





-Dokour

LEVEL	NAE'EM	901-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3 Invoke Temporary Imp			4 pts	8 Squares	PMP	1 day / Tier	1 Hour	RM 2	1
 <p>Emerges out of a flame. Looks similar to caster, but miniature and with a tail. Small ball of magical fire creates an imp. 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</p>			 <p>Staff w/Crystal Alter the description 6 ENHANCEMENT(S) 0 COUNTER(S)</p>						



LEVEL	NAE'EM	552-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2	Hot Conversations		4 pts	PMP	2 Fires	20 Minutes	2 Rounds	none	1
		 Staff w/Crystal Item passed through 6 ENHANCEMENT(S) 1 COUNTER(S)							



Battle-Defense



[illegible]

Battle-Offense

[illegible]



LEVEL	882-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1	Heat Wave Wall	4 pts	Touch	1 Sq (1 Target)	5 Rounds	Initiative	SKL 2	1/Tier
		<p>Creates an inhibiting wall of heat vs those nearby (Melee). Heat wall around Caster delivers 2d3+ACU Bonus Fire Damage (Melee). Save for 1/2 dmg. 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.</p>					 <p>Staff w/Crystal Recipient w/in 6 sqs 5 ENHANCEMENT(S) 2 COUNTER(S)</p>	

LEVEL	260-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2 Flame Bolt		4 pts	10 Squares	1 Target	1 Round	Initiative	AGL 2	99
	No ToHit. Direct magical fire dmg 2d10 +ACU bonus. Save to dodge. Creation: 4 Hrs to create 3 red breakable ceramic balls. Yellow Hot Coal, Oil, Potash, Lime, Cinderroot. Need Kitchen or Lab. Shelf life: EOY. Magic Fire. Requires ToHit & direct path. Dmg:2d10. Save to Dodge.						 Staff w/Crystal Col +1 5 ENHANCEMENT(S) 0 COUNTER(S)	



LEVEL	300-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3 Heat Metal		4 pts	6 Squares	1 Target	4 Rounds	Initiative	none	3
 Metal bits of target armor glow with heat. Targets Init, AC, ToHit drop 1 per round.								
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					
							 Staff w/Crystal AC/Init/ToHit additional -1 6 ENHANCEMENT(S) 1 COUNTER(S)	



[illegible]


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LEVEL		295-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4	Conjure Native Beetles		4 pts	4 Squares	1 Mark	2 Rounds	Initiative	SKL 2	2
		Arcane swarm appears in a square adjacent to the target. Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg. Will attack any living target. Even if the target is friendly to the caster. Save to conure.							 Staff w/Crystal Dmg set at 5 pts 7 ENHANCEMENT(S) 2 COUNTER(S)



Health-Life-Death

LEVEL		251-4	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2	Healing Flames 1d4 HP per Tier		4 pts	Touch	1 Recipient	Permanent	Initiative	SKL 3	99
		Spiritlike rose colored flames dance around the wound. 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. Does NOT heal or hurt the undead and living dead. Caster can choose what Tier level to use.							 Staff w/Crystal +1 HP extra 3 ENHANCEMENT(S) 0 COUNTER(S)



LEVEL		311-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3	Reduce Fire Damage		4 pts	Self	Caster	20 Minutes	5 Rounds	HTH 2	1
		surround the wound on the caster and stitch the skin together. Any magical/mundane fire dmg is reduced by 1 per die, minimum of 1.							 Staff w/Crystal Total of 4 Pts Reduced. 6 ENHANCEMENT(S) 2 COUNTER(S)

LEVEL		822-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4	Final Rites		4 pts	Touch	1 Body	Permanent	2 Hours	none	99
		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.							2 ENHANCEMENT(S) 0 COUNTER(S)



Illusion-Reality

LEVEL		515-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4	Gathering The Darkness		4 pts	Touch	Self	6 Hours	10 Minutes	RM 2	1
		A darkness coalesces around the target's body. Target is outlined in pure shadow if Save is passed. Does NOT fully obfuscate the targets form in shadow if Save is passed.							 Staff w/Crystal Save Column + 1 3 ENHANCEMENT(S) 2 COUNTER(S)

Shelter-Rest-Protection

LEVEL		268-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2	Dozing or Heavy Sleep		4 pts	4 Squares	1 Target	1d6 Hours	1 Minute	SNS 2	1
		Inactive persons. Save: pass = 1d6 hrs. Fail = Light sleep. Encourages a Target to fall asleep. Anywhere from 1 to 6 Hours. Save fail means Target falls into a light sleep. Save pass means the GM rolls a d6 to see how long the Target remains asleep. Once a target is asleep they cannot wake themselves.							 Staff w/Crystal Col +1 6 ENHANCEMENT(S) 2 COUNTER(S)

Utility-

LEVEL		911-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3	Shadow of the Magi		4 pts	Self	Varies	Conc +4	Initiative	none	99
		With a twirling of the fingers the caster brings about a blanket of darkness. Bag of Dust of Darkness. If purchased: BUY @ 20 GP. - Creates a dark shade for 20 minutes. - Ginger Oil, Grave Dirt. Sand, Fine Grit. - Kitchen/Lab. Creation SP: x3 spell cost.							 Staff w/Crystal Brighter by Tier 7 ENHANCEMENT(S) 0 COUNTER(S)