





-Dokour

Battle-Actions



LEVEL	5			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
						8 pts	6 Squares	1 Item	Initiative	Instant			Ignite
 <p>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).</p>													
													<div>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</div>



Battle-Defense



LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	1 Target	1 Target	5 Rounds	1 Hour			
 <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.</p>													
													<div>CREATE:Normal Fire Protection FOCUS:Warms those close. COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP</div>


LEVEL	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						12 pts	Self	Self	2 Minutes	20 Minutes			
 <p>Limits mundane fire damage to 1 HP per round. Fires as hot as or hotter than a forge will do 1d4 damage per round. If the fire is magical in nature this spell has no protection to offer.</p>													
													<div>FOCUS:Forge fire = 1 hp / Rd. COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</div>

Battle-Offense


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						4 pts	4 Squares	1 Target	Initiative	4 Rounds		Partial blindness	
 <p>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.</p>													
													<div>CREATE:Flash Bang! COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP</div>


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


LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
						4 pts	10 Squares	1 Target	Initiative	1 Round		Spell missed	
 <p>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.</p>													
													<div>CREATE:Flame Bolt Breakable FOCUS:Col +1 COUNTER:Same Spell ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP</div>


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


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LEVEL	3			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Heat Metal Armor						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						<div>CREATE:Enflame Metal Armor</div> <div>FOCUS:AC/Init/ToHIT additional -1</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 9 Range +50% 6 SP</div> <div>Lvl 18 Duration X4 10 SP</div>	

LEVEL	4			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Conjured	
Conjure Native Beetles						4 pts	4 Squares	1 Mark	Initiative	2 Rounds			
						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.						<div>CREATE:Beetleroot Granules</div> <div>FOCUS:Save +1 Col</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 9 Range +50% 6 SP</div> <div>Lvl 14 Damage X2 12 SP</div>	


LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Conjured	
Create Arcane Beetles						8 pts	8 Squares	1 Square	Initiative	3 Rounds			
						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						<div>CREATE:Cinderroot powder</div> <div>FOCUS:SKL:>05</div> <div>COUNTER:None</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 14 Duration X2 8 SP</div> <div>Lvl 9 Damage +50% 8 SP</div>	

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 1/2 Damage	
Flame Strike						8 pts	4 Squares	1 Square	Initiative	1 Round			
						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.						<div>FOCUS:hurts fire based.</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 9 Range +50% 6 SP</div> <div>Lvl 9 Damage +50% 8 SP</div>	

LEVEL	12			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	MR: 2 Expulsion	
Circle - Dimensional Expulsion						12 pts	Touch	3x3 Square	12 Secs (2 Rds)	1 Round			
						Forces Dimension Creatures and items back to Dimension Plane. This is cast using chalk outlined circle. Once spell starts outline fades to unseen. Save for each creature/item. Pass to expell. Every Save attempt alerts the caster. Range is for casting. Distance to caster does not matter after casting.						<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save -1 Col 8 SP</div> <div>Lvl 12 AoE X2 6 SP</div>	


LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3 1/2 Dmg if same	
Class Power Attack (FIRE)						12 pts	8 Squares	1 Target	Initiative	1 Round			
						The power surges outward impacting the enemy. No ToHIT required. Bolt of power: Dmg 4d10+ACU Bonus. Save for 1/2 dmg IF same class. Use comparison Save.						<div>FOCUS:Knockback w/ RM:3</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Range X4 10 SP</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 9 Range +50% 6 SP</div>	

Battle-Prep

LEVEL	7			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2 No Intimidation	
Profiled In Fire						8 pts	Self	Self	Initiative	2 Hours			
						Visible heat waves surround the casters's body for the duration. Wreathes the caster in the image of intimidating flames. Allow the target audience a Save due to the wreath of flames. Will not set items on fire due to Magical output.						<div>CREATE:Aura Of Flames</div> <div>FOCUS:warmth = 2x2 AoE</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 18 Duration X4 10 SP</div> <div>Lvl 9 Duration +50% 6 SP</div>	

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LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 4	
						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: None

ENHANCEMENTS:

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

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



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


FOCUS:BRU:>95
COUNTER:Same Spell

ENHANCEMENTS:

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

Call-Summon

LEVEL	3	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
						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: None

ENHANCEMENTS:

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

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




Emerges out of a flame. Looks similar to caster, but miniature and with a tail.
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: None

ENHANCEMENTS:

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

LEVEL	11	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
						36 pts	Touch	1 Body	12 Hours	Permanent	Alive!			



Fire surrounds then converges on the fallen body of a civilized race.
Restore creature that is dead less than 25 hrs & passes the Save.
When brought back to life the creature has -4 HP.
- Passing the Save takes 5 HP from the recipient Max HP, (8 HP with Focus Staff).
- Passing the Save gives 1 HP to the Casters Max HP.


FOCUS:none
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6	SP
Lvl 18	Nae'Em Clues Remove	20	SP
Lvl 1	Fake Effort	-2	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

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



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


FOCUS:Truthseer
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6	SP
Lvl 14	Range At 3 Sqs	8	SP
Lvl 9	Range at 1 Sq	6	SP

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




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

FOCUS:SKL:>05
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP

Creation-Meta

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
						8 pts	Touch	1 Item	10 Minutes	Permanent	Comparative		




Casters reach out to place spell breaking magic on an item
GM determines the Save column for the item based on the nature of its power.
Caster and GM both roll the Save. The greater success wins out. (Or least loss)
Can be used to disrupt permanent magic. Doesn't affect non permanent spells.

COUNTER: None
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 9 Range at 1 Sq 6 SP

Find-Hide-Reveal


LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Self	1 Suare	1 Minute	1 Hour			



Flames surrounds the caster and darkens the area as it fades to black.
Shadow surrounds the caster and their belongings.
At night helps Dokour blend into darkness.
In daylight Dokour still in darkness, but is very obvious.
When using the enhancement 'Subtle Caster' shadow comes on slowly over rollout.

FOCUS:Muffles caster in AOE.
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 12 Rollout Init 12 SP
Lvl 18 Duration X4 10 SP
Lvl 9 Duration +50% 6 SP


LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
						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: None
ENHANCEMENTS:
Lvl 18 Range X4 10 SP
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP


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



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

CREATE:Haze Bubble
FOCUS:Torchlight inside.
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Duration X4 10 SP
Lvl 9 Duration +50% 6 SP


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



Find a high alignment Dokour within Range.
If the Savings Throw roll is 0 to 5 no targets are revealed. (See full description)
Roll 0 to 5 and no targets shown, Beat Column 1 to find alignments > 150,
Beat Column 2 to find alignments > 125, Beat Column 3 to find alignments > 100,
Beat Column 4 to find alignments > 75, Roll >95 to find alignments > 50.

FOCUS:Target Align -50
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 4 Aura Brightens -2 SP


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




Creates a scrying area for the caster and others to view Dimension.
Those within the AoE can see into the Dimension from their spot in the PMP.
Can see a distance of 100 squares in daylight. Only 20 squares in moonlight.
Caster cannot move the scry point, but can move around to see in other directions.


FOCUS:Light up Dimension
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP


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LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						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						<div>FOCUS:Range:Self+1/Tier</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved6 SP</div> <div>Lvl 14 Duration X28 SP</div> <div>Lvl 9 Duration +50%6 SP</div>	


LEVEL	8	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Touch	1x2x2 Squares	1 Minute	4 Hours			
						Requires the caster to have created an Imp previously. Imp Spy must be on the same PMP. Sees through Imp Spy's eyes with normal vision only. Does NOT communicate with Imp Spy						<div>FOCUS:Send 1 command.</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save -1 Col8 SP</div> <div>Lvl 14 Range At 3 Sqs8 SP</div> <div>Lvl 4 Aura Brightens-2 SP</div>	


Health-Life-Death

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2 Damage reduced	
						4 pts	Self	Caster	5 Rounds	20 Minutes			
						surround the wound on the caster and stitch the skin together. Any magical/mundane fire dmg is reduced by 2 per die, minimum of 1.						<div>CREATE:Burn Reduction</div> <div>FOCUS:Total of 4 Pts Reduced.</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Rollout Init12 SP</div> <div>Lvl 14 Duration X28 SP</div> <div>Lvl 9 Duration +50%6 SP</div>	

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 Healed self.	
						4 pts	Touch	1 Recipient	Initiative	Permanent			
						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.						<div>CREATE:Fire Balm</div> <div>FOCUS:+1 HP extra</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Range At 3 Sqs8 SP</div> <div>Lvl 9 Range at 1 Sq6 SP</div> <div>Lvl 16 Healing +410 SP</div>	

LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						-2 pts	Touch	1 Target	1 Minute	Permanent			
						Encasing the undead/living dead in flames for one full minute. "Heals" the target for 1d6 points while caster may gain 2 SP. Target must actually be at less than maximum points. Must have a need to be "healed". Has no effect on a corpse. Max gain of SP set to 20 SP per day.						<div>FOCUS:no Sick/Disease to caster</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Range X410 SP</div> <div>Lvl 12 Range X28 SP</div> <div>Lvl 14 Range At 3 Sqs8 SP</div>	


LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Touch	1 Body	2 Hours	Permanent			
						Yellow flames creep across the body without burning it. Must be dead a month or less. The dead are sent beyond any connection that can be made from the known planes. To finish the spell a dieties name must be spoken aloud.						<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved6 SP</div> <div>Lvl 14 Range At 3 Sqs8 SP</div>	

LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HLH: 3 Target cleansed	
						8 pts	Self	Self	30 Minutes	12 Hours			
						Magenta flames engulf the caster during the RollOut then flames fade away. Removes frialty from the caster. Each hour (Max 12 hours): 1d6 hp Damage, Save to cleanse. If no sickness/disease then spell stops.						<div>FOCUS:Cast to another</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved6 SP</div> <div>Lvl 9 Range at 1 Sq6 SP</div> <div>Lvl 14 Duration X28 SP</div>	




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Other-Counter

LEVEL	0			STACK		COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
						pts											
<div>DO NOT DELETE !!!! This is a counter</div>																	
<div>COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</div>																	



LEVEL	0			STACK	0	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
						pts		0		0		0		0			
<div>Missing from compact report COUNTER ACTION: Person is unable to continue xx</div>																	
<div>COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</div>																	




Personal-Connections

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

LEVEL	11	NAE'EM			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	RM: 3	
							36 pts		Touch		1 Item		3 Days		Permanent			Connected	
<div>Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollout Creates a connection between the caster and the Arcane Focus Item. Require the item to be of the highest quality. Caster must currently not have a Focus Item.</div>																			
<div>COUNTER: No current Focus Item. COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP</div>																			

Travel-Planes

LEVEL	5	NAE'EM			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save	
							8 pts		2 Squares		3 Civilized ctrs		30 Minutes		2 Rounds				
<div>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.</div>																			
<div>COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</div>																			

LEVEL	9	NAE'EM			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	RM: 2	
							12 pts		Touch		Portal Structure		1 Hour		2 Minutes			1/2 Damage	
<div>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.</div>																			
<div>COUNTER: +2d6 dmg except self COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP</div>																			

-Dokour

Travel-PMP

LEVEL6

STACK99

COST8 pts


RANGE24 Squares

AREA OF EFFECTCaster

ROLL OUT2 Rounds

DURATION20 Minutes

SAVE:No Save



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:

Lvl10Rollout Halved

Lvl12Range X2

Lvl9Range +50%

6 SP

8 SP

6 SP

Utility-

LEVEL4

STACK1

COST4 pts


RANGESelf

AREA OF EFFECT5 Sq Dia Sphere

ROLL OUTInitiative

DURATION1 Hour

SAVE:No Save



Stays fixed right above the caster.
Darkness to continues for one hour.
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:None

ENHANCEMENTS:

Lvl12Range X2

Lvl9Range at 1 Sq

Lvl12AoE X2

8 SP

6 SP

6 SP

LEVEL4

STACK99

COST4 pts


RANGE2 Squares

AREA OF EFFECT3 Sq x 3 Sq

ROLL OUT1 Minute

DURATION1 Day

SAVE:No Save



With a twirling of the fingers the caster brings about light!
No Focus = Candle power. With Focus caster can set power as per Tier.
With a twirling of the fingers the caster brings about light! Eolas can use as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)" Default Light: Candle light

FOCUS:Brighter by Tier

COUNTER:None

ENHANCEMENTS:

Lvl10Rollout Halved

Lvl12Range X2

Lvl14Duration X2

6 SP

8 SP

8 SP