







-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
	<p>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.</p>								 Staff w/Crystal Truthseer 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	aries	1
	Find a high alignment Dokour within Range. If the Savings Throw roll is 0 to 5 no targets are revealed. (See full description) 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.								 Subtracts 50 from Align 2 ENHANCEMENT(S) 1 COUNTER(S)



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)


3 Ae'Em-Animal

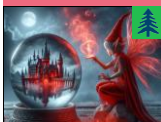

LEVEL	NAE'EM	901-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3	Invoke Temporary Imp	4 pts	8 Squares	PMP	1 day / Tier	1 Hour	RM	2	1
	Emerges out of a flame. Looks similar to caster, but miniature and with a tail. Small ball of magical fire creates an imp. Emerges out of a flame. Imp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

4 Vae'Em-Venue Site



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
		<p>Fire to fire Nae'Em.</p> <p>Audio visual fire to fire Nae'Em. Small item pass through.</p> <p>Two separate fires must be in preset location and lit.</p> <p>The caster face will be visible to the other side.</p> <p>A single 'speakers' face will be visible to the caster.</p>							
		<div> Staff w/Crystal</div> <div>Item passed through</div> <div>6 ENHANCEMENT(S)</div> <div>1 COUNTER(S)</div>							

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 ctrs	1 Min	20 Minutes	none	1
			<p>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.</p>						
			<div>0 ENHANCEMENT(S)</div> <div>0 COUNTER(S)</div>						


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
			<p>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.</p>						
			<div> Staff w/Crystal Light up Dimension 5 ENHANCEMENT(S) 1 COUNTER(S)</div>						



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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
	<div>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</div> <div> Staff w/Crystal Send 1 command. 2 ENHANCEMENT(S) 0 COUNTER(S)</div>									

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	3	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)		


Battle-Defense







LEVEL		656-1	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
	<p>Grants Target immunity to mundane fires cooler than a forge.</p> <p>Creation: 4 hrs to create 3 orange breakable ceramic balls.</p> <p>Potash, Lime, Oak Sap.</p> <p>Need campfire.</p> <p>Duration as Spell. Shelf life: EOY.</p>								
								 Staff w/Crystal	
								Warms those close.	
								6 ENHANCEMENT(S)	
								1 COUNTER(S)	

Battle-Offense



LEVEL	329-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK	
1	Ember Flash	4 pts	4 Squares	1 Target	4 Rounds	Initiative	SKL	2	99
	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								
							5	ENHANCEMENT(S)	
							0	COUNTER(S)	



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
	<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>								
								Staff w/Crystal Recipient w/in 6 sqs 5 ENHANCEMENT(S) 2 COUNTER(S)	



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
	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)										

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LEVEL		371-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3	Scorching Skin		4 pts	Touch	1 Target	3 Rounds	Initiative	none	99
	Ghstly rust colored flames encases the caster's hand. Caster must touch the target. (Roll a ToHIT) 1d6 +ACU damage per round. +4 additional damage to Undead/Living dead. Does radiate heat but not much light								 Staff w/Crystal No Sickness/Disease 4 ENHANCEMENT(S) 1 COUNTER(S)



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
	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)



LEVEL		282-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
6	Conjure Arcane Beetles		8 pts	8 Squares	1 Square	3 Rounds	Initiative	SKL	2
	Save to conjure. Recommend sequentail casting due to multiple round Duration. 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. Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8								 Staff w/Crystal SKL:>05 9 ENHANCEMENT(S) 1 COUNTER(S)

LEVEL		441-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
8	Flame Strike		8 pts	4 Squares	1 Square	1 Round	Initiative	RM	2
	Flames shoot upward from the Caster's hand and down towards the AoE. No ToHIT required. Can Lob magical fire to target. Damage of 4d10 +ACU. Target Saves for 1/2 damage. Magical fire does not light things afire.								 Staff w/Crystal hurts fire based. 4 ENHANCEMENT(S) 0 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
	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.								 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
	Bubble surrounds caster to muffles sound & deter detection. Save to not be observed. CAN CREATE: Bubble of Haze, the Breakable. BUY:20 GP. - Hides those within. Sphere as not noticable at night. - Oak Root, Trench Mold, Wheat Roots. - Campfire. Creation SP: x3 spell cost.								 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
	Flames surrounds the caster and darkens the area as it fades to black. 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.								 Staff w/Crystal Muffles caster in AOE. 7 ENHANCEMENT(S) 2 COUNTER(S)

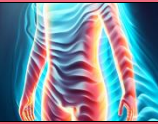
Health-Life-Death


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
	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
	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)


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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)


LEVEL	445-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5	Cleansing Fire	8 pts	Self	Self	12 Hours	30 Minutes	none	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	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5	Repair Undead/Living Dead	-2 pts	Touch	1 Target	Perm	1 Minute	none	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)

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)

LEVEL	517-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
7	Deep Doze	8 pts	Touch	1 Ctrr/Tier	4 Hours	10 Minutes	SNS 4	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)

Travel-Planes

LEVEL	247-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
6	Travel Shadow to Shadow	8 pts	24 Squares	Caster	20 Minutes	2 Rounds	none	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	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
8	Dimension Personal Hideaway	8 pts	Self	1x2 Squares	2 Hours	10 Minutes	none	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

Utility-

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