-Dokour **Altered Reality** RM: 2 4 pts Touch 10 Minutes 6 Hours Dark profile 4 Gathering The Darkness A darkness coalesces around the target's body. Target is outlined in pure shadow if Save is passed. Staff w/Crystal Does NOT fully obfuscate the targets form in shadow if Save is passed. SAME SPELL WILL COUNTER. Battle-Actions SKL: 1 8 pts 6 Sqaures 1 Item Initiative Instant Ignite 5 Fire Starter Ember strands wind around the hand. Fire jumps from the hand to the target. Flammable objects take 1d1 damage per round. Save for objects on Targets. Staff w/Crystal Objects on Targets increase Save column by 1. No secondary targets are considered. (i.e. wall behind the target). Battle-Defense STACK 1 No Save 8 pts 1 Target 5 Rounds 1 Hour 1 Target Mundane Fire Immunity Grants Target immunity to mundane fires cooler than a forge. Normal Fire Protection Forge fires or hotter break this spell. Creates enough light to read by if within 2 squares of caster. Warms those close SAME SPELL WILL COUNTER. No Save Self Self 5 Minutes 20 Minutes 12 pts 10 Magical Fire Protection Limits mundane fire damage to 1 HP per round. Fires as hot as or hotter than a forge will do 1d4 damage per round. Staff w/Crystal If the fire is magical in nature this spell has no protection to offer. Forge fire = 1 hp / Rd. BRU: 3 12 pts Touch 3 Sq Rad Circle 10 Minutes 4 Hours Able to exit Circle 12 Circle of Containment Barely visible blue streams of light form a cage inside the circle. Drawn circle that stops creatures from exiting its area. Staff w/Crystal y. Can be used in/as a trap with Rogues skill "Set Up Eolas Spell Release (TRAP)". BRU:>95 Must Save to Exit. SAME SPELL WILL COUNTER. ENHANCEMENTS: 4 Battle-Offense SKL: 2 4 Squares 4 Rounds Partial blindness 4 pts 1 Target 1 Flash Of Fire! Directs a small ball of magical fire to the target. Must be a direct path and not lobbed. No ToHIT needed. NO FOCUS USE Does 1d6 + casters Acumen bonus in damage. Can be directed at a creature or a single square. STACK 1/Tier AREA OF EFFECT SKL: 2 4 pts Touch 1 Sq (1 Target) 5 Rounds 1/2 Damage 1 Heat Wave Wall Creates an inhibiting wall of heat vs those nearby (Melee). Heat wall around Caster delivers 2d3+ACU Bonus Fire Damage (Melee). Save for 1/2 dmg. Staff w/Crystal Casting, Ranged, and thrown attacks will pass through this wall with no issues. Recipient w/in 6 sqs Note casting which result in melee actions/damage is inhibited by this spell. SAME SPELL WILL COUNTER. Duration may be Initiative, but may be delayed due to fuel ignition.

2 Flame Bolt

No ToHit. Direct magical fire dmg 2d10 +ACU bonus. Save to dodge. Magical fire only damages target, not other people or items. The flame bolt can not be lobbed or arc to the target.

4 pts

10 Squares

1 Target

Initiative

1 Round Spell missed

CREATE:
Flame Ball

Staff w/Crystal
Col +1
SAME SPELL WILL COUNTER.

AGL: 2

-Dokour No Save 4 nts 1 Target Initiative 3 Rounds 2 Scorching Skin Ghostly rust colored flames encases the caster's hand. Caster must touch the target. (Roll a ToHIT) 1d6 +ACU damage per round. No Sickness/Disease +4 additional damage to Undead/Living dead. SAME SPELL WILL COUNTER. Does radiate heat but not much light No Save 4 pts 6 Squares 1 Target Initiative 4 Rounds 3 Heat Metal Armor Metal bits of target armor glow with heat. Targets Init, AC, ToHIT drop 1 per round. Ac -1 ToHIT -1 Round 1: Initiative -1 Staff w/Crystal Round 2: Initiative -2 Ac -2 ToHIT -2 AC/Init/ToHIT additional -1 Round 3: Initiative -3 Ac -3 ToHIT -3 SAME SPELL WILL COUNTER. Round 4: Initiative -4 Ac -4 ToHIT -4 SKL: 2 4 pts 4 Squares 2 Rounds Conjured 4 Conjure Native Beetles Arcane swarm appears in a square adjacent to the target. Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg. Staff w/Crystal Will attack any living target. Even if the target is friendly to the caster. Dmg set at 5 pts Save to conure. SAME SPELL WILL COUNTER. SKI · 2 8 pts 8 Squares Initiative 3 Rounds 1 Square Create Arcane Beetles ** Save to conjure. Recommend sequential casting due to multiple round Duration. Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2). Staff w/Crystal This spell continues through Duration even if caster is not aware. The beetles attack non-enemies if no enemies are in range. Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, RM: 2 8 pts 4 Squares 1 Square 1 Round 8 Flame Strike Flames shoot upward from the Caster's hand and down towards the AoE. No ToHIT required. Can Lob magical fire to target. Staff w/Crystal Damage of 4d10 +ACU. Target Saves for 1/2 damage. Magical fire does not light things afire. SAME SPELL WILL COUNTER. STACK 3 MR: 2 12 Secs (2 Rds) 1 Round 12 pts 3x3 Square 12 Circle - Dimensional Expulsion Forces Dimension Creatures and items back to Dimension Plane. This is cast using chalk outlined circle. Once spell starts outline fades to unseen. NO FOCUS USE Save for each creature/item. Pass to expell. Every Save attempt alerts the caster. Range is for casting. Distance to caster does not matter after casting. RM: 3 Initiative 1/2 Dmg if same 12 pts 8 Squares 1 Target 1 Round 12 Class Power Attack (FIRE) Bolt of power: Dmg 4d10+ACU Bonus. Save for 1/2 dmg IF same class. V. The power surges outward impacting the enemy. No ToHIT required. Knockback w/ RM:3 SAME SPELL WILL COUNTER. RM: 2 1x3 Squares Initiative 1 Round 1/2 Damage 12 Squares 13 Fire Bombardment

> Ruby colored flames cascade from the caster's hand into the sky and down to the AoE. Lobs damage of 6d10+ACU bonus to 3 Sqs. Target Saves for 1/2 damage.

This can be lobbed but needs clearance past obstacles before hitting target.

No ToHIT is required. Damage to 3 adjcent squares.

AOL. NOW OT	3 Squares III a II	iie ieauii	ing away 11 olii Ca.	SCEL MICHIEL LANG	3c.			ENHANCEMENT:
ı.	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM:3
Dokour Flame Attack		16 pts	8 Squares	1 Target	Initiative	1 Round		1/2 Dam

Flames erupt out of the casters hand heading directly to the target. Directs a ball of magical flame straight to the target. No lobbing. Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 damage. Does not light anything on fire since this is a magical fire.

Staff w/Crystal Dmg +4/die SAME SPELL WILL COUNTER.

Staff w/Crystal

AoE: 3x2 Squares. 2 wide

SAME SPELL WILL COUNTER.

-Dokour

Battle-Prep AREA OF EFFECT SNS: 2 Self Initiative 2 Hours No Intimidation 8 pts 7 Profiled In Fire Visible heat waves surround the casters's body for the duration. Wreathes the caster in the image of intimidating flames. Staff w/Crystal Allow the target audience a Save due to the wreathe of flames. warmth = 2x2 AoE Will not set items on fire due to Magical output. SAME SPELL WILL COUNTER. BRII: 4 12 pts 3x3 Sq Radius 10 Minutes 4 Hours **Dimensional Containment** Blood red aura lights up the perimeter before fading from view. Holds Dimensional creatures within AoE. Staff w/Crystal Creatures of Dimension must Save to leave the containment. ROLL OUT No Save 2 Sq Wide Moat 30 Minutes 14 Magma Perimeter Bright magenta flames leaps from the Caster's fingertips into a created moat. 3x3 Square Island. 2 wide x2 deep Magma Moat. Magical damage of 8d6. Staff w/Crystal Magma in moat causes 8d6 damage each round. Magma is 1 square deep. Submerged creatures have damage doubled. SAME SPELL WILL COUNTER. Call-Summon RM: 2 PMP 4 pts 1 day / Tier 8 Squares 1 Hour **Invoke Temporary Imp** 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). Alter the description 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 No Save 30 Squares PMP 2 Days (24 Hrs) **End of Year** 8 pts 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. 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. Alter the description HP:12. SP:0 Attacks: x1x1. No Init:0 ToHIT:0. Damage: 1d2 Distance:1 Communication-SAVE: No Save 4 pts 2 Rounds 20 Minutes 2 Hot Conversations Fire to fire Nae'Em. Audio visual fire to fire Nae'Em. Small item pass through. Staff w/Crystal Two separate fires must be in preset location and lit. The caster face will be visible to the other side. SAME SPELL WILL COUNTER. A single 'speakers' face will be visible to the caster. No Save 20 Minutes 8 pts 1 Target 5 Questions 6 Speak with Dead Red flames extend from the caster to be infused into the skull of the target. Can be up to 100 years dead per Tier. Creates a temporary Nae'Em (Cae'Em). Staff w/Crystal 1/2 Requires full skull and a jawbone. Max of 5 questions within the rollout time. Truthseer Spell will interpret older languages to the current common language.



Bright yellow ribbons encircle the recipient. An identified Dokour Target person becomes connected to the caster.

Requires the target to be within Range and to have already been identified by the 'Direction To Dokour Target' spell.

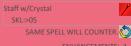
8 pts

3 Marks

1 Recipient

1 Hour

1 Round / Tier



SKI:1

Viewed

-Dokour Find-Hide-Reveal No Save 4 pts 1 Suare 1 Minute 1 Hour 1 Shadow Cover Flames surrounds the caster and darkens the area as it fades to black. Shadow surrounds the caster and their belongings. Staff w/Crystal At night helps Dokour blend into darkness. Muffles caster in AOE In daylight Dokour still in darkness, but is very obvious. SAME SPELL WILL COUNTER. When using the enhancement 'Subtle Caster' shadow comes on slowly over rollout. No Save 4 pts Self 3 Sq Dia Sphere Initiative Conc +4 Rds Shadow of the Magi Stays fixed right above the caster. Darkness to continues for up to 4 rds after the concentration has stopped. Staff w/Crystal Caster to creates darkness that will stay centered above them. Brighter by Tier Keep darkness active by lightly concentrating on the spell, SAME SPELL WILL COUNTER. Other spells actions that do not state a need to concentrate may be used. RM: 2 8 pts 2 Squares 1 item 5 Minutes Instant 5 Detect Magic Caster attempts to find out if an item/object is magical. Scroll of Detect Magic Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind. Staff w/Crystal 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. SNS: 2 8 pts 4x4 Squares 4 Hours Not so visible 6 Attention Avoidance Bubble muffles sound & deters detection. Save to not be observed. Works absoluetly best in dim light and lower. Staff w/Crystal Physical bubble that has 1 HP. Torchlight inside Spell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'. SAME SPELL WILL COUNTER. RM: Vari GM AREA OF EFFECT Self 7 Mark/Tier Radius 8 pts 1 Hour Instant 7 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) Staff w/Crystal Roll 0 to 5 and no targets shown, Beat Column 1 to find alignments > 150. Target Align -50 Beat Column 2 to find alignments > 125, Beat Column 3 to find alignments > 100, SAME SPELL WILL COUNTER. Beat Column 4 to find alignments > 75, Roll >95 to find alignments > 50. No Save 10 to 100 Sqs sight 2x2 Sq Perimeter 6 Hours 8 pts **View Dimension** 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. Staff w/Crystal Can see a distance of 100 squares in daylight. Only 20 squares in moonlight. Light up Dimension Caster cannot move the scry point, but can move around to see in other directions. Self 10 Minutes 2 Hours 8 pts **Dimension Personal Hideaway** create a 1 square wide and 2 square high flat opening. Dead End Dimensional Hallway to hide in. Staff w/Crystal create a 1 square wide and 2 square high flat opening. Range:Self+1/Tier 1d4 magical fire damage to pass through

STACK 3 COST RANGE AREA OF EFFECT ROLLOUT DURATION SAVE: No Save

8 pts Touch 1x2x2 Squares 1 Minute 4 Hours





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

Staff w/Crystal
Send 1 command.

-Dokour

16 Reveal True Name

1 Square

1 Square

1 Target

1 Body

12 Hours

1 Minute

2 Hours

Permanent

No Save



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

Use clues gathered to attempt to find the True Name.

Caster states aloud all the clues during the rollout.

Resulting in the direction and distance in marks if the Save is passed.

64 pts

The knowledge is NOT announced out loud.



9

1/2

Нра	lth-	ے afi ا	Death
IICa	11411-		Death

HTH: 2 4 pts Self 5 Rounds 20 Minutes Damage reduced 1 Reduce Fire Damage



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

Staff w/Crystal

Permanent

Permanent

12 Hours

Staff w/Crystal

Total of 4 Pts Reduced

STACK 99 4 pts 1 Recipient Initiative Permanent

2 Healing Flames 1d4 HP per Tier

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.

SKI · 3 Healed self

No Save

3 Repair Undead/Living Dead

Encasing the undead/living dead in flames for one full minute.

-2 pts

4 pts

"Heals" the target for 1d6 points while caster may gain 2 SP.

Target must actually be at less than maximum points. Must have a need to be "healed". Has no effect on a corpse.

Touch

Max gain of SP set to 20 SP per day.

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.

NO FOCUS USE

No Save

No Save

Self 30 Minutes 8 pts Self Cleansing Fire



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

1 hp Dmg per hour.

Immune to Sickness/Disease.

Staff w/Crystal

Cast to anothe

RM: 2

%

1/2

Personal-Connections

24 pts 4 Squares 1 Item 2 Hours Find Clues To True Name



Bright Orange ribbons float to the object/person and fade as they surround them. Caster attempts to locate clues to find a True Name.

Staff w/Crystal

36 pts

Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollou Creates a connection between the caster and the Arcane Focus Item.

Require the item to be of the highest quality. Caster must currently not have a Focus Item.

No current Focus Item

ENHANCEMENTS: 5

11 Connect To An Arcane Focus Item

Permanent

RM: 3



-Dokour SKL: 2 36 pts Current Item 20 Minutes Permanent 11 Disconnect An Arcane Focus Item A weave engulfs the caster. Removes the connection between all creatures and the focus item. NO FOCUS USE A creature that is currently connected will know when the disconnection happens. Travel-Planes No Save 8 pts 2 Squares 3 Civilized crtrs 30 Minutes 2 Rounds 5 Dimension Ouick Portal for 2 Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage. The flames cause magical fire damage (will not light combustibles) when in circle. NO FOCUS USE The PMP and Dimension once were the same but have split and advanced on their own. Portal open for caster and 1 other. Portal closes after 2nd person. ROLL OUT RM·2 12 pts **Portal Structure** 1 Hour 2 Minutes 1/2 Damage 9 PMP To/From Dimension Portal Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage. Flames cause magical fire damage (will not light combustibles) when in circle. Staff w/Crystal PMP and Dimension once were the same but have split and advanced on their own. +2d6 dmg except self Portal open for caster and 1 other. Portal closes after 3rd person.

Travel-PMP

STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save

8 pts 24 Squares Caster 2 Rounds 20 Minutes

6 Travel Shadow to Shadow

Caster can jump from one shadow to another within range.
This does work for the caster only on shadows that the caster can see and in Range.
This dowoes allow more options at night when more shadows are available.

Shining ruby colored flames Profile The Caster Then Dim To Nothing.

Staff w/Crystal

No light when cast