


# -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 |        |  |

**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:

|        |               |    |    |
|--------|---------------|----|----|
| Lvl 12 | Rollout Init  | 12 | SP |
| Lvl 14 | Duration X2   | 8  | SP |
| Lvl 9  | Duration +50% | 6  | SP |

|       |   |  |  |       |   |       |          |                |          |          |       |         |  |
|-------|---|--|--|-------|---|-------|----------|----------------|----------|----------|-------|---------|--|
| 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   |       |         |  |

**Mundane Fire Immunity**



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 |  |
|       |    |  |  |       |   | 12 pts | Self  | Self           | 2 Rounds | 2 Hours  |       |         |  |

**Magical Fire Protection**



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.

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 |

## 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 |        |  |

**Flash Of Fire!**



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% | 8 | SP |

|       |   |  |  |       |        |       |       |                  |            |          |            |        |  |
|-------|---|--|--|-------|--------|-------|-------|------------------|------------|----------|------------|--------|--|
| 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 |        |  |

**Heat Wave Wall**



Creates an inhibiting wall of heat vs those nearby (Melee).  
Heat wall around Caster delivers 2d3+ACU Bonus Fire Damage (Melee). Save for 1/2 dmg.  
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.


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 |

|       |   |  |  |       |    |       |            |                |            |          |              |        |  |
|-------|---|--|--|-------|----|-------|------------|----------------|------------|----------|--------------|--------|--|
| 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 |        |  |

**Flame Bolt**



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.


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 |

|       |   |  |  |       |    |       |       |                |            |          |       |         |  |
|-------|---|--|--|-------|----|-------|-------|----------------|------------|----------|-------|---------|--|
| LEVEL | 2 |  |  | STACK | 99 | COST  | RANGE | AREA OF EFFECT | ROLL OUT   | DURATION | SAVE: | No Save |  |
|       |   |  |  |       |    | 4 pts | Touch | 1 Target       | Initiative | 3 Rounds |       |         |  |

**Scorching Skin**



Ghastly 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 | 8  | SP |
| Lvl 14 | Damage X2      | 12 | SP |
| Lvl 9  | Damage +50%    | 8  | SP |

## -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  |

## 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 |

## 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 |       |         |



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 |

## Find or Reveal

|       |   |  |  |       |   |       |           |                |           |          |       |       |  |
|-------|---|--|--|-------|---|-------|-----------|----------------|-----------|----------|-------|-------|--|
| LEVEL | 5 |  |  | STACK | 1 | COST  | RANGE     | AREA OF EFFECT | ROLL OUT  | DURATION | SAVE: | RM: 2 |  |
|       |   |  |  |       |   | 8 pts | 2 Squares | 1-5 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:Rollout Interruption Lvl:1

ENHANCEMENTS:

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

# -Dokour

|                    |   |  |  |       |    |       |       |                |           |           |       |             |  |
|--------------------|---|--|--|-------|----|-------|-------|----------------|-----------|-----------|-------|-------------|--|
| LEVEL              | 8 |  |  | STACK | 99 | COST  | RANGE | AREA OF EFFECT | ROLL OUT  | DURATION  | SAVE: | SKL: 3      |  |
| Dispel Magic Spell |   |  |  |       |    | 8 pts | Touch | 1 Target       | 6 Minutes | Permanent |       | Comparative |  |



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 |      |
| 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  |  |



Caster is soley able to detect a focus item within range.  
Caster chooses detection method:  
Vibration: Caster feels a vibration which grows as they near the item.  
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.

|               |                          |      |
|---------------|--------------------------|------|
| 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   |  |
| Find Clues To True Name |    |        |  |  |       | 24 pts | 4 Squares | 1 Item | 2 Hours        | Permanent |          |       | success |  |



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  |

## Healing and Rest

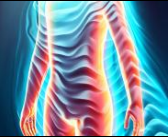
|                                |   |  |  |       |    |       |       |                |            |           |       |              |  |
|--------------------------------|---|--|--|-------|----|-------|-------|----------------|------------|-----------|-------|--------------|--|
| LEVEL                          | 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. |  |



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 |

|                |   |  |  |       |   |       |       |                |            |          |       |                 |  |
|----------------|---|--|--|-------|---|-------|-------|----------------|------------|----------|-------|-----------------|--|
| LEVEL          | 6 |  |  | STACK | 1 | COST  | RANGE | AREA OF EFFECT | ROLL OUT   | DURATION | SAVE: | HLH: 3          |  |
| Cleansing Fire |   |  |  |       |   | 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.

|               |                          |      |
|---------------|--------------------------|------|
| FOCUS:        | Cast to another          |      |
| COUNTER:      | Dispel Magic Spell Lvl:1 |      |
| ENHANCEMENTS: |                          |      |
| 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  |       |         |  |



With a twirling of the fingers the caster brings about light!  
No Focus = Candle power. With Focus caster can set power.  
This spell does stay fixed in relation to the caster, right above them.  
Use a Focus item for control of light brightness.

|               |                  |      |
|---------------|------------------|------|
| CREATE:       |                  |      |
| FOCUS:        | Brighter by Tier |      |
| COUNTER:      | Same Spell       |      |
| ENHANCEMENTS: |                  |      |
| 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 |  |
| 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  |

# -Dokour

|       |   |                         |       |   |       |       |                 |            |          |       |         |
|-------|---|-------------------------|-------|---|-------|-------|-----------------|------------|----------|-------|---------|
| LEVEL | 3 | <div></div> <div></div> | STACK | 1 | COST  | RANGE | AREA OF EFFECT  | ROLL OUT   | DURATION | SAVE: | No Save |
|       |   |                         |       |   | 4 pts | Self  | 5 Sq Dia Sphere | Initiative | 4 Hours  |       |         |




Stays fixed right above the caster.  
Darkness to continues for 4 hours.  
Caster to creates darkness that will stay centered above them.  
Can use this spell to create a bag of 'Dust Of Darkness'.

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

ENHANCEMENTS:

|        |               |      |
|--------|---------------|------|
| Lvl 12 | Range X2      | 8 SP |
| Lvl 9  | Range at 1 Sq | 6 SP |
| Lvl 12 | AoE X2        | 6 SP |

|       |   |                         |       |   |       |            |                |            |          |       |         |
|-------|---|-------------------------|-------|---|-------|------------|----------------|------------|----------|-------|---------|
| LEVEL | 4 | <div></div> <div></div> | STACK | 1 | COST  | RANGE      | AREA OF EFFECT | ROLL OUT   | DURATION | SAVE: | No Save |
|       |   |                         |       |   | 4 pts | 12 Squares | Recipient      | Initiative | 2 Hours  |       |         |



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


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 | 6 | <div></div> <div></div> | STACK | 99 | COST  | RANGE      | AREA OF EFFECT | ROLL OUT | DURATION   | SAVE: | No Save |
|       |   |                         |       |    | 8 pts | 24 Squares | Caster         | 2 Rounds | 20 Minutes |       |         |




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 |

|         |   |        |                         |       |       |      |                       |                |          |                   |       |          |    |
|---------|---|--------|-------------------------|-------|-------|------|-----------------------|----------------|----------|-------------------|-------|----------|----|
| Nae'Ems |   |        |                         |       |       |      |                       |                |          |                   |       |          |    |
| LEVEL   | 7 | NAE'EM | <div></div> <div></div> | 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 |       |          |    |




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:Rollout Interruption Lvl:1

ENHANCEMENTS:

|        |                |       |
|--------|----------------|-------|
| Lvl 10 | Rollout Halved | 6 SP  |
| Lvl 4  | Aura Brightens | -2 SP |
| Lvl 12 | AoE X2         | 6 SP  |

|       |   |        |                         |       |       |         |             |                |                |          |       |        |        |
|-------|---|--------|-------------------------|-------|-------|---------|-------------|----------------|----------------|----------|-------|--------|--------|
| LEVEL | 7 | NAE'EM | <div></div> <div></div> | STACK | 7     | COST    | RANGE       | AREA OF EFFECT | ROLL OUT       | DURATION | SAVE: | SKL: 1 | Viewed |
|       |   |        |                         |       | 8 pts | 3 Marks | 1 Recipient | 1 Hour         | 1 Round / Tier |          |       |        |        |



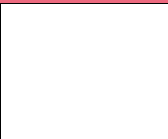
Bright yellow ribbons encircle the recipient.  
An identified Dokour Target person becomes connected to the caster.  
Requires the target to be within Range and to have already been identified by the 'Direction To Dokour Target' spell.

FOCUS:SKL:>05  
COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

|        |                |      |
|--------|----------------|------|
| Lvl 14 | Save -1 Col    | 8 SP |
| Lvl 10 | Rollout Halved | 6 SP |
| Lvl 14 | Duration X2    | 8 SP |

|       |   |                         |       |   |       |       |                |            |           |       |         |
|-------|---|-------------------------|-------|---|-------|-------|----------------|------------|-----------|-------|---------|
| LEVEL | 8 | <div></div> <div></div> | 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.

COUNTER: None

ENHANCEMENTS:

|        |                |      |
|--------|----------------|------|
| Lvl 10 | Rollout Halved | 6 SP |
|--------|----------------|------|

|       |   |        |                         |       |       |       |               |                |          |          |       |         |
|-------|---|--------|-------------------------|-------|-------|-------|---------------|----------------|----------|----------|-------|---------|
| LEVEL | 8 | NAE'EM | <div></div> <div></div> | 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

FOCUS:Send 1 command.  
COUNTER:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

|        |                |       |
|--------|----------------|-------|
| Lvl 14 | Save -1 Col    | 8 SP  |
| Lvl 14 | Range At 3 Sqs | 8 SP  |
| Lvl 4  | Aura Brightens | -2 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:Rollout Interruption Lvl:1 |               |   |    |
| ENHANCEMENTS:                      |               |   |    |
| Lvl 14                             | Save -1 Col   | 8 | SP |
| Lvl 12                             | Range X2      | 8 | SP |
| Lvl 9                              | Range at 1 Sq | 6 | SP |

## 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 |  |



The shadow descends to muffle sound & hide those within from sight.  
Works absolutely best in dim light and lower.  
Save to not be observed. Night: SNS:4. Day: SNS:1.  
Spell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'.

|                                  |                |   |    |
|----------------------------------|----------------|---|----|
| CREATE:Haze Bubble               |                |   |    |
| FOCUS:Torchlight inside.         |                |   |    |
| COUNTER:Dispel Magic Spell Lvl:1 |                |   |    |
| ENHANCEMENTS:                    |                |   |    |
| Lvl 10                           | Rollout Halved | 6 | SP |
| Lvl 14                           | Duration X2    | 8 | SP |
| Lvl 12                           | AoE X2         | 6 | SP |

| 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:Interuption 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      |  |
|------------------|---|--------|--|-------|---|--------|-------|------------------|----------|-----------|-------|------------|--|
| 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.

|                                    |                |   |    |
|------------------------------------|----------------|---|----|
| 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       |  |
|-------------------------|---|--|--|-------|---|--------|-------|----------------|------------|----------|-------|--------------|--|
| Dimensional Containment |   |  |  |       |   | 12 pts | Touch | 3x3 Sq Radius  | 10 Minutes | 4 Hours  |       | Able to Exit |  |




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:Dispel Magic Spell Lvl:1 |               |    |    |
| ENHANCEMENTS:                    |               |    |    |
| Lvl 18                           | Duration X4   | 10 | SP |
| Lvl 14                           | Duration X2   | 8  | SP |
| Lvl 9                            | Duration +50% | 6  | SP |

# -Dokour

|                                |    |  |  |       |   |        |       |                |                 |          |       |           |  |
|--------------------------------|----|--|--|-------|---|--------|-------|----------------|-----------------|----------|-------|-----------|--|
| LEVEL                          | 12 |  |  | STACK | 3 | COST   | RANGE | AREA OF EFFECT | ROLL OUT        | DURATION | SAVE: | MR: 2     |  |
| Circle - Dimensional Expulsion |    |  |  |       |   | 12 pts | Touch | 2 x 2 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: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       |  |
| Invoke Temporary Imp |   |        |  |       |   | 4 pts | 8 Squares | PMP            | 1 Hour   | 1 day / Tier |       | Imp appears |  |



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


|                                |   |        |  |       |   |       |            |                |                 |             |       |         |  |
|--------------------------------|---|--------|--|-------|---|-------|------------|----------------|-----------------|-------------|-------|---------|--|
| 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  | RANGE     | AREA OF EFFECT | ROLL OUT   | DURATION | SAVE: | SKL: 2   |  |
| Create Arcane Beetles |   |  |  |       |   | 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:Interuption Of Duration Lvl:1  
ENHANCEMENTS:  
Lvl 12 Range X2 8 SP  
Lvl 14 Duration X2 8 SP  
Lvl 9 Damage +50% 8 SP