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, which fade after a moment.

COUNTER: None 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, flying towards the target

COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements

LEVEL 0.3 10% Max 1 Rope 1 Rope 1 Minute 2 Hours 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.

Any use or actions with the rope after conjuring reveals it as single length of 4 squares.

COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP

SKL: 1

SKL: 1

Rope not cut

Battle-Actions

STACK 99 LEVEL 5 6 Sqaures Instant Fire Starter



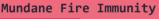
Ember strands wind around the hand. Fire jumps from the hand to the target. Flammable objects take 1d1 damage per round. Save for objects on Targets. Objects on Targets increase Save column by 1.

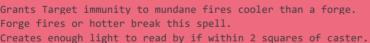
No secondary targets are considered. (i.e. wall behind the target).

FOCUS:A darkened fire bolt. COUNTER: None ENHANCEMENTS: 8 SP Lvl 12 Range X2 Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP

Battle-Defense

STACK 1 ROLL OUT SAVE: No Save 8 pts 1 Target 1 Target 5 Rounds 1 Hour





CREATE Normal Fire Protection FOCUS: Warms those close. COLINTER:Same Snell ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP

DURATION AREA OF EFFECT ROLL OUT SAVE: No Save LEVEL 10 Self 2 Minutes 20 Minutes 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. If the fire is magical in nature this spell has no protection to offer.

FOCUS:Forge fire = 1 hp / Rd.						
. None						
ENHANCEMENTS:						
Rollout Halved	6 SP					
Duration X2	8 SP					
Duration +50%	6 SP					
	I: None EMENTS: Rollout Halved Duration X2					



Round 4:

Initiative -4

ToHIT -4

Ac -4

Lvl 9 Range +50%

Lvl 18 Duration X4

6 SP

10 SP

1 Mark

1 Square

1 Square

3x3 Square

AREA OF EFFECT

1 Target

Initiative

Initiative

12 Secs (2 Rds)

ROLL OUT

Initiative

1 Round

1 Round

DURATION

1 Round

4 Squares

8 Squares

4 Squares



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.

4 nts

2 Rounds 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

9

SKL: 2

SKL: 2

RM· 2

MR· 2

RM: 3

1/2 Dmg if same

1/2 Damage

9

8 SP

6 SP

	_	<u> </u>
Create	Arcane	Beetles

8 pts Save to conjure. 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. The beetles attack non-enemies if no enemies are in range.

STACK 99

Magical fire does not light things afire.

STACK 99

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

3 Rounds CREATE:Cinderroot nowder FOCUS:SKL:>05 COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lyl 14 Duration X2 8 SP Lyl 9 Damage +50% 8 SP

Flame Strike

Flames shoot upward from the Caster's hand and down towards the AoE. No ToHIT required. Can Lob magical fire to target. Damage of 4d10 +ACU. Target Saves for 1/2 damage.

12 pts

8 pts

COUNTER:Same Spell ENHANCEMENTS: Lyl 12 Range X2 8 SP 6 SP Lvl 9 Range +50% Lvl 9 Damage +50% 8 SP

FOCUS:hurts fire based.

COUNTER: None

ENHANCEMENTS: Lvl 14 Save -1 Col

Lvl 12 AoE X2

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. 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.

Touch

RANGE

8 Squares

LEVEL 12

Class Power Attack (FIRE)

12 pts Bolt of power: Dmg 4d10+ACU Bonus. Save for 1/2 dmg IF same class.

he power surges outward impacting the enemy. No ToHIT required.

FOCUS:Knockback w/ RM:3 COUNTER:Same Spell ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP

Battle-Prep

LEVEL 0.3 30% Max Self 1 Minute 4 Hours

TIRO: Armor of Light

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

SNS: 2

No Save

LEVEL 7 Profiled In Fire

8 pts 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 Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP

STACK 1

ROLL OUT

2 Hours



LEVEL 0.3	STACK	0 COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	_ SAVE: No Save	
TIRO: Color	ed Signal Flare	15% Ma	20 Squares	1 Flare	Initiative	1 Minute		
	A colored signal flare. 1 - 5 is 5 - 10 is 10 - 15 is 15 - 20 is	bright red, bright blue, bright yello	W,	ellow, and Green.	. Roll 1d20	ENH	NTER:Same Spell ANCEMENTS: 0 No Enhancements	0 SP

LEVEL **0.4** NAE'EM

STACK 99

25% Max

12 Squares

РМР

Touch

3 Marks

3x3x3 Sas

2 Fires

1 Target

1 Recipient

1 Item

Initiative

2 Rounds

20 Minutes

1 Hour

10 Minutes

5 Minutes

20 Minutes

5 Questions

1 Round / Tier

SAVE: No Save

TIRO: Sloppy Spying

Ghostly Multi Colored flashes surround the caster for the duration.

4 nts

8 pts

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.

COUNTER: None

ENHANCEMENTS:

Lvl 0 No Enhancements 0 SP

2 NAE'EM **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 willl be visible to the other side. A single 'speakers' face will be visible to the caster.

STACK 99

Lyl 14 Duration X2

FOCUS: Item passed through COUNTER:Same Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP

8 SP

6 SP

No Save

No Save

LEVEL 6 NAE'EM 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). Requires full skull and a jawbone. Max of 5 questions within the rollout time. Spell will interpret older languages to the current common language.

FOCUS:Truthseer COLINTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq 6 SP

SKI:1

7 NAE'EM Speak To Dokour Target

Bright yellow ribbons encircle the recipient.

An identified Dokour Target person becomes connected to the caster.

8 pts

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

FOCUS:SKL:>05 COUNTER:Same Spell

ENHANCEMENTS: Lvl 10 Rollout Halved

6 SP

0 SP

8 SP

6 SP

Viewed

Creation-Meta

AREA OF EFFECT SAVE: No Save LEVEL 0.1 20% Max 1 Square 1 Plant Initiative

TIRO: Water From A Plant

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

SKL: 3

Comparative

Dispel Magic DOK

Casters reach out to place spell breaking magic on an item

8 pts

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

Lvl 9 Range at 1 Sq

Find-Hide-Reveal

LEVEL 1 1 Hour Self 1 Suare 1 Minute 4 pts

Shadow Cover

Flames 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.

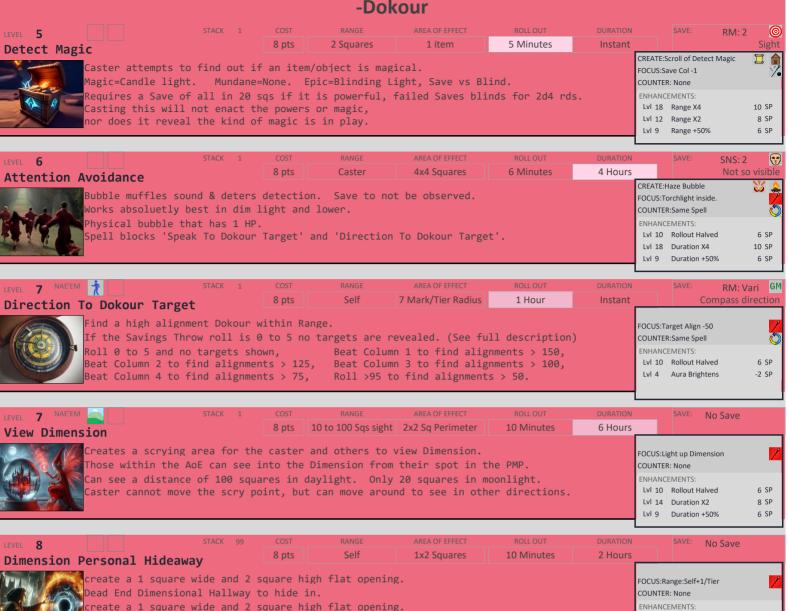
In daylight Dokour still in darkness, but is very obvious.

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

FOCUS: Muffles caster in AOE. COUNTER:Same Spell

ENHANCEMENTS: Lvl 12 Rollout Init

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



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

1d4 magical fire damage to pass through

8 NAE'EM Scry on Imp Spy

Requires the caster to have created an Imp previously.

8 pts

30% Max

Touch

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 Sqs 8 SP Lvl 4 Aura Brightens

1 Minute

ROLL OUT

Initiative

Recipient

Health-Life-Death LEVEL 0.1

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.

SAVE: No Save **Permanent**

Lvl 10 Rollout Halved

Duration +50%

No Save

Lvl 14 Duration X2

Lvl 9

4 Hours

6 SP

8 SP

6 SP

0 SP

COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements

LEVEL 1 Reduce Fire Damage

4 nts

Self

Caster

1 Recipient

1 Body

AREA OF EFFECT

Self

5 Rounds

20 Minutes

HTH: 2

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

Healing Flames 1d4 HP per Tier

Touch 4 pts

Initiative

1 Minute

2 Hours

Initiative

Permanent

Permanent

Permanent

SKL: 3

Healed self

6 SP

10 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.

STACK 99

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

No Save

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.

-2 pts

4 pts

8 pts

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

Touch

Touch

Self

las no effect on a corpse.

Max gain of SP set to 20 SP per day.

FOCUS:no Sick/Disease to caster COUNTER: None ENHANCEMENTS: Ivl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 14 Range At 3 Sqs 8 SP

SAVE: No Save

Lvl 9 Range at 1 Sq

Lvl 16 Healing +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.

STACK 1

COUNTER: None

ENHANCEMENTS: Lvl 10 Rollout Halved

6 SP Lvl 14 Range At 3 Sqs 8 SP

No Save

Cleansing Fire

Magenta flames engulf the caster during the RollOut then flames fade away.

Immune to Sickness/Disease.

30 Minutes 12 Hours

6

emoves frialty from the caster.

hp Dmg per hour.

FOCUS: Cast to another COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lyl 9 Range at 1 Sq. 6 SP Lvl 14 Duration X2 8 SP

Light-

STACK 99 RANGE AREA OF EFFECT SAVE: No Save LEVEL 0.4

TIRO: Aural Spark

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

10% Max Initiative 1d20 Minutes 10 Squares 2x2 Sas

1 Target

COUNTER: None ENHANCEMENTS:

Lvl 0 No Enhancements

Personal-Connections

TIRO: Random Friendship

10 Squares

Does allow the Target to make a Save.

COUNTER: None ENHANCEMENTS:

Special

Lvl 0 No Enhancements 0 SP

LEVEL 0.2

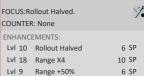
Colorful heart-shaped sparkles around casters hands. Potentially makes someone more tolerant of the caster.

Does last only 10 minutes (outside of battle) or one round (in battle).

40% Max

LEVEL 9 NAE'EM Find Clues To True Name

24 pts 4 Squares 1 Item 2 Hours



Permanent

RM: 2

success



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

STACK 1 LEVEL 11 NAE'EM 36 pts Touch 1 Item 3 Days Permanent Connect To An Arcane Focus Item



Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollo FOCUS:No current Focus Item. 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.

STACK 99

COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP

Shelter-Rest-Protection

STACK 99 LEVEL 0.2 SAVE: No Save 1x2 Squares 20% Max 1 Minute 8 Hours 8 Squares

TIRO: Garish Pup Tent

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-

SAVE: No Save EVEL **0.4** 30% Max 1 Hour

TIRO: Tracking

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

ROLL OUT SAVE: No Save LEVEL 0.1

20% Max 1d6 Squares Self Initiative Instant TIRO: Quick Jump

Colorful glow appears under caster's feet & follows them as they jump. 1d6 squares in direction indicated.

COLINTER: None ENHANCEMENTS: LvI 0 No Enhancements 0 SP

> COUNTER: None ENHANCEMENTS:

AREA OF EFFECT ROLL OUT DURATION **LEVEL 0.3** BRII: 2 40% Max 4 Squares Initiative Instant 1 Recipient 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.

Lvl 0 No Enhancements

LEVEL 5 NAE'EM No Save 30 Minutes 2 Rounds 2 Squares 3 Civilized crtrs Dimension Quick 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. 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.

COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements O SP

0 SP

9 NAE'EM PMP To/From Dimension Portal

12 nts

Touch Portal Structure 1 Hour

2 Minutes

RM: 2 1/2 Damage



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

FOCUS:+2d6 dmg except self COUNTER: None FNHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP

Travel-PMP

6

8 pts 24 Squares Caster 2 Rounds

ROLL OUT

SAVE: No Save

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.

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.

FOCUS:No light when cast COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP

Utility-

LEVEL 0.4 TIRO: Tasty Cumber Meals STACK 99 25% Max Touch Varies 1 Minute 1 Hour

AREA OF EFFECT

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

No Save

No Save

8 SP

6 SP

6 SP

SAVE: No Save

LEVEL 4

Gathering The Darkness

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

1 Day

Lvl 9 Range at 1 Sq Lvl 12 AoE X2

Shadow of the Magi - Duplicate

3 Sq x 3 Sq 1 Minute

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 Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP