


# -Dokour

## Altered Reality

LEVEL	0.1	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	0.1	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1 Blocks Vision
						20% Max	4 Squares	1 Target	Initiative	1 Round		




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
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LEVEL	0.3	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 Rope not cut
						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.


COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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## Battle-Actions

LEVEL	5	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 Ignite
						8 pts	6 Squares	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	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	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: Forge fire = 1 hp / Rd.

COUNTER: None

ENHANCEMENTS:

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


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## Battle-Offense

LEVEL		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
0.2		99		20% Max	6 Squares	1 Target	Initiative	Instant		RM: 1 Damage taken
<b>TIRO: Fire Crack!</b> Bright Multi Colored flashes appear in the caster's hand. (ToHIT Required) Caster rolls a Thrown ToHit. 1d3 Damage. Metal armor requires Save.										
<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 0 No Enhancements 0 SP										
0.4		99		30% Max	12 Squares	1 Target	Initiative	Instant		AGL: 2 No Damage
<b>TIRO: Quick Flash Fire</b> Colorful embers appear in the caster's palm. ToHIT Required. 1d12 Damage. Save for half damage.										
<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 0 No Enhancements 0 SP										
1		99		4 pts	4 Squares	1 Target	Initiative	4 Rounds		SKL: 2 Partial blindness
<b>Flash Of Fire!</b> 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.										
<b>CREATE:</b> Flash Bang! <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 6 Subtle Casting 4 SP Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP										
1		1/Tier		4 pts	Touch	1 Sq (1 Target)	Initiative	5 Rounds		SKL: 2 1/2 Damage
<b>Heat Wave Wall</b> 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.										
<b>FOCUS:</b> Recipient w/in 6 sqs <b>COUNTER:</b> Same Spell <b>ENHANCEMENTS:</b> Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP Lvl 14 Damage X2 12 SP										
2		99		4 pts	10 Squares	1 Target	Initiative	1 Round		AGL: 2 Spell missed
<b>Flame Bolt</b> 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.										
<b>CREATE:</b> Flame Ball <b>FOCUS:</b> Col +1 <b>COUNTER:</b> Same Spell <b>ENHANCEMENTS:</b> Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP										
2		99		4 pts	Touch	1 Target	Initiative	3 Rounds		No Save
<b>Scorching Skin</b> Ghostly 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										
<b>FOCUS:</b> No Sickness/Disease <b>COUNTER:</b> Same Spell <b>ENHANCEMENTS:</b> Lvl 14 Range At 3 Sqs 8 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP										
3		3		4 pts	6 Squares	1 Target	Initiative	4 Rounds		No Save
<b>Heat Metal Armor</b> 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										
<b>CREATE:</b> Enflame Metal Armor <b>FOCUS:</b> AC/Init/ToHIT additional -1 <b>COUNTER:</b> Same Spell <b>ENHANCEMENTS:</b> Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 18 Duration X4 10 SP										

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LEVEL	4			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						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 conjure.

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

LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						8 pts	8 Squares	1 Square	Initiative	3 Rounds	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

CREATE:Cinderroot powder


FOCUS:SKL:>05

COUNTER:None

ENHANCEMENTS:

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

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
						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.


FOCUS:hurts fire based.

COUNTER:Same Spell

ENHANCEMENTS:

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

LEVEL	12			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	MR: 2	
						12 pts	Touch	3x3 Square	12 Secs (2 Rds)	1 Round	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.

COUNTER:None

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 12	AoE X2	6 SP

LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
						12 pts	8 Squares	1 Target	Initiative	1 Round	1/2 Dmg if same		



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

LEVEL	13			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
						16 pts	12 Squares	1x3 Squares	Initiative	1 Round	1/2 Damage		



Ruby colored flames cascade from the caster's hand into the sky and down to the AoE.  
Lobs damage of 6d10+ACU bonus to 3 Sqs. Target Saves for 1/2 damage.  
This can be lobbed but needs clearance past obstacles before hitting target.  
No ToHIT is required. Damage to 3 adjcent squares.  
AoE: Row of 3 squares in a line leading away from caster within range.


FOCUS:AoE: 3x2 Squares

COUNTER:Same Spell

ENHANCEMENTS:

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

LEVEL	15			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
						16 pts	8 Squares	1 Target	Initiative	1 Round	1/2 Damage		



Flames erupt out of the casters hand heading directly to the target. (No ToHIT)  
Directs a ball of magical flame straight to the target. No lobbing.  
Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 damage.  
Does not light anything on fire since this is a magical fire.

FOCUS:Dmg +4/die

COUNTER:Same Spell


ENHANCEMENTS:

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

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## Battle-Prep

LEVEL	0.3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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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LEVEL	7			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2 No Intimidation
						8 pts	Self	Self	Initiative	2 Hours		



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 wreath 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

LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 4 Able to Exit
						12 pts	Touch	3x3 Sq Radius	10 Minutes	4 Hours		



Blood red aura lights up the perimeter before fading from view.  
Holds Dimensional creatures within AoE.  
Creatures of Dimension must Save to leave the containmentment.


FOCUS: Save = >95

COUNTER: None

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 3 Exit Circle
						12 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours		



Barely visible blue streams of light form a cage inside the circle.  
Creatures are able to easily enter the AoE with no issues.  
Drawn circle that stops creatures from exiting its area.  
Can be used in/as a trap with Rogues skill "Set Up Eolas Spell Release (TRAP)".  
Must Save to Exit.


FOCUS: BRU: >95

COUNTER: Same Spell

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	14			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						16 pts	Caster	2 Sq Wide Moat	30 Minutes	6 Hours		



Bright magenta flames leaps from the Caster's fingertips into a created moat.  
3x3 Square Island. 2 wide x2 deep Magma Moat. Magical damage of 8d6.  
Magma in moat causes 8d6 damage each round.  
Magma is 1 square deep. Submerged creatures have damage doubled.

FOCUS: 5x5 Square Island


COUNTER: Same Spell

ENHANCEMENTS:

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

## Call-Summon

LEVEL	0.3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1 Item grabbed.
						30% Max	4 Sqs	1 Item	Initiative	1 Round		





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 Imp appears
						4 pts	8 Squares	PMP	1 Hour	1 day / Tier			



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

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LEVEL	5	NAE'EM	 	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Invoke Imp Partner (Year long)						8 pts	30 Squares	PMP	2 Days (24 Hrs)	End of Year		



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

## Communication-

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		



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.

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	0.3	 	STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
TIRO: Colored Signal Flare						15% Max	20 Squares	1 Flare	Initiative	1 Minute		





A colored signal flare. Random between Red, Blue, Yellow, and Green. Roll 1d20


1 - 5	is	bright red,
5 - 10	is	bright blue,
10 - 15	is	bright yellow,
15 - 20	is	bright green.

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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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		



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.

COUNTER:None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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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 willl 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

LEVEL	6	NAE'EM	 	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Speak with Dead						8 pts	Touch	1 Target	20 Minutes	5 Questions		



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

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

LEVEL	7	NAE'EM	 	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 Viewed
Speak To Dokour Target						8 pts	3 Marks	1 Recipient	1 Hour	1 Round / Tier		



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.

FOCUS:SKL:>05

COUNTER:Same Spell


ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
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LEVEL	19	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Dead Spirit Conversation Circle						20 pts	6 Squares	1 Spirit	10 Minutes	Rollout	Connection made		



The caster draws a summoning circle and attempts to summon up to 6 souls. Speaks with the souls. Requires a ritual and a token for each soul/spirit. Summoning an available soul/spirit is not voluntary. Ancient dead or disconnected dead cannot be summoned forward. Caster may get multiple answers when asking 2 or more souls, but can't require it.


FOCUS:MGC:1  
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Range +50%	6 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
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LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
Dispel Magic DOK						8 pts	Touch	1 Item	10 Minutes	Permanent	Comparative		



Casters reach out to place spell breaking magic on an item

GM 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	8 SP
Lvl 9	Range at 1 Sq	6 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		



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

LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
Detect Magic						8 pts	2 Squares	1 item	5 Minutes	Instant	Sight		



Caster attempts to find out if an item/object is magical. Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind. 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, nor does it reveal the kind of magic is in play.

CREATE:Scroll of Detect Magic


FOCUS:Save Col-1

COUNTER: None

ENHANCEMENTS:

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

LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
Attention Avoidance						8 pts	Caster	4x4 Squares	6 Minutes	4 Hours	Not so visible		



Bubble muffles sound & deters detection. Save to not be observed. Works absolutely best in dim light and lower. Physical bubble that has 1 HP. Spell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'.

CREATE:Haze Bubble


FOCUS:Torchlight inside.

COUNTER:Same Spell

ENHANCEMENTS:

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

LEVEL	7	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: Vari	
Direction To Dokour Target						8 pts	Self	7 Mark/Tier Radius	1 Hour	Instant	Compass direction		



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



FOCUS:Target Align -50

COUNTER:Same Spell


ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 4	Aura Brightens	-2 SP

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LEVEL	7	NAE'EM	 	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	10 to 100 Sqs sight	2x2 Sq Perimeter	10 Minutes	6 Hours		

**View Dimension**



Creates a scrying area for the caster and others to view 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.  
Caster cannot move the scry point, but can move around to see in other directions.

FOCUS:Light up Dimension


COUNTER: None

ENHANCEMENTS:

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

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	1x2 Squares	10 Minutes	2 Hours		

**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

FOCUS:Range:Self+1/Tier


COUNTER: None

ENHANCEMENTS:

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

LEVEL	8	NAE'EM	 	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Touch	1x2x2 Squares	1 Minute	4 Hours		

**Scry on Imp Spy**





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

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	-2 SP

LEVEL	16	NAE'EM	 	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						64 pts	1 Square	1 Square	12 Hours	Permanent		

**Reveal True Name**



This uses all the clues the caster has gathered attempt to find the True Name.  
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.  
The knowledge is NOT announced out loud.

COUNTER: None


ENHANCEMENTS:

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

## 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		

**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

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
-------	-----------------	------

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

**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.

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 Healed self.
						4 pts	Touch	1 Recipient	Initiative	Permanent		

**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	8 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 16	Healing +4	10 SP



# -Dokour


LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save								
Repair Undead/Living Dead						-2 pts	Touch	1 Target	1 Minute	Permanent										
 <p>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.</p>						<p>FOCUS: no Sick/Disease to caster COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 14</td><td>Range At 3 Sqs</td><td>8 SP</td></tr></table>						Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP	Lvl 14	Range At 3 Sqs	8 SP
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					
Final Rites						4 pts	Touch	1 Body	2 Hours	Permanent							
 <p>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.</p>						<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Range At 3 Sqs</td><td>8 SP</td></tr></table>						Lvl 10	Rollout Halved	6 SP	Lvl 14	Range At 3 Sqs	8 SP
Lvl 10	Rollout Halved	6 SP															
Lvl 14	Range At 3 Sqs	8 SP															

LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save								
Cleansing Fire						8 pts	Self	Self	30 Minutes	12 Hours										
 <p>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.</p>						<p>FOCUS: Cast to another COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 9</td><td>Range at 1 Sq</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table>						Lvl 10	Rollout Halved	6 SP	Lvl 9	Range at 1 Sq	6 SP	Lvl 14	Duration X2	8 SP
Lvl 10	Rollout Halved	6 SP																		
Lvl 9	Range at 1 Sq	6 SP																		
Lvl 14	Duration X2	8 SP																		

Light-														
LEVEL	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save		
TIRO: Aural Spark						10% Max	10 Squares	2x2 Sqs	Initiative	1d20 Minutes				
 <p>Colorful lights surround an area. Non-flammable point of low light. 1 of 5 colors.</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												

Other-Enhancement																	
LEVEL	18	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3 Magic is gone.				
Arcane Removal (2 of 3)						60 pts	Touch	1 Target	6 Hours	Permanent							
 <p>Brilliant rust colored flames flow over the body of the Target. Step 2 of process to permanently remove SP. 1st the ORIX, 2nd the DOKOUR, then the STRUMOS last. Nae'Em is created with other casters and the target. After the spell is done (failed or not) the Nae'Em is over.</p>						<p>FOCUS: Required. COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 14</td><td>Range At 3 Sqs</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Range at 1 Sq</td><td>6 SP</td></tr></table>						Lvl 14	Range At 3 Sqs	8 SP	Lvl 9	Range at 1 Sq	6 SP
Lvl 14	Range At 3 Sqs	8 SP															
Lvl 9	Range at 1 Sq	6 SP															

Personal-Connections														
LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 Friends!		
TIRO: Random Friendship						40% Max	10 Squares	1 Target	Initiative	Special				
 <p>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.</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												

LEVEL	9	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 success							
Find Clues To True Name						24 pts	4 Squares	1 Item	2 Hours	Permanent										
 <p>Bright Orange ribbons float to the object/person and fade as they surround them. Caster attempts to locate clues to find a True Name.</p>						<p>FOCUS: Rollout Halved. COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr></table>						Lvl 10	Rollout Halved	6 SP	Lvl 18	Range X4	10 SP	Lvl 9	Range +50%	6 SP
Lvl 10	Rollout Halved	6 SP																		
Lvl 18	Range X4	10 SP																		
Lvl 9	Range +50%	6 SP																		




# -Dokour

LEVEL	11	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
Connect To An Arcane Focus Item						36 pts	Touch	1 Item	3 Days	Permanent	Connected		



Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollout.  
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.

FOCUS: No current Focus Item.			
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

LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: 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
TIRO: 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 sqmres in direction indicated.


COUNTER: None		
ENHANCEMENTS:		
Lvl 0	No Enhancements	0 SP

LEVEL	0.3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2	
TIRO: Quick Push!						40% Max	4 Squares	1 Recipient	Initiative	Instant	Not moved		



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	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Dimension Quick Portal for 2						8 pts	2 Squares	3 Civilized ctrs	30 Minutes	2 Rounds		




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	0 SP

LEVEL	9	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
PMP To/From Dimension Portal						12 pts	Touch	Portal Structure	1 Hour	2 Minutes	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			
ENHANCEMENTS:			
Lvl 14	Save -1 Col	8 SP	
Lvl 10	Rollout Halved	6 SP	
Lvl 9	Duration +50%	6 SP	


# -Dokour


## Travel-PMP

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Travel Shadow to Shadow						8 pts	24 Squares	Caster	2 Rounds	20 Minutes											
				<p>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.</p>								<div><div>FOCUS:No light when cast</div><div>COUNTER: None</div><div>ENHANCEMENTS:</div><table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr></table></div>	Lvl 10	Rollout Halved	6 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP
Lvl 10	Rollout Halved	6 SP																			
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## 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.								<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <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														

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

LEVEL	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											
				<p>With a twirling of the fingers the caster brings about light!</p> <p>No Focus = Candle power. With Focus caster can set power as per Tier.</p> <p>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</p>								<div><div>FOCUS:Brighter by Tier</div><div>COUNTER: None</div><div>ENHANCEMENTS:</div><table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table></div>	Lvl 10	Rollout Halved	6 SP	Lvl 12	Range X2	8 SP	Lvl 14	Duration X2	8 SP
Lvl 10	Rollout Halved	6 SP																			
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Lvl 14	Duration X2	8 SP																			