#### -Dokour **Altered Reality** AREA OF EFFECT LEVEL **0.1** SAVE: No Save 15% Max 5 Minutes 12 Hours TIRO: Beauty Contestant:2nd Prize Recipient becomes more attractive by their race's standards. Caster lets colorful sparks cover the part they wish to change, COUNTER: None which fade after a moment. ENHANCEMENTS: LvI 0 No Enhancements 0 SP RANGE ROLL OUT DURATION LEVEL 0.1 RM: 1 20% Max **Blocks Vision** 4 Squares 1 Target Initiative 1 Round TIRO: Pie Fight! Glowing Pie appears as thrown pie to block vision. The caster makes a throwing gesture and a pie made out of colorful light appears, COUNTER: None flying towards the target ENHANCEMENTS: Lvl 0 No Enhancements SKL: 1 LEVEL 0.3 10% Max 1 Rope 1 Rope 1 Minute 2 Hours Rope not cut TIRO: 2 Rope Image The caster conjures a rope that looks like two short ropes made out of colorful ribbons. Does allow the Caster to roll a Save to merge the ropes into one. COUNTER: None Any use or actions with the rope after conjuring reveals it as single length of 4 squares. ENHANCEMENTS: Lvl 0 No Enhancements 0 SP **Battle-Actions** STACK 99 SKL: 1 LEVEL 5 6 Sqaures Instant Fire Starter Ember strands wind around the hand. Fire jumps from the hand to the target. FOCUS:A darkened fire bolt. Flammable objects take 1d1 damage per round. Save for objects on Targets. COUNTER: None Objects on Targets increase Save column by 1. ENHANCEMENTS: 8 SP No secondary targets are considered. (i.e. wall behind the target). Lvl 12 Range X2 Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP Battle-Defense ROLL OUT SAVE: No Save 8 pts 1 Target 1 Target 5 Rounds 1 Hour Mundane Fire Immunity CREATE:Normal Fire Protection Grants Target immunity to mundane fires cooler than a forge. FOCUS: Warms those close. orge fires or hotter break this spell. COLINTER:Same Snell Creates enough light to read by if within 2 squares of caster. ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP Battle-Offense AREA OF EFFECT DURATION RM: 1 **LEVEL 0.2** 20% Max 6 Squares Instant Damage taken TIRO: Fire Crack!

(ToHIT Required)

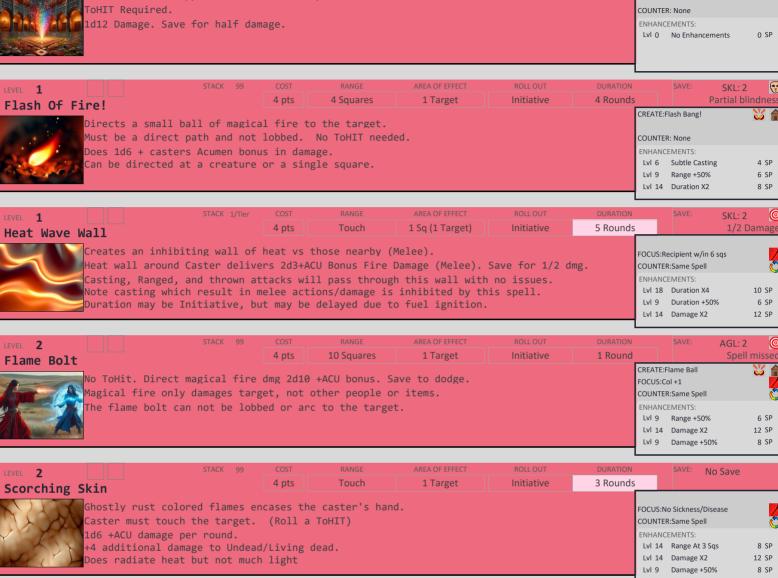
COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements

0 SP

Bright Multi Colored flashes appear in the caster's hand.

Caster rolls a Thrown ToHit. 1d3 Damage. Metal armor requires Save.

#### -Dokour AGL: 2 LEVEL 0.4 30% Max 12 Squares 1 Target No Damage TIRO: Quick Flash Fire Colorful embers appear in the caster's palm. ToHIT Required. COUNTER: None 1d12 Damage. Save for half damage. ENHANCEMENTS: Lvl 0 No Enhancements 0 SP ROLL OUT SKL: 2 LEVEL 1 4 pts 4 Squares 1 Target Initiative 4 Rounds Partial blindness



LEVEL 3	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Heat Metal Armor			4 pts	6 Squares	1 Target	Initiative	4 Rounds	REATE:Enflame M	etal Armor
Metal bits of targe Round 1: Initiativ				heat. Targets ToHIT -1	Init, AC, ToHIT	drop 1 per rour	nd.	OCUS:AC/Init/ToH	IT additional -1
Round 2: Initiativ		Ac Ac		ToHIT -2				OUNTER:Same Spo	ен 🔾
Round 3: Initiativ		Ac		ToHIT -3				Lvl 12 Range X2	
Round 4: Initiativ	e -4	Ac	-4	ToHIT -4				Lvl 9 Range +5 Lvl 18 Duration	

LEVEL 4	STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Conjure Native Beetles		4 pts	4 Squares	1 Mark	Initiative	2 Rounds		Conjured
A swarm appears i Conjures a swarm Will attack any l	to attack nea	rest cre	eature to the d		~	FOCU COUL	ATE:Beetleroot Grain JS:Save +1 Col NTER:Same Spell ANCEMENTS:	inules 🐧 💃
Save to conure.	iving target.	Even	ir the target i	is intendity to th	e caster.	Lvl Lvl	12 Range X2 9 Range +50% 14 Damage X2	8 SP 6 SP 12 SP

EVEL D				
Create	Arca	ne I	Bee	etles
		Save	to	conju

8 pts

8 Squares

1 Square

1 Square

Initiative

3 Rounds

SKL: 2



re. Recommend sequential casting due to multiple round Duration. Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2).

This spell continues through Duration even if caster is not aware.

8 pts

The beetles attack non-enemies if no enemies are in range.

Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8

CREATE:Cinderroot powder FOCUS-SKI->05 COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lyl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP

LEVEL 8 Flame Strike

Flames shoot upward from the Caster's hand and down towards the AoE.

4 Squares

No ToHIT required. Can Lob magical fire to target. Damage of 4d10 +ACU. Target Saves for 1/2 damage.

Magical fire does not light things afire.

1/2 Damage FOCUS:hurts fire based. COUNTER:Same Spell ENHANCEMENTS:

RM: 2

Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lyl 9 Damage +50% 8 SP

Battle-Prep

LEVEL 0.3 TIRO: Armor of Light 30% Max

Self

1 Minute

4 Hours

1 Round

No Save

Solid Multi Colored flashes and surrounds the Caster.

AC becomes 16. Image of bright, sparkly magic armor around Caster.

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 0 No Enhancements

0 SP

7 Profiled In Fire

8 pts

Self

Self

ROLL OUT Initiative

2 Hours

No Intimidat

Visible heat waves surround the casters's body for the duration. Wreathes the caster in the image of intimidating flames. Allow the target audience a Save due to the wreathe of flames. Will not set items on fire due to Magical output.

CREATE:Aura Of Flames FOCUS:warmth = 2x2 AoE COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP 10 SP Lvl 18 Duration X4 Lvl 9 Duration +50% 6 SP

Call-Summon

EVEL **0.3** TIRO: I Have Your Item!

30% Max

1 Item

Initiative

1 Round

RM·1 Item grabbed.

Bright Multi Colored flashes travel towards the item and snatches it. Random object (No magic/metal/crystalline). Metal armor = 1 worse Save. Save to retrieve item.

COUNTER: None

ENHANCEMENTS:

Lvl 0 No Enhancements n sp

3 NAE'EM Invoke Temporary Imp

4 pts

8 Squares

30 Squares

PMP

1 Hour

2 Days (24 Hrs)

1 day / Tier

**End of Year** 

• RM: 2

Emerges out of a flame. Looks similar to caster, but miniature and with a tail. Small ball of magical fire creates an imp.

Emerges out of a flame. Imp is about 3 inches high (7.6 cm). Imp has same skin color, hair color/style, and race (Miniaturized) as caster.

HP:12. SP:0 Attacks: x1x1. No Init:0 ToHIT:0. Damage: 1d2 Distance:1

FOCUS: Alter the description COUNTER: None

ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lyl 14 Duration X2 8 SP

5 Invoke Imp Partner (Year long)

Emerges out of a flame. Looks similar to caster, but miniature and with a tail.

Small ball of magical fire creates an imp.

8 pts

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

FOCUS: Alter the description COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP

No Save



8 Dispel Magic DOK

8 nts

1 Item

10 Minutes

Permanent

SKL: 3 Comparative



Casters reach out to place spell breaking magic on an item

5M determines the Save column for the item based on the nature of its power. Caster and GM both roll the Save. The greater success wins out. (Or least loss) Can be used to disrupt permanent magic. Doesn't affect non permanent spells.

COUNTER: None

ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP

1

1 Suare

1 Minute

1 Hour

SAVE: No Save

Shadow Cover

-lames surrounds the caster and darkens the area as it fades to black. Shadow surrounds the caster and their belongings.

At night helps Dokour blend into darkness.

In daylight Dokour still in darkness, but is very obvious.

When using the enhancement 'Subtle Caster' shadow comes on slowly over rollout.

FOCUS:Muffles caster in AOE COUNTER:Same Spell

ENHANCEMENTS:

Lyl 12 Rollout Init 12 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP

5 Detect Magic

8 pts

1 item

5 Minutes

RM: 2

6 SP

6 SP

-2 SP

6 SP

9



Caster attempts to find out if an item/object is magical.

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

Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. Casting this will not enact the powers or magic,

nor does it reveal the kind of magic is in play.

CREATE:Scroll of Detect Magic FOCUS:Save Col -1 COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP

6

#### Attention Avoidance

Bubble muffles sound & deters detection. Save to not be observed.

Works absoluetly best in dim light and lower.

Physical bubble that has 1 HP.

Spell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'.

CREATE:Haze Bubble FOCUS:Torchlight inside

Lvl 9 Range +50%

COUNTER:Same Spell FNHANCEMENTS:

Lvl 10 Rollout Halved 6 SP 10 SP Lvl 18 Duration X4 Lvl 9 Duration +50% 6 SP

LEVEL 7 NAE'EM

7 Mark/Tier Radius

4x4 Squares

6 Minutes

4 Hours

RM: Vari GM **Compass direction** 

Direction To Dokour Target



Find a high alignment Dokour within Range.

If the Savings Throw roll is 0 to 5 no targets are revealed. (See full description) Roll 0 to 5 and no targets shown, Beat Column 1 to find alignments > 150,

Beat Column 2 to find alignments > 125, Beat Column 3 to find alignments > 100, Beat Column 4 to find alignments > 75,

Roll >95 to find alignments > 50.

FOCUS: Target Align -50 COUNTER:Same Spell

ENHANCEMENTS: Lvl 10 Rollout Halved Lvl 4 Aura Brightens

7 NAE'EM



1x2 Squares

10 to 100 Sqs sight 2x2 Sq Perimeter

**ROLL OUT** 

6 Hours

2 Hours

No Save

View Dimension

8 pts Creates a scrying area for the caster and others to view Dimension.

Those within the AoE can see into the Dimension from their spot in the PMP.

Can see a distance of 100 squares in daylight. Only 20 squares in moonlight. aster cannot move the scry point, but can move around to see in other directions. FOCUS:Light up Dimension COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP

**Dimension Personal Hideaway** 

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

Dead End Dimensional Hallway to hide in. create a 1 square wide and 2 square high flat opening.

STACK 99

1d4 magical fire damage to pass through

FOCUS:Range:Self+1/Tier COUNTER: None

Lvl 9 Duration +50%

ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50%

No Save

NAE'EM 8 Scrv on Imp Spy

8 nts

1x2x2 Squares

1 Minute

4 Hours

No Save



Requires the caster to have created an Imp previously.

Imp Spy must be on the same PMP.

Sees through Imp Spy's eyes with normal vision only.

Does NOT communicate with Imp Spy

FOCUS-Send 1 command COUNTER: None

**ENHANCEMENTS** Lvl 14 Save -1 Col 8 SP Lvl 14 Range At 3 Sgs 8 SP Lvl 4 Aura Brightens -2 SP

### Health-Life-Death

LEVEL 0.1

30% Max

1 Square

Recipient

Initiative

Permanent

SAVE: No Save

TIRO: Healing Bolus

A rainbow of colors surrounds the person being healed. 1d12 HP healing. Does heal 1d12 painlessly.

Does NOT heal Undead or Living Dead.

Does NOT heal any sicknesses, diseases or other ailments.

Does NOT deal any damage prior to healing the Recipient.

COUNTER: None

ENHANCEMENTS: Lvl 0 No Enhancements

1 Reduce Fire Damage 4 pts

Caster

5 Rounds

20 Minutes

HTH: 2

surround the wound on the caster and stitch the skin together. ny magical/mundane fire dmg is reduced by 1 per die, minimum of 1.

FOCUS:Total of 4 Pts Reduced

COUNTER: None

CREATE:Burn Reducer

ENHANCEMENTS:

Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP

Duration +50%

Healing Flames 1d4 HP per Tier

Touch

Touch

1 Recipient

Initiative

Permanent

SKI:3

9

10 SP

8 SP

8 SP

6 SP

Spiritlike rose colored flames dance around the wound.

Roll 1d4 per Tier. Dmg x2 with pain, then Heal x3. Self heal requires Save.

Does heal living creatures and plants, but most plants die from the damage first. Does NOT heal or hurt the undead and living dead.

Caster can choose what Tier level to use.

CREATE:Fire Balm FOCUS:+1 HP extra COUNTER: None

FNHANCEMENTS:

Lvl 16 Healing +4

COUNTER: None

ENHANCEMENTS:

Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq 6 SP

Repair Undead/Living Dead

-2 pts

Encasing the undead/living dead in flames for one full minute. Heals" the target for 1d6 points while caster may gain 2 SP.

4 pts

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

Has no effect on a corpse.

1 Minute

Permanent

Permanent

No Save

No Save

FOCUS:no Sick/Disease to caster

Max gain of SP set to 20 SP per day.

Lvl 18 Range X4 10 SP Lvl 12 Range X2 Lvl 14 Range At 3 Sqs

Final Rites

Yellow flames creep across the body without burning it.

Must be dead a month or less.

The dead are sent beyond any connection that can be made from the known planes. To finish the spell a dieties name must be spoken aloud.

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved

6 SP Lvl 14 Range At 3 Sqs 8 SP

Cleansing Fire

8 pts Self

1 Body

30 Minutes

2 Hours

12 Hours

No Save

Magenta flames engulf the caster during the RollOut then flames fade away. Removes frialty from the caster.

hp Dmg per hour.

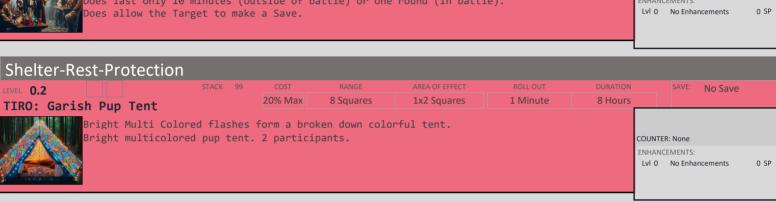
mmune to Sickness/Disease.

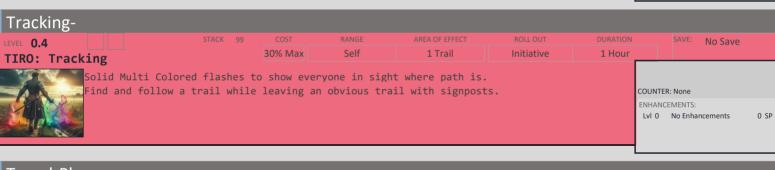
FOCUS:Cast to another COUNTER: None

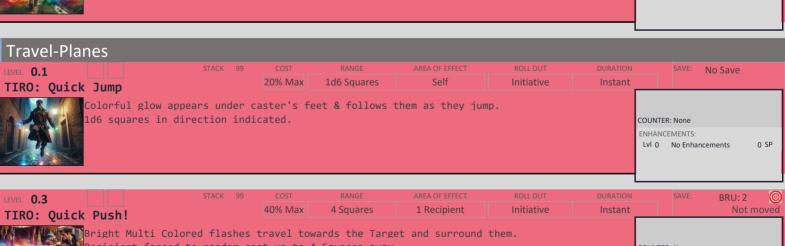
ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Range at 1 Sq 6 SP Lvl 14 Duration X2 8 SP



#### -Dokour Light-AREA OF EFFECT SAVE: No Save STACK 99 **ROLL OUT** LEVEL **0.4** 10% Max Initiative 1d20 Minutes 10 Squares 2x2 Sqs TIRO: Aural Spark Colorful lights surround an area. Non-flammable point of low light. 1 of 5 colors. COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP Personal-Connections SKL: 3 1 Target Initiative Special TIRO: Random Friendship Colorful heart-shaped sparkles around casters hands. Potentially makes someone more tolerant of the caster. COUNTER: None Does last only 10 minutes (outside of battle) or one round (in battle). ENHANCEMENTS: Lvl 0 No Enhancements 0 SP Does allow the Target to make a Save.







1d6 squares in d	irection indi	cated.					COUNTER: None ENHANCEMENTS: Lvl () No Enha	ncements	O SP
TIRO: Quick Push!	STACK 99	COST 40% Max	RANGE 4 Squares	AREA OF EFFECT  1 Recipient	ROLL OUT Initiative	DURATION Instant	SAVE:	BRU: 2 Not	moved
Bright Multi Col Recipient forced					them.		COUNTER: None ENHANCEMENTS: Lvl 0 No Enha	ncements	0 SP



