection

LEVELTier 3

Mundane fire damage to 1 HP per round. Forge = 1d4 dmg.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	2 Minutes		Battle-Defense	Magical

STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	Self	20 Minutes		none	DOK



Created by COPILOT

- Details:**
- Grants total immunity to mundane fires that are cooler than a forge.
 - Fire levels of forge or higher break this spell.
 - Due to the flame-like appearance of this spell, caster can be seen as intimidating.

- WHAT THIS DOES:**
- Does limit mundane fire damage to 1 HP per round,
 - if the fire is as hot as or hotter than a forge then the damage is 1d4 per round.
 - Does surround the caster with enough light that those near the caster can read just read by.
 - This effect lasts for the Duration of the spell.

- WHAT THIS DOES NOT DO:**
- Does NOT work if the fire is magical.
 - Does NOT work if the caster is not able to continue,
 - If caster is unconscious, dead, or out of range, etc.
 - Does NOT continue if the caster chooses to end the spell.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Forge fire (and hotter) still does only 1 hp / round.

5

Fire Starter

LEVEL

Tier 2

Fire jumps from the hand to the target. 1d1 Dmg.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	6 Sqaures	Initiative		Battle-Actions	Mundane
STACK	AoE	DURATION		SAVE SKL	CLASS GROUPS
99	1 Item	Instant		COL 1	DOK



Created by COPILOT

Details:

- Ingites a flammable object with a 1d1 fire bolt,
 - Objects on Targets increase Save column by 1. (Target = objects/creatures that move),
 - 1d1 damage means flammables will ignite and catch fire,
 - certain conditions can hinder or even nullify ingition.
- For the sake of playability, if a Save is missed the issue is over with no damage,
 - No secondary targets are considered. (i.e. wall behind the target).

WHAT THIS DOES:

- Does ignite a small to medium sized non-moving object that is flammable.
- Does require a Save to ignite moving objects or object on moving creatures,
 - Pass = item ignites and does 1d1 damage. Start a larger fire in next round with Save.
 - Fail - spell has no effect, fire bolt either missed or fizzled out.
- Does have a possibility of creating a spreading fire,
 - GM must determine the potentail spread and roll Saves as needed.
- Does become Mundane once the fire bolt has been determined as a 'hit'.

WHAT THIS DOES NOT DO:

- Does NOT affect more than 1 item per casting.
- Does NOT immediately spread to other flammables with vicinity,
 - Near by flammables may need further Saves to determine if the fire spread.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Damage X2	12



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Allows the bolt of fire be shrouded in darkness,
 - thus can only be seen if viewer is within 12 Sqs.

0.2 TIRO: Fire Crack!

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LEVEL

Tier 1

ToHit required. 1d3 Dmg. Metal armor requires Save.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	6 Squares	Initiative		Battle-Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	Instant		RM 1	TRO



Created by COPILOT

- Details:**
- Caster throws a multi-colored splash of light.
 - If the Target has metal armor then they must pass the Save.

- WHAT THIS DOES:**
- Does create a fizzle in the caster's hand to be thrown,
 - If thrown at a specific target then a ToHIT may be needed.
 - Does explode upon impact, dealing 1d3 fire damage.
 - Does does create a minor non-damaging, non-interfering explosion if ToHIT has failed.

- WHAT THIS DOES NOT DO:**
- Does NOT do any damage if the ToHIT roll fails.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

0.4 TIRO: Quick Flash Fire

LEVELTier 1

ToHIT needed. 1d12 Dmg. Save for no damage.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	12 Squares	Initiative		Battle-Offense	Magical
STACK	AoE	DURATION		SAVEAGL	CLASS GROUPS
99	1 Target	Instant		2 	TRO



Created by COPILOT

Details:

- The caster throws colorful embers at a target, dealing 1d12 fire damage.
- The magical fire disappears so quickly that this cannot be used as a signal.

WHAT THIS DOES:

- Does deal 1d12 fire damage.
- Does allow the Target to make a Save.
 - Success means no damage is dealt to the Target.
 - Failure means full damage is dealt to the Target.

WHAT THIS DOES NOT DO:

- Does NOT set anything aflame.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.



1

Flash Of Fire!

LEVEL

Tier 1

1d6 + ACU magical fire damage, no ToHit. Save to blind 5 rds.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 Squares	Initiative		Battle-Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	4 Rounds		SKL 2	DOK



Created by COPILOT

Details:

- A quick burst of magical fire that can be used to gain the attention of a target.
- This can be used as a very low powered flashbang.

WHAT THIS DOES:

- Does cause 1d6 + ACU magical fire damage in 1st round, no roll needed ToHit.
- Does cause Target to roll a Save,
 - Pass = spell has no additional effects,
 - Fail = target has a -1 ToHIT penalty, due to partial blindness for all 5 rounds.
- Does allow the caster to direct the attack to either,
 - a creature,
 - a single square (nothing smaller)

WHAT THIS DOES NOT DO:

- Does NOT function in extremely cold (arctic) environments.
- Does NOT work on creatures immune to fire.
- Does NOT continue if the caster chooses to end the spell.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:



- Flash Bang!
- Dist:14 Sqs. Dmg:1d6. AGL:2 to avoid. Dur: 1 Rd.
 - Ceramic ball, Cinderroot, Pine Ash.
 - Creation: 12 Spell pts and 4 Hours & Stack:9.
 - Requires campfire. BUY:15 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Range +50%	6
14	Duration X2	8

Focus Items and/or Kits:



- Not required.


1Heat Wave Wall

882-1

LEVELTier 1

2d3+ACU Fire Dmg vs Melee. Save for 1/2 Dmg.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	Initiative		Battle-Offense	Mundane
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1/Tier	1 Sq (1 Target)	5 Rounds		SKL2	DOK





Created by COPILOT

Details:

- Creates an inhibiting wall of heat to melee aggressors.

WHAT THIS DOES:


- Does surround the caster (1 Square only)
- Does allow casting in and out of the wall.
- Does cause Fire damage of 2d3 + Acumen Bonus to anyone passing through,
 - Including to attack the caster with a melee attack.
- Does move with the caster.

WHAT THIS DOES NOT DO:

- Does NOT function if the caster covers more than 1 Square.
- Does NOT allow caster to move into (crowd) an occupied square.
- Does NOT inhibit any ranged or thrown attacks towards caster.
- Does NOT combine with other spells which surround 1 Square,
 - For example: Tornado Wall, ...
- Does NOT work if the caster is not able to continue,
 - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

Bonds and Connections

- No Nae'Em connection.




Counter:

LVL: 1 Same Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:		
LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Damage X2	12
18	Duration X4	10



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Allows spell to be centered on another person,
 - Recipient must be w/in 6 sqs & allow this.



2

Flame Bolt

LEVEL

Tier 1

No ToHit. Direct magical dmg 2d10 +ACU. Save to dodge.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	10 Squares	Initiative		Battle-Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	1 Round		AGL 2	DOK



Created by COPILOT

Details:

- Caster throws a bolt of flame directly to a target. (no arc to the attack)
- This fire is magical and as such it cannot start any fires.
- Breakables created with this spell require a ToHIT.

WHAT THIS DOES:

- Does magically direct the bolt to the target,
- Does allow the target to roll a Save,
 - Passing indicates the spell missed and ends with no effect.
 - Failing indicates the bolt hits and causes 2d10 + ACU damage to the target.

WHAT THIS DOES NOT DO:

- Does NOT need a ToHit to be rolled.
 - EXCEPTION: When used as a Breakable.
- Does NOT set anything on fire.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 2 Same Spell

Creations:



Flame Ball

- ToHIT. Dmg:2d10. AGL:2 to avoid. Dist:12 Sqs
- Cinderroot, Palm Root Ash, Ceramic Sphere.
- Creation: 12 Spell pts & 8 Hrs & Stack:9.
- Requires campfire. BUY:30 GP. Dur:Used.



Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
14	Damage X2	12



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Forces Target to roll 1 Column worse in their Save.

2


Scorching Skin


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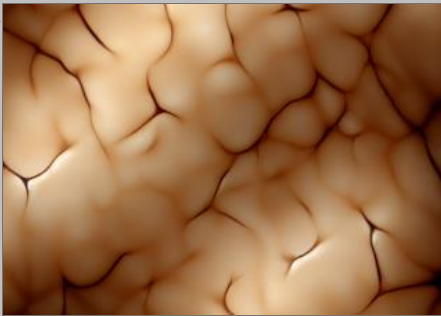
LEVEL

Tier 1

1d6 +ACU dmg per round. Save for none. +4 to Dead.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	Initiative		Battle-Offense	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	3 Rounds		none	DOK



Details:

- 1d6+ACU damage upon successful touch ToHIT.

WHAT THIS DOES:

- Does cause 1d6+ACU damage to a target,
 - Extra damage to dead/undead targets (+4 more damage).
- Does radiate heat but not much light

WHAT THIS DOES NOT DO:

- Does NOT affect any of the items on the Target.
- Does NOT cause any fires or flammables to ignite.
- Does NOT work if the caster is not able to continue,
 - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 2 Same Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:		
LVL	ENHANCEMENTS	COST
9	Damage +50%	8
14	Damage X2	12
14	Range At 3 Sqs	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Completely Removes Sickness/Disease.



3

Heat Metal Armor

LEVEL

Tier 1

Four rounds cumulative: AC/Init/ToHIT @ -1.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	6 Squares	Initiative		Battle-Offense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Target	4 Rounds		none	DOK



Created by COPILOT

Details:

- Heats metal bits on arms and armor of the target,
 - this interferes with normal battle routines.
- Effects,
 - Round 1: Initiative -1 Ac -1 ToHIT -1
 - Round 2: Initiative -2 Ac -2 ToHIT -2
 - Round 3: Initiative -3 Ac -3 ToHIT -3
 - Round 4: Initiative -4 Ac -4 ToHIT -4
- As a breakable it requires a direct ToHIT.

WHAT THIS DOES:

- Does causes the target to adjust some battle stats:
 - AC-1, Init-1, ToHIT-1.
- Does require a direct throw,
 - No lobbing allowed due to force needed to break.

WHAT THIS DOES NOT DO:

- Does NOT deal any direct damage.
- Does NOT damage the metallic components in any way.
- Does NOT does not ignite anything, even if it is flammable.
- Does NOT work if the caster is not able to continue,
 - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 3 Same Spell

Creations:



Enflame Metal Armor

- Rds 1-3: AC/ToHIT reduced 1 per rd. Dur:3 Rds.
- Coal Tar, Marsh Daisy Chicken, Trench Mold.
- Creation: 12 Spell pts & 4 Hrs & Stack:9.
- Requires campfire. BUY:12 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Duration X4	10



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Initiative, AC, ToHIT 1 point worse than round shows.


4

Conjure Native Beetles

LEVEL

Tier 1

Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 Squares	Initiative		Battle-Offense	Mundane
STACK	AoE	DURATION	2 RDS	SAVE COL	CLASS GROUPS
2	1 Mark	2 Rounds		SKL 2	SYL-ORX-STM-EOL-DOK



Created by COPILOT

Details:

- Conjuers an insect swarm within Range to attack nearest creature to the caster.
- Insect Swarm has the following stats:
 - Battle Stats: HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8
- Circles of Containment will hold the insects in or out without the need for a Save.

WHAT THIS DOES:

- Does conjure insects native to the area, should there be any available.
- Does attack only a single Target each round.
- Does one attack per round outside of the caster's attacks.
- Does progress the nearest living target. Even if the target is friendly with the caster.

WHAT THIS DOES NOT DO:

- Does NOT function if there are no insects within the AoE.
- Does NOT conjure non-natural or non-native insects.
- Does NOT attack more than 1 Target.
- Does NOT work if the caster is not able to continue,
 - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 4 Same Spell

Creations:



Beetleroot Granules

- 1 Bag of Beetleroot (10 pnchs) Dur:Used.
- Beetle shells, Coral Lime, Pine Wood.
- Creation: 12 Spell pts & 4 Hrs & Stack:9.
- Requires campfire. BUY:3 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Damage X2	12



Focus Items and/or Kits:



- Focus Item with crystal is NOT passive.
- Save +1 Column.


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6 Create Arcane Beetles

LEVELTier 2

Save to conjure. Attacks nearest enemy for 1d8 dmg. X2x2

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	8 Squares	Initiative		Battle-Offense	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
3	1 Square	3 Rounds		SKL2	DOK-EOL



Created by COPILOT

Details:

- Attempts to conjure Fire Beetles by succeeding on the Save.
- The Fire Beetles are not a thinking, living creature,

NOTE:

- If the beetles have done more than 5 points of damage within the battle,
 - the shells of the dead beetles are left behind.
- The shells are an ingredient for the creation of cinderroot.
- Some TIRO spells create enough messy magic to leave behind dead beetles.
- This spell purposely creates the beetles that stay when dead,
 - When the spell ends all living beetles vanish.

WHAT THIS DOES:

- Does create a small swarm of Arcane Beetles:
 - Battle stats: HP:30, AC:15, Init+6, ToHit+6 # of Attacks:x2x2, Dmg: 1d8,
 - Stats are for entire swarm and is treated as a single target.
- Does allow the Caster to direct the Fire Beetles to an enemy within the Range,
- Does continues through Duration even if caster is not aware.
- Does conintue if the Caster fall unconscious,
 - The Fire Beetles will continue to attack the Target the Caster designated and no others,
 - Caster must be conscious to direct the Fire Beetles to another Target.
- Does conjure the Fire Beetles to appear on the floor at the targeted area.
- Does require continued direction and attention from character on rounds 2 and 3.

WHAT THIS DOES NOT DO:

- Does NOT allow the Fire Beetles to cross a Circle of Protection.
- Does not have any effect if the Save fails.
- Does NOT work if the caster is not able to continue,
 - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:



Cinderroot powder



- 1 Bag (10 pinches) common ingredient. Dur:Used.
- Beetle Shells, Common Stone, Common Soil,
- Creation: Varied Spell pts, 8 Hrs, Stack:9.
- Requires campfire. BUY:45 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
12	Range X2	8
14	Duration X2	8



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Use of the Focus will set the Save to SKL:>05, for both conjuring and creation of cinderroot.



8 Flame Strike


441-1


LEVEL

Tier 2

No ToHIT. Magical fire lobbed. Dmg 4d10 +ACU. Save for 1/2.

COST	RANGE	ROLL OUT		COLLECTION		OUTCOME
8 pts	4 Squares	Initiative		Battle-Offense		Magical
STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	1 Square	1 Round		RM	2	DOK






Created by COPILOT

- Details:**
- Creatures that live in and around fire are not affected normally.
 - The AoE x2 Enhancement takes the 1x1 Square AoE and makes it 2x2 Squares.
 - Requires the Target to roll a Save,
 - Success means that the Target takes half damage.
 - Failure means that the Target takes full damage.

- WHAT THIS DOES:**
- Does deal 3d12 + ACU damage to a 1x1 Square,
 - If more than one creature fully occupies the 1x1 square they are all affected,
 - All affected creatures roll their own Save, with the same outcomes as listed,
 - Damage rolled is applied to each creature affected, not distributed.

- WHAT THIS DOES NOT DO:**
- Does NOT allow for anything to catch on fire.


- Bonds and Connections**
- No Nae'Em connection.



Counter:
LVL: 8 Same Spell

- Creations:**
- No creations. Usable only as a spell/skill.

Enhancements:		
LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
12	Range X2	8

- 
- Focus Items and/or Kits:**
- Focus staff with crystal is NOT passive.
 - Creatures that live in and around fire ARE affected.

12

Circle - Dimensional Expulsion


519-1


LEVEL

Tier 3

Pass Save to expell a dimension creature/item to Dimension.

COST	RANGE	ROLL OUT	2RDS	COLLECTION	OUTCOME
12 pts	Touch	12 Secs (2 Rds)		Battle-Offense	Magical
STACK	AoE	DURATION	1RDS	SAVECOL	CLASS GROUPS
3	3x3 Square	1 Round		MR2	DOK





Created by COPILOT

- Details:**
- This is cast using chalk outlined circle.
 - Once spell starts outline fades to be unseen.
 - Once spell has been cast,
 - any Dimension creature / item will immediately be teleported back to the Dimension plane.
 - to a random location within Dimension.

- WHAT THIS DOES:**
- Each teleport back to the Dimension plane is done if the Save passes.
 - The caster rolls a Save to ensure the teleport works.
 - Range is for casting. Distance to caster does not matter after casting.
 - Spell continues to power the potential teleports until the duration ends.

- WHAT THIS DOES NOT DO:**
- Does NOT affect any non-Dimesion creature or item.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	AoE X2	6
14	Save -1 Col	8

Focus Items and/or Kits:



- Not required.


12 Class Power Attack (FIRE)

956-1

LEVELTier 3

Class Bolt Dmg 5d10+ACU. Save for 1/2 dmg IF same class.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	8 Squares	Initiative		Battle-Offense	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	1 Target	1 Round		RM3	DOK-SYL-STM-EOL-ORX



Created by COPILOT

Details:

- Dokour use Fire.

WHAT THIS DOES:

- Does allow targets the with the same class as the caster to Save for 1/2 damage.
- Does allow the caster to use their class power to attack a target.
- Does the power will do 6d10 + ACU points of damage,
- Does allow the target to roll a Save to avoid half of the total damage with a passing result.
 - IF the target is able to used the same type of power they are attack with.
- Does send a bolt of power directly to the target.

WHAT THIS DOES NOT DO:

- Does NOT apply any mundane damage,
 - Example: Class Power Attack does not light anything on fire.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 12 Same Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Enemy to pass another RM:3 Save vs knocked back 1 Sq.

13 Fire Bombardment

531-1

LEVEL

Tier 4

Lobs magical fire. 6d10 +ACU dmg. 3 Sqs. Save for 1/2 dmg.

COST	RANGE	ROLL OUT		COLLECTION		OUTCOME
16 pts	12 Squares	Initiative		Battle-Offense		Magical
STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	1x3 Squares	1 Round		RM	2	DOK





Created by COPILOT

Details:

- Requires the Target to roll a Save,
 - Success means that the Target takes half damage.
 - Failure means that the Target takes full damage.

WHAT THIS DOES:

- Does deal Damage = 6d10 + ACU bonus to 3 squares,
 - If a single creature is in all 3 squares then it takes 3x damage.

WHAT THIS DOES NOT DO:

- Does NOT allow for anything to catch on fire.
- Does NOT creatures that live in and around fire.

Bonds and Connections

- No Nae'Em connection.




Counter:
LVL: 13 Same Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:		
LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
12	Range X2	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- AoE: 3x2 Squares.

15 Dokour Flame Attack

LEVEL



Tier 4

704-1



Created by COPILOT

Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 damage.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	8 Squares	Initiative		Battle-Offense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	1 Round	RDS	RM 3	DOK

Details:

- Deals a significant amount of magical fire damage.

WHAT THIS DOES:

- Does 5d8 +12 +Acumen Bonus in damage.
- Does allow the target to roll a Save to avoid half of the total damage with a passing result.
- Does directs a ball of magical flame straight to the target.

WHAT THIS DOES NOT DO:

- Does NOT apply any mundane damage,
 - Does not light anything on fire since this is a magical fire.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 15 Same Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
9	Range +50%	6
12	Range X2	8





Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Caster deals an extra 4 Damage per die rolled.

0.3 TIRO: I Have Your Item!

LEVELTier 1

snatches item. Mgc armor: -1 Col.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	4 Sqs	Initiative		Call-Summon	Mundane
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	1 Item	1 Round		RM1	TRO



Created by COPILOT

- Details:**
- The caster snatches someone's random, mundane item.
 - If the Target has metal armor then the Save is 1 column worse.

- WHAT THIS DOES:**
- Does allow the Caster to snatch someone else's random mundane object.
 - Does allow the item to visibly float towards the caster.
 - Does allow the owner a Save to grab the item.

- WHAT THIS DOES NOT DO:**
- Does NOT affect magical, metal or crystalline items.
 - Does NOT allow the caster to end the spell prematurely.
 - Does NOT affect more than one item.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

3



Invoke Temporary Imp


901-1

LEVEL

Tier 1

Image of mini caster. HP:12 Attk:sx1x1 Dmg:1d2

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	8 Squares	1 Hour		Call-Summon	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	PMP	1 day / Tier		RM 2	DOK



Created by COPILOT


Details:
Noteworthy info: Caster loses a bit of weight (Mass) in order to create this.

Emerges out of a flame. Imp is about 3 inches high (7.6 cm).
Imp has same skin color, hair color/style, and race (Miniaturized) as caster.
HP:12. SP:0 Attacks: sx1x1. No Init:0 ToHit:0. Damage: 1d2 Distance:1

MOVE: Flight @ Walk/Run speed of 7 squares.
Fly : 4 squares up from land or lava
Fairly intelligent. Can work to avoid being noticed and can plan and hide.

- WHAT THIS DOES:**
- Does create a creature that closely resembles the caster,
 - except is only 6 inches high (15 cm).
 - Does make a temporary but noticeable magical flame during the creation.

- WHAT THIS DOES NOT DO:**
- Does NOT give the imp all of the abilities of the caster.
 - Does NOT make a mundane flame during creation,
 - the creation flame will not burn items in or around it.



Bonds and Connections

- This is a Cae'Em connection with a construct.

Counter:


NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
18	Range X4	10



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Can alter skin color to another natural color.
- Can alter race, hair color and style.

5

Invoke Imp Partner (Year long)

LEVEL

Tier 2

Brings in imp (large insect size). Can be scryed on.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	30 Squares	2 Days (24 Hrs)		Call-Summon	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	PMP	End of Year		none	DOK



Created by COPILOT

Details:

Noteworthy info: Caster looses a bit of weight (Mass) in order to create this.

Emerges out of a flame. Imp is about 3 inches high (7.6 cm).
Imp has same skin color, hair color/style, and race (Miniaturized) as caster.
HP:12. SP:0 Attacks: x1x1. No Init:0 ToHIT:0. Damage: 1d2 Distance:1

MOVE: Flight @ Walk/Run speed of 7 squares.
Fly : 4 squares up from land or lava
Fairly intelligent. Can work to avoid being noticed and can plan and hide.

WHAT THIS DOES:

- Does create a creature that closely resembles the caster,
 - except is only 6 inches high (15 cm).
- Does make a temporary but noticable magical flame during the creation.
- Does allow caster to have instant communication with the imp through the Cae'Em.

WHAT THIS DOES NOT DO:

- Does NOT give the imp all of the abilities of the caster.
- Does NOT make a mundane flame during creation,
 - the creation flame will not burn items in or around it.



Bonds and Connections

- This is an Cae'Em connection with construct.

Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
18	Duration X4	10



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Can alter skin color to another natural color.
- Can alter race, hair color and style.

0.1 TIRO: Beauty Contestant:2nd Prize

LEVELTier 1

Recipient becomes more attractive by their race's standards.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
15% Max	Self	5 Minutes		Altered Reality	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	Self	12 Hours		none	TRO



Created by COPILOT

Details:

- The caster makes themselves look more attractive by their race's standards.

WHAT THIS DOES:

- Does make the caster appear physically more attractive by their race's standards.

WHAT THIS DOES NOT DO:

- Does NOT permanently alter the caster's looks.
- Does NOT influence anyone's feelings about the caster or have any other effect on them.

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0



Focus Items and/or Kits:

- Not required.

0.1 TIRO: Pie Fight!

LEVELTier 1

Blocks vision with Save.

COST	RANGE	ROLL OUT	  RDS	COLLECTION	OUTCOME
20% Max	4 Squares	Initiative		Altered Reality	Mundane
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	1 Target	1 Round		RM1	TRO



Created by COPILOT

Details:

- If the Target has metal armor then the Save is 1 column worse.
- This is a magical pie, and thus cannot give any kind of sustenance.

WHAT THIS DOES:

- Does Require a Save to be rolled by the target:
 - Fail = Target's vision is blocked for one round.
 - Pass = Spell has no effect.

WHAT THIS DOES NOT DO:

- Does NOT have any other effect on the target outside of blocking vision.
- Does NOT deal any damage.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:



- Not required.


0.3 TIRO: 2 Rope Image

417-1

LEVELTier 1

Roll Save to create illusion of a cut rope now 1 rope.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
10% Max	1 Rope	1 Minute		Altered Reality	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	1 Rope	2 Hours		SKL1	TRO



Created by COPILOT

Details:

- The caster conjures a rope that looks like two short ropes made out of colorful ribbons.
- Any use or actions with the rope after conjuring reveals it as single length of 4 squares.

WHAT THIS DOES:

- Does allow the Caster to roll a Save to merge the ropes into one.

WHAT THIS DOES NOT DO:

- Does NOT allow the short ropes to be stretched beyond what the one rope's length is.
- Does NOT allow more than 2 of these illusions to be active at once.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0



Focus Items and/or Kits:

- Not required.

0.1 TIRO: Healing Bolus

LEVELTier 1

1d12 HP healing.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	1 Square	Initiative		Health-Life-Death	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	Recipient	Permanent		none	TRO



Created by COPILOT

Details:

- A basic healing spell that heals 1d12.

WHAT THIS DOES:

- Does heal 1d12 painlessly.
- Does appear very bright.

WHAT THIS DOES NOT DO:

- Does NOT heal Undead or Living Dead.
- Does NOT heal any sicknesses, diseases or other ailments.
- Does NOT deal any damage prior to healing the Recipient.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

1

Reduce Fire Damage

LEVEL

Tier 1

Magical/mundane fire dmg is reduced by 1 per die, min 1.

COST	RANGE	ROLL OUT	5 RDS	COLLECTION		OUTCOME
4 pts	Self	5 Rounds		Health-Life-Death		Magical
STACK	AoE	DURATION	🕒	SAVE	COL	CLASS GROUPS
1	Caster	20 Minutes		HTH	2	DOK



Created by COPILOT

Details:

- Any magical or mundane fire damage is reduced by 2 per die of damage, minimum of 1.
- Caster can roll a Save to appear unaffected by the fire.

(Walnut Sized Orange Ceramic Ball)

WHAT THIS DOES:

- Does reduce the total damage taken from magical or mundane fire by 2 per die.
- Does require person to break item to enact.

WHAT THIS DOES NOT DO:

- Does NOT reduce damage below 1.
- Does NOT work if the caster is not able to continue,
 - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:



Burn Reducer



- Magic/Mundane fire dmg -1 per die,(min 1). 4 Hrs.
- Beetleroot, Limestone, Postash.
- Creation: 12 Spell Pts & 4 Hours & Stack:9.
- Requires campfire. BUY:10 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
14	Duration X2	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Doubles proteccion fire damage reduced by 4, min 1.



2

Healing Flames 1d4 HP per Tier

LEVEL

Tier 1

Roll 1d4. Flame damage x2. Healing x3. Save if self heal.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	Initiative		Health-Life-Death	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Recipient	Permanent		SKL 3	DOK



Created by COPILOT

- Details:**
- Roll 1d4. Dmg x2 then Heal x3
 - First roll the dice (1d4) and note the result,
 - Next, apply x2 rolled result as DAMAGE while it draws energy from the whole body,
 - Finally, apply x3 times the amount rolled result as healing to the wounds.


- WHAT THIS DOES:**
- Does heal living creatures and plants.
 - Does Has possibility of knocking Recipient out if their points drop below their threshold.
 - If below 1 HP the Recipient will black out and fall.
 - When back above 1 HP they will be able to rise again.
 - Does have the possibility of killing a Recipient if their points drop too low.
 - Does automatically 'bind' the wound. (Stop bleeding).
 - Does allow the Caster to choose what Tier level to use.

- WHAT THIS DOES NOT DO:**
- Does NOT heal anything not currently living,
 - Dead, undead, living dead.
 - Constructs, un-embodied life.
 - Does NOT allow a person killed by the drop in points to automatically come back,
 - They would be dead.
 - Some sort of life reviving spell would be needed.

- Bonds and Connections**
- No Nae'Em connection.


Counter:

NO COUNTER AVAILABLE

- Creations:**
- 

Fire Balm
- Roll 2d4. x2 Damage. x3 Healing. Dur:Used.
 - Pieces of Flint, Wild Garlic Oil, Trench Mold.
 - Creation: 12 Spell pts & 8 Hrs & Stack:9.
 - FOCUS STAFF & Campfire required. BUY:20 GP.

Enhancements:		
LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
14	Range At 3 Sqs	8
16	Healing +4	10

- 

Focus Items and/or Kits:
- Focus staff with crystal is NOT passive.
 - Gain a +1 HP to healing when cast through a focus.


3

Repair Undead/Living Dead

LEVEL

Tier 1

Max gain of SP set to 20 SP per day.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
-2 pts	Touch	1 Minute		Health-Life-Death	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Permanent		none	DOK



Created by COPILOT

- Details:**
- Allows the Dokour to gain energy from the darker side.
 - Remember, if skeletons are engaged into battle they might not stop on command.

- WHAT THIS DOES:**
- Does heal the target for 1d6 if they are undead or living dead.
 - Does potentially regenerate 2 SP to the caster.
 - Target must be not at full strength.
 - Maximum the caster can gain is 2 SP per casting and 20 SP per day.

- WHAT THIS DOES NOT DO:**
- Does NOT have any effect on anything but undead and living dead.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Range At 3 Sqs	8
18	Range X4	10



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Caster does not contract sickness/disease from the target.

4

Final Rites

LEVEL

Tier 1

Dead are pushed beyond this world. A diety must be named.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	2 Hours		Health-Life-Death	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Body	Permanent		none	DOK



Created by COPILOT

Details:

- This spell will ensure the dead stay dead.
- When cast as a consecration the Duration is Permanent.
- It is thought the soul is pushed to Dimension, but there is no way to confirm as of yet.
- Any spells to communicate, raise, or bring back the Dead are no longer possible.
- To use this as a consecration spell the Target must be deceased.
- When casting this spell the name of a God/Goddess to seal (end) the spell.

WHAT THIS DOES:

- Does move the soul of a recently deceased Target to a place away from influence.

WHAT THIS DOES NOT DO:

- Does NOT affect any Target that has been dead longer than 1 month.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Range At 3 Sqs	8

Focus Items and/or Kits:

- Not required.

6

Cleansing Fire

LEVEL

Tier 2

1 hp Dmg per hour. Immune to Sickness/Disease.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	30 Minutes		Health-Life-Death	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	12 Hours		none	DOK



Created by COPILOT

- Details:**
- Caster enters a meditative state during the RollOut.
 - During this time the caster appears to be engulfed in magenta flames.
 - After the RollOut, and for the remainder of the duration, caster is continuously sweating.
 - The flames that engulf the caster are magical flames and cannot create any fires.
 - All the other resulting effects are mundane.

- WHAT THIS DOES:**
- Does remove any Sickness/Disease from the casterby the end of the first hour.
 - Does for the entire duration the casteris immune to Sickness/Disease.
 - Does deal 1 damage for every hour of the Duration.

- WHAT THIS DOES NOT DO:**
- Does NOT set anything on fire.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
14	Duration X2	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Allows casting on another person.

0.2 TIRO: Garish Pup Tent

414-1

LEVELTier 1

COST

20% Max

RANGE

8 Squares

ROLL OUT

1 Minute

COLLECTION

Shelter-Rest-Protection

OUTCOME

Magical

STACK

99

AoE

1x2 Squares

DURATION


8 Hours

SAVECOL

none

CLASS GROUPS

TRO



Created by COPILOT

Details:

- The Caster creates a colorful tent.

WHAT THIS DOES:

- Does create a brightly colorful tent.
- Does allow the caster and their allies to rest inside (up to 3 people) and get rest bonuses.
- Does function like any other tent (can be blown away, soaked etc)
- Does require the tent to be set up after it is created.

WHAT THIS DOES NOT DO:

- Does NOT let the Caster choose the tent's color, it's random.
 - roll a d20 (1-5 is red, 5-10 is yellow, 10-15 is green, 15-20 is blue)
- Does NOT make a sturdy tent, it must be secured with rocks and the like.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:		
LVL	ENHANCEMENTS	COST
0	No Enhancements	0



Focus Items and/or Kits:

- Not required.

0.4 TIRO: Aural Spark

LEVELTier 1

random color of sparks for 1d20 minutes.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
10% Max	10 Squares	Initiative		Light-	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	2x2 Sqs	1d20 Minutes		none	TRO



Created by COPILOT

Details:

- The caster creates colorful lights to be used as a light source.
- The color changes in reaction to the proximity of other Casters.
 - It will change to the color of their chosen School of magic.
 - When not in the presence of any Caster's then the light shifts from color to color.
 - This happens once per minute.

WHAT THIS DOES:

- Does light up an area of 2x2 squares.
- Does allow the caster to try and use this light to detect others' auras.
 - Roll Save, the spell only works on a success.
- Does last for 1d20 minutes.

WHAT THIS DOES NOT DO:

- Does NOT set anything flammable aflame.
- Does NOT allow the caster to use it as a signal flare.

Bonds and Connections

- No Nae'Em connection.



Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.



0.2 TIRO: Amplify Own Speech


416-1

LEVEL

Tier 1

Amplifies caster's voice to range of 1d20+4 Squares.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	Self	Initiative		Communication-	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3x3x3 Sq	5 Minutes		none	TRO



Created by COPILOT

Details:

- Amplifies the caster's voice from AOE out to range of 1d20+4 Squares.

WHAT THIS DOES:

- Does amplify speech from AOE out to range of up to 3 Squares away.
- Does amplify even whispers.
- Does allow sound to carry over walls/barriers as normal for the resulting volume.

WHAT THIS DOES NOT DO:

- Does NOT affect anyone but the caster.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 2 Same Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:



- Not required.

0.3 TIRO: Colored Signal Flare

LEVEL Tier 1

425-1

Random flare between Red, Blue, Yellow, and Green.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
15% Max	20 Squares	Initiative		Communication-	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
0	1 Flare	1 Minute		none	TRO



Created by COPILOT

Details:

- The Caster fires a colored signal flare from their fingertips, lighting up the sky.

WHAT THIS DOES:

- Does light up the sky with a random color.
 - roll a d20:
 - 1 - 5 is bright red,
 - 5 - 10 is bright blue,
 - 10 - 15 is bright yellow,
 - 15 - 20 is bright green.

WHAT THIS DOES NOT DO:

- Does NOT allow the caster to use it as a normal light source.
- Does NOT set anything aflame.
- Does NOT allow the caster to end the spell prematurely.

Bonds and Connections

- No Nae'Em connection.



Counter:
LVL: 3 Same Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:



- Not required.

0.4 TIRO: Sloppy Spying

LEVEL

Tier 1

1d5 for Taste, Smell, Hearing, Sight, or Touch to spy.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
25% Max	12 Squares	Initiative		Communication-	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	3x3x3 Sqs	5 Minutes		none	TRO



Created by COPILOT

Details:

- Caster is the only one that sees the effects of this spell.
- All others have no indication other than a lot of multi colored magic floating around.

WHAT THIS DOES:

- Does allow the Caster to see the location, but no sound is available.

WHAT THIS DOES NOT DO:

- Does NOT affect anyone except the caster.

Bonds and Connections

- This is a Vae'Em connection to a venue/location.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

2

Hot Conversations

LEVEL

Tier 1

Audio visual fire to fire Nae'Em. Small item pass through.

COST	RANGE	ROLL OUT	2RDS	COLLECTION	OUTCOME
4 pts	PMP	2 Rounds		Communication-	Magical
STACK	AoE	DURATION	🕒	SAVECOL	CLASS GROUPS
1	2 Fires	20 Minutes		none	DOK



Created by COPILOT

Details:

- This spell is officially classified as a Scrying variation spell.
- This is used to create a communication spot.
 - Another spot must have already been created by the Caster in order to communicate to it.
 - It is up to the Player to track the number of spots that have been created.
- First casting sets up the Communication Spot and does not require a fire.
 - However a byproduct of this spell causes a small fire, akin to a campfire.
 - Note that the creation of a campfire could be an effective cover story to use.
- Flames of fire used by Caster to communicate must be large enough to profile Caster's face.
- As long as the fires continues on both ends the spell will continue until Duration ends.

WHAT THIS DOES:

- This does create a Communication Spot,
 - Another spot must have already been created by the Caster in order to communicate to it.
 - It is up to the Player to track the number of spots that have been created.
- Does allow the passing through of a single object.
 - This object must be able to fully fit within the Caster's closed hand.
 - There must be someone on the other side to receive the item.
- Does allow the recipient at the other fire to hear the Caster as if they are 1 square apart.
 - Anyone close enough to either fire might be able to overhear the conversation.

WHAT THIS DOES NOT DO:

- Does NOT cause any fire damage to the Caster.
- Does NOT transport anything bigger than an item that can fit within the Caster's closed hand.
- Does NOT allow the passing through of an item without someone on the other end to take it.



Bonds and Connections

- This is a Vae'Em connection with a location/venue.



Counter:

LVL: 2 Same Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Pass a small item w/o a recipient on other end.



6

Speak with Dead

LEVEL

Tier 2

Up to 100 years dead per Tier. Skull answers in common.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	20 Minutes		Communication-	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	5 Questions		none	DOK-STM



Created by COPILOT

- Details:**
- Caster speaks aloud to the dead and hears out loud the responses.
 - Caster creates a limited and forced Cae'Em relationship with the target.

- WHAT THIS DOES:**
- Does limit the time to 1 hour or 5 questions, which ever happens soonest.
 - Does allow the caster to converse with a creature that is dead,
 - Up to 100 years per Tier of the caster.
 - Does require to have some solid portion of the skull to be still remaining.
 - Does require the target to be dead and not animated in any way.
 - Does require the target to be NOT be magic'd in any way.
 - Does force the target to respond to each question.
 - Does interpret any older versions of a common language to the current common language.

- WHAT THIS DOES NOT DO:**
- Does NOT work on previously questioned targets. (Previous Nae'Em for the current caster)
 - Does NOT have any effect when non-questions are put forth.
 - Does NOT guarantee truthful or accurate responses.
 - Does NOT interpret arcane or secret languages.
 - Does NOT have any effect on undead or living dead, although it may appear to work.
 - Does NOT have any effect on dead creatures that had lived without a head.



Bonds and Connections

- This is an Cae'Em connection with a construct (temp)

Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
14	Range At 3 Sqs	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Allows caster to know if the response to the question

7

Speak To Dokour Target

LEVEL

Tier 2

Talk to a previously identified target.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	3 Marks	1 Hour		Communication-	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
7	1 Recipient	1 Round / Tier		SKL 1	DOK




Created by COPILOT

- Details:**
- This allows caster to scry on a civilized creature that is:
 - a Dokour caster and identified by this same caster using 'Direction To Dokour Target'.

- WHAT THIS DOES:**
- Does require the target,
 - to be within Range,
 - to have already been identified by the 'Direction To Dokour Target' spell.
 - Does allow the caster OR bonded to initiate an instant mental conversation.
 - This conversation is strictly 1 to 1.
 - Does allow either caster or recipient to end this spell and connection,
 - This can be done at any time and only takes a minute to do.
 - Does require a SKL:1 Save to be passed.

- WHAT THIS DOES NOT DO:**
- Does NOT send any tactile, olfactory, or audible senses.
 - Does NOT send any mental images.
 - Does NOT allow casting through the bond.



Bonds and Connections

- This is an Nae'Em connection with a person




Counter:

LVL: 7 Same Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:		
LVL	ENHANCEMENTS	COST
10	Rollout Halved	6



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Improves the Save by 1 column (SKL:1 to SKL:>05)

19

Dead Spirit Conversation Circle

462-1

LEVEL

Tier 5

Speaks with up to 6 souls. Requires a ritual & tokens.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME		
20 pts	6 Squares	10 Minutes		Communication-	Magical		
STACK	AoE	DURATION		SAVE SKL	COL		CLASS GROUPS
1	1 Spirit	Rollout		SKL	2		STM-DOK




Created by COPILOT

- Details:**
- Caster performs a summoning ritual using a summoning circle, then summons souls and spirits to speak to them.
 - Communication is also voluntary on the soul/spirit's part,
 - the summoning itself is not voluntary.


- WHAT THIS DOES:**
- Does require a 10-minute summoning ritual to be performed by the caster.
 - Does require the caster to have a personal item of each of the deceased.
 - Does require the caster to pass a SKL:2 save to summon the spirit. (Fail: no summon)
 - Does require the souls/spirits to rise and meet with the caster, but not to communicate,
 - souls/spirits that have been dead for over 100 years will not be available for this.
 - souls/spirits that have been disconnected from the planes of the living are not available.
 - Does allow for 10 questions and answers. One set per minute.
 - Unanswered questions do not count.
 - Time may run out before the caster gets 10 answers.
 - Does allow the caster to ask a single question and wait for any to answer,
 - Multiple answers to 1 question is not counted as multiple questions.
 - Repeating the same question is another question.

- WHAT THIS DOES NOT DO:**
- Does NOT allow the summoning of deceased persons that's been dead for a 100+ years.
 - Does NOT allow the caster to continue the ritual once it's been interrupted.
 - They must end the spell and start over by casting this again..
 - Does NOT allow the caster to force the spirit to comply with requests.



Bonds and Connections

- This Is an Cae'Em connection with a construct.



Counter:


LVL: 19 Same Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
9	Range +50%	6
10	Rollout Halved	6



**Focus Items and/or Kits:**

- Focus ITEM with crystal is NOT passive
- The Save required is now SKL:1.

0.2 TIRO: Random Friendship

LEVELTier 1

Potentially makes someone more tolerant of the caster.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
40% Max	10 Squares	Initiative		Personal-Connections	Mundane
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	1 Target	Special		SKL3	TRO



Created by COPILOT

Details:

- Creates a temporary bond of friendship with a Target.
- Allows the Target to make a Save.
 - Success means there is no change in disposition towards the Caster.
 - Failure means the Target is more tolerant towards the Caster.

WHAT THIS DOES:

- Does make the Target more tolerant and agreeable towards the Caster.
- Does last only 10 minutes (outside of battle) or one round (in battle).
- Does allow the Target to make a Save.

WHAT THIS DOES NOT DO:

- Does NOT force a binding friendship or change the view of the Target.
- Does NOT allow the Caster to force the Target to do anything.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

9 Find Clues To True Name

LEVELTier 3

Use of this spell will reveal clues about a True Name.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
24 pts	4 Squares	2 Hours		Personal-Connections	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	1 Item	Permanent		RM2	DOK-SYL-STM-EOL-ORX



Created by COPILOT

Details:

- Use of this spell will reveal clues about a True Name.
- Clues can be found from:
 - Current Nae'Ems (25 pts)
 - Mementos (25 pts)
 - Current Focus Items (200 pts)
 - Past True Names (75 pts)

WHAT THIS DOES:

- Does draw out clues if a RM:2 Save is passed.
- Does allow the caster to continue searching for more clues,
 - Clues to not need to be used right away.

WHAT THIS DOES NOT DO:

- Does NOT find the True Name itself, only the Clues.



Bonds and Connections

- This is a Tae'Em connection with a thing.

Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
10	Rollout Halved	6
18	Range X4	10



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Rollout time is half of the current amount of time.

11



Connect To An Arcane Focus Item

627-1

LEVEL


Tier 3

Creates connection between caster and a Arcane Focus Item.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
36 pts	Touch	3 Days		Personal-Connections	Magical
STACK	AoE	DURATION		SAVE	COL
1	1 Item	Permanent		RM	3



CLASS GROUPS
DOK-SYL-STM-EOL-ORX



Created by COPILOT

Details:


- Creates a connection between the caster and the Arcane Focus Item.

WHAT THIS DOES:

- Does require the item to be of the highest quality.
 - Minimum GP value of 10,000.
- Does work only if the caster is not currently connected to another Arcane Focus Item.
- Does create the casters connection to the item provided the Save is passed.
- Does allow a caster with a current Focus Item to cast this as a counter to another casting.


WHAT THIS DOES NOT DO:

- Does NOT have any effect if the Save fails (at end of Rollout).
- Does NOT continue or have any effect if blocked by a 'Tiro Mess' spell.



Bonds and Connections

- This is an Tae'Em connection with a thing.



Counter:


SAME SPELL

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
12	Range X2	8
14	Save -1 Col	8



Focus Items and/or Kits:



- Caster must NOT have a current Focus Item.
- Note: Stack=1.

0.4 TIRO: Tracking

LEVEL

Tier 1

Find and follow a trail while leaving an obvious trail.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	Self	Initiative		Tracking-	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	1 Trail	1 Hour		none	TRO



Created by COPILOT

Details:

- Finds a trail left at or near ground level by a passing creature and
 - allows the caster to follow it for one tracking period.
- Leaves physical signposts with no words every 100 Squares.
 - each sign post is brightly painted.

WHAT THIS DOES:

- Does find a given path,
- Does require a Save,
 - Pass = path found if it is within area. Signposts planted,
 - The skill will leave a massive and obvious trail of its own on top of the path found.
- Fail = path not found and a signpost planted in one spot,
 - It is considered a Fail when the Save was passed but the path is not in the area.

WHAT THIS DOES NOT DO:

- Does NOT obscure the original path with its own obvious trail.
 - only the part within the AOE and Duration.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

1 Shadow Cover

LEVEL

Tier 1

Shadow surrounds the caster and their belongings.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Minute		Find-Hide-Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Suare	1 Hour		none	DOK



Created by COPILOT

- Details:**
- Shadow surrounds the caster and their belongings.
 - While most effective at night, casting is most noticable then too.
 - When using the enhancement 'Subtle Caster' the shadow comes on slowly over the rollout.

- WHAT THIS DOES:**
- Does darken the area immediately around the caster.
 - Does darkened image can blend with shadows,
 - Does enable caster to potentially intimidate, or even hide when it's dark.
 - Does become most effective at night.
 - Does does allow casting within the AoE.

- WHAT THIS DOES NOT DO:**
- Does NOT function well in direct light.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
18	Duration X4	10



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Muffles soft light sounds the caster makes.

5

Detect Magic

LEVEL

Tier 2

Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind.

COST	RANGE	ROLL OUT		COLLECTION		OUTCOME
8 pts	2 Squares	5 Minutes		Find-Hide-Reveal		Magical
STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
1	1 item	Instant		RM	2	STM-SYL-DOK



Created by COPILOT

Details:

- Situations may alter the Save Column (if cast in darkness then column+2)
- If Range enhancements are used the caster can cast this from outside the blinding distance.
- Note this will not inform the user regarding the type of magic or it's effects.

WHAT THIS DOES:

- Does cause magic items to glow with a visible white light,
 - no light means no magic found in/on item,
 - dim light (candle) shines if it is magical (enchanted item),
 - bright light (bonfire) shines if it very powerful magic (epic item, node, God's item).
- Does require a Save of all within 20 squares if it is powerful,
 - failed Saves will blind creatures for 2d4 rounds.

WHAT THIS DOES NOT DO:

- Does NOT cause permanent blindness.
- Does NOT give any more information,
 - only indicates if there is magic or not.
- Does Affect cursed items in any way,
 - does not enact magics of any kind.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:



Scroll of Detect Magic



- Reveals Mundane, Magic, Epic, or God Power.
- Astral Specks, Ethereal grass, Obsidian shard, Trench mold, Vellum. Dur:Used.
- Needs: Lab, 24 Spell pts, 4 Hrs, Stack:9. BUY:150 GP

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Save to detect is easier. Save column reduced by 1.

6



Attention Avoidance


364-1

LEVEL

Tier 2

Bubble: 1 HP, 5 AC. Muffles sound. Deters Dokour detection.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Caster	6 Minutes		Find-Hide-Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	4x4 Squares	4 Hours		SNS 2	DOK



Created by COPILOT

Details:

- A wise Dokour would use this from dusk to dawn,
 - the spell will have little effect in daylight.
- Much like a soap bubble is a physical thing, this is as well.
 - Even the most minor single attack (1 HP) will break the bubble.

WHAT THIS DOES:

- Does surround the Caster in a bubble that deters magical detection and muffles sound.
 - This works absolutely best in dim light and lower.
- Does require a Save in order to see into the bubble in dim light environments.
- Does work if the caster breaks across chest.
- Does block specific Dokour spells when the spell is cast (NOT when the breakable is used):
 - Speak To Dokour Target,
 - Direction To A Dokour Target.

WHAT THIS DOES NOT DO:

- Does NOT function well, if at all, in any well lit environments.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 6 Same Spell

Creations:



Haze Bubble

- Hides those within. Best at night. Dur: 1 Hr.
- Oak Root, Trench Mold, Wheat Roots.
- Creation: 24 Spell pts & 4 Hrs & Stack:9.
- Requires campfire. BUY:20 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
18	Duration X4	10



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Will allow a light source as bright as a torch or less in the bubble without detection.

7


Direction To Dokour Target

900-1

LEVEL

Tier 2

Save Column varies to reveal alignments from 50 to 200.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	1 Hour		Find-Hide-Reveal	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	7 Mark/Tier Radius	Instant		RM Varies	DOK

GM




Created by COPILOT

- Details:**
- Any conversation through the Nae'Em does not allow each to know about the other.
Only conversation will be allowed the current Nae'Em.
 - Caster can choose to cast at a lower Tier.
 - Targets are 50 pts easier to find if they have a connected Focus Item.


- WHAT THIS DOES:**
- Does reveal other Dokour within the range based on the results of the Savings throw:
 - If the Savings Throw roll . . .
is from 0 to 05, no targets are revealed.
beats Column 1, all targets with alignment over 150 will be revealed.
beats Column 2, all targets with alignment over 125 will be revealed.
beats Column 3, all targets with alignment over 100 will be revealed.
beats Column 4, all targets with alignment over 75 will be revealed.
is from 96 to 00 all targets with alignment over 50 will be revealed.
 - ADJUSTMENT: Save if target has a Focus Item. Subtract 50 from targets alignment.
 - Does give N, NE, E, SE, S, SW, W, and NW. No distance (other than within AoE).

- WHAT THIS DOES NOT DO:**
- Does NOT reveal any Dokour with an alignment lower than 50.
 - Does NOT reveal any Dokour that are NOT of a civilized race.
 - Does NOT reveal any creatures that are NOT Dokour.
 - Does NOT require the caster of this spell to use the Nae'Em that is created.



Bonds and Connections

- This is an Nae'Em connection with person.



Counter:


LVL: 7Same Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
10	Rollout Halved	6



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Subtracts 50 points from the targets alignment.
 - Makes the detection easier.

7



View Dimension


516-1

LEVEL

Tier 2

View the area of Dimension.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	10 to 100 Sqs sight	10 Minutes		Find-Hide-Reveal	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	2x2 Sq Perimeter	6 Hours		none	DOK



Created by COPILOT

Details:


- Caster cannot move the scry point, but can move around to see in other directions.

WHAT THIS DOES:

- Does require the caster to create this spell within 1 square of themselves.
 - Range refers to viewing, not casting.
- Does muffle most sounds an adventuring party might make.
 - Sharp, shrill, or very loud noises can still be noticed.
- Does allow viewers in Dimension to see into the PMP AoE if they are 6 squares or closer.
- Does allow viewers in PMP AoE to see, smell, and hear within Range,
 - Range can be modified by light, obstacles, and more.

WHAT THIS DOES NOT DO:

- Does NOT change the hearing or vision of those within the AoE for better or worse.
- Does NOT allow the caster to move the scrying area,
 - caster can move around the scry area to see in other directions.



Bonds and Connections

- This is a Vae'Em connection with a location/venue.


Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:		
LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Able to use a light spell inside Dimension.

8

Dimension Personal Hideaway

LEVEL

Tier 2

1d4 dmg to enter 1 wide/deep x 2 high. Caster only.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	10 Minutes		Find-Hide-Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1x2 Squares	2 Hours		none	DOK



Created by COPILOT

Details:

- The opening disappears from view in the PMP once the Caster crosses the threshold.
- Recuperation of SP is not possible within the Hideaway.
- If Caster is still within the Hideaway at the end of Duration they are pushed back to PMP.
 - Caster is able to cast this spell again before the end of Duration to refresh Duration.
- After 16 consecutive hours within Dimension the Caster is profiled in more and more light.
 - Doukour should note that creatures within Dimension are dangerous foes.
- If the caster dies within the Hideaway they are lost within the Dimension.
 - This means they are physically lost to Dimension and nothing returns to the PMP.
- The Tiro Mess To Block Skill Counter can be effective...
 - during casting.
 - before the Caster crosses the threshold, causing the entrance to disappear.

WHAT THIS DOES:

- Does create a small Dimensional doorway for the Caster only.
- Does cause the doorway to disappear once the Caster has crossed the threshold.
- Does allow for casting of this spell again while within the Hideaway.
 - This refreshes the duration without pushing the Caster back to the PMP.

WHAT THIS DOES NOT DO:

- Does NOT allow anyone or anything other than the Caster and their belongings through the threshold.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Allows Caster to bring one person with them.



8

Scry on Imp Spy

LEVEL

Tier 2

Can scry on your Imp within PMP.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	1 Minute		Find-Hide-Reveal	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
3	1x2x2 Squares	4 Hours		none	DOK



Created by COPILOT

Details:

Does not communication with Imp... only can see through imps eyes. (Infravision)

WHAT THIS DOES:

- Does require the caster to have previously created an Imp.
- Does allow caster to see through imps eyes with normal vision only.

WHAT THIS DOES NOT DO:

- Does NOT give caster the ability to communicate with the imp.
 - Partner imps already have a Nae'Em type communication with the caster.



Bonds and Connections

- This Is an Cae'Em connection with an Imp Construct.

Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
14	Range At 3 Sqs	8
14	Save -1 Col	8



Focus Items and/or Kits:

- Focus Staff with crystal is NOT passive.
- Can send one simple command per scry spell.

16

Reveal True Name

LEVEL

Tier 4

This uses all the clues to find the True Name.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
64 pts	1 Square	12 Hours		Find-Hide-Reveal	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Square	Permanent		none	DOK-SYL-STM-EOL-ORX



Created by COPILOT

- Details:**
- This uses all the clues the caster has gathered attempt to find the True Name.

- WHAT THIS DOES:**
- Does require the caster to state all the clues and,
 - Identify the target the best they can.
 - Does this uses all the clues the caster has gathered.
 - Does then adjusts the points for how old the information is.
 - Does finds the % to be rolled.
 - Does the caster must roll under the % to pass.
 - Does will alert the target regardless of the outcome of the roll,
 - The target will know the direct to go to find this castings location,
 - The target will know how many marks to go to find this castings location,
 - If this spell worked the target will know that,
 - If this spell fails the target NOT will know that.

- WHAT THIS DOES NOT DO:**
- Does NOT inform the target of any other information.
 - Does NOT announce out loud the True Name,
 - If the True Name roll passes only the caster will know it.



- Bonds and Connections**
- This is an Nae'Em connection with a person.

Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as the action.

Enhancements:		
LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10



- Focus Items and/or Kits:**
- Focus ITEM with crystal is NOT passive.
 - Sets Rollout to 8 Hours.

0.1 TIRO: Quick Jump

LEVELTier 1

1d6 squares in direction indicated. Distance rolled.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	1d6 Squares	Initiative		Travel-Planes	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	Instant		none	TRO



Created by COPILOT

- Details:**
- The Caster jumps 1d6 squares in a direction, up to 2 squares high.

- WHAT THIS DOES:**
- Does allow the Caster to jump 1d6 squares in a direction, up to 2 squares high.
 - Does cause the colorful glow to follow the Caster as they jump, like a rainbow.

- WHAT THIS DOES NOT DO:**
- Does NOT allow the Caster to teleport.
 - Does NOT allow the Caster to cast it on anyone but themselves.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

0.3 TIRO: Quick Push!

LEVELTier 1

Caster moves an ally to a random spot 4 squares away.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
40% Max	4 Squares	Initiative		Travel-Planes	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	1 Recipient	Instant		BRU2	TRO



Created by COPILOT

Details:

- The Caster moves an ally to a random spot 4 squares away.

WHAT THIS DOES:

- Does move a person to a random spot 4 squares away.
 - Roll a 1d8 for direction (1=N, 2=NE, 3=E, etc),
 - Roll a 1d2 for distance in number of squares.
 - The target always ends up facing the square they were originally in.
- Does allow the target a Save.
 - If the Save is passed the target resisted and stayed in place.

WHAT THIS DOES NOT DO:

- Does NOT allow the Caster to choose the location.
- Does NOT move more than one recipient per spell cast.
- Does NOT work on the Caster.
- Does NOT allow the Caster to end it prematurely.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.


5

Dimension Quick Portal for 2

LEVEL

Tier 2

2d4 INTO or 2d6 OUT OF. Damage to use. Only 2 people.

COST	RANGE	ROLL OUT	 2 RDS	COLLECTION	OUTCOME
8 pts	2 Squares	30 Minutes		Travel-Planes	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	3 Civilized ctrs	2 Rounds		none	DOK



Created by COPILOT

Details:

- It is suggested that this spell NOT be cast from heavily populated areas.
 - Due to the likelihood they will end up in a populated area in the targeted plane.
- Sends the caster to/from a location that corresponds with the other plane.
- Each PMP has it's own corresponding Dimension,
 - Thus each portal to/from will align with the same spot in both.
- Travel within Dimension passed quickly,
 - 1 hour of travel in Dimension is equal to 4 hours of travel in a normal PMP.

WHAT THIS DOES:

- Does open to the same corresponding place on the other plane.
- Does stays open even if the caster is asleep, outcold, or even dead.
- Does cause magical damage while passing through or staying in the portal. Each round,
 - Each round while standing (not moving) in the port causes 4d8 damage,
 - Each round (or less) when traveling from PMP to Dimension causes 2d4 damage,
 - Each round (or less) when traveling from Dimension to PMP causes 2d6 damage.
- Does require the caster to pass through the portal before others do so.
 - Closes after 2nd person enters or duration ends.
 - A 3rd person will take full damage to try (but fail).

WHAT THIS DOES NOT DO:

- Does NOT cause mundane damage. Thus does not light things afire.



Bonds and Connections

- This is a Vae'Em connection with venue or location.

Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

9

PMP To/From Dimension Portal

LEVEL

Tier 3

2d4 INTO or 2d6 OUT OF. Dmg to use, Save for 1/2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	1 Hour		Travel-Planes	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	Portal Structure	2 Minutes		RM2 	DOK



Created by COPILOT

Details:

- It is suggested that this spell NOT be cast from heavily populated areas.
 - Due to the likelihood they will end up in a populated area in the targeted plane.
- Sends the caster to/from a location that corresponds with the other plane.
- Each PMP has it's own corresponding Dimension,
 - Thus each portal to/from will align with the same spot in both.
- Travel within Dimension passed quickly,
 - 1 hour of travel in Dimension is equal to 4 hours of travel in a normal PMP.

WHAT THIS DOES:

- Does open to the same corresponding place on the other plane.
- Does stays open even if the caster is asleep, outcold, or even dead.
- Does cause magical damage while passing through or staying in the portal. Each round,
 - Each round while standing (not moving) in the port causes 4d8 damage,
 - Each round (or less) when traveling from PMP to Dimension causes 2d4 damage,
 - Each round (or less) when traveling from Dimension to PMP causes 2d6 damage.
- Does require the caster to pass through the portal before others do so.

WHAT THIS DOES NOT DO:

- Does NOT cause mundane damage. Thus does not light things afire.



Bonds and Connections

- This Is an Vae'Em connection with a location/venue.

Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Save -1 Col	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- More fire damage to all except self, Extra 2d6.


6

Travel Shadow to Shadow

LEVEL

Tier 2

Caster can jump from one shadow to another within range.

COST	RANGE	ROLL OUT	2RDS	COLLECTION	OUTCOME
8 pts	24 Squares	2 Rounds		Travel-PMP	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Caster	20 Minutes		none	DOK



Created by COPILOT

Details:

- Caster jumps from one shadow to another visible shadow within Range.
- A shadow for the purpose of this spell a shadow is defined as,
 - A darker area than the caster's surrounding environment.

WHAT THIS DOES:

- This does work for the caster only on shadows that the caster can see and in Range.
- This dowoes allow more options at night when more shadows are available.

WHAT THIS DOES NOT DO:

- This does NOT teleport anyone other than the caster and their belongings.
- This does NOT function well when a shadow can not be seen. High noon?

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
10	Rollout Halved	6
12	Range X2	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Aura displayed is 0 (Zero). No light when casting.



0.4 TIRO: Tasty Cumber Meals


643-1

LEVEL

Tier 1

1d12 meals appear at waist height in front of the Caster

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
25% Max	Touch	1 Minute		Utility-	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Varies	1 Hour		none	TRO



Created by COPILOT

Details:

- 1d12 of cumber meals appear at waist height in front of the Caster,
 - Caster is able to time the appearance and grab them.
 - if not anticipated, the meals will fall to the ground.
- If not eaten within 1 hour then the magically created food disappears.

WHAT THIS DOES:

- Does provide low levels of nurishment,
- Does continue to provide energy (if eaten) after the 1 hour point.

WHAT THIS DOES NOT DO:

- Does NOT create more nutrients than is needed for 1 meal (1/3 of a day).
- Does NOT remain after one hours' time.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.



4

Gathering The Darkness

LEVEL

Tier 1

Darkness centered just above caster.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Utility-	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	5 Sq Dia Sphere	1 Hour		none	DOK



Created by COPILOT

Details:

- Can be used to make a 'Bag of Dust of Darkness'.

WHAT THIS DOES:

- Does allow the caster to create darkness that will stay centered above them.
- Does fully hide the targets form in shadow.

WHAT THIS DOES NOT DO:

- Does NOT muffle any sounds the Caster might make.
- Does NOT work if the caster is not able to continue,
 - If caster is unconscious, dead, or out of range, etc.
- Does NOT stay fixed to a static spot,
 - This spell does stay fixed in relation to the caster, right above them.

Bonds and Connections

- No Nae'Em connection.



Counter:

Same Spell

Creations:



Dust of Darkness

- Creates a dark shadow 2x2x2 sqs. Dur:5 Min.
- Ginger Oil, Grave Dirt. Sand, Fine Grit.
- Creation: 12 Spell pts & 24 Hrs & Stack:9.
- Lab required. BUY:20 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
12	AoE X2	6
12	Range X2	8





Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Cast does NOT have to be in the CENTER.

4 Shadow of the Magi - Duplicate

LEVELTier 1

Default Light: Candle light

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	2 Squares	1 Minute		Utility-	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	3 Sq x 3 Sq	1 Day		none	DOK-SYL-STM-EOL-ORX



Created by COPILOT

Details:

- Light Chart:

Description	Viewing	Seen
Coal	1 Sq	3 Sqs
Candle	2 Sqs	8 Sqs
Torch	6 Sqs	20 Sqs
Lantern	20 Sqs	60 Sqs
- Description is an example to indicate how bright the light is,

- Seen is the maximum distance an outside creature can be and still see the light

WHAT THIS DOES:

- Does set the chart number to 3 if an Arcane Focus is not utilizd.
- Does allow the caster to create a light that will stay above them but in reach.
- Does allow the caster to keep the light active by lightly concentrating on the spell,
 - Other spells actions that do not specifically state a need to concentrate may be used.
- Does allow the light spell to continue for up to 4 rds after the concentration has stopped.

WHAT THIS DOES NOT DO:

- Does NOT stay fixed to a static spot,
 - This spell does stay fixed in relation to the caster, right above them.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER IS AVAILABLE

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
14	Duration X2	8



Focus Items and/or Kits:



- Focus Item with crystal is NOT passive.
- Light from Focus just above casters head.
- Allows caster to choose brightness

0.1 TIRO: Water From A Plant

LEVEL

Tier 1

The caster enchants a plant to pour water. 1/2 skin.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	1 Square	Initiative		Creation-Meta	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Plant	10 Minutes		none	TRO



Created by COPILOT

Details:

- Water pours from a plant as if from a spout or spiggot.
- This only creates enough water to fill up a waterskin throughout the Duration.

WHAT THIS DOES:

- Does require a plant.
- Does make a plant spout water, but in small quantities.
- Does the water is safe to drink.

WHAT THIS DOES NOT DO:

- Does NOT spout a lot of water.
- Does NOT have any affect against plant-like creatures.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

8

Dispel Magic

DOK

LEVEL



Tier 2

964-1



Created by COPILOT

Caster and GM both roll the Save.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	10 Minutes		Creation-Meta	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	1 Item	Permanent		SKL3 	DOK

Details:

Comparison process:

- Caster rolls a Save and determines how close they are to passing,
 - Caster might be xx amount OVER the needed Save or XX under the needed Save.
- GM must FIRST determine the Save Column based on the item.
 - GM then rolls a Save and determines how close they are to passing,
 - GM might be xx amount OVER the needed Save or XX under the needed Save.
- Casters and GM results are compared,
 - If the casters result is higher then item's magic has been dispelled,
 - If the GMs result is higher OR equal the magic stays as is.

WHAT THIS DOES:

- Does require both the caster and the GM to roll Saves.
- Does set the Casters Save Column to 3.
- Does require the GM to determine the Save Column based on the nature of magic of the item.
- Does affect any spells that have a Duration that is NOT permanent.

WHAT THIS DOES NOT DO:

- Does NOT ensure the caster is safe from side effects or curses.
- Does NOT affect any magic/spells that are non-permanent.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER IS AVAILABLE

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
12	Range X2	8

Focus Items and/or Kits:

- Not required.



18 Arcane Removal (2 of 3)


539-1


LEVEL

Tier 5

2nd of 3 castings made by separate casters to remove power.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
60 pts	Touch	6 Hours		Other-Enhancement	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Permanent		RM 3	DOK






Created by COPILOT

- Details:**
- This is one of a set of spells that cuts a living person off from the Arcane source.
 - Process: (Can be repeated as often as desired)
 - 3 Casters are required: ORIX, DOKOUR, and STRUMOS,
 - Orix identifies the Arcane connection (6 hours)
 - Dokour then disconnects the Arcane connection (6 Hours)
 - Strumos then heals the target to ensure no Arcane connections can be again (6 Hours)
 - Target rolls a Save, if they fail then the process worked.
 - There is no known way to recover from this spell.
 - Result:
 - Target cannot acquire/use Spell/Skill pts again,
 - Target's disconnection from Arcane sets their RM Saves to RM:>05.

- WHAT THIS DOES:**
- Does disconnect the target from all Arcane.
 - Does cause a great deal of pain to the target.
 - Nae'Em with target ends when the 3rd Arcane Removal spell ends.

- WHAT THIS DOES NOT DO:**
- Does NOT work unless all 3 casters of the 3 separate schools work together and in order.
 - Does NOT have any effect if the target is not concious.



Bonds and Connections

- This Is an Nae'Em connection with a person.

Counter:


NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
14	Range At 3 Sqs	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- The disconnection requires a Dokours focus staff.