-Dokour 2 Nae'Em-People DURATION 🔀 ROLL OUT AREA OF EFFECT SAVING THROW Touch 5 Questions 20 Minutes none 6 Speak with Dead 8 nts 1 Target Red flames extend from the caster to be infused into the skull of the target. Staff w/Crystal Can be up to 100 years dead per Tier. Creates a temporary Nae'Em (Cae'Em). Requires full skull and a jawbone. Max of 5 questions within the rollout time. 4 FNHANCEMENT(S) Spell will interpret older languages to the current common language. SAVING THROW GM AREA OF EFFECT DURATION ROLL OUT Varies 7 Direction To Dokour Target Self 7 Mark/Tier Radius Instant 1 Hour RM Find a high alignment Dokour within Range. Staff w/Crystal If the Savings Throw roll is 0 to 5 no targets are revealed. (See full description) Subtracts 50 from Align Roll 0 to 5 and no targets shown, Beat Column 1 to find alignments > 150, Beat Column 2 to find alignments > 125, Beat Column 3 to find alignments > 100, Beat Column 4 to find alignments > 75, Roll >95 to find alignments > 50. RANGE AREA OF FEFECT DURATION 🗀 SAVING THROW ROLL OLIT Speak To Dokour Target 8 nts 3 Marks 1 Recipient 1 Round per Tier 1 Hour SKL Bright yellow ribbons encircle the recipient. Staff w/Crystal An identified Dokour Target person becomes connected to the caster. Requires the target to be within Range and to have already been identified by the 'Direction To Dokour Target' spell. DURATION 🗀 SAVING THROW STACE RANGE AREA OF EFFECT ROLL OUT 36 pts Touch 1 Item Permanent 3 Days RM 11 Connect To An Arcane Focus Item Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollou Staff w/Crystal Creates a connection between the caster and the Arcane Focus Item. Require the item to be of the highest quality. ENHANCEMENT(S) Caster must currently not have a Focus Item. DURATION 🗀 SAVING THROW RANGE ROLL OUT STACK AREA OF EFFECT SKL 36 nts Touch Current Item Permanent 20 Minutes Disconnect An Arcane Focus Item A weave engulfs the caster. Removes the connection between all creatures and the focus item. A creature that is currently connected will know when the disconnection happens. AREA OF EFFECT DURATION 🔀 ROLL OUT SAVING THROW 16 Reveal True Name 64 pts 12 Hours 1 Square 1 Square Permanent none This uses all the clues the caster has gathered attempt to find the True Name. Staff w/Crystal Use clues gathered to attempt to find the True Name. Rollout 8 Hrs Caster states aloud all the clues during the rollout. Meerin Resulting in the direction and distance in marks if the Save is passed. The knowledge is NOT announced out loud 3 Ae'Em-Animal 901-1 DURATION (D) SAVING THROW AREA OF EFFECT ROLL OUT 8 Squares PMP 1 day / Tier 1 Hour RM 4 pts **Invoke Temporary Imp** Emerges out of a flame. Looks similar to caster, but miniature and with a tail. Staff w/Crystal Small ball of magical fire creates an imp. Alter the description 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. COUNTER(S) HP:12. SP:0 Attacks: x1x1. No Init:0 ToHIT:0. Damage: 1d2 Distance:1 0 0 RANGE DURATION 1 ROLL OUT SAVING THROW 8 pts 30 Squares **End of Year** 2 Days (24 Hrs) Invoke Imp Partner (Year long) none Emerges out of a flame. Looks similar to caster, but miniature and with a tail. Staff w/Crystal Small ball of magical fire creates an imp. Alter the description 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. SP:0 Attacks: x1x1. No Init:0 ToHIT:0. Damage: 1d2 Distance:1 Vae'Em-Venue Site

PMP

4 pts

Fire to fire Nae'Em.
Audio visual fire to fire Nae'Em. Small item pass through.
Two separate fires must be in preset location and lit.
The caster face will be visible to the other side.
A single 'speakers' face will be visible to the caster.

2 Hot Conversations

Staff w/Crystal
Item passed through

none

SAVING THROW

DURATION 2

20 Minutes

ROLL OUT

2 Rounds

6 ENHANCEMENT(S)
1 COUNTER(S)

-Dokour DURATION (?) ROLL OUT AREA OF EFFECT SAVING THROW STACK 1 Min 3 Civilized crtrs 20 Minutes 5 Dimension Ouick Portal 8 nts 2 Squares none Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage. The flames cause magical fire damage (will not light combustibles) when in circle. The PMP and Dimension once were the same but have split and advanced on their own. Portal open for caster and 1 other. Portal closes after 3rd person. AREA OF EFFECT SAVING THROW 10 to 100 Sqs sight 2x2 Sq Perimeter 6 Hours 10 Minutes **View Dimension** 8 pts none Creates a scrying area for the caster and others to view Dimension. Staff w/Crystal Those within the AoE can see into the Dimension from their spot in the PMP. Light up Dimension Can see a distance of 100 squares in daylight. Only 20 squares in moonlight. 5 ENHANCEMENT(S) Caster cannot move the scry point, but can move around to see in other directions. SAVING THROW (DURATION RANGE AREA OF EFFECT ROLL OUT 1 Hour 10 PMP To/From Dimension Portal **Portal Structure** RM 2 Minutes Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage. Staff w/Crystal The flames cause magical fire damage (will not light combustibles) when in circle. +2d6 dmg except self #Deleted 5 Tae'Em-Thing DURATION (*) RANGE AREA OF EFFECT ROLL OUT SAVING THROW 8 pts 1x2x2 Squares 4 Hours 1 Minute 8 Scry on Imp Spy none Requires the caster to have created an Imp previously. Staff w/Crystal Imp Spy must be on the same PMP. Sees through Imp Spy's eyes with normal vision only. ENHANCEMENT(S) Does NOT communicate with Imp Spy 6 Cae'Em-Construct SAVING THROW STACK DURATION 1 ROLL OUT AREA OF EFFECT RM 7 Invoke Skeleton/Drifter Barely visible crimson flames extend from the Caster and surround the AoE. Staff w/Crystal This magically draws in either a Skeleton or a Drifting Ailment. Stacking=5 Barely visible crimson flames extend from the Caster and surround the AoE. DURATION 1 SAVING THROW RANGE AREA OF FEFECT ROLL OUT 1 Target Save @ Cycle 6 Hours RMCreate Zombie/Skeleton Brilliant crimson flames surround and infuse a corpse. Staff w/Crystal Zombies usually last around 6 months, Skeletons last indefinitely. Creation Pt+20 Marks A Brilliant crimson flames surround and infuse a corpse. DURATION 🗶 SAVING THROW AREA OF EFFECT ROLL OUT 24 pts Touch Save @ Cycle 6 Hours RM 1 Corpse 10 Create Plague Bearer/Drifter Brilliant crimson flames surround and infuse a corpse. Staff w/Crystal Plague Bearers usually last around 6 months, Drifters last indefinitely. Creation Pt+20 Marks A Brilliant crimson flames surround and infuse a corpse. COUNTER(S) **Battle-Actions** DURATION 🗀 SAVING THROW STACK ROLL OUT RANGE SKL COUNTER: Remove Shelter 1 Spell Permanent Instant COUNTER: Ends Magical shelters. Disturbs the magic that created a magical shelter. Ends shelter spells prematurely. Destroys active magical shelter spells, ENHANCEMENT(S) Dumps creatures out unharmed unless there is a drop between shelter and ground. Has no effect on any mundane shelters, even if it is magically assisted SAVING THROW GM AREA OF EFFECT DURATION 12 pts 20 Squares Instant Instant 10 COUNTER: Block Healing Blue and orange ribbons streak out to the target spell. COUNTER SPELL. Blocks non-automatic healing spells. Saving throw blocks a person using a healing spell.

COUNTER(S)

-Dokour SAVING THROW GM STACK DURATION (*) ROLL OUT AREA OF EFFECT 1 Square 1 Hour SKI 10 COUNTER: Block Scrving Blue and orange weaves surround the caster. Require the caster to place the spell in a single Square. GM rolls Save. If Save passes then any current scrying within AoE fails. GM usually does NOT report pass or failure SAVING THROW RANGE AREA OF EFFECT 20 Squares SKL 10 COUNTER: Remove Magic Defense 1 Spell Instant Blue and orange ribbons streak out to the target spell. COUNTER: Ends a currently active defensive spell. Does work on currently active spells. ENHANCEMENT(S) Does NOT have any effect on caster's own spells, - Caster should use "Caster Ends Spell" SAVING THROW GM RANGE AREA OF EFFECT DURATION ROLL OUT STACK SKI 99 11 COUNTER: Instant Disrupt Images 1 Spell Blue and orange ribbons streak out to the target spell. COUNTER SPELL. Can dispell unreal visages with a Save. Does work on currently active magical illusions and visual spells. Does NOT affect anything that is physical. Does NOT affect a Rogues disguising, since COUNTER(S) SAVING THROW RANGE 11 COUNTER: Disrupt Perimeter Initiative 20 Squares 1 Spell SKL Blue and orange power streaks out to perimeter. COUNTER SPELL. Ends a currently active circle of power. This forces another casters spell to end. ENHANCEMENT(S) RANGE AREA OF FEFECT DURATION KNOW ROLL OLIT SAVING THROW STACK 12 COUNTER: End Ongoing Damage 1 Spell Instant SKI Counters ongoing damage that is damage over time. COUNTER SPELL. Ends a currently active battle spell. Damage that is scheduled to re-occur can be cancelled. ENHANCEMENT(S) A final round of damage may happen once the spell has been cast. Does NOT have any effect with ongoing damage from non-spells. Battle-Defense DURATION ROLL OUT SAVING THROW 20 Minutes 6 Minutes 4 Mundane Fire Protection 4 pts 1 Target 1 Target Grants Target immunity to mundane fires cooler than a forge. Staff w/Crystal 4 hrs to create 3 orange breakable ceramic balls. Warms those close Potash, Lime, Oak Sap. Need campfire. Duration as Spell Shelf life: EOY 871-1 DURATION RANGE AREA OF EFFECT ROLL OUT SAVING THROW Self Self 20 Minutes 6 Minutes 11 Magical Fire Protection none Limits mundane fire damage to 1 HP per round. Staff w/Crystal Fires as hot as or hotter than a forge will do 1d4 damage per round. If the fire is magical in nature this spell has no protection to offer. COUNTER(S) DURATION (C) AREA OF EFFECT ROLL OUT 12 Circle of Containment 12 pts Touch 3 Sq Rad Circle 4 Hours 10 Minutes BRU Barely visible blue streams of light form a cage inside the circle. Staff w/Crystal Drawn circle that stops creatures from exiting its area. Can be used in/as a trap with Rogues skill "Set Up Eolas Spell Release (TRAP)". ENHANCEMENT(S) Must Save to Exit. Battle-Offense DURATION 💥 SAVING THROW STACK RANGE AREA OF EFFECT ROLL OUT Initiative 1 Ember Flash 4 pts 4 Squares 1 Target 4 Rounds SKL 1d6 + ACU magical fire damage, no ToHit. Save vs ignite. Use as a flashbang? CREATION: 4 hrs to create 3 Walnut sized Pink Ceramic Balls. Red Hot Coal, Lamp Oil, Cinderroot. Need Kitchen or Lab. Shelf life: EOY. Requires ToHIT + 1/2 GRC bonus. 1d3 Dmg. Range:14 sq

-Dokour DURATION 😹 ROLL OUT SAVING THROW STACK AREA OF EFFECT 5 Rounds SKL 1 Sq (1 Target) 1/Tie 1 Heat Wave Wall 4 pts Creates an inhibiting wall of heat vs those nearby (Melee). Staff w/Crystal Heat wall around Caster delivers 2d3+ACU Bonus Fire Damage (Melee). Save for 1/2 dmg. Recipient w/in 6 sqs Casting, Ranged, and thrown attacks will pass through this wall with no issues. Note casting which result in melee actions/damage is inhibited by this spell. Duration may be Initiative, but may be delayed due to fuel ignition SAVING THROW RANGE AREA OF EFFECT DURATION 4 pts 10 Squares 1 Round Initiative AGL Flame Bolt 1 Target No ToHit. Direct magical fire dmg 2d10 +ACU bonus. Save to dodge. Staff w/Crystal Creation: 4 Hrs to create 3 red breakable ceramic balls. Yellow Hot Coal, Oil, Potash, Lime, Cinderroot. 5 ENHANCEMENT(S) Shelf life: EOY. Need Kitchen or Lab. 0 COUNTER(S) Requires ToHIT & direct path. Dmg:2d10 Save to Dodge AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 4 pts 6 Squares 1 Target Initiative Heat Metal 4 Rounds none Metal bits of target armor glow with heat. Targets Init, AC, ToHIT drop 1 per round. Staff w/Crystal Round 1: Initiative -1 ToHIT -1 Ac -1 Round 2: Initiative -2 Ac -2 ToHIT -2 ToHIT Round 3: Initiative -3 Ac - 31 COUNTER(S) Initiative ToHIT DURATION SAVING THROW 3 Rounds Initiative 4 pts 1 Target none Scorching Skin Ghostly rust colored flames encases the caster's hand. Staff w/Crystal Caster must touch the target. (Roll a ToHIT) No Sickness/Disease 1d6 +ACU damage per round. ENHANCEMENT(S) +4 additional damage to Undead/Living dead. Does radiate heat but not much light DURATION 💥 RANGE AREA OF FEFECT ROLL OUT SAVING THROW 4 pts SKL Conjure Native Beetles 4 Squares 1 Mark 2 Rounds Arcane swarm appears in a square adjacent to the target. Staff w/Crystal Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg. Dmg set at 5 pts Will attack any living target. Even if the target is friendly to the caster. ENHANCEMENT(S) Save to conure. DURATION 🔏 ROLL OUT SAVING THROW 8 pts 8 Squares 1 Square 3 Rounds SKL Conjure Arcane Beetles Save to conjure. Recommend sequentail casting due to multiple round Duration. Staff w/Crystal Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2). 🗂 This spell continues through Duration even if caster is not aware. The beetles attack non-enemies if no enemies are in range. COUNTER(S) Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2 DURATION X SAVING THROW (RANGE AREA OF EFFECT **ROLL OUT** STACE Flame Strike 4 Squares 1 Round Initiative RM 8 pts Flames shoot upward from the Caster's hand and down towards the AoE. Staff w/Crystal No ToHIT required. Can Lob magical fire to target. Damage of 4d10 +ACU. Target Saves for 1/2 damage. ENHANCEMENT(S) Magical fire does not light things afire. AREA OF EFFECT DURATION X ROLL OUT SAVING THROW 12 Secs (2 Rds) MR 12 pts 3x3 Square 1 Round 12 Circle - Dimensional Expulsion Forces Dimension Creatures and items back to Dimension Plane. This is cast using chalk outlined circle. Once spell starts outline fades to unseen. Save for each creature/item. Pass to expell. Every Save attempt alerts the caster. Range is for casting. Distance to caster does not matter after casting. SAVING THROW STACK COST RANGE AREA OF EFFECT DURATION X ROLL OUT 12 pts 8 Squares 1 Round Initiative RM 12 Class Power Attack (FIRE) 1 Target Bolt of power: Dmg 4d10+ACU Bonus. Save for 1/2 dmg IF same class. Staff w/Crystal Knockback w/ RM:3 The power surges outward impacting the enemy. No ToHIT required. ENHANCEMENT(S)

0 COUNTER(S)

-Dokour DURATION X ROLL OUT SAVING THROW STACK AREA OF EFFECT Initiative RM 16 nts 1x3 Squares 1 Round 13 Fire Bombardment Ruby colored flames cascade from the caster's hand into the sky and down to the AoE. Staff w/Crystal Lobs damage of 6d10+ACU bonus to 3 Sqs. Target Saves for 1/2 damage. AoE: 3x2 Squares. 2 wide. This can be lobbed but needs clearance past obstacles before hitting target. No ToHIT is required. Damage to 3 adjcent squares. AoE: Row of 3 squares in a line leading away from caster within range SAVING THROW STACK RANGE AREA OF EFFECT DURATION ROLL OUT 16 pts 8 Squares Initiative RМ 15 Dokour Flame Attack 1 Target 1 Round Flames erupt out of the casters hand heading directly to the target. (No ToHIT) Staff w/Crvstal Directs a ball of magical flame straight to the target. No lobbing. Dmg +4/die Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 damage. ENHANCEMENT(S) Does not light anything on fire since this is a magical fire. Battle-Prep DURATION (*) K RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACE 2 Sa Wide Moat 6 Hours 30 Minutes none 13 Magma Perimeter Bright magenta flames leaps from the Caster's fingertips into a created moat. Staff w/Crystal 3x3 Square Island. 2 wide x2 deep Magma Moat. Magical damage of 8d6. 5x5 Square Island Magma in moat causes 8d6 damage each round. Magma is 1 square deep. Submerged creatures have damage doubled. Find-Hide-Reveal DURATION HOW ROLL OUT SAVING THROW O STACK 5 Minutes RM 5 Detect Magic 8 pts Instant Caster attempts to find out if an item/object is magical. Staff w/Crystal Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind. Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. ENHANCEMENT(S) Casting this will not enact the powers or magic, nor does it reveal the kind of magic is in play. AREA OF EFFECT ROLL OUT SAVING THROW (30) 8 pts Caster 4x4 Squares 4 Hour 6 Minutes SNS **Attention Avoidance** 6 Bubble surrounds caster to muffles sound & deter detection. Save to not be observed. Staff w/Crystal CAN CREATE: Bubble of Haze, the Breakable. BUY:20 GP. Torchlight inside. - Hides those within. Sphere as not noticable at night. Oak Root, Trench Mold, Wheat Roots. Campfire. Creation SP: x3 spell cost RANGE DURATION ROLL OUT SAVING THROW 8 pts Self 1 Suare 1 Hour 1 Minute none 6 Shadow Cover Flames surrounds the caster and darkens the area as it fades to black. Staff w/Crystal Shadow surrounds the caster and their belongings. At night helps Dokour blend into darkness. In daylight Dokour still in darkness, but is very obvious. When using the enhancement 'Subtle Caster' shadow comes on slowly over rollout Health-Life-Death DURATION 🗀 SAVING THROW STAC 2 Healing Flames 1d4 HP per Tier 4 pts **Touch** 1 Recipient Permanent Initiative SKI Spiritlike rose colored flames dance around the wound. Staff w/Crystal Roll 1d4 per Tier. Dmg x2 with pain, then Heal x3. Self heal requires Save. Does heal living creatures and plants, but most plants die from the damage first. +1 HP extra Does NOT heal or hurt the undead and living dead. Caster can choose what Tier level to use SAVING THROW AREA OF EFFECT DURATION ROLL OUT RANGE Self 20 Minutes 5 Rounds HTH Reduce Fire Damage 4 pts surround the wound on the caster and stitch the skin together. Staff w/Crystal Any magical/mundane fire dmg is reduced by 1 per die, minimum of 1. Total of 4 Pts Reduced. ENHANCEMENT(S) 822-1 DURATION 🗀 SAVING THROW STACE 4 pts Permanent 2 Hours Final Rites 1 Body none Yellow flames creep across the body without burning it. Must be dead a month or less. The dead are sent beyond any connection that can be made from the known planes. To finish the spell a dieties name must be spoken aloud. COUNTER(S)



-Dokour Utility-911-1 DURATION 💥 ROLL OUT AREA OF EFFECT SAVING THROW 3 Shadow of the Magi Self Varies Conc +4 Initiative none 4 pts With a twirling of the fingers the caster brings about a blanket of darkness. Staff w/Crystal Bag of Dust of Darkness. If purchased: BUY @ 20 GP. Brighter by Tier Creates a dark shade for 20 minutes. Ginger Oil, Grave Dirt. Sand, Fine Grit. 0 COUNTER(S) Creation SP: x3 spell cost Kitchen/Lab. SAVING THROW DURATION THOW COST RANGE AREA OF EFFECT ROLL OUT 5 Fire Starter 8 pts 6 Sqaures 1 Item Instant Initiative SKL Ember strands wind around the hand. Fire jumps from the hand to the target. Staff w/Crystal Flammable objects take 1d1 damage per round. Save for objects on Targets. A darkened fire bolt. Objects on Targets increase Save column by 1. ENHANCEMENT(S) No secondary targets are considered. (i.e. wall behind the target). RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW 7 Profiled In Fire 8 pts Self Self 10 Minutes Initiative SNS Visible heat waves surround the casters's body for the duration. Staff w/Crystal Wreathes the caster in the image of intimidating flames. warmth = 2x2 AoE Allow the target audience a Save due to the wreathe of flames. Will not set items on fire due to Magical output. DURATION 🗀 SAVING THROW RANGE AREA OF EFFECT ROLL OUT Find Clues To True Name 16 pts 4 Squares 1 Item **Permanent** 2 Hours RM Bright Orange ribbons float to the object/person and fade as they surround them. Staff w/Crystal Caster attempts to locate clues to find a True Name. Rollout Halved. 6 ENHANCEMENT(S) 0 COUNTER(S)