












-Dokour


2 Nae'Em-People



LEVEL	NAE'EM		291-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
6	Speak with Dead			8 pts	Touch	1 Target	5 Questions	20 Minutes	none	99
	Red flames extend from the caster to be infused into the skull of the target. 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. Spell will interpret older languages to the current common language.									 4 ENHANCEMENT(S) 0 COUNTER(S)



LEVEL	NAE'EM		900-1	COST	RANGE	AREA OF EFFECT	DURATION		ROLL OUT		SAVING THROW		STACK
7	Direction To Dokour Target			8 pts	Self	7 Mark/Tier Radius	Instant		1 Hour		RM	Varies	1
	<p>Find a high alignment Dokour within Range.</p> <p>If the Savings Throw roll is 0 to 5 no targets are revealed. (See full description)</p> <p>Roll 0 to 5 and no targets shown, Beat Column 1 to find alignments > 150,</p> <p>Beat Column 2 to find alignments > 125, Beat Column 3 to find alignments > 100,</p> <p>Beat Column 4 to find alignments > 75, Roll >95 to find alignments > 50.</p>										 <p>Staff w/Crystal Subtracts 50 from Align</p> <p>2 ENHANCEMENT(S)</p> <p>1 COUNTER(S)</p>		

LEVEL	NAE'EM		890-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK	
7	Speak To Dokour Target			8 pts	3 Marks	1 Recipient	1 Round per Tier	1 Hour	SKL	1	7
	Bright yellow ribbons encircle the recipient. 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.									 1 ENHANCEMENT(S) 2 COUNTER(S)	



LEVEL	NAE'EM		627-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK	
11	Connect To An Arcane Focus Item			36 pts	Touch	1 Item	Permanent	3 Days	RM	3	99
	Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollout. Creates a connection between the caster and the Arcane Focus Item. Require the item to be of the highest quality. Caster must currently not have a Focus Item.								 No current Focus Item.	5 ENHANCEMENT(S) 1 COUNTER(S)	



LEVEL	NAE'EM	626-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK	
11	Disconnect An Arcane Focus Item		36 pts	Touch	Current Item	Permanent	20 Minutes	SKL	2	99
	<p>A weave engulfs the caster.</p> <p>Removes the connection between all creatures and the focus item.</p> <p>A creature that is currently connected will know when the disconnection happens.</p>								2 0	ENHANCEMENT(S) COUNTER(S)

LEVEL	NAE'EM		631-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
16	Reveal True Name			64 pts	1 Square	1 Square	Permanent	12 Hours	none	99
		This uses all the clues the caster has gathered attempt to find the True Name. Use clues gathered to attempt to find the True Name. Caster states aloud all the clues during the rollout. Resulting in the direction and distance in marks if the Save is passed. The knowledge is NOT announced out loud.							 Staff w/Crystal Rollout 8 Hrs 6 ENHANCEMENT(S) 0 COUNTER(S)	

LEVEL	NAE'EM		462-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK	
18	Dead Spirit Conversation Circle			20 pts	6 Squares	1 Spirit	ROLLOUT	10 Minutes	SKL	2	1
	The caster draws a summoning circle and attempts to summon up to 6 souls. Speaks with the souls. Requires a ritual. MUST HAVE A PERSONAL POSSESSION OF EACH OF THE DECEASED.									4 ENHANCEMENT(S) 0 COUNTER(S)	



3 Ae'Em-Animal


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.</p> <p>Emerges out of a flame. Imp is about 3 inches high (7.6 cm).</p> <p>Imp has same skin color, hair color/style, and race (Miniaturized) as caster.</p> <p>HP:12. SP:0 Attacks: x1x1. No Init:0 ToHit:0. Damage: 1d2 Distance:1</p>								 Alter the description	6 ENHANCEMENT(S) 0 COUNTER(S)	



LEVEL	NAE'EM		870-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5	Invoke Imp Partner (Year long)			8 pts	30 Squares	PMP	End of Year	2 Days (24 Hrs)	none	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.</p> <p>Emerges out of a flame. Imp is about 3 inches high (7.6 cm).</p> <p>Imp has same skin color, hair color/style, and race (Miniaturized) as caster.</p> <p>HP:12. SP:0 Attacks: x1x1. No Init:0 ToHit:0. Damage: 1d2 Distance:1</p>								 Alter the description 4 ENHANCEMENT(S) 0 COUNTER(S)	



-Dokour

4 Vae'Em-Venue Site



LEVEL	NAE'EM	552-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2	Hot Conversations		8 pts	PMP	2 Fires	20 Minutes	2 Rounds	none	1
		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 willl be visible to the other side. A single 'speakers' face will be visible to the caster.							 Staff w/Crystal Item passed through 6 ENHANCEMENT(S) 1 COUNTER(S)

LEVEL	NAE'EM	898-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5	Dimension Quick Portal		8 pts	2 Squares	3 Civilized crtrs	1 Min	20 Minutes	none	1
		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.							0 ENHANCEMENT(S) 0 COUNTER(S)



LEVEL	NAE'EM	516-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
7	View Dimension		8 pts	10 to 100 Sqs sight	2x2 Sq Perimeter	6 Hours	10 Minutes	none	1
		Creates a scrying area for the caster and others to view Dimension. Those within the AoE can see into the Dimension from their spot in the PMP. Can see a distance of 100 squares in daylight. Only 20 squares in moonlight. Caster cannot move the scry point, but can move around to see in other directions.							 Staff w/Crystal Light up Dimension 5 ENHANCEMENT(S) 1 COUNTER(S)



LEVEL	NAE'EM	341-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
10	PMP To/From Dimension Portal		12 pts	Touch	Portal Structure	2 Minutes	1 Hour	RM	2
		Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage. The flames cause magical fire damage (will not light combustibles) when in circle. #Deleted							 Staff w/Crystal +2d6 dmg except self 5 ENHANCEMENT(S) 1 COUNTER(S)



5 Tae'Em-Thing



LEVEL	NAE'EM	880-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
8	Scry on Imp Spy		8 pts	Touch	1x2x2 Squares	4 Hours	1 Minute	none	3
		Requires the caster to have created an Imp previously. Imp Spy must be on the same PMP. Sees through Imp Spy's eyes with normal vision only. Does NOT communicate with Imp Spy							 Staff w/Crystal Send 1 command. 2 ENHANCEMENT(S) 0 COUNTER(S)

6 Cae'Em-Construct

LEVEL	NAE'EM	439-5	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
7	Invoke Skeleton/Drifter		16 pts					RM	3
		Barely visible crimson flames extend from the Caster and surround the AoE. This magically draws in either a Skeleton or a Drifting Ailment. Barely visible crimson flames extend from the Caster and surround the AoE.							 Staff w/Crystal Stacking=5 3 ENHANCEMENT(S) 0 COUNTER(S)












LEVEL	NAE'EM	540-5	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
8	Create Zombie/Skeleton		20 pts	Touch	1 Target	Save @ Cycle	6 Hours	RM	7
		Brilliant crimson flames surround and infuse a corpse. Zombies usually last around 6 months, Skeletons last indefinitely. Brilliant crimson flames surround and infuse a corpse.							 Staff w/Crystal Creation Pt+20 Marks 3 ENHANCEMENT(S) COUNTER(S)

LEVEL	NAE'EM	813-5	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
10	Create Plague Bearer/Drifter		24 pts	Touch	1 Corpse	Save @ Cycle	6 Hours	RM	7
		Brilliant crimson flames surround and infuse a corpse. Plague Bearers usually last around 6 months, Drifters last indefinitely. Brilliant crimson flames surround and infuse a corpse.							 Staff w/Crystal Creation Pt+20 Marks 3 ENHANCEMENT(S) 0 COUNTER(S)





LEVEL	NAE'EM	551-5	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
20	Invoke Wraith/Ghoul		50 pts	50 Marks	2x2 Squares	4 Hrs/Tier	20 Minutes	SKL	3
		Barely visible burgundy colored flames extend from the Caster and surround the AoE. This magically draws in either a Wraith or a Ghoul. Barely visible burgundy colored flames extend from the Caster and surround the AoE.							 Staff w/Crystal Stacking=3 4 ENHANCEMENT(S) 1 COUNTER(S)

-Dokour

Battle-Actions

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
9	COUNTER: Remove Shelter		12 pts	20 Squares	1 Spell	Permanent	Instant	SKL	99
	COUNTER: Ends Magical shelters. Disturbs the magic that created a magical shelter. Ends shelter spells prematurely. Destroys active magical shelter spells, 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.								0 ENHANCEMENT(S) 0 COUNTER(S)
LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
10	COUNTER: Block Healing		12 pts	20 Squares	1 Spell	Instant	Instant	SKL	99
	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.								0 ENHANCEMENT(S) 0 COUNTER(S)
LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
10	COUNTER: Block Scrying		12 pts	15 Squares	1 Square	1 Hour	Initiative	SKL	1
	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.								0 ENHANCEMENT(S) 0 COUNTER(S)
LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
10	COUNTER: Remove Magic Defense		12 pts	20 Squares	1 Spell	Instant	Instant	SKL	99
	Blue and orange ribbons streak out to the target spell. COUNTER: Ends a currently active defensive spell. Does work on currently active spells. Does NOT have any effect on caster's own spells, - Caster should use "Caster Ends Spell".								0 ENHANCEMENT(S) 0 COUNTER(S)
LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
11	COUNTER: Disrupt Images		12 pts	20 Squares	1 Spell	Instant	Instant	SKL	99
	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 that is a mundane effort.								0 ENHANCEMENT(S) 0 COUNTER(S)
LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
11	COUNTER: Disrupt Perimeter		12 pts	20 Squares	1 Spell	Instant	Initiative	SKL	99
	Blue and orange power streaks out to perimeter. COUNTER SPELL. Ends a currently active circle of power. This forces another casters spell to end.								0 ENHANCEMENT(S) 0 COUNTER(S)
LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
12	COUNTER: End Ongoing Damage		12 pts	10 Squares	1 Spell	Instant	Instant	SKL	99
	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. A final round of damage may happen once the spell has been cast. Does NOT have any effect with ongoing damage from non-spells.								0 ENHANCEMENT(S) 0 COUNTER(S)

Battle-Defense

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4	Mundane Fire Protection		4 pts	1 Target	1 Target	20 Minutes	6 Minutes	none	1
	Grants Target immunity to mundane fires cooler than a forge. Creation: 4 hrs to create 3 orange breakable ceramic balls. Potash, Lime, Oak Sap. Need campfire. Duration as Spell. Shelf life: EOY.								 Staff w/Crystal Warms those close. 6 ENHANCEMENT(S) 1 COUNTER(S)
LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
11	Magical Fire Protection		12 pts	Self	Self	20 Minutes	6 Minutes	none	1
	Limits mundane fire damage to 1 HP per round. 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.								 Staff w/Crystal Forge fire = 1 hp / Rd. 6 ENHANCEMENT(S) 0 COUNTER(S)


-Dokour





LEVEL



454-1



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-Dokour



LEVEL	519-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK	
12 Circle - Dimensional Expulsion		12 pts	Touch	3x3 Square	1 Round	12 Secs (2 Rds)	MR	2	3
	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.							2 ENHANCEMENT(S) 1 COUNTER(S)	

LEVEL	956-1	COST	RANGE	AREA OF EFFECT	DURATION		ROLL OUT		SAVING THROW		STACK
12 Class Power Attack (FIRE)		12 pts	8 Squares	1 Target	1 Round		Initiative		RM	3	99
	Bolt of power: Dmg 4d10+ACU Bonus. Save for 1/2 dmg IF same class.								Staff w/Crystal		
	The power surges outward impacting the enemy. No ToHIT required.								Knockback w/ RM:3		
									2 ENHANCEMENT(S)		
								0 COUNTER(S)			

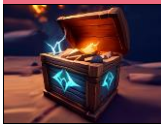

LEVEL	531-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
13 Fire Bombardment		16 pts	12 Squares	1x3 Squares	1 Round	Initiative	RM	2
	Ruby colored flames cascade from the caster's hand into the sky and down to the AoE. Lobs damage of 6d10+ACU bonus to 3 Sqs. Target Saves for 1/2 damage. 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.						 Staff w/Crystal AoE: 3x2 Squares. 2 wide. 4 ENHANCEMENT(S) 0 COUNTER(S)	



LEVEL	704-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK	
15 Dokour Flame Attack		16 pts	8 Squares	1 Target	1 Round	Initiative	RM	3	99
	Flames erupt out of the casters hand heading directly to the target. (No ToHIT) Directs a ball of magical flame straight to the target. No lobbing. Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 damage. Does not light anything on fire since this is a magical fire.						 Staff w/Crystal Dmg +4/die 3 ENHANCEMENT(S) 0 COUNTER(S)		



Battle-Prep

LEVEL	548-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
13 Magma Perimeter		16 pts	Caster	2 Sq Wide Moat	6 Hours	30 Minutes	none	1
	<p>Bright magenta flames leaps from the Caster's fingertips into a created moat.</p> <p>3x3 Square Island. 2 wide x2 deep Magma Moat. Magical damage of 8d6.</p> <p>Magma in moat causes 8d6 damage each round.</p> <p>Magma is 1 square deep. Submerged creatures have damage doubled.</p>						 Staff w/Crystal 5x5 Square Island	
							3 ENHANCEMENT(S)	
							1 COUNTER(S)	



Find-Hide-Reveal

LEVEL	893-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5 Detect Magic		8 pts	2 Squares	1 item	Instant	5 Minutes	RM	2
	<p>Caster attempts to find out if an item/object is magical. 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. Casting this will not enact the powers or magic, nor does it reveal the kind of magic is in play.</p>						 Staff w/Crystal Save Col -1 3 ENHANCEMENT(S) 1 COUNTER(S)	

LEVEL	364-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK	
6	Attention Avoidance	8 pts	Caster	4x4 Squares	4 Hour	6 Minutes	SNS	2	1
	<p>Bubble surrounds caster to muffles sound & deter detection. Save to not be observed.</p> <p>CAN CREATE: Bubble of Haze, the Breakable. BUY:20 GP.</p> <ul style="list-style-type: none">- Hides those within. Sphere as not noticable at night.- Oak Root, Trench Mold, Wheat Roots.- Campfire. <p>Creation SP: x3 spell cost.</p>						 Staff w/Crystal Torchlight inside.		
							6	ENHANCEMENT(S)	
							1	COUNTER(S)	

LEVEL	357-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
6 Shadow Cover		8 pts	Self	1 Suare	1 Hour	1 Minute	none	1
	<p>Flames surrounds the caster and darkens the area as it fades to black.</p> <p>Shadow surrounds the caster and their belongings.</p> <p>At night helps Dokour blend into darkness.</p> <p>In daylight Dokour still in darkness, but is very obvious.</p> <p>When using the enhancement 'Subtle Caster' shadow comes on slowly over rollout.</p>						 Staff w/Crystal Muffles caster in AOE.	<div>7 ENHANCEMENT(S)</div> <div>2 COUNTER(S)</div>

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
	<p>Spiritlike rose colored flames dance around the wound.</p> <p>Roll 1d4 per Tier. Dmg x2 with pain, then Heal x3. Self heal requires Save.</p> <p>Does heal living creatures and plants, but most plants die from the damage first.</p> <p>Does NOT heal or hurt the undead and living dead.</p> <p>Caster can choose what Tier level to use.</p>						 Staff w/Crystal +1 HP extra	<div>3 ENHANCEMENT(S)</div> <div>0 COUNTER(S)</div>	

-Dokour

LEVEL

311-1

COST

4 pts

RANGE

Self

AREA OF EFFECT

Caster

DURATION

20 Minutes

ROLL OUT

5 Rounds

SAVING THROW

HTH

STACK

2

STACK

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

4 pts

RANGE

Touch

AREA OF EFFECT

1 Body

DURATION

Permanent

ROLL OUT

2 Hours

SAVING THROW

none

STACK

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)

LEVEL

445-1

COST

8 pts

RANGE

Self

AREA OF EFFECT

Self

DURATION

12 Hours

ROLL OUT

30 Minutes

SAVING THROW

none

STACK

1



Magenta flames engulf the caster during the RollOut then flames fade away.

Removes frialty from the caster.

1 hp Dmg per hour.

Immune to Sickness/Disease.



Staff w/Crystal

Cast to another

4

ENHANCEMENT(S)

2

COUNTER(S)

LEVEL

879-1

COST

-2 pts

RANGE

Touch

AREA OF EFFECT

1 Target

DURATION

Perm

ROLL OUT

1 Minute

SAVING THROW

none

STACK

99



Encasing the undead/living dead in flames for one full minute.

"Heals" the target for 1d6 points while caster may gain 2 SP.

Target must actually be at less than maximum points. Must have a need to be "healed".

Has no effect on a corpse.

Max gain of SP set to 20 SP per day.



Staff w/Crystal

no Sick/Disease to caster

5

ENHANCEMENT(S)

1

COUNTER(S)

LEVEL

515-1

COST

4 pts

RANGE

Touch

AREA OF EFFECT

Self

DURATION

6 Hours

ROLL OUT

10 Minutes

SAVING THROW

RM

STACK

2

STACK

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)

LEVEL

268-1

COST

4 pts

RANGE

4 Squares

AREA OF EFFECT

1 Target

DURATION

1d6 Hours

ROLL OUT

1 Minute

SAVING THROW

SNS

STACK

2

STACK

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)

LEVEL

517-1

COST

8 pts

RANGE

Touch

AREA OF EFFECT

1 Crtr/Tier

DURATION

4 Hours

ROLL OUT

10 Minutes

SAVING THROW

SNS

STACK

4

STACK

99



Magenta flames extend from the Caster's hand to the recipient.

Full night's rest in 1 shift (4 Hours) instead of 2 (8 Hours).

During the 4 hours the recipient is not able to wake.

After the 4 hours recipient is reinvigorated.

Does not overcome negative HP or SP.



Staff w/Crystal

Dim night light.

3

ENHANCEMENT(S)

0

COUNTER(S)

LEVEL

247-1

COST

8 pts

RANGE

24 Squares

AREA OF EFFECT

Caster

DURATION

20 Minutes

ROLL OUT

2 Rounds

SAVING THROW

none

STACK

99



Shining ruby colored flames Profile The Caster Then Dim To Nothing.

Caster can jump from one shadow to another within range.

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.



Staff w/Crystal

No light when cast

6

ENHANCEMENT(S)

2

COUNTER(S)

LEVEL

514-1

COST

8 pts

RANGE

Self

AREA OF EFFECT

1x2 Squares

DURATION

2 Hours

ROLL OUT

10 Minutes

SAVING THROW

none

STACK

99



create a 1 square wide and 2 square high flat opening.

Dead End Dimensional Hallway to hide in.

create a 1 square wide and 2 square high flat opening.

1d4 magical fire damage to pass through



Staff w/Crystal

Range:Self+1/Tier



5

ENHANCEMENT(S)




1



COUNTER(S)





-Dokour

LEVEL		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STUCK
11	Dimensional Containment	12 pts	Touch	3x3 Sq Radius	4 Hours	10 Minutes	BRU	4 1
	Blood red aura lights up the perimeter before fading from view. Holds Dimensional creatures within AoE. Creatures of Dimension must Save to leave the containment.						 Staff w/Crystal Save = >95	4 ENHANCEMENT(S) 1 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.						 Staff w/Crystal Brighter by Tier	
	- Creates a dark shade for 20 minutes. - Ginger Oil, Grave Dirt. Sand, Fine Grit. - Kitchen/Lab. Creation SP: x3 spell cost.						7 ENHANCEMENT(S) 0 COUNTER(S)	


LEVEL	361-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5	Fire Starter	8 pts	6 Sqaures	1 Item	Instant	Initiative	SKL	1
		Ember strands wind around the hand. Fire jumps from the hand to the target. Flammable objects take 1d1 damage per round. Save for objects on Targets. Objects on Targets increase Save column by 1. No secondary targets are considered. (i.e. wall behind the target).					 Staff w/Crystal A darkened fire bolt.	
							4 ENHANCEMENT(S) COUNTER(S)	

LEVEL	440-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
7	Profiled In Fire	8 pts	Self	Self	10 Minutes	Initiative	SNS	2
	<p>Visible heat waves surround the casters's body for the duration.</p> <p>Wreathes the caster in the image of intimidating flames.</p> <p>Allow the target audience a Save due to the wreathe of flames.</p> <p>Will not set items on fire due to Magical output.</p>						 Staff w/Crystal warmth = 2x2 AoE	
							6 ENHANCEMENT(S)	
							2 COUNTER(S)	

LEVEL	NAE'M	629-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
8	Find Clues To True Name	16 pts	4 Squares	1 Item	Permanent	2 Hours	RM	2	99





Bright Orange ribbons float to the object/person and fade as they surround them. Caster attempts to locate clues to find a True Name.



Staff w/Crystal Rollout Halved.

6 ENHANCEMENT(S)
0 COUNTER(S)

LEVEL	NAE'EM	539-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STOCK
19	Arcane Removal (2 of 3)		60 pts	Touch	1 Target	Permanent	6 Hours	RM	3
		Brilliant rust colored flames flow over the body of the Target. Step 2 of process to permanently remove SP. 1st the ORIX, 2nd the DOKOUR, then the STRUMOS last. Nae'Em is created with other casters and the target. After the spell is done (failed or not) the Nae'Em is over.							
		 Staff w/Crystal Required.							
		2 ENHANCEMENT(S) 1 COUNTER(S)							