## Altered Reality

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

### 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:

Lvl 0 No Enhancements 0 SP

STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: RM: 1

TIRO: Pie Fight!

STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: RM: 1

TIRO: Pie Fight!

SAVE: RM: 1

Blocks Vision

T f

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

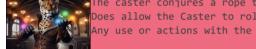
COUNTER: None

ENHANCEMENTS:

LVI 0 No Enhancements

TIRO: 2 Rope Image

STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION
10% Max 1 Rope 1 Rope 1 Minute 2 Hours



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

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 COST RANGE AREA OF EFFECT ROLL OUT DURATION

8 pts 6 Sqaures 1 Item Initiative Instant



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:

Lvl 12 Range X2 8 SP

Lvl 9 Range +50% 6 SP

Lvl 14 Damage X2 12 SP

### Battle-Defense

LEVEL 8 STACK 1 COST RANGE AREA OF EFFECT ROLLOUT DURATION SAVE: No Save

Mundane Fire Immunity 8 pts 1 Target 1 Target 5 Rounds 1 Hour



Grants Target immunity to mundane fires cooler than a forge. Forge fires or hotter break this spell.

Creates enough light to read by if within 2 squares of caster.

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

LEVEL 10 STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save

Magical Fire Protection Self Self 2 Minutes 20 Minutes



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:Fo	orge fire = 1 hp / Rd.	1
COUNTER	R: None	
ENHANC	EMENTS:	
Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP



Round 4:

Initiative -4

ToHIT -4

Ac -4

Lvl 9 Range +50%

Lvl 18 Duration X4

6 SP

			-Dol	kour				
LEVEL 4	STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Conjure Native Beet	les	4 pts	4 Squares	1 Mark	Initiative	2 Rounds	CREATE:Beetleroot Granu	Conjured
A swarm app	pears in a square ac	djacent to	o the target.				FOCUS:Save +1 Col	ies 🚳 💃
	swarm to attack nea						COUNTER:Same Spell	Č
Save to con	k any living target. nure.	. Even 11	r tne target i	s trienaly to th	e caster.		ENHANCEMENTS: Lvl 12 Range X2	8 SP
							Lvl 9 Range +50% Lvl 14 Damage X2	6 SP
							LVI 14 Damage X2	12 SP
EVEL 6	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
reate Arcane Beetl	es	8 pts	8 Squares	1 Square	Initiative	3 Rounds	SDEATE O: 1	Conjure
Save to con	njure. Recommend se	equential	casting due t	o multiple round	Duration.		CREATE:Cinderroot powder FOCUS:SKL:>05	er 🙆 🔒
	arest enemy in 8 Sq						COUNTER: None	/
	continues through [ s attack non-enemies						ENHANCEMENTS: Lvl 12 Range X2	8 SP
	ts: HP:30, AC:15,				ng: 1d8		Lvl 14 Duration X2	8 SP
							Lvl 9 Damage +50%	8 SP
EVEL 8	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
lame Strike		8 pts	4 Squares	1 Square	Initiative	1 Round		1/2 Damag
Magical fi	re does not light th	nings afin	re.				Lvl 12 Range X2 Lvl 9 Range +50% Lvl 9 Damage +50%	8 SF 6 SF 8 SF
EVEL 12	STACK 3	COST 12 pts	RANGE Touch	AREA OF EFFECT  3x3 Square	ROLL OUT 12 Secs (2 Rds)	DURATION  1 Round	SAVE:	MR: 2
ircle - Dimensiona	1 Expulsion	12 pts	Toucii	5x5 Square	12 3ecs (2 kus)	1 Kouliu		Expulsio
	ension Creatures and st using chalk outli				fados to unscon		COUNTED: No.	
	ach creature/item.					•	COUNTER: None ENHANCEMENTS:	
	or casting. Distanc						Lvl 14 Save -1 Col Lvl 12 AoE X2	8 SP 6 SP
							LVI 12 AGE X2	6 35
	CTACV OO	7200	DANCE	ADEA OF FEFFOT	DOLL OUT	DURATION	CANE.	
VEL 12	STACK 99	12 pts	RANGE 8 Squares	AREA OF EFFECT  1 Target	ROLL OUT Initiative	1 Round	SAVE: 1/2	RM: 3 2 Dmg if sam
lass Power Attack			·					0
ROIL OF DOI	wer: Dmg 4d10+ACU Bo	onus. Sav	ve for 1/2 amg	TH Same Class.			FOCUS:Knockback w/ RM COUNTER:Same Spell	:3
The power :	surges outward impac	ting the	enemy. No To	HIT required.			ENHANCEMENTS:	
							Lvl 18 Range X4 Lvl 12 Range X2	10 SF 8 SF
							Lvl 9 Range +50%	6 SP
	STACK 99	COST	RANGE	AREA OF EFFECT	POUL OUT	DURATION	SAVE:	DN4 2
VEL 13	STACK 99	COST  16 pts	12 Squares	1x3 Squares	ROLL OUT Initiative	1 Round	SAVE:	RM: 2
ire Bombardment	od flamos assault fo		· · · · · · · · · · · · · · · · · · ·					
	ed flames cascade fr e of 6d10+ACU bonus						FOCUS:AoE: 3x2 Squares COUNTER:Same Spell	
This can be	e lobbed but needs o	clearance	past obstacle				ENHANCEMENTS:	,
	s required. Damage f 3 squares in a lir			ston within none	2		Lvl 12 Range X2 Lvl 9 Range +50%	8 SF 6 SF
AUE: KOW 0	Squares In a III	ie reaurn§	s away Trolli Ca	izcei, miciiiii i.augi			Lvl 9 Damage +50%	8 SP

STACK 99

16 pts

Directs a ball of magical flame straight to the target. No lobbing.

Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 damage.

oes not light anything on fire since this is a magical fire.

8 Squares

Flames erupt out of the casters hand heading directly to the target. (No ToHIT)

LEVEL 15

Dokour Flame Attack

FOCUS:Dmg +4/die

ENHANCEMENTS: Lvl 12 Range X2

COUNTER:Same Spell

Lvl 9 Range +50%

Lvl 9 Duration +50%

RM: 3

1/2 Damage

8 SP

6 SP

6 SP

DURATION

1 Round

ROLL OUT

Initiative

#### -Dokour Battle-Prep STACK 99 AREA OF EFFECT **ROLL OUT** SAVE: No Save LEVEL 0.3 30% Max 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 ROLL OUT LEVEL **7** SNS: 2 2 Hours No Intimidation 8 pts Self Initiative Profiled In Fire CREATE:Aura Of Flames Visible heat waves surround the casters's body for the duration. FOCUS:warmth = 2x2 AoE Wreathes the caster in the image of intimidating flames. COUNTER:Same Spell Allow the target audience a Save due to the wreathe of flames. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Will not set items on fire due to Magical output. Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP BRII. 4 Q 4 Hours 3x3 Sq Radius 10 Minutes 12 pts Touch **Dimensional Containment** Blood red aura lights up the perimeter before fading from view. FOCUS:Save = >95 Holds Dimensional creatures within AoE. COUNTER: None Creatures of Dimension must Save to leave the containment. ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP BRU: 3 LEVEL 12 12 pts Touch 3 Sq Rad Circle 10 Minutes 4 Hours Exit Circle Circle of Containment Barely visible blue streams of light form a cage inside the circle. FOCUS:BRU:>95 Creatures are able to easily enter the AoE with no issues. COUNTER:Same Spell Drawn circle that stops creatures from exiting its area. ENHANCEMENTS: 10 SP Can be used in/as a trap with Rogues skill "Set Up Eolas Spell Release (TRAP)". Lvl 18 Duration X4 8 SP Lvl 14 Duration X2 Must Save to Exit. Lvl 9 Duration +50% 6 SP SAVE: No Save LEVEL 14 6 Hours 16 pts 2 Sq Wide Moat 30 Minutes Magma Perimeter Bright magenta flames leaps from the Caster's fingertips into a created moat. FOCUS:5x5 Square Island 3x3 Square Island. 2 wide x2 deep Magma Moat. Magical damage of 8d6. COUNTER:Same Spell Magma in moat causes 8d6 damage each round. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Magma is 1 square deep. Submerged creatures have damage doubled. Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP Call-Summon STACK 99 RM: 1 LEVEL 0.3 30% Max 4 Sas 1 Item Initiative 1 Round Item grabbed TIRO: I Have Your Item!



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.

LEVEL 3 NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	<b>─</b>
Invoke Temporary Imp		4 pts	8 Squares	PMP	1 Hour	1 day / Tier		Imp app	

COUNTER: None

ENHANCEMENTS: Lvl 0 No Enhancements

Invoke	Temporary Imp	4 pts	8 Squares	PMP	1 Hour	1 day / Tier	li li	mp appears
	Emerges out of a flame. Looks Small ball of magical fire cre	ates an	imp.		vith a tail.	cou	JS:Alter the description NTER: None	
	Emerges out of a flame. Imp i Imp has same skin color, hair	color/s	tyle, and race	(Miniaturized) a		Lvl	ANCEMENTS:  10 Rollout Halved	6 SP 10 SP
	HP:12. SP:0 Attacks: x1x1. N	lo Init:	0 ToHIT:0. Dama	age: 1d2 Distar	nce:1		18 Range X4 14 Duration X2	10 SP 8 SP



AREA OF EFFECT

1 Recipient

1 Hour



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.

3 Marks

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



Bright yellow ribbons encircle the recipient.

8 pts

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.

FOCUS:SKL:>05
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP

SKL: 1

#### Creation-Meta LEVEL 0.1 SAVE: No Save 20% Max 1 Square 1 Plant Initiative 10 Minutes 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. COUNTER: None This only creates enough water to fill up a waterskin throughout the Duration. ENHANCEMENTS: Does NOT have any affect against plant creatures. Lvl 0 No Enhancements 0 SP RANGE 8 SKL: 3 10 Minutes 8 pts 1 Item Permanent Dispel Magic DOK Casters reach out to place spell breaking magic on an item COUNTER: None GM determines the Save column for the item based on the nature of its power. ENHANCEMENTS: Caster and GM both roll the Save. The greater success wins out. (Or least loss) Lvl 12 Range X2 Can be used to disrupt permanent magic. Doesn't affect non permanent spells. Lvl 9 Range at 1 Sq 6 SP Find-Hide-Reveal STACK 1 No Save 1 Suare 1 Minute 1 Hour Shadow Cover Flames surrounds the caster and darkens the area as it fades to black. FOCUS: Muffles caster in AOE. Shadow surrounds the caster and their belongings. COUNTER:Same Spell At night helps Dokour blend into darkness. ENHANCEMENTS: Lvl 12 Rollout Init In daylight Dokour still in darkness, but is very obvious. Lvl 18 Duration X4 10 SP When using the enhancement 'Subtle Caster' shadow comes on slowly over rollout. Lvl 9 Duration +50% 6 SP RM: 2 LEVEL 5 5 Minutes Detect Magic CREATE:Scroll of Detect Magic Caster attempts to find out if an item/object is magical. FOCUS:Save Col -1 Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind. COUNTER: None Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. ENHANCEMENTS: Lvl 18 Range X4 10 SP Casting this will not enact the powers or magic, Lvl 12 Range X2 8 SP nor does it reveal the kind of magic is in play. Lvl 9 Range +50% 6 SP 9 SNS: 2 6 Minutes 4 Hours Not so visibl 4x4 Squares Attention Avoidance CREATE:Haze Bubble Bubble muffles sound & deters detection. Save to not be observed. FOCUS:Torchlight inside. Works absoluetly best in dim light and lower. COUNTER:Same Spell Physical bubble that has 1 HP. ENHANCEMENTS: Spell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'. Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 Lvl 9 Duration +50% 6 SP STACK 1 LEVEL 7 NAE'EM GM RM: Vari 7 Mark/Tier Radius 1 Hour Instant Direction To Dokour Target Find a high alignment Dokour within Range. FOCUS:Target Align -50 If the Savings Throw roll is 0 to 5 no targets are revealed. (See full description) COUNTER:Same Spell Roll 0 to 5 and no targets shown, Beat Column 1 to find alignments > 150, ENHANCEMENTS: 6 SP Beat Column 2 to find alignments > 125, Lvl 10 Rollout Halved Beat Column 3 to find alignments > 100, Lvl 4 Aura Brightens -2 SP Beat Column 4 to find alignments > 75, Roll >95 to find alignments > 50. 7 NAE'EM No Save 10 to 100 Sqs sight 2x2 Sq Perimeter 10 Minutes 6 Hours 8 pts View Dimension Creates a scrying area for the caster and others to view Dimension. FOCUS:Light up Dimension

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.

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

COUNTER: None

ENHANCEMENTS: Lvl 10 Rollout Halved

Lvl 14 Duration X2

Lvl 9 Duration +50%

6 SP

8 SP

**Dimension Personal Hideaway** 

8 nts

Self 1x2 Squares

1x2x2 Squares

Recipient

1 Recipient

10 Minutes

1 Minute

5 Rounds

Initiative

2 Hours

4 Hours

Permanent

Permanent

No Save

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

FOCUS:Range:Self+1/Tier COUNTER: None

**ENHANCEMENTS** Lvl 10 Rollout Halved 6 SP Lyl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP

8 NAE'EM Scrv on Imp Spv

Touch 8 pts 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.

STACK 99

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

No Save

No Save

-2 SP

8 SP

6 SP

9

No Save

LEVEL 16 NAE'EM Reveal True Name

ello

Meerine

64 pts 1 Square 12 Hours 1 Square This uses all the clues the caster has gathered attempt to find the True Name.

1 Square

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.

30% Max

The knowledge is NOT announced out loud.

Permanent COLINTER: None ENHANCEMENTS: Ivl 18 Range X4 10 SP

Lvl 4 Aura Brightens

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.

COUNTER: None

Lvl 12 Range X2

Lvl 9 Range +50%

FNHANCEMENTS LvI 0 No Enhancements

0 SP

HTH: 2

SKL: 3

8 SP

6 SP

LEVEL 1 Reduce Fire Damage

surround the wound on the caster and stitch the skin together.

20 Minutes Damage reduced CREATE:Burn Reducer FOCUS:Total of 4 Pts Reduced COUNTER: None

ny magical/mundane fire dmg is reduced by 1 per die, minimum of 1.

4 pts

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

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.

CREATE:Fire Balm FOCUS:+1 HP extra COUNTER: None ENHANCEMENTS: Lvl 14 Range At 3 Sqs Lvl 9 Range at 1 Sq Lvl 16 Healing +4 10 SP

-2 pts Touch 1 Minute **Permanent** 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.

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

lax 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

No Save

LEVEL 4 Final Rites STACK 99

4 pts

1 Body

2 Hours

Permanent

12 Hours

SAVE: No Save



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

No Save

Cleansing Fire

Self Self 30 Minutes 8 pts Magenta flames engulf the caster during the RollOut then flames fade away.

Touch

Removes frialty from the caster.

1 hp Dmg per hour. Immune to Sickness/Disease.

FOCUS:Cast to another COUNTER: None

ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP

Lyl 9 Range at 1 Sq. 6 SP Lyl 14 Duration X2 8 SP

Light-

LEVEL 0.4 TIRO: Aural Spark STACK 99

10% Max

10 Squares

2x2 Sqs

Initiative

1d20 Minutes

SAVE: No Save

Colorful lights surround an area.

Non-flammable point of low light. 1 of 5 colors.

COUNTER: None

ENHANCEMENTS:

Lvl 0 No Enhancements 0 SP

Personal-Connections

LEVEL **0.2** 

TIRO: Random Friendship

STACK 99

40% Max

10 Squares

Initiative

SKL: 3 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

9 NAE'EM

Find Clues To True Name

1 Item

2 Hours

**Permanent** 

9 RM· 2

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

FOCUS:Rollout Halved. COLINTER: None ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 Lvl 9 Range +50% 6 SP

LEVEL 11 NAE'EM

STACK 1

36 pts

Touch

1 Item

3 Days

DURATION Permanent RM: 3

9

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.

COUNTER: None ENHANCEMENTS:

Lvl 14 Save -1 Col Lvl 12 Range X2 Lvl 9 Range at 1 Sq

8 SP 8 SP 6 SP

Shelter-Rest-Protection

LEVEL 0.2

20% Max

8 Squares 1x2 Squares 1 Minute 8 Hours SAVE: No Save

TIRO: Garish Pup Tent

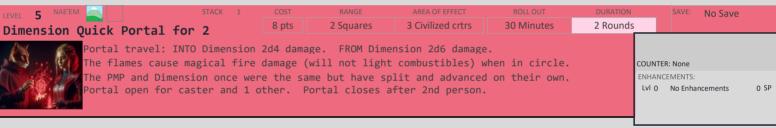
Bright Multi Colored flashes form a broken down colorful tent. Bright multicolored pup tent. 2 participants.

COUNTER: None

ENHANCEMENTS:

Lvl 0 No Enhancements

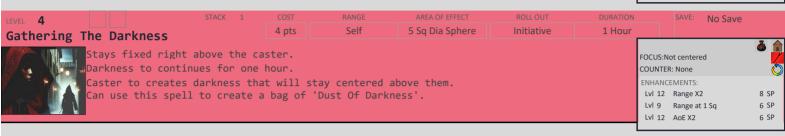
#### -Dokour Tracking-STACK 99 AREA OF EFFECT DURATION SAVE: No Save ROLL OUT LEVEL 0.4 1 Trail 1 Hour Initiative TIRO: Tracking Solid Multi Colored flashes to show everyone in sight where path is. Find and follow a trail while leaving an obvious trail with signposts. COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP Travel-Planes STACK 99 RANGE AREA OF EFFECT SAVE: No Save LEVEL **0.1** 20% Max 1d6 Squares Initiative Instant TIRO: Quick Jump 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 SAVE: BRU: 2 LEVEL 0.3 40% Max 4 Squares 1 Recipient Initiative Instant 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



LEVEL 9 NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
PMP To/From Dimension P	ortal	12 pts	Touch	Portal Structure	1 Hour	2 Minutes		1/2 Damag
Flames cause ma PMP and Dimensi	gical fire dama on once were th	age (will ne same b	not light court have split	mension 2d6 damage ombustibles) when and advanced on after 3rd person.	in circle. their own.	COUNT ENHAN Lvl 1- Lvl 10	:+2d6 dmg excep TER: None NCEMENTS: 4 Save -1 Col D Rollout Halve Duration +50'	8 SP

		COST 8 pts	RANGE 24 Squares	AREA OF EFFECT  Caster	ROLL OUT 2 Rounds	DURATION 20 Minutes	SAVE:	No Save	
Travel Shadow to Shadow  Shining ruby colored flam		8 pts	24 Squares	Caster			SAVE:	No Save	
Travel Shadow to Shadow Shining ruby colored flam	mes Pro		· · · · · · · · · · · · · · · · · · ·		2 Rounds	20 Minutes			
Shining ruby colored flam	mes Pro	ofile Th	- Cooker There						
This does work for the ca This downes allow more op	shadow aster o	w to ano only on	ther within ra shadows that t	nge. he caster can se		. CC EN L	OCUS:No light when DUNTER: None NHANCEMENTS: Lvl 10 Rollout H. Lvl 12 Range X2 Lvl 9 Range +5	alved	6 SP 8 SP 6 SP

### -Dokour Utility-STACK 99 AREA OF EFFECT DURATION SAVE: No Save LEVEL 0.4 25% Max 1 Hour Touch Varies 1 Minute TIRO: Tasty Cumber Meals 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



SAVE: No Save 4 1 Day 4 pts 3 Sq x 3 Sq 1 Minute 2 Squares Shadow of the Magi - Duplicate With a twirling of the fingers the caster brings about light! FOCUS:Brighter by Tier No Focus = Candle power. With Focus caster can set power as per Tier. COUNTER: None With a twirling of the fingers the caster brings about light! Eolas can use as a trap with ENHANCEMENTS: the Rogues skill "Set Up Eolas Spell Release (TRAP)" Default Light: Candle light Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP