

-Dokour

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2 Nae'Em-People										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	6	8 pts	Speak with Dead	Up to 100 years dead per Tier. Skull answers in common.	Touch	1 Target	5 Questions	20 Minutes	none	99
End	7	8 pts	Direction To Dokour Target	Save Column varies to reveal alignments from 50 to 200.	Self	7 Mark/Tier Radius	Instant	1 Hour	RM Varies	1
	7	8 pts	Speak To Dokour Target	Talk to a previously identified target.	3 Marks	1 Recipient	1 Round per Tie	1 Hour	SKL 1	7
End	11	36 pts	Connect To An Arcane Focus Item	Creates connection between caster and a Arcane Focus Item.	Touch	1 Item	Permanent	3 Days	RM 3	99
	11	36 pts	Disconnect An Arcane Focus Item	Removes connection between all creatures and focus item.	Touch	Current Item	Permanent	20 Minutes	SKL 2	99
End	16	64 pts	Reveal True Name	This uses all the clues to find the True Name.	1 Square	1 Square	Permanent	12 Hours	none	99
	18	20 pts	Dead Spirit Conversation Circle	Speaks with up to 6 souls. Requires a ritual.	6 Squares	1 Spirit	ROLLOUT	10 Minutes	SKL 2	1
3 Ae'Em-Animal										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	3	4 pts	Invoke Temporary Imp	Image of mini caster. HP:12 Attk:sx1x1 Dmg:1d2	8 Squares	PMP	1 day / Tier	1 Hour	RM 2	1
End	5	8 pts	Invoke Imp Partner (Year long)	Brings in imp (large insect size). Can be scryed on.	30 Squares	PMP	End of Year	2 Days (24 Hrs)	none	1
4 Vae'Em-Venue Site										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	2	4 pts	Hot Conversations	Audio visual fire to fire Nae'Em. Small item pass through.	PMP	2 Fires	20 Minutes	2 Rounds	none	1
End	5	8 pts	Dimension Quick Portal	Portal into Dimension. 2d4 or 2d6 dmg to travel	2 Squares	3 Civilized ctrs	1 Min	20 Minutes	none	1
	7	8 pts	View Dimension	View the area of Dimension.	10 to 100 Sqs sight	2x2 Sq Perimeter	6 Hours	10 Minutes	none	1
End	10	12 pts	PMP To/From Dimension Portal	Portal into Dimension. 2d4 or 2d6 dmg to travel, Save for 1/2.	Touch	Portal Structure	2 Minutes	1 Hour	RM 2	1
5 Tae'Em-Thing										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	8	8 pts	Scry on Imp Spy	Can scry on your Imp within PMP.	Touch	1x2x2 Squares	4 Hours	1 Minute	none	3
End										
6 Cae'Em-Construct										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	7	16 pts	Invoke Skeleton/Drifter	x					RM 3	
End	8	20 pts	Create Zombie/Skeleton	x	Touch	1 Target	Save @ Cycle	6 Hours	RM 3	7
	10	24 pts	Create Plague Bearer/Drifter	x	Touch	1 Corpse	Save @ Cycle	6 Hours	RM 3	7
End	20	50 pts	Invoke Wraith/Ghoul	x	50 Marks	2x2 Squares	4 Hrs/Tier	20 Minutes	SKL 3	1
Battle-Actions										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	9	12 pts	COUNTER: Remove Shelter	Disturbs the magic that created a magical shelter.	20 Squares	1 Spell	Permanent	Instant	SKL 3	99
End	10	12 pts	COUNTER: Block Healing	Save blocks a person using a healing spell.	20 Squares	1 Spell	Instant	Instant	SKL 3	99
	10	12 pts	COUNTER: Block Scrying	GM rolls Save.	15 Squares	1 Square	1 Hour	Initiative	SKL 2	1
End	10	12 pts	COUNTER: Remove Magic Defense	Ends a currently active defensive spell.	20 Squares	1 Spell	Instant	Instant	SKL 3	99
	11	12 pts	COUNTER: Disrupt Images	Can dispell unreal visages.	20 Squares	1 Spell	Instant	Instant	SKL 2	99
End	11	12 pts	COUNTER: Disrupt Perimeter	Counter spell disrupts Magical perimeters.	20 Squares	1 Spell	Instant	Initiative	SKL 3	99
	12	12 pts	COUNTER: End Ongoing Damage	Counters ongoing damage that is damage over time.	10 Squares	1 Spell	Instant	Instant	SKL 4	99
End										
Battle-Defense										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	4	4 pts	Mundane Fire Protection	Target is immune to mundane fires cooler than a forge.	1 Target	1 Target	20 Minutes	6 Minutes	none	1
End	11	12 pts	Magical Fire Protection	Mundane fire damage to 1 HP per round. Forge = 1d4 dmg.	Self	Self	20 Minutes	6 Minutes	none	1
	12	12 pts	Circle of Containment	Creatures from exiting its area. Must Save to Exit.	Touch	3 Sq Rad Circle	4 Hours	10 Minutes	BRU 3	99

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Battle-Offense										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Ember Flash	1d6 + ACE magical fire damage, no ToHit. Save to ignite.	4 Squares	1 Target	4 Rounds	Initiative	SKL 2	99
	1	4 pts	Heat Wave Wall	2d3+ACU Fire Dmg vs Melee. Save for 1/2 Dmg.	Touch	1 Sq (1 Target)	5 Rounds	Initiative	SKL 2	1/Ti
	2	4 pts	Flame Bolt	No ToHit. Direct magical dmg 2d10 +ACU bonus. Save to dodge	10 Squares	1 Target	1 Round	Initiative	AGL 2	99
	3	4 pts	Heat Metal	Four rounds cumulative: AC/Init/ToHit @ -1.	6 Squares	1 Target	4 Rounds	Initiative	none	3
	3	4 pts	Scorching Skin	1d6 +ACU dmg per round. Save for none. +4 to Dead.	Touch	1 Target	3 Rounds	Initiative	none	99
	4	4 pts	Conjure Native Beetles	Swarm. HP:15, AC:12, Init+4, ToHit+4, Attacks:x1x1, Dmg: 1d	4 Squares	1 Mark	2 Rounds	Initiative	SKL 2	2
	6	8 pts	Conjure Arcane Beetles	Save to conjure. Attacks nearest enemy for 1d8 dmg. X2x2	8 Squares	1 Square	3 Rounds	Initiative	SKL 2	3
	8	8 pts	Flame Strike	No ToHit. Magical fire lobbed. Dmg 4d10 +ACU. Save for 1/2.	4 Squares	1 Square	1 Round	Initiative	RM 2	99
	12	12 pts	Circle - Dimensional Expulsion	Pass Save to expell a dimension creature/item to Dimension.	Touch	3x3 Square	1 Round	12 Secs (2 Rds	MR 2	3
	12	12 pts	Class Power Attack (FIRE)	Class Bolt Dmg 5d10+ACU. Save for 1/2 dmg IF same class.	8 Squares	1 Target	1 Round	Initiative	RM 3	99
	13	16 pts	Fire Bombardment	Lobs magical fire. 6d10 +ACU dmg. 3 Sqs. Save for 1/2 dmg.	12 Squares	1x3 Squares	1 Round	Initiative	RM 2	99
	15	16 pts	Dokour Flame Attack	Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 damage	8 Squares	1 Target	1 Round	Initiative	RM 3	99
Battle-Prep										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	13	16 pts	Magma Perimeter	Magical magma dmg 8d6. Double dmg if submerged.	Caster	2 Sq Wide Moat	6 Hours	30 Minutes	none	1
Find-Hide-Reveal										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	5	8 pts	Detect Magic	Magic=Candle. Mundane=None. Epic=Blinding. Save vs Blind.	2 Squares	1 item	Instant	5 Minutes	RM 2	1
	6	8 pts	Attention Avoidance	Bubble: 1 HP, 5 AC. Muffles sound. Deters Dokour detection.	Caster	4x4 Squares	4 Hour	6 Minutes	SNS 2	1
	6	8 pts	Shadow Cover	Shadow surrounds the caster and their belongings.	Self	1 Suare	1 Hour	1 Minute	none	1
Health-Life-Death										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	2	4 pts	Healing Flames 1d4 HP per Tier	Roll 1d4. Flame damage x2. Healing x3. Save if self heal.	Touch	1 Recipient	Permanent	Initiative	SKL 3	99
	3	4 pts	Reduce Fire Damage	Magical/mundane fire dmg is reduced by 1 per die, min 1.	Self	Caster	20 Minutes	5 Rounds	HTH 2	1
	4	4 pts	Final Rites	Dead are pushed beyond this world. A diety must be named.	Touch	1 Body	Permanent	2 Hours	none	99
	5	8 pts	Cleansing Fire	1 hp Dmg per hour. Immune to Sickness/Disease.	Self	Self	12 Hours	30 Minutes	none	1
	5	-2 pts	Repair Undead/Living Dead	Max gain of SP set to 20 SP per day.	Touch	1 Target	Perm	1 Minute	none	99
Illusion-Reality										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	4	4 pts	Gathering The Darkness	Target is outlined in pure shadow if Save is passed.	Touch	Self	6 Hours	10 Minutes	RM 2	1
Shelter-Rest-Protection										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	2	4 pts	Dozing or Heavy Sleep	Inactive persons. Save: pass = 1d6 hrs. Fail = Light sleep.	4 Squares	1 Target	1d6 Hours	1 Minute	SNS 2	1
	7	8 pts	Deep Doze	4 deep sleep hours to recover from exhaustion.	Touch	1 Ctrr/Tier	4 Hours	10 Minutes	SNS 4	99
Travel-Planes										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	6	8 pts	Travel Shadow to Shadow	Caster can jump from one shadow to another within range.	24 Squares	Caster	20 Minutes	2 Rounds	none	99
	8	8 pts	Dimension Personal Hideaway	1d4 dmg to enter 1 wide/deep x 2 high. Caster only.	Self	1x2 Squares	2 Hours	10 Minutes	none	99
	11	12 pts	Dimensional Containment	Creatures of Dimension must Save to leave the containment.	Touch	3x3 Sq Radius	4 Hours	10 Minutes	BRU 4	1

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Utility-										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	3	4 pts	Shadow of the Magi	Darkness centered just above caster.	Self	Varies	Conc +4	Initiative	none	99
End	5	8 pts	Fire Starter	Fire jumps from the hand to the target.	6 Sqaures	1 Item	Instant	Initiative	SKL 1	99
	7	8 pts	Profiled In Fire	Allow the target audience a Save due to wreathe of flames.	Self	Self	10 Minutes	Initiative	SNS 2	1
End	8	16 pts	Find Clues To True Name	Use of this spell will reveal clues about a True Name.	4 Squares	1 Item	Permanent	2 Hours	RM 2	99
	19	60 pts	Arcane Removal (2 of 3)	2nd of 3 castings made by separate casters to remove power.	Touch	1 Target	Permanent	6 Hours	RM 3	99