

# -Dokour

## Battle Actions/Prep

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2	
						4 pts	Self	Caster	5 Rounds	20 Minutes	Damage reduced		
						surround the wound on the caster and stitch the skin together. Any magical/mundane fire dmg is reduced by 2 per die, minimum of 1.						<div>CREATE:Burn Reduction FOCUS:Total of 4 Pts Reduced. COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</div>	

LEVEL	5			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.						<div>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</div>	

LEVEL	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						12 pts	Self	Self	2 Rounds	2 Hours			
						Limits magical 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 mundane in nature this spell has no protection to offer.						<div>FOCUS:Forge fire = 1 hp / Rd. COUNTER:Same Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</div>	

## Battle Offense

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
						4 pts	8 Squares	1 Target	Initiative	1 Round	Not Blinded		
						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.						<div>CREATE:Flash Bang! COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP</div>	


LEVEL	1			STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						4 pts	Touch	1 Sq : Recipient	Initiative	5 Rounds	1/2 Damage		
						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.						<div>FOCUS:Recipient w/in 6 sqs COUNTER:Same Spell ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP Lvl 14 Damage X2 12 SP</div>	

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
						4 pts	10 Squares	1 Target	Initiative	1 Round	Spell missed		
						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.						<div>CREATE:Flame Bolt Breakable FOCUS:Col +1 COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP</div>	

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Touch	1 Target	Initiative	3 Rounds			
						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						<div>FOCUS:No Sickness/Disease COUNTER:Same Spell ENHANCEMENTS: Lvl 14 Range At 3 Sqs 8 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP</div>	

# -Dokour

LEVEL	3			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 conure.

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	3			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	12 Squares	1 Target	Initiative	4 Rounds		



Metal armor glows with heat. Targets Init, AC, ToHIT drop 1 per rd.  
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

CREATE:Enflame Metal Armor


FOCUS:AC/Init/ToHIT additional -1

COUNTER:Same Spell

ENHANCEMENTS:

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

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
						8 pts	10 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: None

ENHANCEMENTS:

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

LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
						12 pts	10 Squares	1 Target	Initiative	1 Round	1/2 Dmg if same class		



The power surges outward impacting the enemy. No ToHIT required.  
Bolt of power: Dmg 5d10+ACU Bonus.  
Save for 1/2 dmg IF same class. Use comparison Save.


FOCUS:Knockback w/ RM:3

COUNTER: None

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	1 Target	Initiative	1 Round	1/2 Dmg		



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 +10 +ACU bonus.  
Does not light anything on fire since this is a magical fire.


FOCUS:Dmg +4/die

COUNTER: None

ENHANCEMENTS:

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

LEVEL	16			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
						20 pts	12 Squares	1x2 Squares	Initiative	1 Round	1/2 Dmg		



Ruby colored flames cascade from the caster's hand into the sky and down to the AoE.  
Lobs dmg of 5d10+ACU to 2 Sqs (1 roll for 2 sqs). Each squares Saves separately.  
Can be lobbed (clearance needed) before hitting target w/o a ToHIT.  
One set of damage is rolled and applied fully to each of the squares in the AOE  
AoE is 3 squares. The first square must be within ranged.

FOCUS:AoE: 3x2 Squares


COUNTER: None

ENHANCEMENTS:

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

## Class Specialty

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
						4 pts	6 Squares	1 Item	Initiative	Continuous	Ignite		



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


# -Dokour

## Communication


LEVEL	2	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	PMP	2 Fires	2 Rounds	20 Minutes		
<b>Hot Conversations</b>											
											
										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


## Fences and Shelters






LEVEL	13	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 3	Exit Circle
				16 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours			
<b>Circle of Containment</b>											
											
										FOCUS:BRU:>95 COUNTER:Dispell Magic Spell Lvl:1	
										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	4x4 Sq Island	30 Minutes	6 Hours		
<h3>Magma Perimeter</h3>												
				<p>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.</p>								
										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

## Find or Reveal

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	GM Sight
				8 pts	2 Squares	1-5 item	5 Minutes	Instant			
<b>Detect Magic</b>											
											
										CREATE:Scroll of Detect Magic FOCUS:Save Col -1 COUNTER:Rollout Interruption Lvl:1	
										ENHANCEMENTS:	
										Lvl 18	Range X4 10 SP
										Lvl 12	Range X2 8 SP
										Lvl 9	Range +50% 6 SP

LEVEL	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	Comparative
				8 pts	Touch	1 Target	6 Minutes	Permanent			
<b>Dispel Magic Spell</b>											
											
										COUNTER:Rollout Interruption Lvl:1	
										ENHANCEMENTS:	
										Lvl 10	Rollout Halved 6 SP
										Lvl 12	Range X2 8 SP
										Lvl 9	Range at 1 Sq 6 SP

LEVEL	9	NAE'EM	 	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Search for Focus Item						12 pts	Self	1 Mark	1 Day	4 Hours			Found
<div></div>													
										COUNTER:Dispel Magic Spell Lvl:1 			
										ENHANCEMENTS:			
										Lvl 10	Rollout Halved	6 SP	
										Lvl 14	Duration X2	8 SP	
										Lvl 9	Duration +50%	6 SP	

LEVEL	10	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
							24 pts	4 Squares	1 Item	2 Hours	Permanent	SUCCESS		
<b>Find Clues To True Name</b>														
														
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.				
										COUNTER:Rollout Interruption Lvl:1				
										ENHANCEMENTS:				
										Lvl 10	Rollout Halved	6 SP		
										Lvl 18	Range X4	10 SP		
										Lvl 9	Range +50%	6 SP		


# -Dokour


## Healing and Rest


LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3										
Healing Flames 1d4 HP per Tier						4 pts	Touch	1 Recipient	Initiative	Permanent	Healed self.											
		<p>Spiritlike rose colored flames dance around the wound.</p> <p>Roll 1d4 per Tier. Dmg x2 with pain, then Heal x3. Self heal requires Save.</p> <p>Does heal living creatures and plants, but most plants die from the damage first.</p> <p>Does NOT heal or hurt the undead and living dead.</p> <p>Caster can choose what Tier level to use.</p>																				
<div>CREATE: Fire Balm</div> <div>FOCUS: +1 HP extra</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <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><tr><td>Lvl 16</td><td>Healing +4</td><td>10 SP</td></tr></table>														Lvl 14	Range At 3 Sqs	8 SP	Lvl 9	Range at 1 Sq	6 SP	Lvl 16	Healing +4	10 SP
Lvl 14	Range At 3 Sqs	8 SP																				
Lvl 9	Range at 1 Sq	6 SP																				
Lvl 16	Healing +4	10 SP																				


LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HLH: 3										
<b>Cleansing Fire</b>						8 pts	Self	Self	30 Minutes	12 Hours	Target cleansed											
		Magenta flames engulf the caster during the RollOut then flames fade away. Removes frialty from the caster. Each hour (Max 12 hours): 1d6 hp Damage, Save to cleanse. If no sickness/disease then spell stops.										<div>FOCUS:Cast to another</div> <div>COUNTER:Dispel Magic Spell Lvl:1</div> <div>ENHANCEMENTS:</div> <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 and Darkness

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save						
Light of Dokour Red						4 pts	Self	Varies	Initiative	4 Hours								
						<p>With a twirling of the fingers the caster brings about light!</p> <p>No Focus = Candle power. With Focus caster can set power.</p> <p>This spell does stay fixed in relation to the caster, right above them.</p> <p>Use a Focus item for control of light brightness.</p>												
						<div>CREATE:</div> <div>FOCUS:Brighter by Tier</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>							Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
Lvl 14	Duration X2	8 SP																
Lvl 9	Duration +50%	6 SP																

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
						4 pts	Self	1 Suare	1 Minute	1 Hour											
Shadow Cover																					
		<p>Flames surrounds the caster and darkens the area as it fades to black.</p> <p>Shadow surrounds the caster and their belongings.</p> <p>At night helps Dokour blend into darkness.</p> <p>In daylight Dokour still in darkness, but is very obvious.</p> <p>When using the enhancement 'Subtle Caster' shadow comes on slowly over rollout.</p>																			
												<div>FOCUS:Muffles caster in AOE.</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 12</td><td>Rollout Init</td><td>12 SP</td></tr><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>	Lvl 12	Rollout Init	12 SP	Lvl 18	Duration X4	10 SP	Lvl 9	Duration +50%	6 SP
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LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
						4 pts	Self	5 Sq Dia Sphere	Initiative	4 Hours												
<b>The Darkness</b>																						
		<p>Stays fixed right above the caster.</p> <p>Darkness to continues for 4 hours.</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>FOCUS:Not centered</div> <div>COUNTER:Dispel Magic Spell Lvl:1</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>		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	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Profiled In Fire						4 pts	12 Squares	Recipient	Initiative	2 Hours											
						<p>Visible heat waves surround the casters's body for the duration.</p> <p>Surrounds and shrouds the caster in smoldering fire</p> <p>Those in adjacent squares feel warmth from the magical fire.</p> <p>Will not set items on fire due to Magical output.</p>															
<div>CREATE: Aura Of Flames</div> <div>FOCUS: warmth = 2x2 AoE</div> <div>COUNTER: Same Spell</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>													Lvl 10	Rollout Halved	6 SP	Lvl 18	Duration X4	10 SP	Lvl 9	Duration +50%	6 SP
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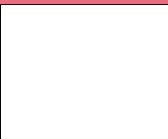
LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
Move Shadow to Shadow						8 pts	24 Squares	Caster	2 Rounds	20 Minutes												
				<p>Shining ruby colored flames Profile The Caster Then Dim To Nothing.</p> <p>Caster can jump from one shadow to another within range.</p> <p>This does work for the caster only on shadows that the caster can see and in Range.</p> <p>This dowoes allow more options at night when more shadows are available.</p>								<p>FOCUS:No light when cast</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 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>		Lvl 10	Rollout Halved	6 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP
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## Nae'Ems


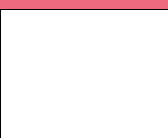
LEVEL	7	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: Vari	GM
						8 pts	Self	5 Marks Radius / Tier	1 Hour	Instant	Compass direction		
<div><div></div><div>Find a high alignment Dokour within Range. If the Savings Throw roll is 0 to 5 no targets are revealed. (See full description) Roll 0 to 5 and no targets shown, Beat Column 1 to find alignments &gt; 150, Beat Column 2 to find alignments &gt; 125, Beat Column 3 to find alignments &gt; 100, Beat Column 4 to find alignments &gt; 75, Roll &gt;95 to find alignments &gt; 50.</div></div>													
<div>FOCUS:Target Align -50</div> <div>COUNTER:Rollout Interruption Lvl:1</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 4 Aura Brightens -2 SP</div> <div>Lvl 12 AoE X2 6 SP</div>													

LEVEL	7	NAE'EM		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
						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.													
<div>FOCUS:SKL:&gt;05</div> <div>COUNTER:Rollout Interruption Lvl:1</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save -1 Col8 SP</div> <div>Lvl 10 Rollout Halved6 SP</div> <div>Lvl 14 Duration X28 SP</div>													






LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	PMP	30 Minutes	5 Minutes		
												
portal can't be opened/created unless Nae'Em agrees to the portal. portal can't be opened/created unless Nae'Em agrees to the portal. the caster and one other person can pass through. Or Nae'Em and one other person can pass through. First to pass through must be either the Nae'Em or the caster.												
<div>COUNTER:None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div>												

LEVEL	8	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1x2x2 Squares	1 Minute	4 Hours		
												
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												
<div>FOCUS:Send 1 command.</div> <div>COUNTER:Dispel Magic Spell Lvl:1</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save -1 Col 8 SP</div> <div>Lvl 14 Range At 3 Sqs 8 SP</div> <div>Lvl 4 Aura Brightens -2 SP</div>												

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			
													
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.													
<div>FOCUS:No current Focus Item.</div> <div>COUNTER:Rollout Interruption Lvl:1</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save -1 Col 8 SP</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 9 Range at 1 Sq 6 SP</div>													


LEVEL	15	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						16 pts	10 Squares	2x2 Sq Area	1 Day	Permanent		
												
Caster creates a Nae'Em of a location to be used for teleportation travel. Location becomes a teleport destination.												
<div>FOCUS:Casual</div> <div>COUNTER:None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 9 Range +50% 6 SP</div>												


## Planar

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 1-4	
Veil of Shadows						4 pts	Caster	4x4 Squares	6 Minutes	12 Hours		Not so visible	
												<div>CREATE:Haze Bubble </div> <div>FOCUS:Torchlight inside. </div> <div>COUNTER:Dispel Magic Spell Lvl:1 </div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 14 Duration X2 8 SP</div> <div>Lvl 12 AoE X2 6 SP</div>	



# -Dokour

LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Dimension Quick Portal for 3						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.  
PMP & Dimension once were the same but have split and advanced on their own.  
Portal open for caster and 2 others. Portal closes after 3rd person.

COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 18	Range X4	10	SP
Lvl 12	Range X2	8	SP
Lvl 14	Duration X2	8	SP

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Dimension Personal Hideaway						8 pts	Self	1x2 Squares	10 Minutes	2 Hours		




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:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

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

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




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:Interruption Of Duration Lvl:1

ENHANCEMENTS:

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

LEVEL	9	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 1/2 Damage
Dimension Portal						12 pts	Touch	Portal Structure	1 Hour	2 Minutes		



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.


FOCUS:+2d6 dmg except self

COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 14	Save -1 Col	8	SP
Lvl 10	Rollout Halved	6	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
Dimensional Containment						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 containment.


FOCUS:Save = >95

COUNTER:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

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

LEVEL	12			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	MR: 2 Expulsion
Circle - Dimensional Expulsion						12 pts	Touch	2 x 2 Square	12 Secs (2 Rds)	1 Round		




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:Rollout Interruption Lvl:1

ENHANCEMENTS:

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

## Summon or Send

LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Imp appears
Invoke Temporary Imp						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.  
MOVE: Run= 3 Sqs. Flight= 7 Sqs (4 Sqs above land or lava).  
Small ball of magical fire creates an imp. Imp is about 3 inches high (7.6 cm).  
Imp has same skin color, hair color/style, & race as caster (miniturized, 3" or 7.6 cm).  
HP:12. SP:0 Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.



FOCUS:Alter the description


COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:


Lvl 10	Rollout Halved	6	SP
Lvl 18	Range X4	10	SP
Lvl 14	Duration X2	8	SP


## -Dokour

LEVEL	4	NAE'EM	 	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Invoke Imp Partner (Year long)				4 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.  
 MOVE: Run= 3 Sqs. Flight= 7 Sqs (4 Sqs above lava).  
 Small ball of magical fire creates an imp. Imp is about 3 inches high (7.6 cm).  
 Imp has same skin color, hair color/style, & race as a small imp (3" or 7.6 cm).  
 HP:12. SP:0 Attacks: x1x1, Init+0, ToHit+0, Damage:1d2, Distance:1.

FOCUS:Alter the description 

COUNTER:Rollout Interruption Lvl:1 

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Alter Hair/Whiskers/F	6 SP

LEVEL

6

STACK

3

COST

8 pts

RANGE

8 Squares

AREA OF EFFECT

1 Square

ROLL OUT

Initiative

DURATION


3 Rounds

SAVE:

SKL: 2

Conjured

Create Arcane Beetles



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: Interruption Of Duration Lvl:1

ENHANCEMENTS:

Lvl 12 Range X2

8 SP

Lvl 14 Duration X2

8 SP

Lvl 9 Damage +50%

8 SP