-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. Save Column + 1 SAME SPELL WILL COUNTER. Battle-Actions SKL: 1 8 pts 1 Item Initiative Instant 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. A darkened fire bolt. No secondary targets are considered. (i.e. wall behind the target). Battle-Defense STACK 1 SAVE: 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. Battle-Offense SKL: 2 4 pts 4 Squares 1 Target 4 Rounds Partial blindness 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. SKI · 2 Touch 1 Sq (1 Target) Initiative 5 Rounds 4 pts 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. AGL: 2 4 pts 10 Squares 1 Target 1 Round Spell missed 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. Staff w/Crystal The flame bolt can not be lobbed or arc to the target. SAME SPELL WILL COUNTER. No Save 1 Target 3 Rounds 4 pts Touch 2 Scorching Skin Ghostly rust colored flames encases the caster's hand. Caster must touch the target. (Roll a ToHIT) Staff w/Crystal 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



6 Squares

1 Target

4 pts

Round 2: Initiative -2 Ac -2 ToHIT -2 Round 3: Initiative -3 Ac -3 ToHIT -3 Round 4: Initiative -4 Ac -4 ToHIT -4 Staff w/Crystal
AC/Init/ToHIT additional -1
SAME SPELL WILL COUNTER.

4 Rounds

-Dokour							
LEVEL STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
4 Conjure Native Beetles	4 pts	4 Squares	1 Mark	Initiative	2 Rounds		Conjured
Arcane swarm appears in a squa Conjures a swarm to attack nea Will attack any living target. Save to conure.	arest cre	ature to the c	caster for 1d8 D is friendly to t			REATE: Beetleroot Gr aff w/Crystal Dmg set at ! SAME SPI	5 pts ELL WILL COUNTER. O ENHANCEMENTS: 7
LEVEL STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
6 Create Arcane Beetles	8 pts	8 Squares	1 Square	Initiative	3 Rounds	REATE:	Conjured
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. Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8							
LEVEL STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
8 Flame Strike	8 pts	4 Squares	1 Square	Initiative	1 Round		1/2 Damage
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. Magical fire does not light things afire.						aff w/Crystal hurts fire ba SAME SPI	ISED. ELL WILL COUNTER OF ENHANCEMENTS: 4
Battle-Prep	COST	DANCE	ADEA OF FEFECT	BOLL OUT	DUDATION	CANE	
7 Profiled In Fire	8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 2 Hours	SAVE:	SNS: 2 ON No Intimidation
Visible heat waves surround the Wreathes the caster in the image Allow the target audience a Sawill not set items on fire due	age of in	timidating fla o the wreathe	ames.		St	Aura Of Flame aff w/Crystal warmth = 23 SAME SPI	
Call-Summon							
LEVEL NAE'EM STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
3 Invoke Temporary Imp	4 pts	8 Squares	PMP	1 Hour	1 day / Tier		Imp appears
Emerges out of a flame. Looks Small ball of magical fire cre Emerges out of a flame. Imp i Imp has same skin color, hair HP:12. SP:0 Attacks: x1x1.	eates an is about color/st	imp. 3 inches high yle, and race	(7.6 cm). (Miniaturized)	as caster.	st	aff w/Crystal Alter the de	scription ENHANCEMENTS: 6
LEVEL NAE'EM STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5 Invoke Imp Partner (Year long)	8 pts	30 Squares	PMP	2 Days (24 Hrs)	End of Year		
Emerges out of a flame. Looks Small ball of magical fire cre Emerges out of a flame. Imp is Imp has same skin color, hair HP:12. SP:0 Attacks: x1x1.	eates an is about color/st	imp. 3 inches high yle, and race	(7.6 cm). (Miniaturized)	as caster.	st	aff w/Crystal Alter the de	scription ENHANCEMENTS: 4
Communication-							
LEVEL NAE'EM STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Hot Conversations	4 pts	PMP	2 Fires	2 Rounds	20 Minutes		
Fire to fire Nae'Em. Audio visual fire to fire Nae' Two separate fires must be in The caster face willl be visib A single 'speakers' face will	preset loole to the	ocation and li e other side.	it.			aff w/Crystal Item passed SAME SPI	I through ELL WILL COUNTER.



6 Speak with Dead

STACK 99

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.

Touch

8 pts

Spell will interpret older languages to the current common language.

AREA OF EFFECT

1 Target

20 Minutes

Staff w/Crystal Truthseer

5 Questions

1/6

ENHANCEMENTS

No Save

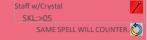
-Dokour

SKI:1 8 nts 3 Marks 1 Recipient 1 Hour 1 Round / Tier Viewed 7 Speak To Dokour Target



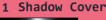
Bright yellow ribbons encircle the recipient.

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



Find-Hide-Reveal

No Save 4 pts Self 1 Suare 1 Minute 1 Hour



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.

4 pts

When using the enhancement 'Subtle Caster' shadow comes on slowly over rollout. STACK 99

Self

3 Sq Dia Sphere

1 item

4x4 Squares

7 Mark/Tier Radius

Initiative

1 Hour

10 Minutes

10 Minutes

Staff w/Crystal Muffles caster in AOF SAME SPELL WILL COUNTER.

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.

No Save Conc +4 Rds Staff w/Crystal Brighter by Tier

Instant

Instant

6 Hours

2 Hours

SAME SPELL WILL COUNTER.

RM: 2

Sight

5 Detect Magic



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

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

8 pts

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,

2 Squares

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

10 to 100 Sqs sight 2x2 Sq Perimeter

Attention Avoidance



8 pts 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'.

8 pts

SNS: 2 4 Hours Torchlight inside SAME SPELL WILL COUNTER.

Staff w/Crystal

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) 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,

Self

Roll >95 to find alignments > 50. Beat Column 4 to find alignments > 75,

Staff w/Crystal Target Align -50 SAME SPELL WILL COUNTER. ENHANCEMENTS

No Save

View Dimension



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

8 pts

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.

Caster cannot move the scry point, but can move around to see in other directions.

Self

Staff w/Crystal

No Save

RM: Vari GM

Dimension Personal Hideaway



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. 1d4 magical fire damage to pass through

Staff w/Crystal Range:Self+1/Tier

-Dokour

8 Scry on Imp Spy

8 nts

1 Minute

Initiative

1 Minute

2 Hours

30 Minutes

4 Hours

Permanent

Permanent

Permanent

12 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

Send 1 command.

Health-Life-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

Total of 4 Pts Reduced

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.

4 pts

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.

STACK 99

SKI · 3 Healed self

Staff w/Crystal +1 HP extra

No Save

3 Repair Undead/Living Dead

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

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

Self

Touch

Max gain of SP set to 20 SP per day.

Staff w/Crystal

No Save 1 Body

Self

1 Target

1 Recipient

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

Cleansing Fire

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

8 pts

1 hp Dmg per hour.

Immune to Sickness/Disease.

Staff w/Crystal

Travel-Planes

No Save 3 Civilized crtrs 30 Minutes 2 Rounds 8 pts 2 Squares

5 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.

NO FOCUS USE

Travel-PMP

SAVE: No Save

6 Travel Shadow to Shadow

2 Rounds 20 Minutes 8 pts 24 Squares Caster

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 downes allow more options at night when more shadows are available.

Staff w/Crystal No light when cast