

13

Magma Perimeter

LEVEL

Tier 4

548-1

Magical magma dmg 8d6. Double dmg if submerged.



COST	RANGE	AoE	DURATION	ROLL OUT
16 pts	Caster	2 Sq Wide Moat	6 Hours	30 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Magical	Battle-Prep	DOK	none



Created by COPILOT

Details:

- If a Target fails their save they will take 8d6 damage per round instead of 4d6.
 - This is because they have fully landed within the square with magma.
 - The same Save needs to be rolled successfully to escape the magma unassisted.
 - Assistance gives 2 Save columns better, but the assistant must also roll versus damage.
- There is a slight sulferous smell associated with this spell.

This DOES...

- Does create a moat of magma 2 square wide by 2 squares deep.
 - This surrounds an area the size of AoE in center.
- Does cause 8d6 damage upon regular contact.
- Does create a temporary pit within the environment that is filled with the magma.

This does NOT...

- Does NOT allow for any of the magma to be removed from the moat.
 - Any magma removed this way dissipates with no effect and no volume lost in the moat.
- Does NOT leave behind any permanent damage from the magma in the environment.
- Does NOT start any fires in the environment due to the presence of magma.
 - However this spell does still emit heat enough to warm a group in cold environments.
 - Is uncomfortable in warm environs but no real damage to a group or items.
 - The exception to this is if the item(s)/person(s) come in direct contact with the magma.
- Does NOT spread beyond the initial AoE, even if more space is dug around the moat.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- AoE to a 5x5 square perimeter for 2 sq wide moat.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0
11	COUNTER: Disrupt Perimeter	Initiative	SKL	12

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Halved	6
14	Duration X2	8

4

Mundane Fire Protection

LEVEL

Tier 1

656-1

Target is immune to mundane fires cooler than a forge.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	1 Target	1 Target	20 Minutes	6 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Magical	Battle-Defense	DOK	none



Created by COPILOT

Details:

- Grants total immunity to mundane fires that are cooler than a forge.
- Fire levels of forge or higher break this spell.
- Due to the flame-like appearance of this spell, caster can be seen as intimidating.

This DOES...

- Does negate any damage done by fire that is mundane in nature.
- Does surround the target with enough light that those near the caster can read just read by.
- This effect lasts for the Duration of the spell.

This does NOT...

- Does NOT have any effect if used in fires as hot as a forge or hotter.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Any near caster (1 Sq) are warmed even in Arctic.



Creations:

- Mundane Fire Protection Breakable. Buy:20 GP.
- No damage teaken from fires cooler than a forge.
 - Fox Blood, Palm Root Ash, Trench Mold.
 - Requires Campfire. Creation SP: x3 Spell cost.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0
10	COUNTER: Remove Magic D	Instant	SKL	12

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Duration +50%	6
12	Rollout Halved	6
12	Rollout Initiative	12
14	Duration X2	8
18	Duration X4	10

11 Magical Fire Protection

LEVEL

Tier 3

871-1

Mundane fire damage to 1 HP per round. Forge = 1d4 dmg.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	Self	Self	20 Minutes	6 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Magical	Battle-Defense	DOK	none



Created by COPILOT

- Details:**
- Grants total immunity to mundane fires that are cooler than a forge.
 - Fire levels of forge or higher break this spell.
 - Due to the flame-like appearance of this spell, caster can be seen as intimidating.

- This DOES...**
- Does limit mundane fire damage to 1 HP per round,
 - if the fire is as hot as or hotter than a forge then the damage is 1d4 per round.
 - Does surround the caster with enough light that those near the caster can read just read by.
 - This effect lasts for the Duration of the spell.

- This does NOT...**
- Does NOT work if the fire is magical.



- Focus Items and/or Kits:**
- Focus staff with crystal is NOT passive.
 - Forge fire (and hotter) still does only 1 hp / round.

- Creations:**
- No creations. Usable only as a spell/skill.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Duration +50%	6
12	Rollout Halved	6
12	Rollout Initiative	12
14	Duration X2	8
18	Duration X4	10

12

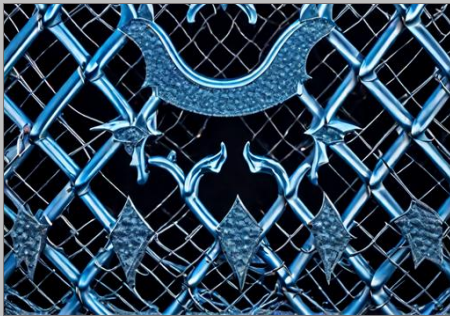
Circle of Containment

LEVELTier 3454-1

Creatures from exiting its area. Must Save to Exit.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	Touch	3 Sq Rad Circle	4 Hours	10 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Battle-Defense	DOK-SYL-STM-EOL-ORX	BRU3



Created by COPILOT

- Details:**
- Creates a visible 3 Sq radius perimeter.
 - Creatures attempting to exit the perimeter must roll a Save,
 - On a successful save, the creature may leave,
 - On a failed save, the creature remains contained.
 - Suggested usage is prior to casting a summoning spell.

- This DOES...**
- Does inhibit creatures from leaving the circle.



- This does NOT...**
- Does NOT inhibit the Caster from leaving the circle.



- Focus Items and/or Kits:**
- Focus Item with crystal is NOT passive.
 - Creature may only leave the circle with BRU:>95.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0
11	COUNTER: Disrupt Perimeter	Initiative	SKL	12

- Creations:**
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

9

COUNTER: Remove Shelter

LEVEL

Tier 3

569-1

Disturbs the magic that created a magical shelter.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	20 Squares	1 Spell	Permanent	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magic->Mundane	Battle-Actions	DOK-SYL-STM-EOL-ORX	SKL3



Created by COPILOT

- Details:**
- Forces another casters shelter spell to end their spell.
 - May cancel a current effort of another casters shelter spell after casting but before creation.

- This DOES...**
- Does work on currently active magical shelter spells.
 - Examples of Spells this will Counter:
 - TIRO Garish Pup Tent
 - STM Quarantine Isolation
 - STM Strumos Waystation
 - STM Astral Shed
 - SYL Tree House
 - Does allow the original caster to recast without this affecting the recast.



- This does NOT...**
- Does NOT have any effect on caster's own spells,
 - Caster should use "Caster Ends Spell".
 - Does NOT affect any mundane shelters, even if it

Focus Items and/or Kits:

- Not required.

Creations:

- No creations. Usable only as a spell/skill.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

10

COUNTER: Block Healing

LEVEL

Tier 3

567-1

Save blocks a person using a healing spell.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	20 Squares	1 Spell	Instant	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Battle-Actions	DOK-SYL-STM-EOL-ORX	SKL3

GM



Created by COPILOT

- Details:**
- COUNTER SPELL
 - Forces another casters spell to end.
 - It MAY take effect before it takes effect.

- This DOES...**
- Does work on currently active spells.
 - This Spell counters spells like:
 - ALL: Forced Healing.
 - STM: Basic Healing, Slow Healing, Triggered Healing, Common Healing, Extra Healing,
 - STM: Heal, Healing Bolt, Group Heal.
 - SYL: Animal Healing.
 - DOK: Healing Flames.
 - Does allow the original caster to recast without this affecting the recast.



- This does NOT...**
- Does NOT have any effect on caster's own spells,
 - Caster should use "Caster Ends Spell".
 - Does NOT affect automatic healing from :
 - regeneration.
 - Start of Day gain of health.

- Focus Items and/or Kits:**
- Not required.

- Creations:**
- No creations. Usable only as a spell/skill.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

10

COUNTER: Block Scrying

LEVEL

Tier 3

588-1

GM rolls Save.



COST	RANGE	AoE	DURATION	ROLL OUT	
12 pts	15 Squares	1 Square	1 Hour	Initiative	
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
1	Magical	Battle-Actions	DOK-SYL-STM-ORX	SKL	2

GM



Created by COPILOT

Details:

- COUNTER SPELL
- Blocks active scrying on a casters attempt to scry.

This DOES...

- Does work on currently active spells
- Does require the caster to place the spell in a single square.



This does NOT...

- Does NOT have any effect on caster's own spells,
 - Caster should use "Caster Ends Spell".
- Does Not move with this caster.

Focus Items and/or Kits:

- Not required.

Creations:

- No creations. Usable only as a spell/skill.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	No Counter Available	none	none	0
0	Unable To Continue	Insta1nt	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

10

COUNTER: Remove Magic Defense

LEVEL

Tier 3

571-1

Ends a currently active defensive spell.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	20 Squares	1 Spell	Instant	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Battle-Actions	DOK-SYL-STM-EOL-ORX	SKL3



Created by COPILOT

Details:

- COUNTER SPELL
- Forces another casters spell to end.
- It MAY take effect before it takes effect.

This DOES...

- Does work on currently active spells
- Does allow the original caster to recast without this affecting the recast.



This does NOT...

- Does NOT have any effect on caster's own spells,
 - Caster should use "Caster Ends Spell".

Focus Items and/or Kits:

- Not required.

Creations:

- No creations. Usable only as a spell/skill.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

11

COUNTER: Disrupt Images

LEVEL

Tier 3

570-1

Can dispell unreal visages.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	20 Squares	1 Spell	Instant	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Battle-Actions	DOK-SYL-STM-EOL-ORX	SKL2

GM



Created by COPILOT

- Details:**
- COUNTER SPELL
 - Forces another casters spell to end.
 - It MAY take effect before the other casters spell takes place,
 - If another caster has started a spell this spell may interrupt it before it starts.

- This DOES...**
- Does work on currently active magical illusions and visual spells.
 - Does allow the original caster to recast without this affecting the recast.



- This does NOT...**
- Does NOT have any effect on caster's own spells,
 - Caster should use "Caster Ends Spell".
 - Does NOT affect anything that is physical.
 - Does NOT affect a Rogues disguising, since that is a mundane effort.

Focus Items and/or Kits:

- Not required.

Creations:

- No creations. Usable only as a spell/skill.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

11

COUNTER: Disrupt Perimeter

LEVEL

Tier 3

566-1

Counter spell disrupts Magical perimeters.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	20 Squares	1 Spell	Instant	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Battle-Actions	DOK-SYL-STM-EOL-ORX	SKL3



Created by COPILOT

Details:

COUNTER SPELL.

- Forces another casters spell to end.
- Works on currently active circles.

This DOES...

- Does work on currently active spells



This does NOT...

- Does NOT have any effect on caster's own spells,
 - Caster should use "Caster Ends Spell".
- Does NOT stop another caster from recasting the same spell again.

Focus Items and/or Kits:

- Not required.

Creations:

- No creations. Usable only as a spell/skill.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

12

COUNTER: End Ongoing Damage

LEVEL

Tier 3

564-1

Counters ongoing damage that is damage over time.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	10 Squares	1 Spell	Instant	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Battle-Actions	DOK-SYL-STM-EOL-ORX	SKL4



Created by COPILOT

- Details:**
- COUNTER SPELL.
 - Forces another casters spell to end.

- This DOES...**
- Does work on currently active spells.
 - Does allow the original caster to recast without this affecting the recast.



- This does NOT...**
- Does NOT have any effect on caster's own spells,
 - Caster should use "Caster Ends Spell".
 - Does NOT have any effect with ongoing damage from non-spells.

- Focus Items and/or Kits:**
- Not required.

- Creations:**
- No creations. Usable only as a spell/skill.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

1 Ember Flash

LEVELTier 1329-1

1d6 + ACE magical fire damage, no ToHit. Save to ignite.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	4 Squares	1 Target	4 Rounds	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Battle-Offense	DOK	SKL2



Created by COPILOT

Details:

- A quick burst of magical fire that can be used to gain the attention of a target.
- This can be used as a very low powered flashbang.

This DOES...

- Does cause 1d6 + ACU magical fire damage, no roll needed ToHit.
- Does cause Target to roll a Save,
 - Pass = spell has no additional effects,
 - Fail = target has a -1 ToHIT penalty, due to disorientations

This does NOT...

- Does NOT function in extremely cold (arctic) environments.
- Does NOT work on creatures immune to fire.

Focus Items and/or Kits:

- Not required.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0



Creations:

- Ember Flash Breakable. BUY: 8 GP.
- Distance:14 Sqs. Damage:1d6. GRC:2 to avoid.
 - Cinderroot, Pine Ash, Ceramic Sphere.
 - Requires Kitchen/Lab. Creation SP: x3 Spell cost.



Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
9	Range +50%	6
12	Range X2	8
14	Duration X2	8

1

Heat Wave Wall

LEVEL

Tier 1

882-1

2d3+ACU Fire Dmg vs Melee. Save for 1/2 Dmg.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Touch	1 Sq (1 Target)	5 Rounds	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1/Tier	Mundane	Battle-Offense	DOK	SKL2



Created by COPILOT

Details:

- Creates an inhibiting wall of heat to melee aggressors.

This DOES...

- Does surround the caster (1 Square only)
- Does allow casting in and out of the wall.
- Does cause Fire damage of 2d3 + Acumen Bonus to anyone passing through,
 - Including to attack the caster with a melee attack.
- Does move with the caster.

This does NOT...

- Does NOT function if the caster covers more than 1 Square.
- Does NOT allow caster to move into (crowd) an occupied square.
- Does NOT inhibit any ranged or thrown attacks towards caster.
- Does NOT combine with other spells which surround 1 Square,
 - For example: Tornado Wall, ...



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Allows spell to be centered on another person,

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0
10	COUNTER: Remove Magic D	Instant	SKL	12

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Damage X2	12
14	Duration X2	8
18	Duration X4	10

2

Flame Bolt

LEVELTier 1260-1

No ToHit. Direct magical dmg 2d10 +ACU bonus. Save to dodge.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	10 Squares	1 Target	1 Round	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Battle-Offense	DOK	AGL2



Created by COPILOT

- Details:**
- Caster throws a bolt of flame directly to a target. (no arc to the attack)
 - This fire is magical and as such it cannot start any fires.
 - Breakables created with this spell require a ToHIT.

- This DOES...**
- Does magically direct the bolt to the target,
 - Does allow the target to roll a Save,
 - Passing indicates the spell missed and ends with no effect.
 - Failing indicates the bolt hits and causes 2d10 + ACU damage to the target.

- This does NOT...**
- Does NOT need a ToHit to be rolled.
 - EXCEPTION: When used as a Breakable.
 - Does NOT set anything on fire.



- Focus Items and/or Kits:**
- Focus staff with crystal is NOT passive.
 - Forces Target to roll 1 Column worse in their Save.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%



- Creations:**
- Flame Bolt Breakable. BUY: x GP
- Direct ToHIT. Dmg:2d10. AGL:2 to avoid. Dist:12 Sqs.
 - Cinderroot, Palm Root Ash, Ceramic Sphere.
 - Requires Kitchen/Lab. Creation SP: x3 spell cost.



Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage Increased +50%	8
9	Range +50%	6
12	Range X2	8
14	Damage X2	12

3

Heat Metal

LEVEL

Tier 1

300-1

Four rounds cumulative: AC/Init/ToHIT @ -1.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	6 Squares	1 Target	4 Rounds	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
3	Mundane	Battle-Offense	DOK	none



Created by COPILOT

Details:

- Heats metal bits on arms and armor of the target,
 - this interferes with normal battle routines.
- Effects,
 - 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
- As a breakable it requires a direct ToHIT.

This DOES...

- Does causes the target to adjust some battle stats:
 - AC-1, Init-1, ToHIT-1.
- Does require a direct throw,
 - No lobbing allowed due to force needed to break.

This does NOT...

- Does NOT deal any direct damage.
- Does NOT damage the metallic components in any way.
- Does NOT does not ignite anything, even if it is flammable.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Initiative, AC, ToHIT 1 point worse than round shows.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
12	COUNTER: End Ongoing Da	End Rd	SKL	12



Creations:

- Heat Metal Breakable. BUY:12 GP
- Dist: 12 Sqs. Rds1-3: AC&ToHIT -1.
 - Coal Tar, Marsh Daisy Chicken, Trench Mold.
 - Requires: Fire. Creation SP: x3 spell cost.



Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Duration +50%	6
9	Range +50%	6
12	Range X2	8
14	Duration X2	8
18	Duration X4	10

3


Scorching Skin


LEVEL

Tier 1

371-1

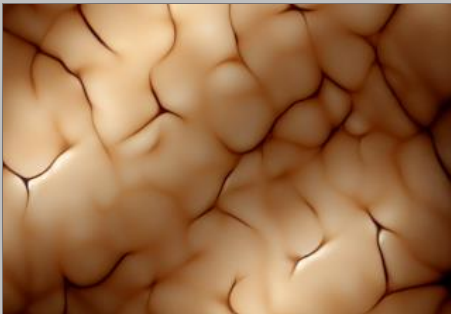
1d6 +ACU dmg per round. Save for none. +4 to Dead.





COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Touch	1 Target	3 Rounds	Initiative

STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
99	Magical	Battle-Offense	DOK	none	



Details:


- 1d6+ACU damage upon successful touch ToHIT.

This DOES...

- Does cause 1d6+ACU damage to a target,
 - Extra damage to dead/undead targets (+4 more damage).
- Does radiate heat but not much light

This does NOT...

- Does NOT affect any of the items on the Target.
- Does NOT cause any fires or flammables to ignite.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Completely Removes Sickness/Disease.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0
12	COUNTER: End Ongoing Da	End Rd	SKL	12

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Damage Increased +50%	8
14	Damage X2	12
14	Range Set At 3 Sqs	8

4 Conjure Native Beetles

LEVEL

Tier 1

295-1

Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8



Created by COPILOT

COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	4 Squares	1 Mark	2 Rounds	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
2	Mundane	Battle-Offense	SYL-ORX-STM-EOL-DOK	SKL 2



Details:

- Conjuers an insect swarm within Range to attack nearest creature to the caster.
- Insect Swarm has the following stats:
 - Battle Stats: HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8
- Circles of Containment will hold the insects in or out without the need for a Save.

Creation of beetleroot:

- 4 hrs & SKL:4 makes 1 vial (10 pinches) of cinderroot.
- Beetle shells, Palm root, oil
- Needs campfire.
- Duration (Shelf life): EOY.

This DOES...

- Does conjure insects native to the area, should there be any available.
- Does attack only a single Target each round.
- Does one attack per round outside of the caster's attacks.
- Does progress the nearest living target. Even if the target is friendly with the caster.

This does NOT...

- Does NOT function if there are no insects within the AoE.
- Does NOT conjure non-natural or non-native insects.
- Does NOT attack more than 1 Target.



Focus Items and/or Kits:

- Damage by Insect Swarm is not rolled, set to 5 Dmg.
- Focus Item with crystal is NOT passive.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0
12	COUNTER: End Ongoing Da	End Rd	SKL	12



Creations:

- Beetleroot Granules (Bag). BUY:3 GP.
- 1 Bag of Beetleroot per 4 hrs.
 - Beetle shells, Coral Lime, Pine Wood.
 - Campfire. Creation SP: x3 spell cost.



Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Damage Increased +50%	8
9	Duration +50%	6
9	Range +50%	6
12	Range X2	8
14	Damage X2	12
14	Duration X2	8

6

Conjure Arcane Beetles

LEVELTier 2282-1

Save to conjure. Attacks nearest enemy for 1d8 dmg. X2x2



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	8 Squares	1 Square	3 Rounds	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
3	Magical	Battle-Offense	DOK-EOL	SKL2



Created by COPILOT

- Details:**
- Attempts to conjure Fire Beetles by succeeding on the Save.
 - The Fire Beetles are not a thinking, living creature,
 - The swarm can still be damaged (disrupted) enough to be sent back.
 - Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8
 - Stats are for entire swarm and is treated as a single target.

- NOTE:**
- If the beetles have done more than 5 points of damage within the battle,
 - the shells of the dead beetles are left behind.
 - The shells are an ingredient for the creation of cinderroot.

- This DOES...**
- Does allow the Caster to direct the Fire Beetles to an enemy within the Range,
 - Does continues through Duration even if caster is not aware.
 - Does conintue if the Caster fall unconscious,
 - The Fire Beetles will continue to attack the Target the Caster designated and no others,
 - Caster must be conscious to direct the Fire Beetles to another Target.
 - Does conjure the Fire Beetles to appear on the floor at the targeted area.
 - Does require continued direction and attention from character on rounds 2 and 3.

- This does NOT...**
- Does NOT allow the Fire Beetles to cross a Circle of Protection.
 - Does not have any effect if the Save fails.



- Focus Items and/or Kits:**
- Focus Item with crystal is NOT passive.
 - Use of the Focus will set the Save to SKL:>05,

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
12	COUNTER: End Ongoing Da	End Rd	SKL	12



- Creations:**
- Cinderroot powder (Bag, 10 pnch). BUY:45 GP.
- Bag (10 pinches) of an often needed ingredient.
 - Beetle Shells, Common Stone, Common Soil,
 - Campfire. Creation SP: 12 pts. NO EXPIRATION.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Damage Increased +50%	8
9	Duration +50%	6
9	Range +50%	6
12	Range X2	8
14	Damage X2	12
14	Duration X2	8
18	Duration X4	10
18	Range X4	10

8

Flame Strike

LEVELTier 2441-1

No ToHIT. Magical fire lobbed. Dmg 4d10 +ACU. Save for 1/2.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	4 Squares	1 Square	1 Round	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Battle-Offense	DOK	RM2



Created by COPILOT

Details:

- Creatures that live in and around fire are not affected normally.
- The AoE x2 Enhancement takes the 1x1 Square AoE and makes it 2x2 Squares.
- Requires the Target to roll a Save,
 - Success means that the Target takes half damage.
 - Failure means that the Target takes full damage.

This DOES...

- Does deal 3d12 + ACU damage to a 1x1 Square,
 - If more than one creature fully occupies the 1x1 square they are all affected,
 - All affected creatures roll their own Save, with the same outcomes as listed,
 - Damage rolled is applied to each creature affected, not distributed.

This does NOT...

- Does NOT allow for anything to catch on fire.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Creatures that live in and around fire ARE affected.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage Increased +50%	8
9	Range +50%	6
12	AoE X2	6
12	Range X2	8

12

Circle - Dimensional Expulsion

LEVEL

Tier 3

519-1

Pass Save to expell a dimension creature/item to Dimension.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	Touch	3x3 Square	1 Round	12 Secs (2 Rds)
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
3	Magical	Battle-Offense	DOK	MR2



Created by COPILOT

- Details:**
- This is cast using chalk outlined circle.
 - Once spell starts outline fades to be unseen.
 - Once spell has been cast,
 - any Dimension creature / item will immediately be teleported back to the Dimension plane.
 - to a random location within Dimension.

- This DOES...**
- Each teleport back to the Dimension plane is done if the Save passes.
 - The caster rolls a Save to ensure the teleport works.
 - Range is for casting. Distance to caster does not matter after casting.
 - Spell continues to power the potential teleports until the duration ends.

- This does NOT...**
- Does NOT affect any non-Dimesion creature or item.

Focus Items and/or Kits:

- Not required.

Creations:

- No creations. Usable only as a spell/skill.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0
11	COUNTER: Disrupt Perimeter	Initiative	SKL	12

Enhancements:

LVL	ENHANCEMENTS	COST
12	AoE X2	6
14	Save -1 Col	8

12

Class Power Attack (FIRE)

LEVEL

Tier 3

956-1

Class Bolt Dmg 5d10+ACU. Save for 1/2 dmg IF same class.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	8 Squares	1 Target	1 Round	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Battle-Offense	DOK-SYL-STM-EOL-ORX	RM3



Created by COPILOT

Details:

- Dokour use Fire.

This DOES...

- Does allow targets the with the same class as the caster to Save for 1/2 damage.
- Does allow the caster to use their class power to attack a target.
- Does the power will do 6d10 + ACU points of damage,
- Does allow the target to roll a Save to avoid half of the total damage with a passing result.
 - IF the target is able to used the same type of power they are attack with.
- Does send a bolt of power directly to the target.

This does NOT...

- Does NOT apply any mundane damage,
 - Example: Class Power Attack does not light anything on fire.

Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Enemy to pass another RM:3 Save vs knocked back 1 Sq.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10

13

Fire Bombardment

LEVEL

Tier 4

531-1

Lobs magical fire. 6d10 +ACU dmg. 3 Sqs. Save for 1/2 dmg.



COST	RANGE	AoE	DURATION	ROLL OUT
16 pts	12 Squares	1x3 Squares	1 Round	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Battle-Offense	DOK	RM2



Created by COPILOT

Details:

- Requires the Target to roll a Save,
- Success means that the Target takes half damage.
- Failure means that the Target takes full damage.

This DOES...

- Does deal Damage = 6d10 + ACU bonus to 3 squares,
- If a single creature is in all 3 squares then it takes 3x damage.

This does NOT...

- Does NOT allow for anything to catch on fire.
- Does NOT creatures that live in and around fire.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Creatures that live in and around fire ARE affected.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage Increased +50%	8
9	Range +50%	6
9	Range +50%	6
12	Range X2	8

15

Dokour Flame Attack

LEVEL

Tier 4

704-1

Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 damage.



COST	RANGE	AoE	DURATION	ROLL OUT	
16 pts	8 Squares	1 Target	1 Round	Initiative	
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
99	Magical	Battle-Offense	DOK	RM	3



Created by COPILOT

Details:

- Deals a significant amount of magical fire damage.

This DOES...

- Does 5d8 +12 +Acumen Bonus in damage.
- Does allow the target to roll a Save to avoid half of the total damage with a passing result.
- Does directs a ball of magical flame straight to the target.

This does NOT...

- Does NOT apply any mundane damage,
 - Does not light anything on fire since this is a magical fire.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Caster deals an extra 4 Damage per die rolled.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
9	Range +50%	6
12	Range X2	8

4

Gathering The Darkness

LEVEL

Tier 1

515-1

Target is outlined in pure shadow if Save is passed.



COST	RANGE	AoE	DURATION	ROLL OUT	
4 pts	Touch	Self	6 Hours	10 Minutes	
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
1	Magical	Illusion-Reality	DOK	RM	2



- Details:**
- This is useful in the daylight as an intimidation tactic.
 - This can be useful at night to assist with camouflage.
 - Save is used both for camouflage in shadow and intimidation, depending on the circumstance.
 - Save is rolled by the Target, not the Caster.

- This DOES...**
- Does outline the Caster's form in pure shadow, but does not completely obfuscate them.

- This does NOT...**
- Does NOT muffle any sounds the Caster might make.
 - Does NOT fully obfuscate the targets form in shadow.



- Focus Items and/or Kits:**
- Focus staff with crystal is NOT passive.
 - Mists added to shadows (intimidation).

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0
11	COUNTER: Disrupt Images	Instant	SKL	12

- Creations:**
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Duration +50%	6
14	Duration X2	8

2

Healing Flames 1d4 HP per Tier

LEVEL

Tier 1

251-4

Roll 1d4. Flame damage x2. Healing x3. Save if self heal.



Created by COPILOT

COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Touch	1 Recipient	Permanent	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Health-Life-Death	DOK	SKL3

Details:

- Roll 1d4. Dmg x2 then Heal x3
 - First roll the dice (1d4) and note the result,
 - Next, apply x2 rolled result as DAMAGE while it draws energy from the whole body,
 - Finally, apply x3 times the amount rolled result as healing to the wounds.

This DOES...

- Does heal living creatures and plants.
- Does Has possibility of knocking Recipient out if their points drop below their threshold.
 - If below 1 HP the Recipient will black out and fall.
 - When back above 1 HP they will be able to rise again.
- Does have the possibility of killing a Recipient if their points drop too low.
- Does automatically 'bind' the wound. (Stop bleeding).
- Does allow the Caster to choose what Tier level to use.

This does NOT...

- Does NOT heal anything not currently living,
 - Dead, undead, living dead.
 - Constructs, un-embodied life.
- Does NOT allow a person killed by the drop in points to automatically come back,
 - They would be dead.
 - Some sort of life reviving spell would be needed.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Gain a +1 HP to healing when cast through a focus.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0



Creations:

- Healing Flames Breakable. BUY:20 GP.
- Roll 2d4. x2 Dmg, x3 Heal. +4 if DOK applies.
 - Pieces of Flint, Wild Garlic Oil, Trench Mold.
 - Campfire. Creation SP: x3 spell cost.



Enhancements:

LVL	ENHANCEMENTS	COST
9	Range Set at 1 Sq	6
14	Range Set At 3 Sqs	8
18	Healing +4	10
18	Healing +8	10

3

Reduce Fire Damage

LEVEL

Tier 1

311-1

Magical/mundane fire dmg is reduced by 1 per die, min 1.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Self	Caster	20 Minutes	5 Rounds
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Magical	Health-Life-Death	DOK	HTH2



Created by COPILOT

Details:

- Any magical or mundane fire damage is reduced by 2 per die of damage, minimum of 1.
 - Caster can roll a Save to appear unaffected by the fire.
- (Walnut Sized Orange Ceramic Ball)

This DOES...

- Does reduce the total damage taken from magical or mundane fire by 2 per die.
- Does require person to break item to enact.

This does NOT...

- Does NOT reduce damage below 1.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Doubles protection fire damage reduced by 4, min 1.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%
10	COUNTER: Remove Magic D	Instant	SKL	12



Creations:

- Fire Damage Reduction Breakable. BUY:10 GP.
- Magic/Mundane fire dmg -1 per die. (min 1)
 - Beetleroot, Limestone, Postash.
 - Campfire. Creation SP: x3 spell cost.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Duration +50%	6
12	Rollout Initiative	12
14	Duration X2	8
14	Save -1 Col	8
18	Duration X4	10

4

Final Rites

LEVEL

Tier 1

822-1

Dead are pushed beyond this world. A diety must be named.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Touch	1 Body	Permanent	2 Hours
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	Health-Life-Death	DOK	none



Created by COPILOT

Details:

- This spell will ensure the dead stay dead.
 - When cast as a consecration the Duration is Permanent.
 - It is thought the soul is pushed to Dimension, but there is no way to confirm as of yet.
 - Any spells to communicate, raise, or bring back the Dead are no longer possible.
 - To use this as a consecration spell the Target must be deceased.
- When casting this spell the name of a God/Goddess to seal (end) the spell.

This DOES...

- Does move the soul of a recently deceased Target to a place away from influence.

This does NOT...

- Does NOT affect any Target that has been dead longer than 1 month.

Focus Items and/or Kits:

- Not required.

Creations:

- No creations. Usable only as a spell/skill.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6
14	Range Set At 3 Sas	8

5

Cleansing Fire

LEVEL

Tier 2

445-1

1 hp Dmg per hour. Immune to Sickness/Disease.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Self	Self	12 Hours	30 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Magical	Health-Life-Death	DOK	none



Created by COPILOT

Details:

- Caster enters a meditative state during the RollOut.
 - During this time the caster appears to be engulfed in magenta flames.
- After the RollOut, and for the remainder of the duration, caster is continuously sweating.
- The flames that engulf the caster are magical flames and cannot create any fires.
- All the other resulting effects are mundane.

This DOES...

- Does remove any Sickness/Disease from the casterby the end of the first hour.
- Does for the entire duration the casteris immune to Sickness/Disease.
- Does deal 1 damage for every hour of the Duration.

This does NOT...

- Does NOT set anything on fire.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Allows casting on another person.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Unable To Continue	InstaInt	none	0
1	Fake Effort	1 Round	none	-2
1	Tiro Mess To Block Skill	Instant	SKL:3	25%

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
9	Duration +50%	6
14	Duration X2	8

5 Repair Undead/Living Dead

LEVEL

Tier 2

879-1

Max gain of SP set to 20 SP per day.



COST	RANGE	AoE	DURATION	ROLL OUT
-2 pts	Touch	1 Target	Perm	1 Minute
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Magical	Health-Life-Death	DOK	none



Created by COPILOT

Details:

- Allows the Dokour to gain energy from the darker side.
- Remember, if skeletons are engaged into battle they might not stop on command.

This DOES...

- Does heal the target for 1d6 if they are undead or living dead.
- Does potentially regenerate 2 SP to the caster.
 - Target must be not at full strength.
 - Maximum the caster can gain is 2 SP per casting and 20 SP per day.

This does NOT...

- Does NOT have any effect on anything but undead and living dead.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Caster does not contract sickness/disease

Creations:

- No creations. Usable only as a spell/skill.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0
10	COUNTER: Block Healing	Instant	SKL	13

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
12	Rollout Initiative	12
14	Range Set At 3 Sqs	8
18	Range X4	10

2

Dozing or Heavy Sleep

LEVEL

Tier 1

268-1

Inactive persons. Save: pass = 1d6 hrs. Fail = Light sleep.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	4 Squares	1 Target	1d6 Hours	1 Minute
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	Shelter-Rest-Protection	DOK	SNS2



Created by COPILOT

Details:

- Can possibly push an inactive person into sleep.
- Sleep can still be interrupted by normal external, mudane means.
 - Examples include loud noises, moving the Target, etc.
 - Extra saves may be needed based on situation.
- If a Target falls asleep due to this spell the Target cannot wake self.

This DOES...

- Does give complete rest to the Target if they continue sleep for 6+ hours.
- Does allow the Target to roll a Save.
 - Failure means Target falls into a light sleep.
 - Success means the GM rolls a d6 to see how long the Target remains asleep.

This does NOT...

- Does NOT have any effect on an active person.
- Does NOT stop an affected Target from being woken up.
- Does NOT create a light that draws attention unless all other areas are pitch black.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Makes the Save one column worse for the Target.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Range +50%	6
12	Range X2	8
12	Rollout Halved	6
12	Rollout Initiative	12
14	Stacking Limit +1	8

7

Deep Doze

LEVEL

Tier 2

517-1

4 deep sleep hours to recover from exhaustion.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Touch	1 Crtr/Tier	4 Hours	10 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Shelter-Rest-Protection	DOK	SNS4



Created by COPILOT

Details:

- After the 4 hours of uninterrupted sleep the Target recovers from exhaustion.
 - This includes exhaustion from chasing, being chased, or casting certain spells.
 - This does NOT help with exhaustion from Overcasting.
- Waking up before the Duration expiration negates the usual morning replenishment.
 - An early wake up leaves the Recipient as tired as if they had gotten no sleep at all.
 - Too much of this (7+ days) in a row without proper rest WILL result in exhaustion.

This DOES...

- Does allow for a full night's rest in the span of 4 hours.
- Does make it very difficult to wake the recipient from sleep.
 - Recipient must Save to wake before 4 hours is up.

This does NOT...

- Does NOT create a Nae'Em connection of any kind between the Caster and the Recipient(s).
- Does NOT normally allow the Recipient to wake up on their own,
 - Any Recipient passing the Save indicates a graceful wake up on time.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Can create a dim night light (Index:3) that is

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
12	Rollout Halved	6
14	Range Set At 3 Sas	8

6

Speak with Dead

LEVEL

Tier 2

291-1

Up to 100 years dead per Tier. Skull answers in common.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Touch	1 Target	5 Questions	20 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Magical	2 Nae'Em-People	DOK	none



Created by COPILOT

Details:

- Caster speaks aloud to the dead and hears out loud the responses.
- Caster creates a limited and forced Cae'Em relationship with the target.

This DOES...

- Does limit the time to 1 hour or 5 questions, which ever happens soonest.
- Does allow the caster to converse with a creature that is dead,
 - Up to 100 years per Tier of the caster.
- Does require to have some solid portion of the skull to be still remaining.
- Does require the target to be dead and not animated in any way.
- Does require the target to be NOT be magic'd in any way.
- Does force the target to respond to each question.
- Does interpret any older versions of a common language to the current common language.

This does NOT...

- Does NOT work on previously questioned targets. (Previous Nae'Em for the current caster)
- Does NOT have any effect when non-questions are put forth.
- Does NOT guarantee truthful or accurate responses.
- Does NOT interpret arcane or secret languages.
- Does NOT have any effect on undead or living dead, although it may appear to work.
- Does NOT have any effect on dead creatures that had lived without a head.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Allows caster to know if the response to the



Xxx'Em Spells (Bonds/Connections):

- This is an Cae'Em connection with a construct (temp).
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Range Set at 1 Sq	6
12	Rollout Halved	6
14	Range Set At 3 Sas	8

7

Direction To Dokour Target

LEVEL

Tier 2

900-1

Save Column varies to reveal alignments from 50 to 200.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Self	7 Mark/Tier Radius	Instant	1 Hour
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	2 Nae'Em-People	DOK	RMVaries

GM



Created by COPILOT

Details:

- Any conversation through the Nae'Em does not allow each to know about the other. Only conversation will be allowed the current Nae'Em.
- Caster can choose to cast at a lower Tier.
- Targets are 50 pts easier to find if they have a connected Focus Item.

This DOES...

- Does reveal other Dokour within the range based on the results of the Savings throw:
 - If the Savings Throw roll . . .
 - is from 0 to 05, no targets are revealed.
 - beats Column 1, all targets with alignment over 150 will be revealed.
 - beats Column 2, all targets with alignment over 125 will be revealed.
 - beats Column 3, all targets with alignment over 100 will be revealed.
 - beats Column 4, all targets with alignment over 75 will be revealed.
 - is from 96 to 00 all targets with alignment over 50 will be revealed.
 - ADJUSTMENT: Save if target has a Focus Item. Subtract 50 from targets alignment.
- Does give N, NE, E, SE, S, SW, W, and NW. No distance (other than within AoE).

This does NOT...

- Does NOT reveal any Dokour with an alignment lower than 50.
- Does NOT reveal any Dokour that are NOT of a civilized race.
- Does NOT reveal any creatures that are NOT Dokour.
- Does NOT require the caster of this spell to use the Nae'Em that is created.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Subtracts 50 points from the targets alignment.



Xxx'Em Spells (Bonds/Connections):

- This is an Nae'Em connection with person.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
12	Rollout Halved	6

7

Speak To Dokour Target

LEVEL

Tier 2

890-1

Talk to a previously identified target.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	3 Marks	1 Recipient	1 Round per Tier	1 Hour
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
7	Magical	2 Nae'Em-People	DOK	SKL1



Created by COPILOT

Details:

- This allows caster to scry on a civilized creature that is:
 - a Dokour caster and identified by this same caster using 'Direction To Dokour Target'.

This DOES...

- Does require the target,
 - to be within Range,
 - to have already been identified by the 'Direction To Dokour Target' spell.
- Does allow the caster OR bonded to initiate an instant mental conversation.
 - This conversation is strictly 1 to 1.
- Does allow either caster or recipient to end this spell and connection,
 - This can be done at any time and only takes a minute to do.
- Does require a SKL:1 Save to be passed.

This does NOT...

- Does NOT send any tactile, olfactory, or audible senses.
- Does NOT send any mental images.
- Does NOT allow casting through the bond.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Improves the Save by 1 column (SKL:1 to SKL:>05)



Xxx'Em Spells (Bonds/Connections):

- This is an Nae'Em connection with a person
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Unable To Continue	InstaInt	none	0
6	Attention Avoidance	6 Minutes	SNS:2	8
10	COUNTER: Block Scrying	Initiative	SKL	12

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6

11 Connect To An Arcane Focus Item

LEVEL

Tier 3

627-1

Creates connection between caster and a Arcane Focus Item.



COST	RANGE	AoE	DURATION	ROLL OUT
36 pts	Touch	1 Item	Permanent	3 Days
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	2 Nae'Em-People	DOK-SYL-STM-EOL-ORX	RM3



Created by COPILOT

- Details:**
- Creates a connection between the caster and the Arcane Focus Item.

- This DOES...**
- Does require the item to be of the highest quality.
 - Minimum GP value of 10,000.
 - Does work only if the caster is not currently connected to another Arcane Focus Item.
 - Does create the casters connection to the item provided the Save is passed.

- This does NOT...**
- Does NOT have any effect if the Save fails (at end of Rollout).
 - Does NOT continue or have any effect if blocked by a 'Tiro Mess' spell.



- Focus Items and/or Kits:**
- Focus ITEM with crystal is NOT passive.
 - Caster must not have a current Focus Item.



- Xxx'Em Spells (Bonds/Connections):**
- This is an Tae'Em connection with a thing.
 - Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%

- Creations:**
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Range +50%	6
9	Range Set at 1 Sq	6
12	Range X2	8
18	Range X4	10

11

Disconnect An Arcane Focus Item

LEVEL

Tier 3

626-1

Removes connection between all creatures and focus item.



COST	RANGE	AoE	DURATION	ROLL OUT
36 pts	Touch	Current Item	Permanent	20 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	2 Nae'Em-People	DOK-SYL-STM-EOL-ORX	SKL2



Created by COPILOT

Details:

- Removes the connection between the casters current Arcane Focus item

This DOES...

- Does remove a casters connection to the item provided the Save is passed.

This does NOT...

- Does NOT reveal where the item is to the focus owner
- Does NOT have any effect if the Save fails (at end of Rollout).

Focus Items and/or Kits:

- Not required.

Creations:

- No creations. Usable only as the action.



Xxx'Em Spells (Bonds/Connections):

- This is an Tae'Em connection with a thing.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
18	Nae'Em Clues Removed	20

16

Reveal True Name

LEVEL

Tier 4

631-1

This uses all the clues to find the True Name.



COST	RANGE	AoE	DURATION	ROLL OUT
64 pts	1 Square	1 Square	Permanent	12 Hours
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	2 Nae'Em-People	DOK-SYL-STM-EOL-ORX	none





Created by COPILOT

Details:


- This uses all the clues the caster has gathered attempt to find the True Name.

This DOES...

- Does require the caster to state all the clues and,
 - Identify the target the best they can.
- Does this uses all the clues the caster has gathered.
- Does then adjusts the points for how old the information is.
- Does finds the % to be rolled.
- Does the caster must roll under the % to pass.
- Does will alert the target regardless of the outcome of the roll,
 - The target will know the direct to go to find this castings location,
 - The target will know how many marks to go to find this castings location,
 - If this spell worked the target will know that,
 - If this spell fails the target NOT will know that.


This does NOT...

- Does NOT inform the target of any other information.
- Does NOT announce out loud the True Name,
 - If the True Name roll passes only the caster will know it.



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Sets Rollout to 8 Hours.



Xxx'Em Spells (Bonds/Connections):

- This is an Nae'Em connection with a person.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0
0	Unable To Continue	InstaInt	none	0

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
9	Range +50%	6
12	Range X2	8
18	Range X4	10

18

Dead Spirit Conversation Circle

LEVEL

Tier 5

462-1

Speaks with up to 6 souls. Requires a ritual.



COST	RANGE	AoE	DURATION	ROLL OUT
20 pts	6 Squares	1 Spirit	ROLLOUT	10 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Magical	2 Nae'Em-People	STM-DOK	SKL2



Created by COPILOT

Details:

- Caster performs a summoning ritual using a summoning circle, then summons a spirit to speak to them.
- Communication is also voluntary on the spirit's part,
 - the summoning itself is not voluntary.
- It is expected each question/answer takes a minute.
- If a question is not answered it does not count as one of the 'questions'.

This DOES...

- Does require a 10-minute summoning ritual to be performed by the caster.
- Does require the caster to have a personal item of each of the deceased.
- Does require the caster to pass a SKL:2 save to summon the spirit. (Fail: no summon)

This does NOT...

- Does NOT allow the summoning of deceased persons that's been dead for a 100+ years.
- Does NOT allow the caster to continue the ritual once it's been interrupted.
 - They must start over for the full duration.
- Does NOT allow the caster to force the spirit to comply with requests.



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive
- The Save required is now SKL:1.



Xxx'Em Spells (Bonds/Connections):

- This Is an Cae'Em connection with a construct.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
9	Range +50%	6
12	Rollout Halved	6

3 Invoice Temporary Imp

LEVEL

Tier 1

901-1

Image of mini caster. HP:12 Attk:s:x1x1 Dmg:1d2



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	8 Squares	PMP	1 day / Tier	1 Hour
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Magical	3 Ae'Em-Animal	DOK	RM 2



Created by COPILOT

Details:

Noteworthy info: Caster looses a bit of weight (Mass) in order to create this.

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

MOVE: Flight @ Walk/Run speed of 7 squares.

Fly : 4 squares up from land or lava

Fairly intelligent. Can work to avoid being noticed and can plan and hide.

This DOES...

- Does create a creature that closely resembles the caster,
 - except is only 6 inches high (15 cm).
- Does make a temporary but noticable magical flame during the creation.

This does NOT...

- Does NOT give the imp all of the abilities of the caster.
- Does NOT make a mundane flame during creation,
 - the creation flame will not burn items in or around it.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Can alter skin color to another natural color.



Xxx'Em Spells (Bonds/Connections):

- This is a Cae'Em connection with a construct.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
12	Range X2	8
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10
18	Range X4	10

5

Invoke Imp Partner (Year long)

LEVEL

Tier 2

870-1

Brings in imp (large insect size). Can be scryed on.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	30 Squares	PMP	End of Year	2 Days (24 Hrs)
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Magical	3 Ae'Em-Animal	DOK	none



Created by COPILOT

Details:

Noteworthy info: Caster looses a bit of weight (Mass) in order to create this.

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

MOVE: Flight @ Walk/Run speed of 7 squares.
Fly : 4 squares up from land or lava
Fairly intelligent. Can work to avoid being noticed and can plan and hide.

This DOES...

- Does create a creature that closely resembles the caster,
 - except is only 6 inches high (15 cm).
- Does make a temporary but noticable magical flame during the creation.
- Does allow caster to have instant communication with the imp through the Cae'Em.

This does NOT...

- Does NOT give the imp all of the abilities of the caster.
- Does NOT make a mundane flame during creation,
 - the creation flame will not burn items in or around it.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Can alter skin color to another natural color.



Xxx'Em Spells (Bonds/Connections):

- This is an Cae'Em connection with construct.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10

2 Hot Conversations

LEVEL

Tier 1

552-1

Audio visual fire to fire Nae'Em. Small item pass through.



COST 4 pts	RANGE PMP	AoE 2 Fires	DURATION 20 Minutes	ROLL OUT 2 Rounds
STACK 1	OUTCOME Magical	COLLECTION 4 Vae'Em-Venue Site	CLASS GROUPS DOK	SAVE COL none

Details:

- This spell is officially classified as a Scrying variation spell.
- This is used to create a communication spot.
 - Another spot must have already been created by the Caster in order to communicate to it.
 - It is up to the Player to track the number of spots that have been created.
- First casting sets up the Communication Spot and does not require a fire.
 - However a byproduct of this spell causes a small fire, akin to a campfire.
 - Note that the creation of a campfire could be an effective cover story to use.
- Flames of fire used by Caster to communicate must be large enough to profile Caster's face.
- As long as the fires continues on both ends the spell will continue until Duration ends.

This DOES...

- This does create a Communication Spot,
 - Another spot must have already been created by the Caster in order to communicate to it.
 - It is up to the Player to track the number of spots that have been created.
- Does allow the passing through of a single object.
 - This object must be able to fully fit within the Caster's closed hand.
 - There must be someone on the other side to receive the item.
- Does allow the recipient at the other fire to hear the Caster as if they are 1 square apart.
 - Anyone close enough to either fire might be able to overhear the conversation.

This does NOT...

- Does NOT cause any fire damage to the Caster.
- Does NOT transport anything bigger than an item that can fit within the Caster's closed hand.
- Does NOT allow the passing through of an item without someone on the other end to take it.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Pass a small item w/o a recipient on other end.



Xxx'Em Spells (Bonds/Connections):

- This is a Vae'Em connection with a location/venue.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0
11	COUNTER: Disrupt Images	Instant	SKL	12

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Halved	6
12	Rollout Initiative	12
14	Duration X2	8
18	Duration X4	10
18	Nae'Em Clues Removed	20

5


Dimension Quick Portal


LEVEL

Tier 2


898-1

Portal into Dimension. 2d4 or 2d6 dmg to travel





COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	2 Squares	3 Civilized crtrs	1 Min	20 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Magical	4 Vae'Em-Venue Site	DOK	none



Created by COPILOT


- Details:**
- It is suggested that this spell NOT be cast from heavily populated areas.
 - Due to the likelihood they will end up in a populated area in the targeted plane.
 - Sends the caster to/from a location that corresponds with the other plane.
 - Each PMP has it's own corresponding Dimension,
 - Thus each portal to/from will align with the same spot in both.
 - Travel within Dimension passed quickly,
 - 1 hour of travel in Dimension is equal to 4 hours of travel in a normal PMP.

- This DOES...**
- Does open to the same corresponding place on the other plane.
 - Does stays open even if the caster is asleep, outcold, or even dead.
 - Does cause magical damage while passing through or staying in the portal. Each round,
 - Each round while standing (not moving) in the port causes 4d8 damage,
 - Each round (or less) when traveling from PMP to Dimension causes 2d4 damage,
 - Each round (or less) when traveling from Dimension to PMP causes 2d6 damage.
 - Does require the caster to pass through the portal before others do so.

- This does NOT...**
- Does NOT cause mundane damage. Thus does not light things afire.

- Focus Items and/or Kits:**
- Not required.

- Creations:**
- No creations. Usable only as a spell/skill.

- 
- Xxx'Em Spells (Bonds/Connections):**
- This is a Vae'Em connection with venue or location.
 - Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

7

View Dimension

LEVEL

Tier 2

516-1

View the area of Dimension.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	10 to 100 Sqs sight	2x2 Sq Perimeter	6 Hours	10 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	4 Vae'Em-Venue Site	DOK	none



Created by COPILOT

Details:

- Caster cannot move the scry point, but can move around to see in other directions.

This DOES...

- Does require the caster to create this spell within 1 square of themselves.
 - Range refers to viewing, not casting.
- Does muffle most sounds an adventuring party might make.
 - Sharp, shrill, or very loud noises can still be noticed.
- Does allow viewers in Dimension to see into the PMP AoE if they are 6 squares or closer.
- Does allow viewers in PMP AoE to see, smell, and hear within Range,
 - Range can be modified by light, obstacles, and more.

This does NOT...

- Does NOT change the hearing or vision of those within the AoE for better or worse.
- Does NOT allow the caster to move the scrying area,
 - caster can move around the scry area to see in other directions.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Able to use a light spell inside Dimension.



Xxx'Em Spells (Bonds/Connections):

- This is a Vae'Em connection with a location/venue.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
11	COUNTER: Disrupt Images	Instant	SKL	12

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Halved	6
14	Duration X2	8
14	Save +1 Col	8

10

PMP To/From Dimension Portal

LEVEL

Tier 3

341-1

Portal into Dimension. 2d4 or 2d6 dmg to travel, Save for 1/2.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	Touch	Portal Structure	2 Minutes	1 Hour
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Magical	4 Vae'Em-Venue Site	DOK	RM2



Created by COPILOT

Details:

- It is suggested that this spell NOT be cast from heavily populated areas.
 - Due to the likelihood they will end up in a populated area in the targeted plane.
- Sends the caster to/from a location that corresponds with the other plane.
- Each PMP has it's own corresponding Dimension,
 - Thus each portal to/from will align with the same spot in both.
- Travel within Dimension passed quickly,
 - 1 hour of travel in Dimension is equal to 4 hours of travel in a normal PMP.

This DOES...

- Does open to the same corresponding place on the other plane.
- Does stays open even if the caster is asleep, outcold, or even dead.
- Does cause magical damage while passing through or staying in the portal. Each round,
 - Each round while standing (not moving) in the port causes 4d8 damage,
 - Each round (or less) when traveling from PMP to Dimension causes 2d4 damage,
 - Each round (or less) when traveling from Dimension to PMP causes 2d6 damage.
- Does require the caster to pass through the portal before others do so.

This does NOT...

- Does NOT cause mundane damage. Thus does not light things afire.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Cause more fire damage to all except self.



Xxx'Em Spells (Bonds/Connections):

- This Is an Vae'Em connection with a location/venue.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
11	COUNTER: Disrupt Perimeter	Initiative	SKL	12

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Halved	6
14	Duration X2	8
14	Save -1 Col	8
18	Duration X4	10

8

Scry on Imp Spy

LEVELTier 2880-1

Can scry on your Imp within PMP.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Touch	1x2x2 Squares	4 Hours	1 Minute
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
3	Magical	5 Tae'Em-Thing	DOK	none



Created by COPILOT

Details:

Does not communication with Imp... only can see through imps eyes. (Infravision)

This DOES...

- Does require the caster to have previously created an Imp.
- Does allow caster to see through imps eyes with normal vision only.

This does NOT...

- Does NOT give caster the ability to communicate with the imp.
 - Partner imps already have a Nae'Em type communication with the caster.



Focus Items and/or Kits:

- Focus Staff with crystal is NOT passive.
- Can send one simple command per scry spell.



Xxx'Em Spells (Bonds/Connections):

- This Is an Cae'Em connection with an Imp Construct.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0
10	COUNTER: Block Scrying	Initiative	SKL	12

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
14	Range Set At 3 Sqs	8
14	Save -1 Col	8

7

Invoke Skeleton/Drifter

LEVELTier 2439-5

X

Calendar icon

1

Clock icon

COST	RANGE	AoE	DURATION	ROLL OUT
16 pts				
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
	Mundane	6 Cae'Em-Construct	DOK	RM3

Created by COPILOT

Details:

- Summons a Skeleton or Drifter to the Caster's proximity:
 - Caster's who have no protection from the summoned might be in danger.
 - The Saving throw represents the Caster's ability to find the closest Raised available.
- The Raised Undead will continue until the end of the Duration or until destroyed.

Ailment is a skeleton with miasma around it.
And the miasma is unseen and only goes out 2 squares

This DOES...

- Does summon either a Skeleton or a Drifter.
- Does allow the caster to set a single instruction,
 - This must be a simple instruction the Raised is capable of doing.
- Does send the Skeleton or Drifter back to it's origin point at the end of Duration.
- Does requires the Caster to choose either a Skeleton or a Drifter at the time of casting.

- Remember, if skeletons are engaged into battle they might not stop on command.

This does NOT...

- Does NOT provide a Nae'Em connection between the Caster and the Skeleton/Drifter.
- Does NOT have any effect if the instruction is too complex, the Raised just stays in one place.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- The Stacking Limit becomes 5.



Xxx'Em Spells (Bonds/Connections):

- This is an Cae'Em connection with a construct.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0



Creations:

- 6 Hrs creates 1 Skeleton. Cost:16 pts.
- 6 pch Cinderroot, Grave dirt,
- Need corpse,
- Duration: 6 months. Then Drifter is possible.



Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
12	Rollout Halved	6

8 Create Zombie/Skeleton

LEVEL

Tier 2

540-5

X



COST	RANGE	AoE	DURATION	ROLL OUT
20 pts	Touch	1 Target	Save @ Cycle	6 Hours
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
7	Mundane	6 Cae'Em-Construct	DOK	RM 3



Created by COPILOT

Details:

- Requires 6 pinches of Cinder Root (expected cost of ~3 gold).
- The intention of this spell is to create a Zombie, which requires tissue, muscles, & bone.
 - When there is a lack of tissue and muscles (soft materials) a Skeleton is created.
- A zombie has more articulation than a skeleton and can be redirected as needed.
 - They respond to up to 3 different simple triggers, set up at the time of the skill.
 - Redirection in battle to another trigger uses one of the Caster's spell actions.
- At end of year the tissue/muscles slough off the body leaving behind only skeletal remains.
 - buried skeletal remains can only produce a Skeleton, not a Zombie.
 - Skeletons are NOT redirectable, taking a single command which they sustain forever.
- Therefore this skill can make Zombies or Skeletons depending on what remains you have.
- If the Zombie/Skeleton is within their Creation site the Save is 1 column better.

This DOES...

- Does grant a half life to a corpse. The corpse...
 - Must be of a civilized creature, i.e. Oergle, Elf, Human, etc.
 - Must be a standard physical representation of the race, i.e. no missing limbs
 - Decaying or decomposing tissue is NOT a consideration
 - Can be piecemealed together as long as it is a standard physical representation
 - Cannot have had any successful Consecration done to it or any of its parts.
 - Must be within 6 months of death to be useable.
- Does allow the embedding of 3 commands during the RollOut of this skill.
 - If the caster misses the time to embed commands to a Zombie the skill is wasted.
 - If the caster misses the time to embed commands to a Skeleton it is randomly assigned.

- Remember, if skeletons are engaged into battle they might not stop on command.

This does NOT...

- Does NOT bring back the full faculties that the former life held.
- Does NOT create a creature that will think for itself.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Home ground changes from Creation Point+1 Mark



Xxx'Em Spells (Bonds/Connections):

- This is an Cae'Em connection with a construct.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0



Creations:

- 6 Hrs creates 1 Zombie. Cost:20 pts.
- 6 pch Cinderroot, Grave dirt,
- Need corpse,
- Duration: 6 months. Then Skeleton is possible.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range Set at 1 Sq	6
12	Rollout Halved	6
14	Range Set At 3 Sas	8

10 Create Plague Bearer/Drifter

LEVEL

Tier 3

813-5

X



Created by COPILOT

COST	RANGE	AoE	DURATION	ROLL OUT
24 pts	Touch	1 Corpse	Save @ Cycle	6 Hours
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
7	Mundane	6 Cae'Em-Construct	DOK	RM 3



Details:

- Requires 6 pinches of Cinder Root (expected cost of ~3 gold).
- The intention of this spell is to create a Plague Bearer undead,
 - which requires a diseased corpse, without such a Drifter is created.
- A Plague Bearer is harder than a Drifter and is tangible as well as redirectable,
 - They respond to up to 3 different simple triggers, set up when casting.
 - Redirection in battle to another trigger uses one of the Caster's spell actions,
- Those within 3 squares of a Plague Bearer must make the Save to resist the Disease I.
- After a failed Save on the new cycle the Plague Bearer decomposes,
 - leaving behind a Drifter who are NOT redirectable, taking one command which use forever.
- Those who occupy the same space as a Drifter must make the Save to resist Sickness.
- Therefore this skill can make Plague Bearers or Drifters based on the remains you use.
- If the Plague Bearer/Drifter is within their Creation site the Save is 2 columns better.

This DOES...

- Does grant a half life to a corpse. The corpse...
 - Must be of a civilized creature, i.e. Oergle, Elf, Human, etc.
 - Must be a standard physical representation of the race, i.e. no missing limbs
 - Decaying or decomposing tissue is NOT a consideration
 - Can be piecemealed together as long as it is a standard physical representation
 - Cannot have had any successful Consecration done to it or any of its parts.
 - Must be within 6 months of death to be useable.
- Does allow the embedding of 3 commands during the RollOut of this skill.
 - If the caster misses the time to embed commands to a Plague Bearer the skill is wasted.
 - If the caster misses the time to embed commands to a Drifter it is randomly assigned.

- Remember, if skeletons are engaged into battle they might not stop on command.

This does NOT...

- Does NOT bring back the full faculties that the former life held.
- Does NOT create a creature that will think for itself.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Home ground changes from Creation Point+1 Mark



Xxx'Em Spells (Bonds/Connections):

- This is an Cae'Em connection with a construct.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0



Creations:

- 6 Hrs creates 1 Plague Bearer. Cost:24 pts
- 6 pch Cinderroot, Grave dirt, Pine ash, Oak leaves.
- Need corpse,
- Duration: 6 months. Then Skeleton is possible.



Enhancements:

LVL	ENHANCEMENTS	COST
9	Range Set at 1 Sq	6
12	Rollout Halved	6
14	Range Set At 3 Sqs	8

20

Invoke Wraith/Ghoul

LEVEL

Tier 5

551-5

X



COST	RANGE	AoE	DURATION	ROLL OUT
50 pts	50 Marks	2x2 Squares	4 Hrs/Tier	20 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	6 Cae'Em-Construct	DOK	SKL3



Created by COPILOT

- Details:**
- Summons a Wraith or a Ghoul to the Caster's proximity:
 - Casters who have no protection from the summoned might be in danger.
 - The Saving throw represents the Caster's ability to find the closest Driven available.
 - The Wraith/Ghoul will continue until the end of the Duration or until destroyed.

- This DOES...**
- Does summon either a Wraith or Ghoul.
 - Does allow the caster to set a single instruction,
 - This must be a simple instruction the Driven is capable of doing.
 - Does send the Wraith/Ghoul back to it's origin point at the end of Duration.
 - Does requires the Caster to choose either a Wraith or a Ghoul at the time of casting.
- Remember, if skeletons are engaged into battle they might not stop on command.

- This does NOT...**
- Does NOT provide a Nae'Em connection between the Caster and the Driven.
 - Does NOT have any effect if the instruction is too complex, the Driven just stays in one place.



- Focus Items and/or Kits:**
- Focus staff with crystal is NOT passive.
 - The Stacking Limit becomes 3 instead of 1.



- Xxx'Em Spells (Bonds/Connections):**
- This is an Cae'Em connection with a construct.
 - Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%



- Creations:**
- 6 Hrs creates 1 Wraith. Cost:50 pts.
 - 6 pch Cinderroot, Grave dirt, Pine ash, fine sand.
 - Need corpse,
 - Duration: 6 months. Then Ghoul is possible.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Halved	6
14	Duration X2	8

5

Detect Magic

LEVELTier 2893-1

Magic=Candle. Mundane=None. Epic=Blinding, Save vs Blind.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	2 Squares	1 item	Instant	5 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Magical	Find-Hide-Reveal	STM-SYL-DOK	RM2



Created by COPILOT

- Details:**
- Situations may alter the Save Column (if cast in darkness then column+2)
 - If Range enhancements are used the caster can cast this from outside the blinding distance.
 - Note this will not inform the user regarding the type of magic or it's effects.

- This DOES...**
- Does cause magic items to glow with a visible white light,
 - no light means no magic found in/on item,
 - dim light (candle) shines if it is magical (enchanted item),
 - bright light (bonfire) shines if it very powerful magic (epic item, node, God's item).
 - Does require a Save of all within 20 squares if it is powerful,
 - failed Saves will blind creatures for 2d4 rounds.

- This does NOT...**
- Does NOT cause permanent blindness.
 - Does NOT give any more information,
 - only indicates if there is magic or not.
 - Does Affect cursed items in any way,
 - does not enact magics of any kind.



- Focus Items and/or Kits:**
- Focus ITEM with crystal is NOT passive.
 - Save to detect is easier. Save column reduced by 1.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%

- Creations:**
- No creations. Usable only as the Arcane skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10

6

Attention Avoidance

LEVEL

Tier 2

364-1

Bubble: 1 HP, 5 AC. Muffles sound. Deters Dokour detection.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Caster	4x4 Squares	4 Hour	6 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Magical	Find-Hide-Reveal	DOK	SNS2



Created by COPILOT

Details:

- A wise Dokour would use this from dusk to dawn,
 - the spell will have little effect in daylight.
- Much like a soap bubble is a physical thing, this is as well.
 - Even the most minor single attack (1 HP) will break the bubble.

This DOES...

- Does surround the Caster in a bubble that deters magical detection and muffles sound.
 - This works absolutely best in dim light and lower.
- Does require a Save in order to see into the bubble in dim light environments.
- Does work if the caster breaks across chest.
- Does block Dokour spells when the spell is cast (NOT when the breakable is used):
 - Speak To Dokour Target,
 - Direction To A Dokour Target.

This does NOT...

- Does NOT function well, if at all, in any well lit environments.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Will allow a light source as bright as a torch

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0
11	COUNTER: Disrupt Perimeter	Initiative	SKL	12



Creations:

- 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.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	AoE X2	6
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10
20	AOE X4	20

6

Shadow Cover

LEVEL

Tier 2

357-1

Shadow surrounds the caster and their belongings.



Created by COPILOT

COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Self	1 Suare	1 Hour	1 Minute
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Magical	Find-Hide-Reveal	DOK	none

Details:

- Shadow surrounds the caster and their belongings.
- While most effective at night, casting is most noticable then too.
- When using the enhancement 'Subtle Caster' the shadow comes on slowly over the rollout.

This DOES...

- Does darken the area immediately around the caster.
- Does darkened image can blend with shadows,
- Does enable caster to potentially intimidate, or even hide when it's dark.
- Does become most effective at night.
- Does does allow casting within the AoE.

This does NOT...

- Does NOT function well in direct light.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Muffles soft light sounds the caster makes.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Subtle Casting	4
9	Duration +50%	6
12	Rollout Initiative	12
14	Duration X2	8
14	Save -1 Col	8
18	Duration X4	10

6

Travel Shadow to Shadow

LEVELTier 2247-1

Caster can jump from one shadow to another within range.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	24 Squares	Caster	20 Minutes	2 Rounds
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Travel-Planes	DOK	none



Created by COPILOT

Details:

- Caster jumps from one shadow to another visible shadow within Range.
- A shadow for the purpose of this spell a shadow is defined as,
 - A darker area than the caster's surrounding environment.

This DOES...

- 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.

This does NOT...

- This does NOT teleport anyone other than the caster and their belongings.
- This does NOT function well when a shadow can not be seen. High noon?



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Aura displayed is 0 (Zero). No light when casting.

Creations:

- No creations. Usable only as a spell/skill.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Range +50%	6
12	Range X2	8
12	Rollout Halved	6
12	Rollout Initiative	12
18	Range X4	10

8 Dimension Personal Hideaway

LEVEL

Tier 2

514-1

1d4 dmg to enter 1 wide/deep x 2 high. Caster only.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Self	1x2 Squares	2 Hours	10 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Magical	Travel-Planes	DOK	none



Created by COPILOT

Details:

- The opening disappears from view in the PMP once the Caster crosses the threshold.
- Recuperation of SP is not possible within the Hideaway.
- If the Caster is still within the Hideaway at the end of Duration they are pushed back to PMP.
 - The Caster is able to cast this spell again before the end of Duration to refresh Duration.
- After 16 consecutive hours within Dimension the Caster is profiled in more and more light.
 - Doukour should note that creatures within Dimension are dangerous foes.
- If the caster dies within the Hideaway they are lost within the Dimension.
 - This means they are physically lost to Dimension and nothing returns to the PMP.
- The Tiro Mess To Block Skill Counter can be effective...
 - during casting.
 - before the Caster crosses the threshold, causing the entrance to disappear.

This DOES...

- Does create a small Dimensional doorway for the Caster only.
- Does cause the doorway to disappear once the Caster has crossed the threshold.
- Does allow for casting of this spell again while within the Hideaway.
 - This refreshes the duration without pushing the Caster back to the PMP.

This does NOT...

- Does NOT allow anyone or anything other than the Caster and their belongings through the threshold.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Allows Caster to bring one person with them.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10

11

Dimensional Containment

LEVEL

Tier 3

513-1

Creatures of Dimension must Save to leave the containment.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	Touch	3x3 Sq Radius	4 Hours	10 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Magical	Travel-Planes	DOK	BRU4



Created by COPILOT

- Details:**
- Creates a visible 3 Square perimeter.
 - Creatures attempting to exit the perimeter must roll the Save,
 - On a successful save, the creature may leave,
 - On a failed save, the creature remains contained.
 - Suggested usage is prior to casting a summoning spell.

- This DOES...**
- Does inhibit creatures from leaving the circle.
 - Does cause the perimeter to disappear from normal view after completing the RollOut.
 - A Reveal Arcane Power spell will reveal this perimeter.

- This does NOT...**
- Does NOT inhibit the Caster from leaving the circle.



- Focus Items and/or Kits:**
- Focus staff with crystal is NOT passive.
 - Creature may only leave the perimeter

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0
11	COUNTER: Disrupt Perimeter	Initiative	SKL	12

- Creations:**
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

3

Shadow of the Magi

LEVEL

Tier 1

911-1

Darkness centered just above caster.



Created by COPILOT

COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Self	Varies	Conc +4	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Magical	Utility-	DOK-SYL-STM-EOL-ORX	none

Details:

- Can be used to make a 'Bag of Dust of Darkness'.

This DOES...

- Does allow the caster to create darkness that will stay centered above them.
- Does allow the caster to keep darkness active by lightly concentrating on the spell,
 - Other spells actions that do not specifically state a need to concentrate may be used.
- Does allow darkness to continue for up to 4 rds after the concentration has stopped.

This does NOT...

- Does NOT stay fixed to a static spot,
 - This spell does stay fixed in relation to the caster, right above them.



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Light from Focus & moves to above casters head.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0



Creations:

- Bag of Dust of Darkness. BUY:20 GP.
- Creates a dark shade for 20 minutes, 2x2x2 squares.
 - Ginger Oil, Grave Dirt. Sand, Fine Grit.
 - Kitchen/Lab. Creation SP: x3 spell cost.



Enhancements:

LVL	ENHANCEMENTS	COST
8	Duration - Start Of Day	8
9	Duration +50%	6
12	Rollout Initiative	12
14	Duration X2	8
18	Duration - End Of Year	20
18	Duration X4	10
20	Rollout Instant	16

5

Fire Starter

LEVEL

Tier 2

361-1

Fire jumps from the hand to the target.

Now

COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	6 Sqaures	1 Item	Instant	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Utility-	DOK	SKL1

Created by COPILOT

Details:

- Ingites a flammable object with a 1d1 fire bolt,
 - Objects on Targets increase Save column by 1. (Target = objects/creatures that move),
 - 1d1 damage means flammables will ignite and catch fire,
 - certain conditions can hinder or even nullify ingition.
- For the sake of playability, if a Save is missed the issue is over with no damage,
 - No secondary targets are considered. (i.e. wall behind the target).

This DOES...

- Does ignite a small to medium sized non-moving object that is flammable.
- Does require a Save to ignite moving objects or object on moving creatures,
 - Pass = item ignites and does 1d1 damage. Start a larger fire in next round with Save.
 - Fail - spell has no effect, fire bolt either missed or fizzled out.
- Does have a possibility of creating a spreading fire,
 - GM must determine the potentail spread and roll Saves as needed.
- Does become Mundane once the fire bolt has been determined as a 'hit'.

This does NOT...

- Does NOT affect more than 1 item per casting.
- Does NOT immediately spread to other flammables with vicinity,
 - Near by flammables may need further Saves to determine if the fire spread.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Allows the bolt of fire be shrouded in darkness,

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Range +50%	6
12	Range X2	8
14	Damage X2	12

7

Profiled In Fire

LEVELTier 2440-1

Allow the target audience a Save due to wreathe of flames.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Self	Self	10 Minutes	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Magical	Utility-	DOK	SNS2



Created by COPILOT

Details:

- Items that come in contact with the caster appear singed and slightly burned
 - but no permanent or altering damage is done.
- If done in a battle this spell may distract the target audience.
 - Roll a Save (situation may require the GM to change this)

This DOES...

- Does shroud the caster in the appearance of smoldering fire.
- Does have a tendency to provide heat around the caster.
 - This can be helpful in colder climates when others stay very close to the caster.
- Does allow the target audience a Save due to the wreathe of flames...
 - Failing the save likely means the audience is intimidated.
- Does require user to break the item against chest to gain benefit, if an item.

This does NOT...

- Does NOT set anything on fire.
- Does NOT deal any permanent damage, only superficial and cosmetic.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Extend the AoE of warmth alone to a 2x2 square.



Creations:

- 4 Hrs to create dark brown breakable ceramic balls.
- 3 pch of Cinderroot, lime, Veggie oil.
- Campfire required. Cost: 24 pts.
- Duration: 10 Minutes. Shelf life: EOY.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Unable To Continue	InstaInt	none	0
7	COUNTER: Shield Block	Instant	BRU	8
11	COUNTER: Disrupt Images	Instant	SKL	12

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Duration +50%	6
12	Rollout Halved	6
12	Rollout Initiative	12
14	Duration X2	8
18	Duration X4	10

8 Find Clues To True Name

LEVEL

Tier 2

629-1

Use of this spell will reveal clues about a True Name.



COST	RANGE	AoE	DURATION	ROLL OUT
16 pts	4 Squares	1 Item	Permanent	2 Hours
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Magical	Utility-	DOK-SYL-STM-EOL-ORX	RM 2



Created by COPILOT

Details:

- Use of this spell will reveal clues about a True Name.
- Clues can be found from:
 - Current Nae'Ems (25 pts)
 - Mementos (25 pts)
 - Current Focus Items (200 pts)
 - Past True Names (75 pts)

This DOES...

- Does draw out clues if a RM:2 Save is passed.
- Does allow the caster to continue searching for more clues,
 - Clues do not need to be used right away.

This does NOT...

- Does NOT find the True Name itself, only the Clues.



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Rollout time is half of the current amount of time.



Xxx'Em Spells (Bonds/Connections):

- This is a Tae'Em connection with a thing.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Subtle Casting	4
9	Range +50%	6
12	Range X2	8
12	Rollout Halved	6
18	Range X4	10

19

Arcane Removal (2 of 3)

LEVEL

Tier 5

539-1

2nd of 3 castings made by separate casters to remove power.



COST	RANGE	AoE	DURATION	ROLL OUT
60 pts	Touch	1 Target	Permanent	6 Hours
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Utility-	DOK	RM3



Created by COPILOT

Details:

- This is one of a set of spells that cuts a living person off from the Arcane source.
- Process: (Can be repeated as often as desired)
 - 3 Casters are required: ORIX, DOKOUR, and STRUMOS,
 - Orix identifies the Arcane connection (6 hours)
 - Dokour then disconnects the Arcane connection (6 Hours)
 - Strumos then heals the target to ensure no Arcane connections can be again (6 Hours)
 - Target rolls a Save, if they fail then the process worked.
 - There is no known way to recover from this spell.
- Result:
 - Target cannot acquire/use Spell/Skill pts again,
 - Target's disconnection from Arcane sets their RM Saves to RM:>05.

This DOES...

- Does disconnect the target from all Arcane.
- Does cause a great deal of pain to the target.
- Nae'Em with target ends when the 3rd Arcane Removal spell ends.

This does NOT...

- Does NOT work unless all 3 casters of the 3 separate schools work together and in order.
- Does NOT have any effect if the target is not concious.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- The disconnection requires a Dokours focus staff.



Xxx'Em Spells (Bonds/Connections):

- This Is an Nae'Em connection with a person.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Insta1nt	none	0

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range Set at 1 Sq	6
14	Range Set At 3 Sas	8