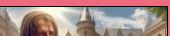





**-Dokour**


LEVEL	0.1	STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
TIR0: Beauty Contestant:2nd Prize		15% Max		Self		Self		5 Minutes		12 Hours					
		Recipient becomes more attractive by their race's standards. Caster lets colorful sparks cover the part they wish to change, which fade after a moment.										<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0    No Enhancements    0 SP</div>			

LEVEL	0.1			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		RM: 1	
TIRO: Pie Fight!						20% Max		4 Squares		1 Target		Initiative		1 Round				Blocks Vision	
				Glowing Pie appears as thrown pie to block vision. The caster makes a throwing gesture and a pie made out of colorful light appears, flying towards the target															
				COUNTER: None ENHANCEMENTS: Lvl 0    No Enhancements    0 SP															

LEVEL	0.3			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		SKL: 1			
TIRO: 2 Rope Image						10% Max		1 Rope		1 Rope		1 Minute		2 Hours				Rope not cut			
		<p>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.</p> <p>Any use or actions with the rope after conjuring reveals it as single length of 4 squares.</p>																			
		<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 0</td><td>No Enhancements</td><td>0 SP</td></tr></table>																	Lvl 0	No Enhancements	0 SP
Lvl 0	No Enhancements	0 SP																			

## Battle-Offense

LEVEL	0.2			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		RM: 1
TIRO: Fire Crack!				20% Max		6 Squares		1 Target		Initiative		Instant				Damage taken		
				Bright Multi Colored flashes appear in the caster's hand. (ToHit Required) Caster rolls a Thrown ToHit. 1d3 Damage. Metal armor requires Save.														
				COUNTER: None ENHANCEMENTS: Lvl 0    No Enhancements    0 SP														

LEVEL	0.4			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		AGL: 2		
TIRO: Quick Flash Fire						30% Max		12 Squares		1 Target		Initiative		Instant				No Damage		
				Colorful embers appear in the caster's palm. ToHIT Required. 1d12 Damage. Save for half damage.															COUNTER: None ENHANCEMENTS: Lvl 0    No Enhancements    0 SP	

LEVEL

1

STACK

99

COST

4 pts

RANGE

4 Squares

AREA OF EFFECT

1 Target

ROLL OUT

Initiative


DURATION


4 Rounds

SAVE

SKL: 2

Partial blindness







Directs a small ball of magical fire to the target.

Must be a direct path and not lobbed. No ToHIT needed.

Does 1d6 + casters Acumen bonus in damage.

Can be directed at a creature or a single square.





CREATE:Flash Bang!



COUNTER: None


ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Duration X2	8 SP

LEVEL	1	STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2		
Heat Wave Wall				4 pts	Touch	1 Sq (1 Target)	Initiative	5 Rounds		1/2 Damage		
<div><p>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. Casting, Ranged, and thrown attacks will pass through this wall with no issues. Note casting which result in melee actions/damage is inhibited by this spell. Duration may be Initiative, but may be delayed due to fuel ignition.</p></div>											<div>FOCUS:Recipient w/in 6 sqs</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Duration X410 SP</div> <div>Lvl 9 Duration +50%6 SP</div> <div>Lvl 14 Damage X212 SP</div>	<div></div>

## -Dokour

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
<b>Flame Bolt</b>						4 pts	10 Squares	1 Target	Initiative	1 Round		Spell missed	



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.

CREATE:Flame Ball

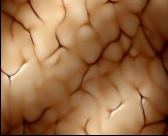
FOCUS:Col +1

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP
Lvl 9	Damage +50%	8 SP

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Scorching Skin</b>						4 pts	Touch	1 Target	Initiative	3 Rounds			



Mostly rust colored flames encases the caster's hand.  
Caster must touch the target. (Roll a ToHIT)  
1d6 +ACU damage per round.  
+4 additional damage to Undead/Living dead.  
Does radiate heat but not much light


FOCUS:No Sickness/Disease

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 14	Range At 3 Sqs	8 SP
Lvl 14	Damage X2	12 SP
Lvl 9	Damage +50%	8 SP

LEVEL	3			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Heat Metal Armor</b>						4 pts	6 Squares	1 Target	Initiative	4 Rounds			



Metal bits of target armor glow with heat. Targets Init, AC, ToHIT drop 1 per round.  
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

CREATE:Enflame Metal Armor


FOCUS:AC/Init/ToHIT additional -1

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 18	Duration X4	10 SP

LEVEL	4			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
<b>Conjure Native Beetles</b>						4 pts	4 Squares	1 Mark	Initiative	2 Rounds		Conjured	



A swarm appears in a square adjacent to the target.  
Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.  
Will attack any living target. Even if the target is friendly to the caster.  
Save to conure.

CREATE:Beetleroot Granules

FOCUS:Save +1 Col


COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP

## Battle-Prep

LEVEL	0.3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>TIRO: Armor of Light</b>						30% Max	Self	Self	1 Minute	4 Hours			



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
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## Call-Summon

LEVEL	0.3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1	
<b>TIRO: I Have Your Item!</b>						30% Max	4 Sqs	1 Item	Initiative	1 Round		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	0 SP
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LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
<b>Invoke Temporary Imp</b>						4 pts	8 Squares	PMP	1 Hour	1 day / Tier		Imp appears	



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
Lvl 14	Duration X2	8 SP

**-Dokour**

LEVEL	0.2			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
TIRO: Amplify Own Speech						20% Max		Self		3x3x3 Sq		Initiative		5 Minutes			
 <p>The caster takes a deep breath and speaks at an amplified volume.  Amplifies sound out up to a 3 Square wide Cube.  Amplify even whispers.  Doesn't affect anyone but the caster.  As normal for the resulting volume it does carry over walls/barriers.</p>				<div>COUNTER: Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 0    No Enhancements    0 SP</div>													


LEVEL	0.3			STACK	0	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
TIR0: Colored Signal Flare				15% Max		20 Squares		1 Flare		Initiative		1 Minute					
 <p>A colored signal flare. Random between Red, Blue, Yellow, and Green. Roll 1d20</p> <p>1 - 5 is bright red,  5 - 10 is bright blue,  10 - 15 is bright yellow,  15 - 20 is bright green.</p>				<div>COUNTER: Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements 0 SP</div>													


LEVEL	0.4	NAE'EM			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
TIRO: Sloppy Spying							25% Max		12 Squares		3x3x3 Sqs		Initiative		5 Minutes			
					<p>Ghostly Multi Colored flashes surround the caster for the duration.          Caster is the only one that sees the effects of this spell.          Others have no indication beyond a lot of multi colored magic floating around.</p>												COUNTER: None ENHANCEMENTS: Lvl 0    No Enhancements    0 SP	

LEVEL

2

NAE'EM





STACK

1

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION


SAVE:

No Save


Hot Conversations




4 pts




PMP




2 Fires




2 Rounds



20 Minutes





Fire to fire Nae'Em.  
Audio visual fire to fire Nae'Em. Small item pass through.  
Two separate fires must be in preset location and lit.  
The caster face willll be visible to the other side.  
A single 'speakers' face will be visible to the caster.

FOCUS:Item passed through

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 14

Duration X2

8 SP

Lvl 9

Duration +50%

6 SP

Creation Meta

LEVEL

0.1

STACK

3

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

TIRO: Water From A Plant


20% Max

1 Square

1 Plant

Initiative

10 Minutes



The caster enchants a plant to pour water.  
Water pours as if from a spout, but instead it is from the plant.  
This only creates enough water to fill up a waterskin throughout the Duration.  
Does NOT have any affect against plant creatures.

COUNTER: None



ENHANCEMENTS:

Lvl 0

No Enhancements

0 SP


Find, Hide, Reveal

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Shadow Cover						4 pts	Self	1 Suare	1 Minute	1 Hour											
				<p>Flames surrounds the caster and darkens the area as it fades to black.</p> <p>Shadow surrounds the caster and their belongings.</p> <p>At night helps Dokour blend into darkness.</p> <p>In daylight Dokour still in darkness, but is very obvious.</p> <p>When using the enhancement 'Subtle Caster' shadow comes on slowly over rollout.</p>																	
				<div><div><p>FOCUS:Muffles caster in AOE.</p><p>COUNTER:Same Spell</p><p>ENHANCEMENTS:</p><table><tr><td>Lvl 12</td><td>Rollout Init</td><td>12 SP</td></tr><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table></div><div></div></div>									Lvl 12	Rollout Init	12 SP	Lvl 18	Duration X4	10 SP	Lvl 9	Duration +50%	6 SP
Lvl 12	Rollout Init	12 SP																			
Lvl 18	Duration X4	10 SP																			
Lvl 9	Duration +50%	6 SP																			

# -Dokour

## Health-Life-Death

LEVEL	0.1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						30% Max	1 Square	Recipient	Initiative	Permanent		




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	0 SP
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LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2
						4 pts	Self	Caster	5 Rounds	20 Minutes	Damage reduced	



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.

CREATE:Burn Reducer


FOCUS:Total of 4 Pts Reduced.

COUNTER: None

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
						4 pts	Touch	1 Recipient	Initiative	Permanent	Healed self.	



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

ENHANCEMENTS:

Lvl 14	Range At 3 Sqs	8 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 16	Healing +4	10 SP

LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						-2 pts	Touch	1 Target	1 Minute	Permanent		



Encasing the undead/living dead in flames for one full minute.  
"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.  
Max gain of SP set to 20 SP per day.


FOCUS:no Sick/Disease to caster

COUNTER: None

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 14	Range At 3 Sqs	8 SP

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1 Body	2 Hours	Permanent		



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

## Light-

LEVEL	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						10% Max	10 Squares	2x2 Sqs	Initiative	1d20 Minutes		



Colorful lights surround an area.  
Non-flammable point of low light. 1 of 5 colors.


COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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## Personal-Connections

LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
						40% Max	10 Squares	1 Target	Initiative	Special	Friends!	



Colorful heart-shaped sparkles around casters hands.  
Potentially makes someone more tolerant of the caster.  
Does last only 10 minutes (outside of battle) or one round (in battle).  
Does allow the Target to make a Save.


COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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**-Dokour**

## Shelter-Rest-Protection

LEVEL	0.2			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
TIR0: Garish Pup Tent				20% Max		8 Squares		1x2 Squares		1 Minute		8 Hours					
				Bright Multi Colored flashes form a broken down colorful tent. Bright multicolored pup tent. 2 participants.													
				COUNTER: None ENHANCEMENTS: Lvl 0    No Enhancements    0 SP													

Tracking-

LEVEL

0.4

STACK

99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

TIR0: Tracking


30% Max

Self

1 Trail

Initiative

1 Hour



Solid Multi Colored flashes to show everyone in sight where path is.  
Find and follow a trail while leaving an obvious trail with signposts.

COUNTER: None


ENHANCEMENTS:

Lvl 0

No Enhancements

0 SP

## Travel-Planes

LEVEL	0.1	STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
TIRO: Quick Jump		20% Max		1d6 Squares		Self		Initiative		Instant					
		Colorful glow appears under caster's feet & follows them as they jump. 1d6 squares in direction indicated.										COUNTER: None ENHANCEMENTS: Lvl 0    No Enhancements    0 SP			

LEVEL

0.3

STACK

99

COST

40% Max

RANGE

4 Squares

AREA OF EFFECT

1 Recipient

ROLL OUT

Initiative

DURATION


Instant

SAVE:

BRU: 2

Not moved

TIRO: Quick Push!



Bright Multi Colored flashes travel towards the Target and surround them.

Recipient forced to random spot up to 4 Squares away.

COUNTER: None


ENHANCEMENTS:

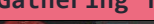
Lvl 0

No Enhancements

0 SP

Utility-

LEVEL	0.4			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
TIRO: Tasty Cumber Meals					25% Max		Touch		Varies		1 Minute		1 Hour				
		Multi Colored flashes extend from Caster's hand and form into consumable food. 1d12 meals appear at waist height of the Caster.													COUNTER: None ENHANCEMENTS: Lvl 0    No Enhancements    0 SP		

LEVEL	4			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Gathering The Darkness						4 pts		Self		5 Sq Dia Sphere		Initiative		1 Hour			
		Stays fixed right above the caster. Darkness to continues for one hour. Caster to creates darkness that will stay centered above them. Can use this spell to create a bag of 'Dust Of Darkness'.															FOCUS: Not centered COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP Lvl 12 AoE X2 6 SP

## -Dokour

4

STACK

99

COST

RANGE

AREA OF EFFECT

## ROLL OUT

### DURATION

**SAVE:**

No Save

## Shadow of the Magi - Duplicate

4 pts

## 2 Squares

3 Sq x 3 Sq

1 Minute

1 Day



With a twirling of the fingers the caster brings about light!

No Focus = Candle power. With Focus caster can set power as per Tier.

With a twirling of the fingers the caster brings about light! Eolas can use as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)" Default Light: Candle light

FOCUS: Brighter by Tier

COUNTER: None

## ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
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Lvl 12	Range X2	8 SP
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Lvl 14	Duration X2	8 SP
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