





Battle Actions/Prep

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Mundane Fire Immunity																			
 <p>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. However, the user of this spell should be aware of the lack of oxygen, A protected person could move about for a short bit in such an environment</p>																			
<div> <div>CREATE:Normal Fire Protection</div> <div> <div>FOCUS:Warms those close.</div> <div>COUNTER:Same Skill. Lvl:1</div> </div> <div> <div>ENHANCEMENTS:</div> <table border="1"> <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> </div> </div>											Lvl 12	Rollout Init	12 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																			
 <p>Shining ruby colored flames Profile The Caster Then Dim To Nothing. Caster can jump from one shadow to another within range. Works for the caster only with shadows that the caster can see and in Range. This does allow more options at night when more shadows are available.</p>																			
<div> <div>FOCUS:No light when cast</div> <div>COUNTER: None</div> <div> <div>ENHANCEMENTS:</div> <table border="1"> <tr> <td>Lvl 6</td> <td>Subtle Casting</td> <td>4 SP</td> </tr> <tr> <td>Lvl 12</td> <td>Rollout Init</td> <td>12 SP</td> </tr> <tr> <td>Lvl 10</td> <td>Rollout Halved</td> <td>6 SP</td> </tr> </table> </div> </div>											Lvl 6	Subtle Casting	4 SP	Lvl 12	Rollout Init	12 SP	Lvl 10	Rollout Halved	6 SP
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LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Magical Fire Protection																			
 <p>Caster wraps themselves within a protective flame. Limits magical fire damage to 1 HP per round. Fires as hot as or hotter than a forge will end the spell. If the fire is mundane in nature this spell has no protection to offer.</p>																			
<div> <div>CREATE:Burn Reduction Breakable</div> <div> <div>FOCUS:Forge fire = 1 hp / Rd.</div> <div>COUNTER:Same Skill. Lvl:1</div> </div> <div> <div>ENHANCEMENTS:</div> <table border="1"> <tr> <td>Lvl 10</td> <td>Rollout Halved</td> <td>6 SP</td> </tr> <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> </div> </div>											Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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Battle Defense

LEVEL	1	STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)									
Heat Wave Wall																			
 <p>Creates a wall of heat that causes damage to those who are attacking via 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.</p>																			
<div> <div>FOCUS:No concentration</div> <div>COUNTER:Dispel Magic. Lvl:1</div> <div> <div>ENHANCEMENTS:</div> <table border="1"> <tr> <td>Lvl 9</td> <td>Duration +50%</td> <td>6 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Damage X2</td> <td>12 SP</td> </tr> <tr> <td>Lvl 6</td> <td>AOE = Self +1</td> <td>6 SP</td> </tr> </table> </div> </div>											Lvl 9	Duration +50%	6 SP	Lvl 14	Damage X2	12 SP	Lvl 6	AOE = Self +1	6 SP
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Battle Offense


LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility Not Blinded									
Flash Of Fire!																			
 <p>Sends a small ball of fire directly at target for 1d6 +ACU. No ToHIT or lobbing. Can be directed at a creature for damage or a single square to blind creatures. When cast on a creature they take 1d6 +ACU damage and must Save or be blinded. When cast only on a square all within 4 squares must Save or be blinded. Failed Saves will result in 4 rounds of Lower AC (-4) and lower ToHits (-4).</p>																			
<div> <div>CREATE:Flash Bang!</div> <div> <div>FOCUS:Save roll -20</div> <div>COUNTER: None</div> </div> <div> <div>ENHANCEMENTS:</div> <table border="1"> <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> <tr> <td>Lvl 9</td> <td>Damage +50%</td> <td>8 SP</td> </tr> </table> </div> </div>											Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP	Lvl 9	Damage +50%	8 SP
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LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility Spell missed									
Flame Bolt																			
 <p>Direct magical fire dmg 2d10 +ACU bonus. No ToHIT. 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.</p>																			
<div> <div>CREATE:Flame Bolt Breakable</div> <div> <div>FOCUS:Target Save -20</div> <div>COUNTER: None</div> </div> <div> <div>ENHANCEMENTS:</div> <table border="1"> <tr> <td>Lvl 9</td> <td>Range +50%</td> <td>6 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Damage X2</td> <td>12 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Damage +50%</td> <td>8 SP</td> </tr> </table> </div> </div>											Lvl 9	Range +50%	6 SP	Lvl 14	Damage X2	12 SP	Lvl 9	Damage +50%	8 SP
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LEVEL	3	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save																
Heat Metal Armor																										
 <p>Metal armor glows with heat. Targets Init, AC, ToHIT drop 1 per rd.</p> <table border="1"> <tr> <td>Round 1:</td> <td>Initiative -1</td> <td>Ac -1</td> <td>ToHIT -1</td> </tr> <tr> <td>Round 2:</td> <td>Initiative -2</td> <td>Ac -2</td> <td>ToHIT -2</td> </tr> <tr> <td>Round 3:</td> <td>Initiative -3</td> <td>Ac -3</td> <td>ToHIT -3</td> </tr> <tr> <td>Round 4:</td> <td>Initiative -4</td> <td>Ac -4</td> <td>ToHIT -4</td> </tr> </table>											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
Round 1:	Initiative -1	Ac -1	ToHIT -1																							
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Round 3:	Initiative -3	Ac -3	ToHIT -3																							
Round 4:	Initiative -4	Ac -4	ToHIT -4																							
<div> <div>CREATE:Enflame Metal Armor</div> <div> <div>FOCUS:AC/Init/ToHIT additional -1</div> <div>COUNTER:Same Skill. Lvl:1</div> </div> <div> <div>ENHANCEMENTS:</div> <table border="1"> <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> <tr> <td>Lvl 18</td> <td>Duration X4</td> <td>10 SP</td> </tr> </table> </div> </div>											Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP	Lvl 18	Duration X4	10 SP							
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-Dokour

LEVEL	7		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility	
					8 pts	12 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	11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
					2.4 pts	10 Squares	1 Target	Initiative	1 Round			



Power Types: SYL:Ice, STM:Elect, ORX:Force, EOL:Acid, DOK:Fire
ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK.
Duel to be called AFTER this 'Class Power Attack' is mentioned & BEFORE damage is rolled.
The GM may have to make a call if the Class Power Attack proceeds too quickly.

COUNTER: None

LEVEL	11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
					14.4 pts	10 Squares	1 Target	Initiative	1 Round	1/2 Damage		



Sends a fire stream directly to the target. No lobbing.
Damage of 6d10 + ACU Bonus. Save for 1/2 damage. No ToHIT required.
Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments.
Another caster using the same power (Fire) may start a 'Class Power Attack Duel'.
Class Power Attack Duels force 2 casters into a head to head personal battle.


FOCUS:+1d10 Damage

COUNTER: None

ENHANCEMENTS:

Lvl 14	Save Roll -20	8 SP
Lvl 9	Range +50%	6 SP
Lvl 9	Damage +50%	8 SP

LEVEL	14		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
					16 pts	12 Squares	1 Target	Initiative	1 Round	1/2 Resist		



Flames erupt out of the casters hand heading directly to the target. (No ToHIT)
Directs magical flame straight to the target. No lobbing. No mundane fire damage.
Direct dmg 5d8 +10 +ACU bonus. Focus Staff adds 4 pt damage per die.


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:	Agility	
					20 pts	12 Squares	Row: 1 sq / Tier	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.


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:	Resist (Skill/Non)	
					4 pts	6 Squares	1 Item	Initiative	Continuous			



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

LEVEL	3		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					4 pts	Touch	9 Stones	2 Minutes	12 Hours			



Enchanted natural stones heat to just below a boil when activated.
Flip up stones for ambient temperature, down to heat up. 20 rds to set water to boil.
Will be at full heat after Rollout.
Will continue for a maximum of 12 hours. Does 1 damage every round.
Spell affects 9 stones. Creation makes 3 stones

CREATE:Box Of Hot Rocks

COUNTER: None


ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL

2

NAE'EM



STACK

1

COST

4 pts

RANGE

PMP

AREA OF EFFECT

2 Fires

ROLL OUT

2 Rounds


DURATION

20 Minutes

SAVE:

No Save

Hot Conversations



A fire to fire Vae'Em. A Vae'Em is a connection to a venue/location.
 Audio visual fire to fire Nae'Em. Small non-magical items may be passed through.
 Two separate fires must be in preset locations. S
 The caster face willll be visible to the other side.
 A single 'speakers' face will be visible to the caster.

FOCUS:Small item passed

COUNTER:Dispel Magic. Lvl:1

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

16 pts

RANGE

Touch

AREA OF EFFECT

3 Sq Rad Circle

ROLL OUT


10 Minutes

DURATION


4 Hours

SAVE: Brute

Exit Circle



Circle of Containment



A pattern of light encloses or marks the AoE. After Rollout the light fades.

Creatures are able to easily enter the AoE. Those that are inside must Save to exit.

Can be used in/as a trap with Rogues skill "Set Up Spell Release (TRAP)".

Does NOT inhibit the Caster from leaving the circle.

FOCUS:Save Roll -20

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 14

Duration X2

8 SP

Lvl 9






Duration +50%

6 SP

Lvl 16

AoE X2

16 SP

LEVEL	15			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL	
Magma Moat						16 pts	Caster	3x3 Sq Island	30 Minutes	6 Hours		1/2 dmg &/or Out	
	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. May attempt a Save for 1/2 damage.												FOCUS: 5x5 Square Island COUNTER: Same Skill. Lvl:1  ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 16 AoE X2 16 SP

Find or Reveal

LEVEL

5

STACK

1

COST

8 pts

RANGE

2 Squares

AREA OF EFFECT

1-5 item

ROLL OUT


5 Minutes

DURATION

Instant

SAVE: Skill

Sight



Detect Magic

Caster attempts to find out if an item/object is magical.

No Magic: No light means no magic found in/on item. (Best description in FULL report)

Minor Magic: Dim light (candle) shines if is has lower powered effects.

Major Magic: Bright light that dazes a character for 1 round if Save failed.

Diety Magic: Blazing light that will blind a char for 4 hrs if Save failed.


CREATE: Scroll of Detect Magic

FOCUS: Save Roll +20

COUNTER: No Counter Available. 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:	Skill	GM									
Dispel Magic (Doknec)						8 pts	Touch	1 Target	6 Minutes	Permanent												
				<p>Many spells can be temporarily halted or entirely stopped by a Dispel Magic. Dokour are able to Rollout this spell in 6 minutes (3 with the enhancement). Slowest :(The full description has the list. Also, there is a list in the players handbook (Spells chapter).</p>																		
				<p>COUNTER:No Counter Available. Lvl:1</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 at 1 Sq</td><td>6 SP</td></tr></table>										Lvl 10	Rollout Halved	6 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range at 1 Sq	6 SP
Lvl 10	Rollout Halved	6 SP																				
Lvl 12	Range X2	8 SP																				
Lvl 9	Range at 1 Sq	6 SP																				

LEVEL

10

NAE'EM



STACK

99

COST


RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Unskilled



Determine True Name

24 pts

4 Squares

1 Item

2 Hours

Permanent

Success

Hello

my name is

True

Meenine

Caster attempts to locate clues to find a True Name.

100 minus all Clues: Current Nae'Ems (-5 pts) Mementos (-2 pts)

Current Focus Items (-20 pts) Past True Names (-10 pts)

Caster rolls 1d100, if higher than results from clues then True Name revealed.

NOTE: Age of clues may lower point values AND Current Nae'Em/Past True Names are 1 use.

FOCUS:Rollout Halved.

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 14

Save Roll +20

8 SP

Lvl 18


Range X4

10 SP

Lvl 9

Range +50%

6 SP



Fragility

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Health
				4 pts	Touch	1 Target	Initiative	3 Rounds	no extra dmg

Burn Out Disease/Sickness.

Touch Attack uses a ToHIT vs Prone. Thus, Armor and coverings are not a concern.
 Damage per round: Infected:1d6+ACU, Non Mortal:1d6+ACU+4, Healthy:1d4.
 After 3 rounds removes all mundane (non-magical) Diseases and sicknesses.
 If Healed by another caster within Duration a Health Save is rolled.
 If Save fails the healing still works, but another rounds worth of damage is done.


FOCUS:Frailty set to None


COUNTER:Same Skill. Lvl:1


ENHANCEMENTS:

Lvl 14	Range At 3 Sqs	8 SP
Lvl 14	Damage X2	12 SP
Lvl 9	Damage +50%	8 SP


Healing and Rest


LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Heal Fire Damage 2d8										
 <p>Heals fire damage from living creatures. Heals 2d8 HP of damage caused by fire. Will not heal HP damage that has been caused by any other means. Will not heal non-living and/or non-corporeal creatures.</p>										
FOCUS:Die -4, Min 1. COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 16 Healing +4 10 SP										


LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Healing Flames 1d4 HP per Tier										
 <p>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.</p>										
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:	Health Target cleansed
Cleansing Fire										
 <p>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.</p>										
FOCUS:Cast to another COUNTER:No Counter Available. 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
Red Light of Dokour										
 <p>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.</p>										
CREATE:Revealing Red Candle FOCUS:Brighter by Tier COUNTER:Dispel Magic. Lvl:1 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 (AC +1)										
 <p>Flames surrounds the caster then darkens the area as it fades to black. Shadow surrounds the caster and their belongings. Caster can see out normally. At night helps Dokour blend into darkness. Provides protection of AC +2 In daylight Dokour still in darkness, but is very obvious. When using the enhancement 'Subtle Casting' shadow comes on without the flames.</p>										
FOCUS:Muffles caster in AoE. COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Rollout Init 12 SP Lvl 9 Duration +50% 6 SP										



LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
The Darkness										
 <p>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'.</p>										
FOCUS:Not centered COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP Lvl 16 AoE X2 16 SP										

LEVEL	4	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Profiled In Fire										
 <p>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.</p>										
CREATE:Aura Of Flames FOCUS:warmth = 2x2 AoE COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP										

LEVEL

11

N/A/E/M



STACK

1

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

Resist (Skill/Non)



Connect To An Arcane Focus Item

36 pts


Touch

1 Item

4 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.

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 12

Range X2

8 SP

Lvl 9

Range at 1 Sq


6 SP

Partner Cooperations

LEVEL

3

NA'EM



STACK

1

COST


RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Resist (Skill/Non)



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:Dispel Magic. Lvl:1



ENHANCEMENTS:




Lvl 10 Rollout Halved6 SP

Lvl 18 Range X410 SP

Lvl 14 Duration X28 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		24 Hours		End of Year										
				<p>Emerges out of a flame. Looks similar to caster, but miniature and with a tail.</p> <p>MOVE: Run= 3 Sqs. Flight= 7 Sqs (4 Sqs above lava).</p> <p>Small ball of magical fire creates an imp. Imp is about 3 inches high (7.6 cm).</p> <p>Imp has same skin color, hair color/style, & race as a small imp (3" or 7.6 cm).</p> <p>HP:12. SP:0 Attacks: x1x1, Init+0, ToHit+0, Damage:1d2, Distance:1.</p>														<div>FOCUS:Alter the description</div> <div>COUNTER:No Counter Available. 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>Alter Hair/Whiskers/F</td><td>6 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 9	Alter Hair/Whiskers/F	6 SP
Lvl 10	Rollout Halved	6 SP																							
Lvl 9	Alter Hair/Whiskers/F	6 SP																							

LEVEL	8	NAE'EM			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
							6 pts	100 Squares	1x2x2 Squares	1 Minute	4 Hours	
<div>View Imp Spy</div> <div>  <p>Caster must have an invoked an Imp which includes a Nae'Em (voice only). Caster is able to see through Imps eyes or from 2 sqs above. Both using normal vision. The caster and Imp must be on the same plane. If in Dimension the Range is quadripled to 400 sqs. This spell doesn't give any control of the Imp to the caster.</p> </div>												

Planar

LEVEL

4

STACK

1

COST

4 pts

RANGE

Caster

AREA OF EFFECT

4x4 Squares

ROLL OUT


6 Minutes

DURATION


12 Hours

SAVE: Skill

Noticed/Seen



Veil of Shadows



The shadow descends to muffle sound & hide those within from sight.


Works absolutely best in dim light and darker.

Save to not be observed.


Spell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'.

Does NOT block anything if spell is enacted from a breakable.


CREATE:Haze Bubble



FOCUS:Torchlight inside.



COUNTER:Dispel Magic. Lvl:1



ENHANCEMENTS:

Lvl 10 Rollout Halved




6 SP

Lvl 14 Duration X2

8 SP

Lvl 16 AoE X2

16 SP

LEVEL	5	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Dimension Quick Portal for 3												
					<div>Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage.</div> <div>The flames cause magical fire damage (will not light combustibles) when in circle.</div> <div>PMP & Dimension once were the same but have split and advanced on their own.</div> <div>Portal open for caster and 2 others. Portal closes after 3rd person.</div> <div>Portal causes damage: 2d3 damage for PMP --> Dimension. 2d4 damage for Dimension --> PMP.</div>							

COUNTER:Same Skill. 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



Creates a small Dimensional flaming doorway for the caster and 2 friends.

Flaming portal is 1 sq wide, 2 sqs tall and 3 sqs deep & causes 1d4 damage to pass through.

Caster may end the spell thus creating a flaming exit,

If duration simply ends the people and contents are dumped into the PMP with no damage.

FOCUS:Range:Self+1/Tier

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 20

Rollout Instant

16 SP

Lvl 20


AOE X4


20 SP

Lvl 16


AoE X2

16 SP





LEVEL 7	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST 8 pts	RANGE 1 Square	AREA OF EFFECT 2x2 Sq Perimeter	ROLL OUT 4 Minutes	DURATION 6 Hours	SAVE: No Save
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View Dimension


Creates a scrying area for the caster and others to view Dimension.
Those within the AoE can see into the Dimension from their spot in the PMP.
Can see a distance of 20 squares in daylight. Only 2 squares in moonlight.
Caster cannot move the scry point, but can move around to see in other directions.

FOCUS:+5 Sqs Sight
COUNTER:Dispel Magic. 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	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST 12 pts	RANGE Touch	AREA OF EFFECT Portal Structure	ROLL OUT 1 Hour	DURATION 2 Minutes	SAVE: No Save
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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.

FOCUS:+2d6 dmg except self
COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 14	Save Roll +20	8 SP
Lvl 10	Rollout Halved	6 SP
Lvl 9	Duration +50%	6 SP

LEVEL 9	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST 12 pts	RANGE Touch	AREA OF EFFECT 3x3 Sq Radius	ROLL OUT 10 Minutes	DURATION 4 Hours	SAVE: Resist (Skill/Non)
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Dimensional Containment


Initially creates a visible 3 Square perimeter,
After Rollout the perimeter disappears from view.
Creatures of Dimension must Save to leave the containment.
ONLY DIMENSIONAL MONSTERS ARE HELD. Specifically works against a Dokours Imp.
Non-Dimension creatures may enter and exit at will.

FOCUS:Save roll -20
COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

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

LEVEL 13	<input type="checkbox"/>	<input type="checkbox"/>	STACK 5	COST 16 pts	RANGE Touch	AREA OF EFFECT 2 x 2 Square	ROLL OUT 12 Secs (2 Rds)	DURATION 1 Round	SAVE: Resist (Skill/Non) Stay in PMP
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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.
Range is for casting. Distance to caster does not matter after casting.
Requires each Dimension creature to Roll a Save,
Casters use their Skill Save, all others use non-Skill Saves.

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 14	Save Roll -20	8 SP
Lvl 16	AoE X2	16 SP

Summon or Send										
LEVEL 6	<input type="checkbox"/>	<input type="checkbox"/>	STACK 3	COST 8 pts	RANGE 8 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION 3 Rounds	SAVE: Skill Conjured	



Conjure 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:Save Roll +40
COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

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