#### -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

**ENHANCEMENTS: 4** 

-Dokour No Save 4 pts 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. Round 1: Initiative -1 Ac -1 ToHIT -1 Staff w/Crystal Round 2: Initiative -2 ToHIT -2 Ac -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. SKL: 2 8 pts 8 Squares Initiative 3 Rounds 1 Square Create Arcane Beetles 200 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. SKL:>05 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. ENHANCEMENTS: 4 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. Staff w/Crystal 1/2 The power surges outward impacting the enemy. No ToHIT required. Knockback w/ RM:3 SAME SPELL WILL COUNTER. ENHANCEMENTS: Battle-Prep

7 Profiled In Fire



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.

8 pts

Self

Aura Of Flames

Staff w/Crystal

warmth = 2x2 AoE

CREATE:

2 Hours

Initiative

SAME SPELL WILL COUNTER.

SNS: 2

No Intimidation

-Dokour ROLL OUT BRU: 4 12 pts 3x3 Sa Radius 10 Minutes 4 Hours Able to Exit 9 Dimensional Containment Blood red aura lights up the perimeter before fading from view. Holds Dimensional creatures within AoE. Creatures of Dimension must Save to leave the containment. Call-Summon RM· 2 4 pts 8 Squares PMP 1 Hour 1 day / Tier 3 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). 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 8 pts 30 Squares **PMP** 2 Days (24 Hrs) **End of Year** 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. Staff w/Crystal 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 Communication-No Save PMP 2 Rounds 20 Minutes 4 pts 2 Hot Conversations 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 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 5 Questions 8 pts Touch 1 Target 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). y. Requires full skull and a jawbone. Max of 5 questions within the rollout time. Spell will interpret older languages to the current common language. SKL: 1 1 Hour 1 Round / Tier 8 pts 3 Marks 1 Recipient 7 Speak To Dokour Target 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 SKI:>05 by the 'Direction To Dokour Target' spell. SAME SPELL WILL COUNTER. Find-Hide-Reveal SAVE: No Save 4 pts Self 1 Minute 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 Self 3 Sq Dia Sphere Initiative Conc +4 Rds 4 pts Shadow of the Magi



Stays fixed right above the caster.

Darkness to continues for up to 4 rds after the concentration has stopped.

Caster to creates darkness that will stay centered above them.

Keep darkness active by lightly concentrating on the spell,

Other spells actions that do not state a need to concentrate may be used.

CREATE:
Dust of Darkness

Staff w/Crystal
Brighter by Tier
SAME SPELL WILL COUNTER.

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.

4 pts

Staff w/Crystal

SKL: 3

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.

1 Recipient

Initiative

**Permanent** 

Staff w/Crystal

### -Dokour

1 Body

Self

1 Item

No Save -2 nts Touch 1 Target 1 Minute Permanent 3 Repair Undead/Living Dead



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

8 pts

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.

No Save

#### 4 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.

Self

NO FOCUS USE

Permanent

No Save

6 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

#### Personal-Connections

24 pts

4 Squares 1 Item

2 Hours

3 Davs

20 Minutes

30 Minutes

1 Hour

2 Hours

30 Minutes

**Permanent** 

2 Rounds

RM: 2

9 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.

Rollout Halved

RM: 3

11 Connect To An Arcane Focus Item

36 pts Touch Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollou

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

STACK 99

Creates a connection between the caster and the Arcane Focus Item.

Staff w/Crystal

No current Focus Item

1/2

Disconnect An Arcane Focus Item

A weave engulfs the caster. Removes the connection between all creatures and the focus item.

A creature that is currently connected will know when the disconnection happens.

NO FOCUS USE

No Save

SKL: 2

#### Travel-Planes

5 Dimension Quick Portal for 2

2 Squares 3 Civilized crtrs 8 pts Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage.

The flames cause magical fire damage (will not light combustibles) when in circle. 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.

12 pts

NO FOCUS USE

PMP To/From Dimension Portal

Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage.

**Portal Structure** 

Flames cause magical fire damage (will not light combustibles) when in circle. 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 3rd person.

**ENHANCEMENTS:** 

RM: 2 2 Minutes 1/2 Damage



## -Dokour

# Travel-PMP

20 Minutes

DURATION SAVE: No Save

COST RANGE AREA OF EFFECT ROLL OUT

8 pts 24 Squares Caster 2 Rounds 6 Travel Shadow to Shadow

Shining ruby colored flames Profile The Caster Then Dim To Nothing. Caster can jump from one shadow to another within range.

STACK 99

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.

Staff w/Crystal No light when cast

ENHANCEMENTS: 6