

7



Profiled In Fire


440-1


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	COL	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)

- 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.

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



- 
- Focus Items and/or Kits:**
- Focus staff with crystal is NOT passive.
 - Extend the AoE of warmth alone to a 2x2 square.

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



Counter:

SAME SPELL WILL COUNTER.

- 
- 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
4	Aura Notably Brightens	-2
9	Duration +50%	6
12	Rollout Halved	6
12	Rollout Initiative	12
14	Duration X2	8
18	Duration X4	10

9



Dimensional Containment


513-1


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.

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.

This does NOT...

- Does NOT inhibit the Caster from leaving the circle.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Creature may only leave the perimeter

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



14 Magma Perimeter


548-1

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.

- 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.

- This does NOT...**
- 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.



- Focus Items and/or Kits:**
- Focus staff with crystal is NOT passive.
 - AoE to a 5x5 square perimeter for 2 sq wide moat.

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
9	Duration +50%	6
12	Rollout Halved	6
14	Duration X2	8

8 Mundane Fire Immunity

656-1

LEVEL

Tier 2

Target is immune to mundane fires cooler than a forge.

COST	RANGE	ROLL OUT	<div>5RDS</div>	COLLECTION	OUTCOME
8 pts	1 Target	5 Rounds		Battle-Defense	Magical
STACK	AoE	DURATION	<div>CLOCK</div>	SAVE COL	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.

- 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.

- This does NOT...**
- 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.



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

Bonds and Connections

- No Nae'Em connection.



Counter: SAME SPELL WILL COUNTER.

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
4	Aura Notably Brightens	-2
9	Duration +50%	6
12	Rollout Halved	6
12	Rollout Initiative	12
14	Duration X2	8
18	Duration X4	10


10 Magical Fire Protection


871-1


LEVEL

Tier 3

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	5 Minutes		Battle-Defense	Magical

STACK	AoE	DURATION		SAVE COL	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.

- 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.

- This does NOT...**
- 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.



- Focus Items and/or Kits:**
- Focus staff with crystal is NOT passive.
 - Forge fire (and hotter) still does only 1 hp /

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

Counter:

NO COUNTER AVAILABLE

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

Enhancements:		
LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Duration +50%	6
12	Rollout Halved	6
12	Rollout Initiative	12
14	Duration X2	8
18	Duration X4	10

12 Circle of Containment

454-1

LEVEL Tier 3

Creatures from exiting its area. Must Save to Exit.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	10 Minutes		Battle-Defense	Magical
STACK	AoE	DURATION		SAVE COL	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.

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

- This does NOT...**
- 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.



- Focus Items and/or Kits:**
- Focus Item with crystal is NOT passive.
 - Creature may only leave the circle with BRU:>95.

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



Counter: SAME SPELL WILL COUNTER.

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

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

5

Fire Starter

361-1

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 COL	CLASS GROUPS
99	1 Item	Instant		SKL 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).

- 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'.

- This does NOT...**
- 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.



- Focus Items and/or Kits:**
- Focus staff with crystal is NOT passive.
 - Allows the bolt of fire be shrouded in darkness,

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Range +50%	6
12	Range X2	8
14	Damage X2	12

1



Flash Of Fire!

329-1

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	COL	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.

- 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)

- This does NOT...**
- 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.

Focus Items and/or Kits:

- Not required.

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

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.

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.

This does NOT...

- 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.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Allows spell to be centered on another person,

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
9	Duration +50%	6
14	Damage X2	12
14	Duration X2	8
18	Duration X4	10


2


Flame Bolt

LEVELTier 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	COL	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.

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.

This does NOT...

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



Focus Items and/or Kits:

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



Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.



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.

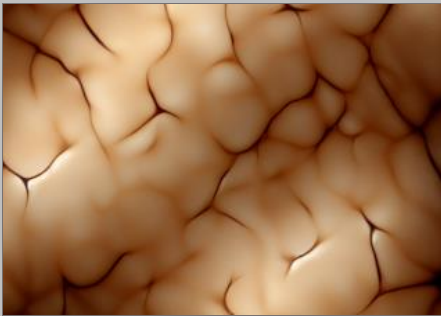
Enhancements:		
LVL	ENHANCEMENTS	COST
9	Damage Increased +50%	8
9	Range +50%	6
12	Range X2	8
14	Damage X2	12

2



Scorching Skin

LEVELTier 1

371-1



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		SAVECOL	CLASS GROUPS
99	1 Target	3 Rounds		none	DOK

Details:


- 1d6+ACU damage upon successful touch ToHIT.

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

This does NOT...

- 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.



Focus Items and/or Kits:

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

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
4	Aura Notably Brightens	-2
9	Damage Increased +50%	8
14	Damage X2	12
14	Range Set At 3 Sqs	8

3

Heat Metal Armor



LEVELTier 1

300-1



Created by COPILOT

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

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

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.

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.

This does NOT...

- 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.



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.



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
4	Aura Notably Brightens	-2
9	Duration +50%	6
9	Range +50%	6
12	Range X2	8
14	Duration X2	8
18	Duration X4	10

4



Conjure Native Beetles


295-1

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		SAVE SKL	COL
2	1 Mark	2 Rounds			2



CLASS GROUPS

SYL-ORX-STM-EOL-DOK



Created by COPILOT

- Details:**
- Conjurers 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.

- 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.

- This does NOT...**
- 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.



- Focus Items and/or Kits:**
- Damage by Insect Swarm is not rolled, set to 5 Dmg.
 - Focus Item with crystal is NOT passive.

Bonds and Connections

- No Nae'Em connection.



Counter: SAME SPELL WILL COUNTER.

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
4	Aura Notably Brightens	-2
9	Damage Increased +50%	8
9	Duration +50%	6
9	Range +50%	6
12	Range X2	8
14	Damage X2	12
14	Duration X2	8

6

Create Arcane Beetles

282-1

LEVEL

Tier 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		SAVE COL	CLASS GROUPS
3	1 Square	3 Rounds		SKL 2	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.

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.

This does NOT...

- 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.



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Use of the Focus will set the Save to SKL:>05,

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
4	Aura Notably Brightens	-2
9	Damage Increased +50%	8
9	Duration +50%	6
9	Range +50%	6
12	Range X2	8
14	Damage X2	12
14	Duration X2	8
18	Duration X4	10
18	Range X4	10



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.

- 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.

- This does NOT...**
- Does NOT allow for anything to catch on fire.



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

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
9	Damage Increased +50%	8
9	Range +50%	6
12	AoE X2	6
12	Range X2	8

12 Circle - Dimensional Expulsion

519-1

LEVEL

Tier 3

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

COST	RANGE	ROLL OUT	2 RDS	COLLECTION	OUTCOME
12 pts	Touch	12 Secs (2 Rds)		Battle-Offense	Magical
STACK	AoE	DURATION	1 RDS	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.

- 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.

- This does NOT...**
- Does NOT affect any non-Dimesion creature or item.

Focus Items and/or Kits:

- Not required.

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

12 Class Power Attack (FIRE)



956-1

LEVEL Tier 3



Created by COPILOT

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		SAVE	COL	CLASS GROUPS
99	1 Target	1 Round		RM	3	DOK-SYL-STM-EOL-ORX

Details:

- Dokour use Fire.

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.

This does NOT...

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



Focus Items and/or Kits:

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

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



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.

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.

This does NOT...

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



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Creatures that live in and around fire ARE

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
9	Damage Increased +50%	8
9	Range +50%	6
9	Range +50%	6
12	Range X2	8



15 Dokour Flame Attack

704-1

LEVEL

Tier 4

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		RM 3	DOK



Created by COPILOT

Details:

- Deals a significant amount of magical fire damage.

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.

This does NOT...

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



Focus Items and/or Kits:

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

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
9	Duration +50%	6
9	Range +50%	6
12	Range X2	8

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: 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.

- 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.

- This does NOT...**
- 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.

- 
- Focus Items and/or Kits:**
 - Focus staff with crystal is NOT passive.
 - Can alter skin color to another natural color.

- 
- 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
4	Aura Notably Brightens	-2
12	Range X2	8
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10
18	Range X4	10

5

Invoke Imp Partner (Year long)

LEVEL

Tier 2

870-1



Created by COPILOT

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	1	none	DOK

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.

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.

This does NOT...

- 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.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Can alter skin color to another natural color.



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
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10

4



Gathering The Darkness


515-1


LEVEL

Tier 1

Target is outlined in pure shadow if Save is passed.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	10 Minutes		Altered Reality	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	Self	6 Hours		RM2	DOK





- Details:**
- This is useful in the daylight as an intimidation tactic.
 - This can be useful at night to assist with camouflage.
 - Save is used both for camouflage in shadow and intimidation, depending on the circumstance.
 - Save is rolled by the Target, not the Caster.

- This DOES...**
- Does outline the Caster's form in pure shadow, but does not completely obfuscate them.

- This does NOT...**
- Does NOT muffle any sounds the Caster might make.
 - Does NOT fully obfuscate the targets form in shadow.
 - 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.



- Focus Items and/or Kits:**
- Focus staff with crystal is NOT passive.
 - Mists added to shadows (intimidation).

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
4	Aura Notably Brightens	-2
9	Duration +50%	6
14	Duration X2	8

1

Reduce Fire Damage

311-1

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)

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.

This does NOT...

- 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.



Focus Items and/or Kits:

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

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.



LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Duration +50%	6
12	Rollout Initiative	12
14	Duration X2	8
14	Save -1 Col	8
18	Duration X4	10

2

Healing Flames 1d4 HP per Tier

LEVEL



Tier 1

251-4



Created by COPILOT

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

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.

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.

This does NOT...

- 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.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Gain a +1 HP to healing when cast through a focus.

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 Set at 1 Sq	6
14	Range Set At 3 Sas	8
18	Healing +4	10
18	Healing +8	10

3



Repair Undead/Living Dead


879-1

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.

- 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.

- This does NOT...**
- Does NOT have any effect on anything but undead and living dead.



- Focus Items and/or Kits:**
- Focus staff with crystal is NOT passive.
 - Caster does not contract sickness/disease

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
12	Rollout Initiative	12
14	Range Set At 3 Sas	8
18	Range X4	10

4

Final Rites

822-1

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.

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

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

Focus Items and/or Kits:

- Not required.

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	Rollout Halved	6
14	Range Set At 3 Sqs	8

6



Cleansing Fire


445-1

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.

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.

This does NOT...

- Does NOT set anything on fire.



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
1	Fake Effort	-2
4	Aura Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
9	Duration +50%	6
14	Duration X2	8

2 Hot Conversations

552-1

LEVEL

Tier 1

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

COST	RANGE	ROLL OUT	<div>2RDS</div>	COLLECTION	OUTCOME
4 pts	PMP	2 Rounds		Communication-	Magical
STACK	AoE	DURATION	<div></div>	SAVE COL	CLASS GROUPS
1	2 Fires	20 Minutes		none	DOK

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.

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.

This does NOT...

- 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.



Focus Items and/or Kits:

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



Bonds and Connections

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



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Halved	6
12	Rollout Initiative	12
14	Duration X2	8
18	Duration X4	10
18	Nae'Em Clues Removed	20

6



Speak with Dead


291-1

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.

- 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.

- This does NOT...**
- 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.



- Focus Items and/or Kits:**
- Focus staff with crystal is NOT passive.
 - Allows caster to know if the response to the



- 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
4	Aura Notably Brightens	-2
9	Range Set at 1 Sq	6
12	Rollout Halved	6
14	Range Set At 3 Sqs	8

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	COL	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'.

- 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.

- This does NOT...**
- Does NOT send any tactile, olfactory, or audible senses.
 - Does NOT send any mental images.
 - Does NOT allow casting through the bond.



- Focus Items and/or Kits:**
- Focus staff with crystal is NOT passive.
 - Improves the Save by 1 column (SKL:1 to SKL:>05)



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



- Counter:**
- SAME SPELL WILL COUNTER.

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




Enhancements:		
LVL	ENHANCEMENTS	COST
12	Rollout Halved	6

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 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.

- 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.

- This does NOT...**
- 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.



- Focus Items and/or Kits:**
- Focus ITEM with crystal is NOT passive
 - The Save required is now SKL:1.



- Bonds and Connections**
- This Is an Cae'Em connection with a construct.



- Counter:**
- SAME SPELL WILL COUNTER.

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

Enhancements:



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


9 Find Clues To True Name


629-1

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)

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.


This does NOT...

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



Focus Items and/or Kits:

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



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
4	Aura Notably Brightens	-2
6	Subtle Casting	4
9	Range +50%	6
12	Range X2	8
12	Rollout Halved	6
18	Range X4	10

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
99	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.

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.

This does NOT...

- 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.



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Caster must not have a current Focus Item.



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:		
LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Range +50%	6
9	Range Set at 1 Sq	6
12	Range X2	8
18	Range X4	10

11 Disconnect An Arcane Focus Item

LEVEL


Tier 3

626-1



Created by COPILOT

Removes connection between all creatures and focus item.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
36 pts	Touch	20 Minutes		Personal-Connections	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Current Item	Permanent		SKL 2 	DOK-SYL-STM-EOL-ORX

Details:

- Removes the connection between the casters current Arcane Focus item

This DOES...

- Does remove a casters connection to the item provided the Save is passed.

This does NOT...

- Does NOT reveal where the item is to the focus owner
- Does NOT have any effect if the Save fails (at end of Rollout).

Focus Items and/or Kits:

- Not required.



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
18	Nae'Em Clues Removed	20

1 Shadow Cover

LEVELTier 1

357-1



Created by COPILOT

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		SAVECOL	CLASS GROUPS
1	1 Suare	1 Hour		none	DOK

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.

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.

This does NOT...

- Does NOT function well in direct light.



Focus Items and/or Kits:

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

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
4	Aura Notably Brightens	-2
6	Subtle Casting	4
9	Duration +50%	6
12	Rollout Initiative	12
14	Duration X2	8
14	Save -1 Col	8
18	Duration X4	10

3



Shadow of the Magi


911-1

LEVEL

Tier 1

Darkness centered just above caster.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Find-Hide-Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3 Sq Dia Sphere	Conc +4 Rds		none	DOK-SYL-STM-EOL-ORX



Created by COPILOT

Details:

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

This DOES...

- Does allow the caster to create darkness that will stay centered above them.
- Does allow the caster to keep darkness active by lightly concentrating on the spell,
 - Other spells actions that do not specifically state a need to concentrate may be used.
- Does allow darkness to continue for up to 4 rds after the concentration has stopped.

This does NOT...

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



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Light from Focus & moves to above casters head.

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.



Creations:

Dust of Darkness

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



Enhancements:		
LVL	ENHANCEMENTS	COST
8	Duration - Start Of Day	8
9	Duration +50%	6
12	Rollout Initiative	12
14	Duration X2	8
18	Duration - End Of Year	20
18	Duration X4	10
20	Rollout Instant	16

5

Detect Magic

LEVEL

Tier 2

893-1



Created by COPILOT

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

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.

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.

This does NOT...

- 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.



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE



Creations:

Scroll of Detect Magic

- Reveals Mundane, Magic, Epic, or God Power.

Dur:Used.

- Astral Specks, Ethereal grass, Obsidian shard, Trench mold, Vellum.
- 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

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.

- 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.

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



- Focus Items and/or Kits:**
- Focus staff with crystal is NOT passive.
 - Will allow a light source as bright as a torch

Bonds and Connections

- No Nae'Em connection.



Counter: SAME SPELL WILL COUNTER.



- Creations:**
- Haze Bubble
- Hides those within. Sphere 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
12	AoE X2	6
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10
20	AOE X4	20

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.

- 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).

- This does NOT...**
- 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.



- Focus Items and/or Kits:**
- Focus staff with crystal is NOT passive.
 - Subtracts 50 points from the targets alignment.



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



- Counter:**
- SAME SPELL WILL COUNTER.

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

Enhancements:		
LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
12	Rollout Halved	6

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.

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.


This does NOT...

- 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.



Focus Items and/or Kits:

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



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
12	Rollout Halved	6
14	Duration X2	8
14	Save +1 Col	8

8

Dimension Personal Hideaway

514-1

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.

- 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.

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



- Focus Items and/or Kits:**
- Focus staff with crystal is NOT passive.
 - Allows Caster to bring one person with them.

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

Counter:

NO COUNTER AVAILABLE

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

Enhancements:		
LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10

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

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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



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 Notably Brightens	-2
14	Range Set At 3 Sqs	8
14	Save -1 Col	8



16 Reveal True Name


631-1


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.

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.

This does NOT...

- 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.



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Sets Rollout to 8 Hours.



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
4	Aura Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
9	Range +50%	6
12	Range X2	8
18	Range X4	10

5

Dimension Quick Portal for 2

LEVEL


Tier 2

898-1



Created by COPILOT

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

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.

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).

This does NOT...

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

Focus Items and/or Kits:

- Not required.



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

9



PMP To/From Dimension Portal


341-1


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		SAVE COL	CLASS GROUPS
1	Portal Structure	2 Minutes		RM 2	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.

- 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.

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



- Focus Items and/or Kits:**
- Focus staff with crystal is NOT passive.
 - Cause more fire damage to all except self.



- 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
12	Rollout Halved	6
14	Duration X2	8
14	Save -1 Col	8
18	Duration X4	10

6

Travel Shadow to Shadow


247-1

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.

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.

This does NOT...

- 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?



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Range +50%	6
12	Range X2	8
12	Rollout Halved	6
12	Rollout Initiative	12
18	Range X4	10


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.

- 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.

- This does NOT...**
- 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.



- Focus Items and/or Kits:**
- Focus staff with crystal is NOT passive.
 - The disconnection requires a Dokours focus staff.



- 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 Set at 1 Sa	6
14	Range Set At 3 Sas	8