-1 No Counter Available

LEVEL   Tier 0

X

572-1

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
pts				Light-	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
				none	YL-STM-EOL-ORX-ROG-HN

Designed by Freepik

Details:
1. Details: COUNTER SPELL
    --

2. This Spell DOES:
    --

3. This Spell does NOT:
    --

4. Focus Item:
    --

WHAT THIS DOES:

WHAT THIS DOES NOT DO:

Bonds and Connections

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Counter:
        No Counter Available.

Creations:

Focus Items and/or Kits:

1 Reduce Fire Damage

LEVEL   Tier 1

311-

Created by COPILOT

Magical/mundane fire dmg is reduced by 2 per die, min 1.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	5 Rounds	**5** RDS	Battle Actions/Prep	Magical

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
1	Caster	20 Minutes		HTH	2	DOK

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)

WHAT 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.

WHAT THIS DOES NOT DO:
- Does NOT reduce damage below 1.
- Does NOT work if the caster is not able to continue,
  - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 1   Same Spell

Creations:
Burn Reduction
- Mgc/Norm fire dmg -1 per die(min 1), HTH:3.
- DOK: HTH:2.
- Need: Campfire, 12 SP, 4 Hrs.
   Beetleroot, Limestone, Postash.
- Market: 9 Max, Buy:10 GP, Sell:2 GP.

Enhancements:

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

Focus Items and/or Kits:
- Focus staff with crystal is NOT passive.
- Doubles protecion fire damage reduced by 4, min 1.

1 Flash Of Fire!

LEVEL   Tier 1

329-

1d6 + ACU magical fire damage, no ToHit. Save to blind 5 rds.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 Squares	Initiative		Battle Offense	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	1 Round		none	DOK

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.

WHAT THIS DOES:
- Does cause 1d6 + ACU magical fire damage in 1st round, 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 partial blindness for all 5 rounds.
- Does allow the caster to direct the attack to either,
    - a creature,
    - a single square (nothing smaller)

WHAT THIS DOES NOT DO:
- Does NOT function in extremely cold (arctic) environments.
- Does NOT work on creatures immune to fire.
- Does NOT continue if the caster chooses to end the spell.

Bonds and Connections
- No Nae'Em connection.

Counter:
              No Counter Available.

Creations:
Flash Bang!
- ToHIT, Dist:14 Sq, Dmg:1d6, AGL:2 to avoid.
- DOK: ToHIT +4.
- Need: Kitchen/Lab, 12 SP, 4 Hrs.
  Ceramic ball, Cinderroot, Pine Ash.
- Market: 9 Max, Buy:15 GP, Sell:5 GP.

Enhancements:

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

Focus Items and/or Kits:
- Not required.

1 Heat Wave Wall

LEVEL   Tier 1

882-

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	Initiative		Battle Offense	Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
1/Tier	1 Sq (1 Target)	5 Rounds		SKL	2	DOK

Created by COPILOT

Details:
- Creates an inhibiting wall of heat to melee aggressors.

WHAT 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.

WHAT THIS DOES NOT DO:
- 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, …
- Does NOT work if the caster is not able to continue,
  - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 1   Same Spell

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

Enhancements:

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

Focus Items and/or Kits:
- Focus staff with crystal is NOT passive.
- Allows spell to be centered on another person,
  - Recipient must be w/in 6 sqs & allow this.

1   Light of Dokour Red

LEVEL   Tier 1

981-

Created by COPILOT

Default Light: Candle light

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Light and Darkness	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Varies	4 Hours		none	DOK

Details:
- Light Chart:

Description	Viewing	Seen
Coal	1 Sq	3 Sqs
Candle	2 Sqs	8 Sqs
Torch	6 Sqs	20 Sqs
Lantern	20 Sqs	60 Sqs

- Description is an example to indicate how bright the light is,
- Seen is the maximum distance an outside creature can be and still see the light

WHAT THIS DOES:
- Does use 'Candle' light if cast without a focus item.
- Does allow the caster to create a light that will stay above them but in reach.
- Does allow the caster to keep the light active by lightly concentrating on the spell,
  - Other spells actions that do not specifically state a need to concentrate may be used.

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

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 1   Same Spell

Creations:
- Creates Candle light (1 sq sphere).
- EOL-STM-SYL: 2 Sq Sphere.
- Need: Kitchen/Lab, , 4 Hrs.
   Astral Specks, Lye Soap, Standstone.
- Market: 9 Max, Buy:45 GP, Sell:12 GP.

Enhancements:

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

Focus Items and/or Kits:
- Focus Item with crystal is NOT passive.
- Light from Focus & moves to just above casters head.
- Allows caster to choose brightness

1   Shadow Cover

LEVEL   Tier 1

357-

Shadow surrounds the caster and their belongings.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Minute		Light and Darkness	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Suare	1 Hour		none	DOK

Created by COPILOT

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.

WHAT 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.

WHAT THIS DOES NOT DO:
- Does NOT function well in direct light.

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 1   Same Spell

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
18	Duration X4	10

Focus Items and/or Kits:
- Focus staff with crystal is NOT passive.
- Muffles soft light sounds the caster makes.

2 Fire Starter

LEVEL   Tier 1

Fire jumps from the hand to the target. 1d1 Dmg.

361-

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	6 Sqaures	Initiative		Utility or Misc	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Item	Instant		SKL 1	DOK

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).

WHAT 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'.

WHAT THIS DOES NOT DO:
- 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.

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available

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

Enhancements:

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

Focus Items and/or Kits:
- Focus staff with crystal is NOT passive.
- Allows the bolt of fire be shrouded in darkness,
  - thus can only be seen if viewer is within 12 Sqs.

2   Flame Bolt

LEVEL   Tier 1

260-

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	10 Squares	Initiative		Battle Offense	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	1 Round		AGL 2	DOK

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.

WHAT 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.

WHAT THIS DOES NOT DO:
- Does NOT need a ToHit to be rolled.
  - EXCEPTION: When used as a Breakable.
- Does NOT set anything on fire.

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available

Creations:
Flame Bolt Breakable
- ToHIT, Dmg:2d8, AGL:2 to avoid, Dist:12 Sqs.
- DOK: Dmg+4.
- Need: Kitchen/Lab, , 8 Hrs.
  Cinderroot, Palm Root Ash, Ceramic Sphere.
- Market: 9 Max, Buy:30 GP, Sell:12 GP.

Enhancements:

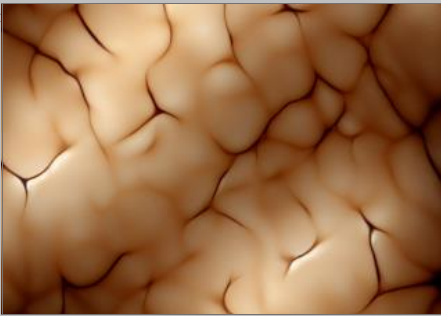| LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
14	Damage X2	12

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

2 Scorching Skin

LEVEL   Tier 1

371-

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	Initiative		Battle Offense	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	3 Rounds		none	DOK

Details:
- 1d6+ACU damage upon successful touch ToHIT.

WHAT 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

WHAT THIS DOES NOT DO:
- Does NOT affect any of the items on the Target.
- Does NOT cause any fires or flammables to ignite.
- Does NOT work if the caster is not able to continue,
  - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 1   Same Spell

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
14	Damage X2	12
14	Range At 3 Sqs	8

Focus Items and/or Kits:
- Focus staff with crystal is NOT passive.
- Completely Removes Sickness/Disease.

2 Healing Flames 1d4 HP per Tier

LEVEL   Tier 1

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

251-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	Initiative		Healing and Rest	Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	1 Recipient	Permanent		SKL	3	DOK

Created by COPILOT

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.

WHAT 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.

WHAT THIS DOES NOT DO:
- 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.

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

Creations:
Fire Balm
- Roll 2d4.   x2 Damage. x3 Healing.
- DOK: +4 HP.
- Need: Campfire, 12 SP, 8 Hrs.
  Pcs of Flint, Wild Garlic Oil, Trench Mold.
- Market: 9 Max, Buy:16 GP, Sell:5 GP.

Enhancements:

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

Focus Items and/or Kits:
- Focus staff with crystal is NOT passive.
- Gain a +1 HP to healing when cast through a focus.

2 Hot Conversations

LEVEL   Tier 1

552-

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	PMP	2 Rounds	**2** RDS	Communication	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	2 Fires	20 Minutes		none	DOK

Created by COPILOT

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.

WHAT 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.

WHAT THIS DOES NOT DO:
- 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.

Bonds and Connections
- This is a Vae'Em connection with a location/venue.

Counter:
LVL: 1   Same Spell

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

Enhancements:

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

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

3 Repair Undead/Living Dead

LEVEL   Tier 1

879-

Max gain of SP set to 20 SP per day.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
-2 pts	Touch	1 Minute		Class Specialty	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Permanent		none	DOK

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.

Note from 9/22 game:
alkdjkfl ajklds fjklasdjk flasj dfl

WHAT THIS DOES:
- Does heal the target for 1d6 if they are undead or living dead.
- Does potentailly 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.

WHAT THIS DOES NOT DO:
- Does NOT have any effect on anything but undead and living dead.

Bonds and Connections
- No Nae'Em connection.

Counter:
NOW
LVL: 1   Rollout Interruption

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

Enhancements:

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

Focus Items and/or Kits:
- Focus staff with crystal is NOT passive.
- Caster does not contract sickness/disease from the target.

3 Heat Metal Armor

LEVEL   Tier 1

300-

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	12 Squares	Initiative		Battle Offense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Target	4 Rounds	4 RDS	none	DOK

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.

WHAT 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.

WHAT THIS DOES NOT DO:
- 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.
- Does NOT work if the caster is not able to continue,
    - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

Bonds and Connections
   - No Nae'Em connection.

Counter:
LVL: 1   Same Spell

Creations:
Enflame Metal Armor
- 3 Rds, AC/ToHIT reduced 1 per rd. Dist:6.
- DOK: Distance: 12.
- Need: Campfire, , 4 Hrs.
   Coal Tar, Marsh Daisy Chicken, Trench Mold.
- Market: 9 Max, Buy:12 GP, Sell:9 GP.

Enhancements:

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

Focus Items and/or Kits:
- Focus staff with crystal is NOT passive.
- Initiative, AC, ToHIT 1 point worse than round shows.

-Dokour

901-

3 Invoke Temporary Imp

LEVEL   Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	8 Squares	1 Hour		Summon or Send	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	PMP	1 day / Tier		RM 2	DOK

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, Init+0, ToHIT+0, Damage:1d2, Distance:1.

MOVE: Run= 3 Sqs.   Flight= 7 Sqs (4 Sqs above land or lava).

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

WHAT THIS DOES:
  - Does create a creature that closely resembles the caster,
    - except is only 3 inches high (7.6 cm).
  - Does make a temporary but noticable magical flame during the creation.
  - Does allow the Imp to carry 10 lines of inventory.

WHAT THIS DOES NOT DO:
  - 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.

Bonds and Connections
  - This is a Cae'Em connection with a construct.

Counter:
LVL: 1   Rollout Interruption

Creations:
  - No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
18	Range X4	10

Focus Items and/or Kits:
  - Focus staff with crystal is NOT passive.
  - Can alter skin color to another natural color.
  - Can alter race, hair color and style.

3 The Darkness

LEVEL   Tier 1

Darkness centered just above caster.

515-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Light and Darkness	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	5 Sq Dia Sphere	4 Hours		none	DOK

Created by COPILOT

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

WHAT THIS DOES:
- Does allow the caster to create darkness that will stay centered above them.
- Does fully hide the targets form in shadow.

WHAT THIS DOES NOT DO:
- Does NOT muffle any sounds the Caster might make.
- Does NOT work if the caster is not able to continue,
    - If caster is unconscious, dead, or out of range, etc.
- Does NOT stay fixed to a static spot,
    - This spell does stay fixed in relation to the caster, right above them.

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 1   Dispel Magic Spell

Creations:
Dust of Darkness
- Creates a dark shadow 2x2x2 sqs.   Dur:5 Min.
- Ginger Oil, Grave Dirt. Sand,   Fine Grit.
- Creation: 12 Spell pts & 24 Hrs & Stack:9.
- Lab required.   BUY:20 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
12	AoE X2	6
12	Range X2	8

Focus Items and/or Kits:
- Focus staff with crystal is NOT passive.
- Cast does NOT have to be in the CENTER.

4 Conjure Native Beetles

LEVEL   Tier 1

295-

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 Squares	Initiative		Summon or Send	Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
2	1 Mark	2 Rounds		SKL	2	SYL-ORX-STM-EOL-DOK

Created by COPILOT

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.

WHAT 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.

WHAT THIS DOES NOT DO:
- 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.
- Does NOT work if the caster is not able to continue,
  - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 1   Same Spell

Creations:
Beetleroot Granules
- 1 Bag of Beetleroot (10 pinches).
- SYL: 1 Bag of Beetleroot (15 pinches).
- Need: Campfire, , 4 Hrs.
  Beetle shells, Coral Lime, Pine Wood.
- Market: 9 Max, Buy:3 GP, Sell:1 GP.

Enhancements:

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

Focus Items and/or Kits:
- Focus Item with crystal is NOT passive.
- Save +1 Column.

4 Final Rites

LEVEL   Tier 1

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

822-

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	30 Min		Healing and Rest	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Body	Permanent		none	DOK

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.

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

WHAT THIS DOES NOT DO:
- Does NOT affect any Target that has been dead longer than 1 month.

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 1   Rollout Interruption

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Range At 3 Sqs	8

Focus Items and/or Kits:
- Not required.

4 Profiled In Fire

LEVEL   Tier 1

440-

Those in adjacent squares feel warmth from the magical fire.

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	12 Squares	Initiative		Light and Darkness	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Recipient	2 Hours		none	DOK

Details:
  - If done in a battle this spell may distract the target audience.
     - Roll a Save (situation may require the GM to change this)

WHAT 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.

WHAT THIS DOES NOT DO:
  - Does NOT set anything on fire.
  - Does NOT deal any permanent damage, only superficial and cosmetic.

Bonds and Connections
  - No Nae'Em connection.

Counter:
LVL: 1   Same Spell

Creations:
Aura Of Flames
  - Wreathes user in magical flames.
  - DOK: Dur: 1 Hr.
  - 3 pch of Cinderroot, Trench mold, Veggie oil.
  - Create: 24 SP, 4 Hrs, Stack:9 Dur:10 Min.
  - Requires campfire. Buy:20 GP Sell: 9 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
18	Duration X4	10

Focus Items and/or Kits:
  - Focus staff with crystal is NOT passive.
  - Extend the AoE of warmth alone to a 2x2 square.

4 Veil of Shadows

LEVEL   Tier 1

364-

Shadow muffles sound & hides those within. Night:SNS:4. Day:SNS:1.

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Caster	6 Minutes		Planar	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	4x4 Squares	12 Hours		SNS 1-4	DOK

Details:
- A wise Dokour would use this from dusk to dawn,
   - the spell will have little effect in daylight.

WHAT THIS DOES:
- Does surround the Caster in a bubble that deters magical detection and muffles sound.
   - This works absoluetly 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 specific Dokour spells when the spell is cast (NOT when the breakable is used):
   - Speak To Dokour Target,
   - Direction To A Dokour Target.

WHAT THIS DOES NOT DO:
- Does NOT function well, if at all, in any well lit environments.
- Does NOT have much effect during the day:
   - Passing the Save still allows others to see there is a dark cloud,
   - Failing the Save allows those outside the clound to see enough into the cloud.

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 1   Dispel Magic Spell

Creations:
Haze Bubble
- Hides those within. Sphere best at night.
- DOK: Duration: 2 Hours.
- Need: Campfire, 24 SP, 4 Hrs.
   Oak root, Trench mold, Wheat roots.
- Market: 9 Max, Buy:20 GP, Sell:7 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	AoE X2	6
14	Duration X2	8

Focus Items and/or Kits:
- Focus staff with crystal is NOT passive.
- Will allow a light source as bright as a torch
   or less in the bubble without detection.

5 Invoke Imp Partner (Year long)

LEVEL   Tier 2

870-

Create an imp that can be scryed on. (automatic Cae'Em)

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	30 Squares	2 Days (24 Hrs)	🌙	Summon or Send	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	PMP	End of Year	📅 JAN 1	none	DOK

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, Init+0, ToHIT+0, Damage:1d2, Distance:1.

MOVE: Run= 3 Sqs.   Flight= 7 Sqs (4 Sqs above land or lava).

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

WHAT 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.
- Does allow the Imp to carry 10 lines of inventory.

WHAT THIS DOES NOT DO:
- 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.

Bonds and Connections
- This is an Cae'Em connection with construct.

Counter:
LVL: 1   Rollout Interruption

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Alter Hair/Whiskers/Fur/Scales	6
10	Rollout Halved	6

Focus Items and/or Kits:
- Focus staff with crystal is NOT passive.
- Can alter skin color to another natural color.
- Can alter race, hair color and style.

5 Detect Magic

LEVEL   Tier 2

893-

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	2 Squares	5 Minutes		Find or Reveal	Magical

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
1	1-5 item	Instant	NOW	RM	2	STM-SYL-DOK

GM

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.

WHAT 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.

WHAT THIS DOES NOT DO:
- 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.

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 1   Rollout Interruption

Creations:
Scroll of Detect Magic
- Find Mundane, Magic, Epic, or God lvl. 1 item.
- EOL: 1-3 Items in same square.
- Need: Kitchen/Lab, 24 SP, 4 Hrs.
  Astrl specks, Etherl grass, Obsid shard, Trnch mold.
- Market: 9 Max, Buy:150 GP, Sell:30 GP.

Enhancements:

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

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

5 Dimension Quick Portal for 3

898-

LEVEL   Tier 2

2d4 INTO or 2d6 OUT OF. Damage to use. Caster & 2 others..

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	2 Squares	30 Minutes		Planar	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	3 Civilized crtrs	2 Rounds	2 RDS	none	DOK

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.

WHAT 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.
      - Closes after 2nd person enters or duration ends.
      - A 3rd person will take full damage to try (but fail).

WHAT THIS DOES NOT DO:
   - Does NOT cause mundane damage. Thus does not light things afire.

Bonds and Connections
   - This is a Vae'Em connection with venue or location.

Counter:
LVL: 1   Rollout Interruption

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Duration X2	8
18	Range X4	10

Focus Items and/or Kits:
   - Not required.

6 Create Arcane Beetles

LEVEL   Tier 2

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	8 Squares	Initiative		Summon or Send	Magical

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
3	1 Square	3 Rounds		SKL	2	DOK-EOL

Created by COPILOT

Details:
- Attempts to conjure Fire Beetles by succeeding on the Save.
    - The Fire Beetles are not a thinking, living creature,

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.
- Some TIRO spells create enough messy magic to leave behind dead beetles.
- This spell purposely creates the beetles that stay when dead,
    - When the spell ends all living beetles vanish.

WHAT THIS DOES:
- Does create a small swarm of Arcane Beetles:
    - 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.
- 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.

WHAT THIS DOES NOT DO:
- Does NOT allow the Fire Beetles to cross a Circle of Protection.
- Does not have any effect if the Save fails.
- Does NOT work if the caster is not able to continue,
    - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

Bonds and Connections
- No Nae'Em connection.

Counter:
NOW
LVL: 1   Interruption Of Duration

Creations:
Cinderroot powder
- 1 Bag (10 pinches) common ingredient.
- DOK-EOL: 1 bag (15 pinches).
- Need: Campfire, Varied SP, 8 Hrs.
    Excess Magic, Common Stone, Common Soil.
- Market: 9 Max, Buy:45 GP, Sell:12 GP.

Enhancements:

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

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

6 Cleansing Fire

445-

LEVEL   Tier 2

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	30 Minutes		Healing and Rest	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	12 Hours		HLH 3	DOK

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.

WHAT THIS DOES:
  - Does remove any Sickness/Disease from the caster by the end of the first hour.
  - Does for the entire duration the caster is immune to Sickness/Disease.
  - Does deal 1 damage for every hour of the Duration.

WHAT THIS DOES NOT DO:
  - Does NOT set anything on fire.

Bonds and Connections
  - No Nae'Em connection.

Counter:
LVL: 1   Dispel Magic Spell

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
14	Duration X2	8

Focus Items and/or Kits:
  - Focus staff with crystal is NOT passive.
  - Allows casting on another person.

-Dokour

6 Move Shadow to Shadow

LEVEL   Tier 2

Caster can jump from one shadow to another within range.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	24 Squares	2 Rounds	**2** RDS	Light and Darkness	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Caster	20 Minutes	⧗	none	DOK

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.

WHAT 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.

WHAT THIS DOES NOT DO:
- 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?

Bonds and Connections
- No Nae'Em connection.

Counter:
          No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
10	Rollout Halved	6
12	Range X2	8

Focus Items and/or Kits:
- Focus staff with crystal is NOT passive.
- Aura displayed is 0 (Zero). No light when casting.

6 Speak with Dead

LEVEL   Tier 2

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	1 Round	**1** RDS	Communication	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	20 Minutes		none	DOK-STM

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.

WHAT 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.

WHAT THIS DOES NOT DO:
- 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.

Bonds and Connections
- This is an Cae'Em connection with a construct (temp).

Counter:
NOW
LVL: 1   Interruption Of Duration

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

Enhancements:

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

Focus Items and/or Kits:
- Focus staff with crystal is NOT passive.
- Allows caster to know if the response to the question

7 Direction To Dokour Target

LEVEL   Tier 2

900-

Save Column varies to reveal alignments from 50 to 200.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	1 Hour	🕐	Nae'Ems	Mundane

STACK	AoE	DURATION		SAVE COL		CLASS GROUPS
1	5 Marks Radius / Tier	Instant	NOW	RM Varies	GM	DOK

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.

WHAT 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).

WHAT THIS DOES NOT DO:
- 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.

🚶 **Bonds and Connections**
- This is an Nae'Em connection with person.

Counter:
LVL: 1   Rollout Interruption

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
10	Rollout Halved	6
12	AoE X2	6

Focus Items and/or Kits:
- Focus staff with crystal is NOT passive.
- Subtracts 50 points from the targets alignment.
  - Makes the detection easier.

7 Speak To Dokour Target

LEVEL   Tier 2

890-

Talk to a previously identified target.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	3 Marks	1 Hour		Nae'Ems	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
7	1 Recipient	1 Round / Tier		SKL 1	DOK

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'.

WHAT 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.

WHAT THIS DOES NOT DO:
   - Does NOT send any tactile, olfactory, or audible senses.
   - Does NOT send any mental images.
   - Does NOT allow casting through the bond.

Bonds and Connections
   - This is an Nae'Em connection with a person

Counter:
LVL: 1   Rollout Interruption

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
14	Save -1 Col	8

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

7 View Dimension

LEVEL   Tier 2

View the area of Dimension.

516-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	10 to 100 Sqs sight	10 Minutes		Planar	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	2x2 Sq Perimeter	6 Hours		none	DOK

Created by COPILOT

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

WHAT 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.

WHAT THIS DOES NOT DO:
- 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.

Bonds and Connections
- This is a Vae'Em connection with a location/venue.

Counter:
LVL: 1   Interruption Of Duration

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

Enhancements:

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

Focus Items and/or Kits:
- Focus staff with crystal is NOT passive.
- Able to use a light spell inside Dimension.

-Dokour

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8 Mundane Fire Immunity

656-

LEVEL   Tier 2

Target is immune to mundane fires cooler than a forge.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Target	5 Rounds		Battle Actions/Prep	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Target	1 Hour		none	DOK

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.

WHAT 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.

WHAT THIS DOES NOT DO:
- Does NOT have any effect if used in fires as hot as a forge or hotter.
- Does NOT work if the caster is not able to continue,
  - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 1   Same Spell

Creations:
Normal Fire Protection
- No dmg from fires cooler than forge. Dur:10 min.
- DOK: Dur:30 min.
- Need: Campfire, 12 SP, 4 Hrs.
  Fox Blood, Palm Root Ash, Trench Mold.
- Market: 9 Max, Buy:20 GP, Sell:9 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
18	Duration X4	10

Focus Items and/or Kits:
- Focus staff with crystal is NOT passive.
- Any near caster (1 Sq) are warmed even in Arctic.

8 Flame Strike

LEVEL   Tier 2

441-

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	4 Squares	Initiative		Battle Offense	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Square	1 Round		RM 2	DOK

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.

WHAT 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.

WHAT THIS DOES NOT DO:
- Does NOT allow for anything to catch on fire.

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available

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

Enhancements:

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

Focus Items and/or Kits:
- Focus staff with crystal is NOT passive.
- Creatures that live in and around fire ARE affected.

8 Portal To Nae'Em

LEVEL   Tier 2

897-2

portal can't be opened/created unless Nae'Em agrees to the portal.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	30 Minutes		Nae'Ems	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	PMP	5 Minutes		None	DOK-SYL-STM-EOL-ORX

Designed by freepik

Details:
the caster and one other person can pass through.
Or   Nae'Em and one other person can pass through.
First to pass through must be either the Nae'Em or the caster.

WHAT THIS DOES:
the caster and one other person can pass through.
Or
Nae'Em and one other person can pass through.
First to pass through must be either the Nae'Em or the caster.

WHAT THIS DOES NOT DO:
the caster and one other person can pass through.
Or
Nae'Em and one other person can pass through.
First to pass through must be either the Nae'Em or the caster.

Bonds and Connections

Counter:
        No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

Focus Items and/or Kits:
   -- No effect.

-Dokour

8 Scry on Imp Spy

LEVEL   Tier 2

880-

Can scry on your Imp within PMP.

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	1 Minute		Nae'Ems	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1x2x2 Squares	4 Hours		none	DOK

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

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

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

Bonds and Connections
- This Is an Cae'Em connection with an Imp Construct.

Counter:
LVL: 1   Dispel Magic Spell

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

Enhancements:

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

Focus Items and/or Kits:
- Focus Staff with crystal is NOT passive.
- Can send one simple command per scry spell.

8 Dispel Magic Spell

LEVEL   Tier 2

964-

Caster and GM both roll the Save. Affected spells list in Full Descr.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Touch	6 Minutes	Enchantments	Magical

STACK	AoE	DURATION	SAVE	COL	CLASS GROUPS
99	1 Target	Permanent	SKL	3	DOK

Created by COPILOT

Details:
Spells that are countered by Dispel Magic Spell:

1 -Camp Perimeter Shock	8 -Dimension Personal Hideaway
3 -Summon Astral Beast of Burden	8 -Circle of Protection vs Undead
3 -Gathering The Darkness	9 -Search for Focus Item
3 -Protect Fighter vs Ranged/Thrown	9 -Dimensional Containment
4 -Shadow Dome	10-Charged Fencing - Two Sides
4 -Shadow of the Magi	10-Project Astral Image Within PMP
6 -Cleansing Fire	12-Circle of Expulsion of Ethereal Crtrs.
7 -Strumos Waystation	22-Living Statue
8 -Scry on Imp Spy	

WHAT THIS DOES:
 - Does require both the caster and the GM to roll Saves.
 - Does set the Casters Save Column to 3.
 - Does require the GM to determine the Save Column based on the nature of magic of the item.
 - Does affect any spells that have a Duration that is NOT permanent.

Comparison process:
 - Caster rolls a Save and determines how close they are to passing,
   - Caster might be xx amount OVER the needed Save or XX under the needed Save.
 - GM must FIRST determine the Save Column based on the item.
   - GM then rolls a Save and determines how close they are to passing,
   - GM might be xx amount OVER the needed Save or XX under the needed Save.
 - Casters and GM results are compared,
   - If the casters result is higher then item's magic has been dispelled,
   - If the GMs result is higher OR equal the magic stays as is.

WHAT THIS DOES NOT DO:
 - Does NOT ensure the caster is safe from side effects or curses.
 - Does NOT affect any magic/spells that are non-permanent.

Bonds and Connections
 - No Nae'Em connection.

Counter:
LVL: 1   Rollout Interruption

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
12	Range X2	8

Focus Items and/or Kits:
 - Not required.

8 Dimension Personal Hideaway

LEVEL   Tier 2

514-

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	10 Minutes		Planar	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1x2 Squares	2 Hours		none	DOK

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 Caster is still within the Hideaway at the end of Duration they are pushed back to PMP.
      - 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.

WHAT 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.

WHAT THIS DOES NOT DO:
   - Does NOT allow anyone or anything other than the Caster and their belongings through the threshold.

Bonds and Connections
   - No Nae'Em connection.

Counter:
LVL: 1   Dispel Magic Spell

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

Enhancements:

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

Focus Items and/or Kits:
   - Focus staff with crystal is NOT passive.
   - Allows Caster to bring one person with them.

9 Find Clues To True Name

LEVEL   Tier 3

629-

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
24 pts	4 Squares	2 Hours		Find or Reveal	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Item	Permanent		RM 2	DOK-SYL-STM-EOL-ORX

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)

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

  WHAT THIS DOES NOT DO:
  - Does NOT find the True Name itself, only the Clues.

Bonds and Connections
  - This is a Tae'Em connection with a thing.

Counter:
LVL: 1   Rollout Interruption

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
10	Rollout Halved	6
18	Range X4	10

Focus Items and/or Kits:
  - Focus ITEM with crystal is NOT passive.
  - Rollout time is half of the current amount of time.

9 Search for Focus Item

LEVEL   Tier 3

Detects focus item within range. Vibration/Audible/Visual.

267-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	1 Day	🌙	Find or Reveal	Magical

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
1	1 Mark	4 Hours	🕐	SKL	2	🎭	SYL-STM-EOL-ORX-DOK

Created by COPILOT

Details:
  - This is a spell to find a Arcane Focus Item.
  - Note: Dokour do NOT have this spell. They must use 'Direction To A Dokour Target'.

WHAT THIS DOES:
  - Does let the caster specify what type of Arcane Focus Item is searched for,
    - It can be an item for any class, but must be specified.
  - Does require the caster to be in a circle of protection (of any kind).
  - Does require caster to pass the Save.
  - Does allow the caster to designate how the signal is received (if Arcane Focus is found),
    - Vibration: Caster feels a vibration which grows as they near the item.
    - Audible: Caster hears a low siren which grows louder as they near the item.
    - Visual: Caster sees a glowing dot which grows brighter as they near the item.
  - Only the caster receives the vibration, audible, or visual response.

WHAT THIS DOES NOT DO:
  - Does NOT allow use of this spell by any Dokour.

Bonds and Connections
  - This is a Tae'Emn connection to a thing.

Counter:
LVL: 1   Dispel Magic Spell

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

Enhancements:

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

Focus Items and/or Kits:
  - Not required.

9 Dimension Portal

341-

LEVEL   Tier 3

2d4 INTO or 2d6 OUT OF. Dmg to use, Save for 1/2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	1 Hour		Planar	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Portal Structure	2 Minutes		RM 2	DOK

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.

WHAT 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.

WHAT THIS DOES NOT DO:
- Does NOT cause mundane damage. Thus does not light things afire.

Bonds and Connections
   - This Is an Vae'Em connection with a location/venue.

Counter:
LVL: 1   Rollout Interruption

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

Enhancements:

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

Focus Items and/or Kits:
   - Focus staff with crystal is NOT passive.
   - More fire damage to all except self, Extra 2d6.

9 Dimensional Containment

LEVEL   Tier 3

513-

Creatures of Dimension must Save to leave the containment.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	10 Minutes		Planar	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	3x3 Sq Radius	4 Hours		BRU 4	DOK

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.

WHAT 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.

WHAT THIS DOES NOT DO:
- Does NOT inhibit the Caster from leaving the circle.

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 1   Dispel Magic Spell

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

Focus Items and/or Kits:
- Focus staff with crystal is NOT passive.
- Creature may only leave the perimeter
    if they make a critical Save (>95).

10 Magical Fire Protection

LEVEL   Tier 3

871-

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	2 Rounds	**2** RDS	Battle Actions/Prep	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	2 Hours		none	DOK

Created by COPILOT

Details:
- Grants total immunity to magical 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.

WHAT THIS DOES:
- Does limit magical 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.

WHAT THIS DOES NOT DO:
- Does NOT work if the fire is mundane.
- Does NOT work if the caster is not able to continue,
  - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 1   Same Spell

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

Enhancements:

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

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

11 Connect To An Arcane Focus Item

627-

LEVEL   Tier 3

Creates connection between caster and a Arcane Focus Item.

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
36 pts	Touch	3 Days		Class Specialty	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Item	Permanent		RM 3	DOK-SYL-STM-EOL-ORX

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

WHAT 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.
- Does allow a caster with a current Focus Item to cast this as a counter to another casting.

WHAT THIS DOES NOT DO:
- 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.

Bonds and Connections
- This is an Tae'Em connection with a thing.

Counter:
LVL: 1   Rollout Interruption

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
12	Range X2	8
14	Save -1 Col	8

Focus Items and/or Kits:
- Caster must NOT have a currrent Focus Item.
- Note: Stack=1.

11 Summon Life From Death

LEVEL   Tier 3

979-

Dead < 25 Hrs. SKL:3 & -4 current HP, Permanent -5 HP from Max HP.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
36 pts	Touch	12 Hours		Healing and Rest	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Body	Permanent		SKL 3	DOK

Created by COPILOT

Details:
  - When brought back to life the creature has -4 HP.
    - Passing the Save takes 5 HP from the recipient Max HP, (8 HP with Focus Staff).
    - Passing the Save gives 1 HP to the Casters Max HP.
  - Creates a Nae'Em between the caster and the recipient.
    - This is the ONLY civilized person Nae'Em allowed for the Dokour.

WHAT THIS DOES:
  - Does only work if the creature has been dead for less than 25 hours.
  - Does require the caster to roll a SKL:3 Save,
    - Passing:
      - Recipient is Alive!
      - Takes 5 HP from the recipient Max HP, (8 HP with Focus Staff).
      - Gives 1 HP to the Casters Max HP.
    - Failing: (1 attempt only)
      - Recipient remains dead,
      - Further Dokour attempts do not bring the recipient back, the recipient is a zombie.
  - Does disconnect the recipient from all Nae'Ems and Divine connections,
      - All can be reconnected in the normal way for the world/campaigne.
  - Does create a Nae'Em connection between the Dokour and recipient.

WHAT THIS DOES NOT DO:
  - Does NOT restore a creature that has been dead for more than 24 hours.
  - Does NOT restore the creature to more than -4 HP.
  - Does NOT restore undead or living dead.
  - Does NOT work on any non-civilized races/creatures.
  - Does NOT allow any Nae'Ems or divine connections to remain,
    - After wiping away the connections the Dokour creates a Nae'Em with the recipient.

Bonds and Connections
   - This is a Nae'Em connection with the recipient.

Counter:
LVL: 1   Rollout Interruption

Creations:

Enhancements:

LVL	ENHANCEMENTS	COST
1	Fake Effort	-2
10	Rollout Halved	6
18	Nae'Em Clues Removed	20

Focus Items and/or Kits:
   - Focus staff with crystal is NOT passive.
   - Save column -1 AND Removes 8 HP (not 5) from recipients Max.

12 Class Power Attack (FIRE)

LEVEL   Tier 3

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

956-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	8 Squares	Initiative		Battle Offense	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	1 Round		RM 3	DOK

Created by COPILOT

Details:
- Dokour use Fire.

WHAT 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.

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

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available

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

Focus Items and/or Kits:
- Focus ITEM with crystal is NOT passive.
- Enemy to pass another RM:3 Save vs knocked back 1 Sq.
- Knock back may interrupt some activities.

12 Circle - Dimensional Expulsion

LEVEL   Tier 3

519-

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	12 Secs (2 Rds)	**2** RDS	Planar	Magical

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
3	2 x 2 Square	1 Round	**1** RDS	MR	2		DOK

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.

WHAT 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 potentional teleports until the duration ends.

WHAT THIS DOES NOT DO:
- Does NOT affect any non-Dimesion creature or item.

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 1   Rollout Interruption

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

Enhancements:

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

Focus Items and/or Kits:
- Not required.

13 Fire Bombardment

LEVEL   Tier 4

531-

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	12 Squares	Initiative		Battle Offense	Magical

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	1x3 Squares	1 Round		AGL	2	DOK

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.

WHAT 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.

WHAT THIS DOES NOT DO:
 - Does NOT allow for anything to catch on fire.
 - Does NOT creatures that live in and around fire.

Bonds and Connections
   - No Nae'Em connection.

Counter:
         No Counter Available

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

Enhancements:

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

Focus Items and/or Kits:
 - Focus staff with crystal is NOT passive.
 - AoE: 3x2 Squares.

13 Circle of Containment

LEVEL   Tier 4

Creatures from exiting its area. Must Save to Exit.

454-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	10 Minutes		Fences and Shelters	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3 Sq Rad Circle	4 Hours		BRU 3	DOK-SYL-STM-EOL-ORX

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.

WHAT THIS DOES:
- Does inhibit creatures from leaving the circle.
- Does work if the caster is unconscious, dead, or out of range, etc.

WHAT THIS DOES NOT DO:
- Does NOT inhibit the Caster from leaving the circle.
- Does NOT work if the caster is not able to continue,
    - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

Bonds and Connections
- No Nae'Em connection.

Counter:
NOW
LVL: 1   Rollout Interruption

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

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

-Dokour

14 Magma Perimeter

LEVEL   Tier 4

Magical magma dmg 8d6. Double dmg if submerged.

548-

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Caster	30 Minutes		Fences and Shelters	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	4x4 Sq Island	6 Hours		none	DOK

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.

WHAT 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.

WHAT THIS DOES NOT DO:
- 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.

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 1   Same Spell

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

Enhancements:

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

Focus Items and/or Kits:
- Focus staff with crystal is NOT passive.
- AoE to a 5x5 square perimeter for 2 sq wide moat.

15 Dokour Flame Attack

LEVEL   Tier 4

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

704-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	8 Squares	Initiative		Battle Offense	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	1 Round	1 RDS	none	DOK

Created by COPILOT

Details:
- Deals a significant amount of magical fire damage.

WHAT THIS DOES:
- Does 5d8 +12 +Acumen Bonus in damage.
- Does directs a ball of magical flame straight to the target.

WHAT THIS DOES NOT DO:
- Does NOT apply any mundane damage,
  - Does not light anything on fire since this is a magical fire.

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available

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

Focus Items and/or Kits:
- Focus staff with crystal is NOT passive.
- Caster deals an extra 4 Damage per die rolled.

15 Create Permanent Location Tae'Em

LEVEL   Tier 4

347-5

Location becomes a teleport destination.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	10 Squares	1 Day		Nae'Ems	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	2x2 Sq Area	Permanent		none	DOK-SYL-STM-EOL-ORX

Details:
    -- Caster creates a Nae'Em of a location to be used for teleportation travel.

WHAT THIS DOES:
    ... meet the requirements of memorizing a location as a destination.
    ... Create a non-sentient Nae'Em.

WHAT THIS DOES NOT DO:
    ... remain a Nae'Em if the location changes significantly.

Bonds and Connections

Counter:
              No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
10	Rollout Halved	6
12	Range X2	8

Focus Items and/or Kits:
- Focus item with crystal is NOT passive.
- Can amble and be not so obvious with this spell.

16 Reveal True Name

631-

LEVEL   Tier 4

This uses all the clues to find the True Name.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
64 pts	1 Square	12 Hours		Find or Reveal	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Square	Permanent		none	DOK-SYL-STM-EOL-ORX

Hello my name is **True** *Meerine*

Created by COPILOT

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

WHAT 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.

WHAT THIS DOES NOT DO:
- 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.

Bonds and Connections
- This is an Nae'Em connection with a person.

Counter:
LVL: 1   Rollout Interruption

Creations:
- No creations. Usable only as the action.

Enhancements:

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

Focus Items and/or Kits:
- Focus ITEM with crystal is NOT passive.
- Sets Rollout to 8 Hours.

18 Arcane Removal (2 of 3)

539-

LEVEL   Tier 5

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

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
60 pts	Touch	6 Hours		Class Specialty	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Permanent		RM 3	DOK

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.

WHAT 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.

WHAT THIS DOES NOT DO:
- 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.

Bonds and Connections
 - This Is an Nae'Em connection with a person.

Counter:
LVL: 1   Rollout Interruption

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

Enhancements:

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

Focus Items and/or Kits:
 - Focus staff with crystal is NOT passive.
 - The disconnection requires a Dokours focus staff.

19 Dead Spirit Conversation Circle

LEVEL   Tier 5

462-

Speaks with up to 6 souls. Requires a ritual & tokens.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	6 Squares	10 Minutes		Communication	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Spirit	Rollout		SKL 2	STM-DOK

Created by COPILOT

Details:
- Caster performs a summoning ritual using a summoning circle, then summons
  souls and spirits to speak to them.
- Communication is also voluntary on the soul/spirit's part,
  - the summoning itself is not voluntary.

WHAT 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)
- Does require the souls/spirits to rise and meet with the caster, but not to communicate,
  - souls/spirits that have been dead for over 100 years will not be available for this.
  - souls/spirits that have been disconnected from the planes of the living are not available.
- Does allow for 10 questions and answers. One set per minute.
  - Unanswered questions do not count.
  - Time may run out before the caster gets 10 answers.
- Does allow the caster to ask a single question and wait for any to answer,
  - Multiple answers to 1 question is not counted as multiple questions.
  - Repeating the same question is another question.

WHAT THIS DOES NOT DO:
- 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 end the spell and start over by casting this again..
- Does NOT allow the caster to force the spirit to comply with requests.

Bonds and Connections
- This Is an Cae'Em connection with a construct.

Counter:
LVL: 1   Rollout Interruption

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

Enhancements:

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

Focus Items and/or Kits:
- Focus ITEM with crystal is NOT passive
- The Save required is now SKL:1.