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2 N	ae'Em-P	eople							
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	COUNT FAIL
11	36 pts	Connect To An Arcane Focus Item	Touch	1 Item	Permanent 🔀	3 Days	RM 3	99	COUNT ENH
		No current Focus Item. with Item/Kit. Create:	s connection betwee	en caster and a Arcane	Focus Item.	•	Connected		
18	20 pts	<b>Dead Spirit Conversation Circle</b>	6 Squares	1 Spirit	ROLLOUT	10 Minutes	SKL 2	1	ENH <b>4</b>
		MGC:1 with Item/Kit. Speaks with up to 6 sou	uls. Requires a ritual			•	Connection made		
11	36 pts	Disconnect An Arcane Focus Item	Touch	Current Item	Permanent 🔀	20 Minutes	SKL 2	99	ENH 2
		Removes connection between all creatures and f	ocus item.			<u> </u>	Connection broker		
16	64 pts	Reveal True Name	1 Square	1 Square	Permanent 🔀	12 Hours	none	99	ENH 6
		Rollout 8 Hrs with Item/Kit. This uses all the o	clues to find the True	e Name.		•	,		
6	8 pts	Speak with Dead	Touch	1 Target	5 Questions	20 Minutes	none	99	ENH <b>4</b>
		Truthseer with Item/Kit. Up to 100 years dea	d per Tier. Skull ans	wers in common.		, —			
7	8 pts	Speak To Dokour Target	3 Marks	1 Recipient	Round per Tier	1 Hour	SKL 1	7	COUNT ENH
		SKL:>05 with Item/Kit. Talk to a previously id	entified target.			•	Viewed		
7	8 pts	Direction To Dokour Target	Self	7 Mark/Tier Radi	Instant	1 Hour	RM Varies	1	COUNT ENH
		Subtracts 50 from Align with Item/Kit. Save C	Column varies to reve	eal alignments from 50	) to 200.	GM	Compass direction		
3 A	e'Em-An	imal							
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	ENH
3	4 pts	Invoke Temporary Imp	8 Squares	PMP	1 day / Tier	1 Hour	RM 2	1	6
		Alter the description with Item/Kit. Image of	mini caster. HP:12	Attks:x1x1 Dmg:1d2		•	Imp appears		
5	8 pts	Invoke Imp Partner (Year long)	30 Squares	PMP	End of Year	2 Days (24 Hrs)	none	1	ENH <b>4</b>
		Alter the description with Item/Kit. Brings in	imp (large insect size	e). Can be scryed on.					

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4 Va	ae'Em-V	enue Site							
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
2	4 pts	Hot Conversations	PMP	2 Fires	20 Minutes	2 Rounds	none	1	count enh
		Item passed through with Item/Kit. Audio vi	sual fire to fire Nae'Er	n. Small item pass thro	ough.				
10	12 pts	PMP To/From Dimension Portal	Touch	Portal Structure	2 Minutes	1 Hour	RM 2	1	COUNT ENF
		+2d6 dmg except self with Item/Kit. Portal in	nto Dimension. 2d4 o	r 2d6 dmg to travel, Sa	ave for 1/2.	<u>@</u>	1/2 Damage		
7	8 pts	View Dimension	10 to 100 Sqs sig	2x2 Sq Perimeter	6 Hours	10 Minutes	none	1	COUNT ENF
		Light up Dimension with Item/Kit. View the	area of Dimension.	'					
5	8 pts	Dimension Quick Portal	2 Squares	3 Civilized crtrs	1 Min	20 Minutes	none	1	
		Portal into Dimension. 2d4 or 2d6 dmg to trave	I	, I					
5 Ta	e'Em-Tl	hing							
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	511
8	8 pts	Scry on Imp Spy	Touch	1x2x2 Squares	4 Hours	1 Minute	none	3	ENI <b>2</b>
		Send 1 command. with Item/Kit. Can scry or	your Imp within PMI	P					
6 Ca	ae'Em-C	onstruct							
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
8	20 pts	Create Zombie/Skeleton	Touch	1 Target	Save @ Cycle	6 Hours	RM 3	7	COUNT ENI
		Creation Pt+20 Marks with Item/Kit. x					Creation Done!		
10	24 pts	Create Plague Bearer/Drifter	Touch	1 Corpse	Save @ Cycle	6 Hours	RM 3	7	ENF
		Creation Pt+20 Marks with Item/Kit. x				· ·	Creation Done!		
20	50 pts	Invoke Wraith/Ghoul	50 Marks	2x2 Squares	4 Hrs/Tier	20 Minutes	SKL 3	1	COUNT ENF
		Stacking=3 with Item/Kit. x				<del>~~~</del>	Creation Done!		1 4
7	16 pts	Invoke Skeleton/Drifter			1		RM 3		ENF
		•							3
		Stacking=5 with Item/Kit. x		'		•	Creation Done!		

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Bat	tle-Actio	ons							
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
10	12 pts	COUNTER: Block Healing	20 Squares	1 Spell	Instant	Instant	SKL 3	99	
		Save blocks a person using a healing spell.				GM	Healing stopped		
10	12 pts	COUNTER: Block Scrying	15 Squares	1 Square	1 Hour	Initiative <b>S</b>	SKL 2	1	
		GM rolls Save.				GM	Scrying blocked		
11	12 pts	COUNTER: Disrupt Perimeter	20 Squares	1 Spell	Instant	Initiative 🌉	SKL 3	99	
		Counter spell disrupts Magical perimeters.				•	Disruppted		
12	12 pts	COUNTER: End Ongoing Damage	10 Squares	1 Spell	Instant Now	Instant Now Y	SKL 4	99	
		Counters ongoing damage that is damage over ti	me.		m		Ends damage cyc	е	
9	12 pts	COUNTER: Remove Shelter	20 Squares	1 Spell	Permanent 🔀	Instant Now Y	SKL 3	99	
		Disturbs the magic that created a magical shelter					Shelter is gone.	. []	
10	12 pts	<b>COUNTER: Remove Magic Defense</b>	20 Squares	1 Spell	Instant Now	Instant Now	SKL 3	99	
		Ends a currently active defensive spell.			m		Ends target spell		
11	12 pts	COUNTER: Disrupt Images	20 Squares	1 Spell	Instant Now	Instant Now Y	SKL 2	99	
		Can dispell unreal visages.			M	GM	Images fails		
Bat	tle-Defe	nse							
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
4	4 pts	<b>Mundane Fire Protection</b>	1 Target	1 Target	20 Minutes	6 Minutes	none	1	COUNT EI
		Warms those close. with Item/Kit. Target is in	nmune to mundar	e fires cooler than a for	ge.				
11	12 pts	Magical Fire Protection	Self	Self	20 Minutes	6 Minutes	none	1	E1 (
		Forge fire = 1 hp / Rd. with Item/Kit. Mundan	e fire damage to 1	HP per round. Forge = 1	d4 dmg.				
12	12 pts	Circle of Containment	Touch	3 Sq Rad Circle	4 Hours	10 Minutes	BRU 3	99	COUNT E
		BRU:>95 with Item/Kit. Creatures from exitin	g its area. Must Sa	ive to Exit.		<b>_</b>	Able to exit Circle		



VEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
L	4 pts	Ember Flash  1d6 + ACE magical fire damage, no ToHit. Save	4 Squares	1 Target	4 Rounds	Initiative	SKL 2	99	
3	4 pts	Heat Metal	6 Squares	1 Target :ive: AC/Init/ToHIT @ -1.	4 Rounds	Initiative	none	3	COUNT 1
ļ	4 pts	Conjure Native Beetles  Omg set at 5 pts with Item/Kit. Swarm. HP	4 Squares 1:15, AC:12, Init+4, To	1 Mark pHIT+4, Attacks:x1x1, Dmg	2 Rounds	Initiative	SKL 2	2	COUNT 2
	4 pts	Scorching Skin	Touch	1 Target Save for none. +4 to Dead	3 Rounds	Initiative	none	99	COUNT 1
	4 pts	Flame Bolt  Col +1 with Item/Kit. No ToHit. Direct mag	10 Squares	1 Target bonus. Save to dodge.	1 Round	Initiative	AGL 2  Spell missed	99	
	8 pts	Flame Strike  hurts fire based. with Item/Kit. No ToHIT.	4 Squares  Magical fire lobbed.	1 Square Dmg 4d10 +ACU. Save for	1 Round 1/2.	Initiative	RM 2	99	
	8 pts	Conjure Arcane Beetles  SKL:>05 with Item/Kit. Save to conjure. At	8 Squares	1 Square of for 1d8 dmg. X2x2	3 Rounds	Initiative	SKL 2	3	COUNT 1
	4 pts	Heat Wave Wall  Recipient w/in 6 sqs with Item/Kit. 2d3+A0	Touch CU Fire Dmg vs Melec	1 Sq (1 Target) e. Save for 1/2 Dmg.	5 Rounds	Initiative	SKL 2	1/Tier	COUNT 2
;	16 pts	Dokour Flame Attack  Dmg +4/die with Item/Kit. Direct dmg 5d8	8 Squares +12 +ACU bonus. Ta	1 Target	1 Round	Initiative <b>(</b>	RM 3	99	
2	12 pts	Circle - Dimensional Expulsion Pass Save to expell a dimension creature/item	Touch to Dimension.	3x3 Square	1 Round	12 Secs (2 Rds)	MR 2	3	COUNT 1
	12 pts	Class Power Attack (FIRE)  Knockback w/ RM:3 with Item/Kit. Class B	8 Squares olt Dmg 5d10+ACU.	1 Target Save for 1/2 dmg IF same	1 Round Class.	Initiative <b>(</b>	RM 3	99	
3	16 pts	Fire Bombardment  AoE: 3x2 Squares. 2 wide. with Item/Kit. L	12 Squares	1x3 Squares  .0 +ACU dmg. 3 Sqs. Save	1 Round of for 1/2 dmg.	Initiative	RM 2	99	
at	tle-Prep								
EL	cost 16 pts	FOCUS TITLE  Magma Perimeter	RANGE Caster	AoE  2 Sq Wide Moat	duration  6 Hours	30 Minutes	save none	STACK 1	COUNT

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	l-Hide-R									
EL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	COUNT	T E
	8 pts	Detect Magic	2 Squares	1 item	Instant	5 Minutes	RM 2	1	1	
		Save Col -1 with Item/Kit. Magic=Candle. N	Mundane=None. Epi	c=Blinding, Save vs Blind	d.		Sight			
	8 pts	Shadow Cover	Self	1 Suare	1 Hour	1 Minute	none	1	COUNT 2	ĺ
		Muffles caster in AOE. with Item/Kit. Shad	ow surrounds the ca	ster and their belonging	gs.					
	8 pts	Attention Avoidance	Caster	4x4 Squares	4 Hour	6 Minutes	SNS 2	1	COUNT	Γ
			HP, 5 AC. Muffles so	ound. Deters Dokour de	tection.		Not so visible		1	
eal	lth-Life									
L	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK		
	4 pts	Final Rites	Touch	1 Body	Permanent 🚫	2 Hours	none	99		
		Dead are pushed beyond this world. A diety n	nust be named.							
	4 pts	Healing Flames 1d4 HP per Tier	Touch	1 Recipient	Permanent 🔀	Initiative 🌉	SKL 3	99		
			e damage x2. Healing	g x3. Save if self heal.			Healed self.	_		
	-2 pts	Repair Undead/Living Dead	Touch	1 Target	Perm	1 Minute	none	99	COUNT	Γ
	2 pt3		ax gain of SP set to 2		7				1	
						5.0 L 45%			COUNT	Т
	4 pts	Reduce Fire Damage	Self	Caster	20 Minutes	5 Rounds	HTH 2	1	2	
		Total of 4 Pts Reduced. with Item/Kit. Mag	gical/mundane fire d	mg is reduced by 1 per o	die, min 1.		Damage reduced		COLINIT	
	8 pts	Cleansing Fire	Self	Self	12 Hours	30 Minutes	none	1	COUNT 2	
		Cast to another with Item/Kit. 1 hp Dmg p	er hour. Immune to	Sickness/Disease.						
us	ion-Rea	•								
L	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	COUNT	Т
	4 pts	Gathering The Darkness	Touch	Self	6 Hours	10 Minutes	RM 2	1	2	
			utlined in pure shade	ow if Save is passed.			Dark profile			
		t-Protection	24405		BURATION	20110117	611/5	STA SK		
L	COST 4 pts	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SNS 2	STACK	COUNT	Γ
	4 pts	Dozing or Heavy Sleep	4 Squares	1 Target	1d6 Hours	1 Minute		1	2	
		Col +1 with Item/Kit. Inactive persons. Sav	re: pass = 1d6 hrs. Fa				Heavy Sleep			
	8 pts	Deep Doze	Touch	1 Crtr/Tier	4 Hours	10 Minutes	SNS 4	99		
		Dim night light. with Item/Kit. 4 deep sleep	o hours to recover fr	om exhaustion.			Wakes up			

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Trav	vel-Plan	es							
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	COUNT E
11	12 pts	Dimensional Containment	Touch	3x3 Sq Radius	4 Hours	10 Minutes	BRU 4	1	1
		Save = >95 with Item/Kit. Creatures of Dime	nsion must Save to	leave the containment.		<b>@</b>	Able to Exit		
8	8 pts	Dimension Personal Hideaway	Self	1x2 Squares	2 Hours	10 Minutes	none	99	COUNT 1
		Range:Self+1/Tier with Item/Kit. 1d4 dmg to	enter 1 wide/deep	x 2 high. Caster only.					_
6	8 pts	Travel Shadow to Shadow	24 Squares	Caster	20 Minutes	2 Rounds	none	99	COUNT 2
		No light when cast with Item/Kit. Caster can	jump from one sha	adow to another within r	ange.				_
Util	ity-								
VEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
L9	60 pts	Arcane Removal (2 of 3)	Touch	1 Target	Permanent 🔀	6 Hours	RM 3	99	COUNT 1
		Required. with Item/Kit. 2nd of 3 castings m	ade by separate ca	sters to remove power.		<u>@</u>	Magic is gone.		
8	16 pts	Find Clues To True Name	4 Squares	1 Item	Permanent 💢	2 Hours	RM 2	99	
		Rollout Halved. with Item/Kit. Use of this spe	ell will reveal clues	about a True Name.		· ·	success	_	
3	4 pts	Shadow of the Magi	Self	Varies	Conc +4	Initiative 🌉	none	99	
		. 6	ered just above ca	ster.	<b>70</b>				
5	8 pts	Fire Starter	6 Sqaures	1 Item	Instant	Initiative 🌉	SKL 1	99	COUNT
		A darkened fire bolt. with Item/Kit. Fire jum	os from the hand to	o the target.	M		Ignite	_	
7	8 pts	Profiled In Fire	Self	Self	10 Minutes	Initiative	SNS 2	1	COUNT 2
			arget audience a S	ave due to wreathe of fla	ames.		No Intimidation		۷