Battle Actions/Prep

Caster

5 Rounds

20 Minutes

HTH: 2 Damage reduced

9

6 SP

6 SP

Reduce Fire Damage



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. CREATE:Burn Reduction FOCUS:Total of 4 Pts Reduced. COUNTER:Same Spell ENHANCEMENTS: 12 SP Lvl 12 Rollout Init Lyl 14 Duration X2 8 SP

Lvl 9 Duration +50%

Lvl 9 Duration +50%

8

8 pts

AREA OF EFFECT 1 Target 1 Target

ROLL OUT DURATION 1 Hour 5 Rounds

SAVE: No Save

Mundane Fire Immunity



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

reates 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

LEVEL 10

Magical Fire Protection

Self

2 Rounds

No Save

Limits magical fire damage to 1 HP per round.

STACK 1

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. FOCUS:Forge fire = 1 hp / Rd. COUNTER:Same Spell ENHANCEMENTS:

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

Battle Offense

LEVEL 1 Flash Of Fire! STACK 99

Initiative

1 Round

SAVE: No Save

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.

CREATE:Flash Bang! COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP

Lvl 9 Damage +50%

FOCUS:Recipient w/in 6 sqs

Heat Wave Wall

Touch

1 Sq (1 Target)

Initiative

5 Rounds

SKI · 2 1/2 Damage

8 SP

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.

COUNTER:Same Spell ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP Lvl 14 Damage X2 12 SP

2

Flame Bolt

4 pts

10 Squares

1 Target

Initiative

AGL: 2 Spell missed

6 SP

12 SP

8 SP

12 SP

8 SP

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.

FOCUS:Col +1 COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% Lvl 14 Damage X2 Lvl 9 Damage +50%

CREATE:Flame Bolt Breakable

2 Scorching Skin

RANGE AREA OF FEFECT Touch 1 Target 4 pts

ROLL OLI DURATION 3 Rounds Initiative

No Save

Shostly 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

FOCUS:No Sickness/Disease COUNTER:Same Spell ENHANCEMENTS: Lvl 14 Range At 3 Sqs

Lvl 14 Damage X2

Lvl 9 Damage +50%

-Dokour No Save 3 4 pts 12 Squares 1 Target Initiative 4 Rounds Heat Metal Armor CREATE:Enflame Metal Armor Metal armor glows with heat. Targets Init, AC, ToHIT drop 1 per rd. FOCUS:AC/Init/ToHIT additional -1 Round 1: Initiative -1 Ac -1 ToHIT -1 COUNTER:Same Spell Initiative -2 ENHANCEMENTS: Lvl 12 Range X2 8 SP Round 3: ToHIT -3 Initiative -3 Ac -3 Lvl 9 Range +50% 6 SP Round 4: Initiative -4 ToHTT -4 Lvl 18 Duration X4 10 SP RM: 2 1 Round 1/2 Damage 8 pts 4 Squares 1 Square Flame Strike Flames shoot upward from the Caster's hand and down towards the AoE. FOCUS:hurts fire based No ToHIT required. Can Lob magical fire to target. COUNTER: None Damage of 4d10 +ACU. Target Saves for 1/2 damage. ENHANCEMENTS: 8 SP Lvl 12 Range X2 Magical fire does not light things afire. Ivl q Range +50% 6 SP Lvl 9 Damage +50% 8 SP STACK 99 ROLL OUT RM·3 LEVEL 12 12 pts 8 Squares 1 Target Initiative 1 Round 1/2 Dmg if same class Class Power Attack (FIRE) The power surges outward impacting the enemy. No ToHIT required. FOCUS:Knockback w/ RM:3 Bolt of power: Dmg 4d10+ACU Bonus. COUNTER: None Save for 1/2 dmg IF same class. Use comparison Save. ENHANCEMENTS: Lyl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP AGI: 2 16 pts 12 Squares 1x3 Squares 1 Round Fire Bombardment Ruby colored flames cascade from the caster's hand into the sky and down to the AoE. FOCUS:AoE: 3x2 Squares Lobs damage of 6d10+ACU bonus to 3 Sqs. Target Saves for 1/2 damage. COUNTER: None ENHANCEMENTS: This can be lobbed but needs clearance past obstacles before hitting target. Lvl 12 Range X2 8 SP No ToHIT is required. Damage to 3 adjcent squares. Lvl 9 Range +50% 6 SP AoE: Row of 3 squares in a line leading away from caster within range. Lvl 9 Damage +50% 8 SP STACK 99 AREA OF EFFECT ROLL OUT DURATION **RM: 2** LEVEL 15 16 pts 1 Round 8 Squares 1 Target Initiative Dokour Flame Attack Flames erupt out of the casters hand heading directly to the target. FOCUS:Dmg +4/die Directs a ball of magical flame straight to the target. No lobbing. COUNTER: None Direct dmg 5d8 +12 +ACU bonus. ENHANCEMENTS: Lvl 12 Range X2 8 SP oes not light anything on fire since this is a magical fire. Range +50% Lvl 9 6 SP Lvl 9 Damage +50% 8 SP Class Specialty SAVE: No Save -2 pts 1 Minute **Permanent** 1 Target Repair Undead/Living Dead Encasing the undead/living dead in flames for one full minute. FOCUS:no Sick/Disease to caster Heals" the target for 1d6 points while caster may gain 2 SP. COUNTER:Rollout Interruption Lvl:1 Target must actually be at less than maximum points. Must have a need to be "healed". ENHANCEMENTS: Lvl 18 Range X4 10 SP Has no effect on a corpse. Lvl 12 Range X2 Max gain of SP set to 20 SP per day. 8 SP 8 SP Lvl 14 Range At 3 Sqs LEVEL 11 NAE'EM RM: 3 36 pts Touch 1 Item 3 Days Connect To An Arcane Focus Item Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollou FOCUS:No current Focus Item Creates a connection between the caster and the Arcane Focus Item. COUNTER: Rollout Interruption Lyl:1

ENHANCEMENTS: Lvl 14 Save -1 Col

Lvl 12 Range X2

Lvl 9 Range at 1 Sq

8 SP

8 SP

6 SP

Require the item to be of the highest quality.

aster must currently not have a Focus Item.



60 pts

Touch

1 Target

6 Hours

Permanent

20 Minutes

DURATION

Rollout

RM: 3 Magic is gone.

8 SP

6 SP

8 SP

6 SP

6 SP

6 SP 6 SP

6 SP

9



Brilliant rust colored flames flow over the body of the Target.

Step 2 of process to permanently remove SP.

STACK 99

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.

FOCUS:Required.

COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 14 Range At 3 Sqs 6 SP

Lvl 9 Range at 1 Sq

Communication

LEVEL 2 NAE'EM

4 pts

8 pts

2 Fires

1 Target

AREA OF FEFECT

1 Spirit

3 Sq Rad Circle

4x4 Sq Island

20 Minutes 2 Rounds

1 Round

10 Minutes

6 Minutes

10 Minutes

30 Minutes

SAVE: No Save

Hot Conversations

Fire to fire Nae'Em. Audio visual fire to fire Nae'Em. Small item pass through. Two separate fires must be in preset location and lit. The caster face will 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

Lvl 14 Duration X2

Lvl 9 Duration +50%

No Save

6 NAE'EM Speak with Dead

> Red flames extend from the caster to be infused into the skull of the target. Can be up to 100 years dead per Tier. Creates a temporary Nae'Em (Cae'Em). Requires full skull and a jawbone. Max of 5 questions within the rollout time. Spell will interpret older languages to the current common language.

Touch

FOCUS:Truthseer COUNTER:Interruption Of Duration LvI:13 ENHANCEMENTS:

Lvl 9 Range at 1 Sq

Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP

SKI: 2

SKI · 3

BRU: 3

10 SP

Comparative

LEVEL 19 NAE'EM Dead Spirit Conversation Circle

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.

20 pts

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:Rollout Interruption LvI:1

ENHANCEMENTS:

Lvl 9 Duration +50%

Lvl 10 Rollout Halved

Lvl 9 Range +50%

Enchantments

Dispel Magic Spell

List of spells that can be affected are in the Full Description list.

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, except as noted by each spell. COUNTER:Rollout Interruption Lvl:1

Permanent

4 Hours

6 Hours

ENHANCEMENTS:

Lvl 10 Rollout Halved

6 SP 8 SP

Lvl 12 Range X2 6 SP

Lvl 9 Range at 1 Sq.

Fences and Shelters

Circle of Containment

Barely visible blue streams of light form a cage inside the circle.

Touch

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:Dispell Magic Spell Lvl:1

ENHANCEMENTS:

Lvl 18 Duration X4

Lvl 14 Duration X2

8 SP Lvl 9 Duration +50% 6 SP

SAVE: No Save

LEVEL 14

Magma Perimeter

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 6 SP

Lvl 9 Duration +50%



-Dokour Find or Reveal GM RM: 2 8 nts 2 Squares 1-5 item 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:Rollout Interruption Lvl:1 Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. Casting ENHANCEMENTS: this will not enact the powers or magic, 10 SP Lvl 18 Range X4 Lvl 12 Range X2 8 SP nor does it reveal the kind of magic is in play. Lvl 9 Range +50% 6 SP 9 NAE'EM AREA OF EFFECT 9 **RM: 2** 2 Hours 24 pts 4 Squares 1 Item Find Clues To True Name Bright Orange ribbons float to the object/person and fade as they surround them. FOCUS:Rollout Halved Caster attempts to locate clues to find a True Name. COUNTER:Rollout Interruption Lvl:1 ENHANCEMENTS: 6 SP Lvl 10 Rollout Halved Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP 9 NAE'EM 9 SKI · 2 1 Day Found 1 Mark 4 Hours Search for Focus Item Caster is soley able to detect a focus item within range. aster chooses detection method: COUNTER: Dispel Magic Spell Lyl:1 Vibration: Caster feels a vibration which grows as they near the item. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Audible: Caster hears a low siren which grows louder as they near the item. Visual: Caster sees a glowing dot which grows brighter as they near the item. Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP LEVEL 16 NAE'EM DURATION • No Save 1 Square 1 Square 12 Hours **Permanent** Reveal True Name ello 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. COUNTER:Rollout Interruption LvI:1 Caster states aloud all the clues during the rollout. ENHANCEMENTS: Resulting in the direction and distance in marks if the Save is passed. Lvl 18 Range X4 10 SP 8 SP Lvl 12 Range X2 The knowledge is NOT announced out loud. Lvl 9 Range +50% 6 SP **Healing and Rest** 9 SKI · 3 1 Recipient Initiative Healed self Permanent Healing Flames 1d4 HP per Tier CREATE:Fire Balm Spiritlike rose colored flames dance around the wound. FOCUS:+1 HP extra Roll 1d4 per Tier. Dmg x2 with pain, then Heal x3. Self heal requires Save. COUNTER: None Does heal living creatures and plants, but most plants die from the damage first. ENHANCEMENTS: Does NOT heal or hurt the undead and living dead. Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq 6 SP Caster can choose what Tier level to use. Lvl 16 Healing +4 10 SP No Save 4 Touch Permanent Final Rites Yellow flames creep across the body without burning it. Must be dead a month or less. COUNTER:Rollout Interruption LvI:1 The dead are sent beyond any connection that can be made from the known planes. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP To finish the spell a dieties name must be spoken aloud. Lvl 14 Range At 3 Sqs 8 SP

RANGE AREA OF FEFECT ROLL OUT DURATION 9 HLH: 3 6 Self 30 Minutes 12 Hours 8 pts Self Cleansing Fire Magenta flames engulf the caster during the RollOut then flames fade away. FOCUS:Cast to another Removes frialty from the caster. COUNTER:Dispel Magic Spell Lvl:1 Each hour (Max 12 hours): ENHANCEMENTS:

1d6 hp Damage, Save to cleanse. If no sickness/disease then spell stops.

Lvl 10 Rollout Halved

Lvl 9 Range at 1 Sq

Lvl 14 Duration X2

6 SP

8 SP



36 pts

- Passing the Save gives 1 HP to the Casters Max HP.

Touch

1 Body

12 Hours

Permanent

FOCUS takes 8 HP off May HP

ENHANCEMENTS:

9 SKI: 3



Fire surrounds and restores the creature that is dead less than 25 hrs & passes the Save.

COUNTER:Rollout Interruption LvI:1 Lvl 10 Rollout Halved

Lvl 18 Nae'Em Clues Remove 20 SP -2 SP Lvl 1 Fake Effort

Only one Nae'Em or divine connection remains... from the caster to the recipient. When brought back to life the creature has -4 HP. - Passing the Save takes 5 HP from the recipient Max HP, takes 8 HP with Focus Staff.

Light-LEVEL -1

RANGE AREA OF EFFECT ROLL OUT DURATION

SAVE: No Save

No Counter Available

DO NOT DELETE !!!! This is a counter

COUNTER: None

ENHANCEMENTS:

Lvl 0 No Enhancements

Light and Darkness

Light of Dokour Red

Use a Focus item for control of light brightness.

With a twirling of the fingers the caster brings about light!

No Focus = Candle power. With Focus caster can set power.

Varies

Initiative

4 Hours

SAVE: No Save

CREATE: FOCUS:Brighter by Tier

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 14 Duration X2 Lyl 9 Duration +50% 6 SP

LEVEL 1 Shadow Cover

Self

5 Sq Dia Sphere

Recipient

AREA OF FEFECT

Caster

Initiative

ROLL OUT

2 Rounds

1 Hour

4 Hours

DURATION

20 Minutes

No Save

12 SP

10 SP

6 SP

8 SP

6 SP

6 SP

6 SP

Flames surrounds the caster and darkens the area as it fades to black. Shadow surrounds the caster and their belongings.

This spell does stay fixed in relation to the caster, right above them.

At night helps Dokour blend into darkness.

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

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

FOCUS: Muffles caster in AOE COUNTER:Same Spell ENHANCEMENTS:

Lvl 12 Rollout Init Lvl 18 Duration X4

Lvl 9 Duration +50%

The Darkness

Stays fixed right above the caster. Darkness to continues for 4 hours.

Caster to creates darkness that will stay centered above them.

4 pts

COST

8 pts

Can use this spell to create a bag of 'Dust Of Darkness'.

FOCUS:Not centered COUNTER: Dispel Magic Spell Lvl:1

SAVE: No Save

ENHANCEMENTS:

Lvl 12 Range X2

Lvl 9 Range at 1 Sq Lvl 12 AoE X2

LEVEL 4

Profiled In Fire

Visible heat waves surround the casters's body for the duration.

12 Squares

RANGE

24 Squares

Surrounds and shrouds the caster in smoldering fire

Those in adjacent squares feel warmth from the magical fire.

Will not set items on fire due to Magical output.

STACK 99

CREATE:Aura Of Flames FOCUS:warmth = 2x2 AoF COUNTER:Same Spell

Lyl 9 Duration +50%

ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP

SAVE: No Save

6

Shining ruby colored flames Profile The Caster Then Dim To Nothing. Caster can jump from one shadow to another within range.

This does work for the caster only on shadows that the caster can see and in Range. This dowoes allow more options at night when more shadows are available.

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

No Save

Move Shadow to Shadow

-Dokour Nae'Ems RM: Vari GM EVEL 7 NAE'EM 8 pts 5 Marks Radius / Tier 1 Hour Instant **Compass direction** 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:Rollout Interruption Lvl:1 Roll 0 to 5 and no targets shown, ENHANCEMENTS: Beat Column 1 to find alignments > 150, 6 SP Beat Column 2 to find alignments > 125, Beat Column 3 to find alignments > 100, Lvl 10 Rollout Halved Lvl 4 Aura Brightens -2 SP Beat Column 4 to find alignments > 75, Roll >95 to find alignments > 50. Lvl 12 AoE X2 6 SP 7 NAE'EM AREA OF EFFECT DURATION 9 SKL: 1 1 Hour 1 Round / Tier Viewed 8 pts 3 Marks 1 Recipient Speak To Dokour Target Bright yellow ribbons encircle the recipient. FOCUS-SKI ->05 An identified Dokour Target person becomes connected to the caster. COUNTER:Rollout Interruption Lvl:1 Requires the target to be within Range and to have already been identified ENHANCEMENTS: 8 SP by the 'Direction To Dokour Target' spell. Lvl 14 Save -1 Col Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP No Save 8 Self PMP 30 Minutes 5 Minutes 8 pts Portal To Nae'Em 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. COUNTER: None ENHANCEMENTS: the caster and one other person can pass through. Or Nae'Em and one other person can pass Lvl 10 Rollout Halved 6 SP through. First to pass through must be either the Nae'Em or the caster. 8 NAE'EM A AREA OF FEFECT ROLL OUT DUBATION No Save Touch 1x2x2 Squares 1 Minute 4 Hours Scry on Imp Spy Requires the caster to have created an Imp previously. FOCUS:Send 1 command. Imp Spy must be on the same PMP. COUNTER: Dispel Magic Spell Lvl:1 ENHANCEMENTS: Sees through Imp Spy's eyes with normal vision only. Lvl 14 Save -1 Col 8 SP Does NOT communicate with Imp Spy Lvl 14 Range At 3 Sqs 8 SP Lvl 4 Aura Brightens -2 SP LEVEL 15 NAE'EM SAVE: No Save STACK 1 16 pts 10 Squares 2x2 Sq Area 1 Day Permanent Create Permanent Location Tae'Em FOCUS:Casual Location becomes a teleport destination. COUNTER: None ENHANCEMENTS: 6 SP Lvl 10 Rollout Halved Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Planar SNS: 1-4 4 pts Caster 4x4 Squares 6 Minutes 12 Hours Not so visible Veil of Shadows CREATE:Haze Bubble The shadow descends to muffle sound & hide those within from sight. FOCUS:Torchlight inside Works absoluetly best in dim light and lower. COUNTER:Dispel Magic Spell Lvl:1 Save to not be observed. Night: SNS:4. Day: SNS:1. ENHANCEMENTS: Spell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'. Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 12 AnF X2 6 SP STACK 1 COST RANGE AREA OF FEFECT DURATION SAVE: NAE'EM 5 No Save

3 Civilized crtrs 30 Minutes 2 Rounds 8 pts 2 Squares Dimension Quick Portal for 3 Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage. The flames cause magical fire damage (will not light combustibles) when in circle. COUNTER:Rollout Interruption LvI:1 PMP & Dimension once were the same but have split and advanced on their own. ENHANCEMENTS: Portal open for caster and 2 others. Portal closes after 3rd person. Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP

LEVEL 7 NAE'EM **View Dimension**

8 nts 10 to 100 Sas sight 2x2 Sa Perimeter

AREA OF EFFECT

1x2 Squares

Portal Structure

3x3 Sq Radius

2 x 2 Square

10 Minutes

1 Hour

10 Minutes

12 Secs (2 Rds)

6 Hours

2 Minutes

4 Hours

DURATION

1 Round

No Save



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

FOCUS: Light up Dimension COUNTER:Interruption Of Duration LvI:1 ENHANCEMENTS:

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

Dimension Personal Hideaway

8 pts

Self

Touch

10 Minutes

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

STACK 1

FOCUS:Range:Self+1/Tier COUNTER: Dispel Magic Spell LvI:1

ENHANCEMENTS:

6 SP Lvl 10 Rollout Halved Lyl 14 Duration X2 8 SP

6 SP

6 SP

RM· 2

RRII: 4 Able to Exit

MR: 2

RM: 2

SKL: 2

12 SP

Imp appears

9

1/2 Damage

Lvl 9 Duration +50%

9 NAE'EM **Dimension Portal**

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.

12 pts

12 pts

FOCUS:+2d6 dmg except self COUNTER:Rollout Interruption LvI:1

ENHANCEMENTS:

Lyl 14 Save -1 Col 8 SP 6 SP Lvl 10 Rollout Halved Lvl 9 Duration +50%

Dimensional Containment

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.

STACK 3

FOCUS:Save = >95 COUNTER:Dispel Magic Spell LvI:1

ENHANCEMENTS:

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

LEVEL 12 Circle - Dimensional Expulsion

Forces Dimension Creatures and items back to Dimension Plane.

This is cast using chalk outlined circle. Once spell starts outline fades to unseen. Save for each creature/item. Pass to expell. Every Save attempt alerts the caster.

Range is for casting. Distance to caster does not matter after casting.

12 pts

COUNTER:Rollout Interruption LvI:1

ENHANCEMENTS:

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

Summon or Send

3 NAE'EM **Invoke Temporary Imp**

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).

4 pts

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. Lvl 10 Rollout Halved

6 SP Lvl 18 Range X4 10 SP 8 SP

I FVFI 4 Conjure Native Beetles

A swarm appears in a square adjacent to the target.

Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.

4 pts

Will attack any living target. Even if the target is friendly to the caster. Save to conure.

Conjured CREATE:Beetleroot Granules FOCUS:Save +1 Col COUNTER:Same Spell **ENHANCEMENTS:**

Lvl 14 Damage X2

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

STACK 2

8 Squares

4 Squares

PMP

1 Mark

1 Hour

ROLL OUT

1 day / Tier

2 Rounds

FOCUS: Alter the description COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 14 Duration X2

-Dokour SAVE: No Save LEVEL 5 NAE'EM ROLL OUT 8 pts 30 Squares 2 Days (24 Hrs) **End of Year** Invoke Imp Partner (Year long) Emerges out of a flame. Looks similar to caster, but miniature and with a tail. FOCUS: Alter the description MOVE: Run= 3 Sqs. Flight= 7 Sqs (4 Sqs above land or lava). COUNTER:Rollout Interruption LvI:1 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). ENHANCEMENTS: Lvl 10 Rollout Halved Lvl 9 Alter Hair/Whiskers/F 6 SP Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1. HP:12. SP:0 STACK 3 AREA OF EFFECT SKL: 2 LEVEL 6 3 Rounds 8 pts 8 Squares 1 Square Initiative **Create Arcane Beetles** CREATE:Cinderroot powder Save to conjure. Recommend sequential casting due to multiple round Duration. FOCUS:SKL:>05 Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2). COUNTER:Interruption Of Duration Lvl:13 This spell continues through Duration even if caster is not aware. ENHANCEMENTS: 8 SP Lvl 12 Range X2 The beetles attack non-enemies if no enemies are in range. Lvl 14 Duration X2 8 SP Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8 8 SP Lvl 9 Damage +50% Utility or Misc STACK 99 9

