-Dokour

Battle Actions/Prep

LEVEL 5 | STACK 1 | COST 8 pts | RANGE 1 Target | AREA OF EFFECT 1 Target | ROLL OUT 5 Rounds | DURATION 1 Hour | SAVE: No Save

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.
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

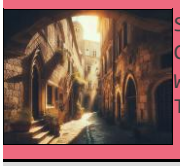
CREATE:Normal Fire Protection
FOCUS:Warms those close.
COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP

LEVEL 6 | STACK 99 | COST 8 pts | RANGE 24 Squares | AREA OF EFFECT Recipient | ROLL OUT 2 Rounds | DURATION 1 Jump | SAVE: No Save

Move Shadow to Shadow



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.

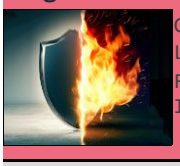
FOCUS:No light when cast
COUNTER: None

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP

LEVEL 10 | STACK 1 | COST 12 pts | RANGE Self | AREA OF EFFECT Self | ROLL OUT 2 Rounds | DURATION 2 Hours | SAVE: No Save

Magical Fire Protection



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.

CREATE:Burn Reduction Breakable
FOCUS:Forge fire = 1 hp / Rd.
COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

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

Battle Defense

LEVEL 1 | STACK 1/Tier | COST 4 pts | RANGE Self | AREA OF EFFECT Self | ROLL OUT Initiative | DURATION 4 Rounds | SAVE: Resist (Skill/Non)

Heat Wave Wall

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.

FOCUS:No concentration
COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 9	Duration +50%	6 SP
Lvl 14	Damage X2	12 SP
Lvl 6	AOE = Self +1	6 SP

Battle Offense

LEVEL 1 | STACK 99 | COST 4 pts | RANGE 8 Squares | AREA OF EFFECT 1 Target | ROLL OUT Initiative | DURATION 1 Round | SAVE: Agility Not Blinded

Flash Of Fire!

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 olny 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).

CREATE:Flash Bang!
FOCUS:Save roll -20
COUNTER: None

ENHANCEMENTS:

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

LEVEL 2 | STACK 99 | COST 4 pts | RANGE 10 Squares | AREA OF EFFECT 1 Target | ROLL OUT Initiative | DURATION 1 Round | SAVE: Agility Spell missed

Flame Bolt

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.

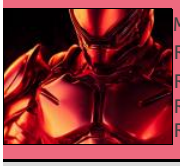
CREATE:Flame Bolt Breakable
FOCUS:Target Save -20
COUNTER: None

ENHANCEMENTS:

Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP
Lvl 9	Damage +50%	8 SP

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

Heat Metal Armor



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 Skill. Lvl:1

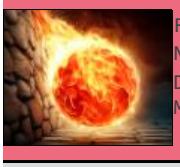
ENHANCEMENTS:

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

-Dokour

LEVEL 7 | STACK 99 | COST 8 pts | RANGE 12 Squares | AREA OF EFFECT 1 Square | ROLL OUT Initiative | DURATION 1 Round | SAVE: Agility 1/2 Damage

Flame Strike



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 2.4 pts | RANGE 10 Squares | AREA OF EFFECT 1 Target | ROLL OUT Initiative | DURATION 1 Round | SAVE: Skill

Class Power Attack Duel

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 14.4 pts | RANGE 10 Squares | AREA OF EFFECT 1 Target | ROLL OUT Initiative | DURATION 1 Round | SAVE: Skill 1/2 Damage

Fire Class Power Attack

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 16 pts | RANGE 12 Squares | AREA OF EFFECT 1 Target | ROLL OUT Initiative | DURATION 1 Round | SAVE: Resist (Skill/Non) 1/2 Damage

Dokour Flame Attack

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 20 pts | RANGE 12 Squares | AREA OF EFFECT Row: 1 sq / Tier | ROLL OUT Initiative | DURATION 1 Round | SAVE: Agility 1/2 Dmg

Fire Bombardment

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 4 pts | RANGE 6 Sqaures | AREA OF EFFECT 1 Item | ROLL OUT Initiative | DURATION Continuous | SAVE: Resist (Skill/Non)

Fire Starter

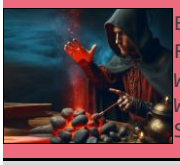
Ember strands wind around the hand. Fire jumps from the hand to the target.
Flammable objects take 1d1 damage per round. Save for objects on Targets.
Objects on Targets increase Save column by 1.
No secondary targets are considered. (i.e. wall behind the target).

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

Hot Rocks



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

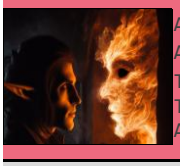
-Dokour

Communication

LEVEL 2 NAE'EM STACK 1

Hot Conversations

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4 pts	PMP	2 Fires	2 Rounds	20 Minutes	No Save



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 willl 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

Circle of Containment

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
16 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours	Brute Exit Circle

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

Magma Moat

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
16 pts	Caster	3x3 Sq Island	30 Minutes	6 Hours	AGL 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:

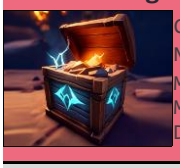
Lvl 10	Rollout Halved	6 SP
Lvl 9	Duration +50%	6 SP
Lvl 16	AoE X2	16 SP

Find or Reveal

LEVEL 5 STACK 1

Detect Magic

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8 pts	2 Squares	1-5 item	5 Minutes	Instant	Skill Sight



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:

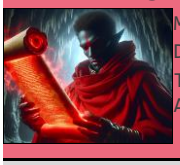
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL 8 STACK 99

Dispel Magic (Doknec)

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8 pts	Touch	1 Target	6 Minutes	Permanent	Skill

GM



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).

COUNTER:No Counter Available. Lvl:1
ENHANCEMENTS:

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

Determine True Name

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
24 pts	4 Squares	1 Item	2 Hours	Permanent	Unskilled success

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:

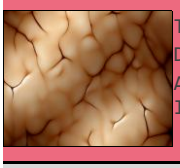
Lvl 14	Save Roll +20	8 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range +50%	6 SP

Fragility

LEVEL 2 STACK 99

Burn Out Disease/Sickness.

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



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:Fragility 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

-Dokour

Healing and Rest

LEVEL 1 | STACK 1 | COST 4 pts | RANGE 1 Square | AREA OF EFFECT Target | ROLL OUT Initiative | DURATION Instant | SAVE: No Save

Heal Fire Damage 2d8

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.

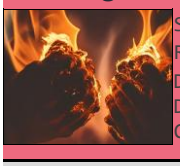
FOCUS:Die -4, Min 1.
COUNTER:Same Skill. Lvl:1

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 4 pts | RANGE Touch | AREA OF EFFECT 1 Recipient | ROLL OUT Initiative | DURATION Permanent | SAVE: No Save

Healing Flames 1d4 HP per Tier



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.

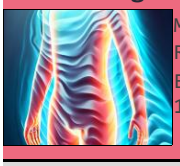
CREATE:Fire Balm
FOCUS:+1 HP extra
COUNTER: None

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 8 pts | RANGE Self | AREA OF EFFECT Self | ROLL OUT 2 Hours | DURATION Permanent | SAVE: Health Target cleansed

Cleansing Fire



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:No Counter Available. Lvl:1

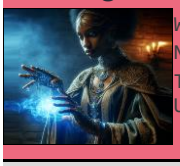
ENHANCEMENTS:

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 4 pts | RANGE Self | AREA OF EFFECT Varies | ROLL OUT Initiative | DURATION 6 Hours | SAVE: No Save

Red Light of Dokour



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: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 4 pts | RANGE Self | AREA OF EFFECT 1 Suare | ROLL OUT Initiative | DURATION 1 Hour | SAVE: No Save

Shadow Cover (AC +1)

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.

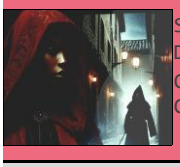
FOCUS:Muffles caster in AOE.
COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 12	Rollout Init	12 SP
Lvl 9	Duration +50%	6 SP

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

The Darkness



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'.

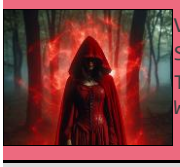
FOCUS:Not centered
COUNTER:Dispel Magic. Lvl:1

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 4 pts | RANGE 12 Squares | AREA OF EFFECT Recipient | ROLL OUT Initiative | DURATION 2 Hours | SAVE: No Save

Profiled In Fire



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:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP

-Dokour

Nae'Ems

LEVEL 11 NAE'EM STACK 1

Connect To An Arcane Focus Item

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
36 pts	Touch	1 Item	4 Days	Permanent	Resist (Skill/Non) Connected

Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollou
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 NAE'EM STACK 1

Invoke Temporary Imp

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4 pts	8 Squares	PMP	1 Hour	1 day / Tier	Resist (Skill/Non) 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 Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 14	Duration X2	8 SP

LEVEL 4 NAE'EM STACK 1

Invoke Imp Partner (Year long)

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4 pts	30 Squares	PMP	24 Hours	End of Year	No Save

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:No Counter Available. Lvl:1

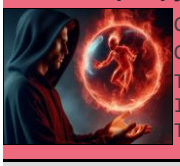
ENHANCEMENTS:

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

LEVEL 8 NAE'EM STACK 3

View Imp Spy

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
6 pts	100 Squares	1x2x2 Squares	1 Minute	4 Hours	No Save



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.

FOCUS:Rollout x 1/2
COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 14	Save Roll +20	8 SP
Lvl 10	Rollout Halved	6 SP
Lvl 4	Increase Aura	-2 SP

Planar

LEVEL 4 STACK 1

Veil of Shadows

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4 pts	Caster	4x4 Squares	6 Minutes	12 Hours	Skill Noticed/Seen

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

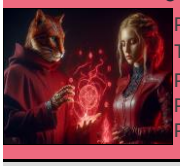
ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 16	AoE X2	16 SP

LEVEL 5 NAE'EM STACK 1

Dimension Quick Portal for 3

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8 pts	2 Squares	3 Civilized crtrs	30 Minutes	2 Rounds	No Save



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.
Portal causes damage: 2d3 damage for PMP --> Dimension. 2d4 damage for Dimension --> PMP.

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

Dimension Personal Hideaway

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
6 pts	Self +2 persons	1wx2hx3d Squares	Initiative	2 Hours	No Save

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

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LEVEL 7 | STACK 1

View Dimension

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8 pts	1 Square	2x2 Sq Perimeter	4 Minutes	6 Hours	No Save

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 | STACK 1

Dimension Portal

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12 pts	Touch	Portal Structure	1 Hour	2 Minutes	No Save

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 | STACK 1

Dimensional Containment

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12 pts	Touch	3x3 Sq Radius	10 Minutes	4 Hours	Resist (Skill/Non)

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 | STACK 5

Circle, Dimensional Expulsion

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
16 pts	Touch	2 x 2 Square	12 Secs (2 Rds)	1 Round	Resist (Skill/Non) Stay in PMP

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:

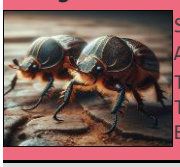
Lvl 14	Save Roll -20	8 SP
Lvl 16	AoE X2	16 SP

Summon or Send

LEVEL 6 | STACK 3

Conjure Arcane Beetles

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8 pts	8 Squares	1 Square	Initiative	3 Rounds	Skill 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: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