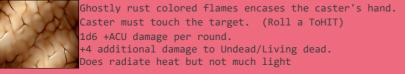
-Dokour **Battle-Actions** 9 SKI: 1 8 nts 6 Sqaures 1 Item Initiative Instant Fire Starter Ember strands wind around the hand. Fire jumps from the hand to the target. FOCUS: A darkened fire bolt. Flammable objects take 1d1 damage per round. Save for objects on Targets. COUNTER: None ENHANCEMENTS: Objects on Targets increase Save column by 1. 8 SP No secondary targets are considered. (i.e. wall behind the target). Lvl 12 Range X2 Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP Battle-Defense SAVE: No Save 1 Target 5 Rounds Mundane Fire Immunity CREATE:Normal Fire Protection Grants Target immunity to mundane fires cooler than a forge. FOCUS:Warms those close orge fires or hotter break this spell. COUNTER:Same Spell Creates enough light to read by if within 2 squares of caster. ENHANCEMENTS: Lvl 12 Rollout Init 12 SP 10 SP Lvl 18 Duration X4 Lvl 9 Duration +50% 6 SP No Save LEVEL 10 2 Minutes 20 Minutes Magical Fire Protection Limits mundane fire damage to 1 HP per round. FOCUS:Forge fire = 1 hp / Rd. Fires as hot as or hotter than a forge will do 1d4 damage per round. COUNTER: None If the fire is magical in nature this spell has no protection to offer. ENHANCEMENTS: Lvl 10 Rollout Halved Lyl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP Battle-Offense LEVEL 1 SKI: 2 Initiative 4 Rounds 4 pts 4 Squares 1 Target Flash Of Fire! CREATE:Flash Bang! Directs a small ball of magical fire to the target. Must be a direct path and not lobbed. No ToHIT needed. COUNTER: None Does 1d6 + casters Acumen bonus in damage. ENHANCEMENTS: Lvl 6 Subtle Casting Can be directed at a creature or a single square. Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP SKL: 2 1 1/2 Damage 4 pts 1 Sq (1 Target) Initiative 5 Rounds Heat Wave Wall Creates an inhibiting wall of heat vs those nearby (Melee). FOCUS: Recipient w/in 6 sas Heat wall around Caster delivers 2d3+ACU Bonus Fire Damage (Melee). Save for 1/2 dmg. COLINTER:Same Snell Casting, Ranged, and thrown attacks will pass through this wall with no issues. ENHANCEMENTS: Lvl 18 Duration X4 10 SP Note casting which result in melee actions/damage is inhibited by this spell. Lvl 9 Duration +50% 6 SP Duration may be Initiative, but may be delayed due to fuel ignition. 12 SP Lvl 14 Damage X2 DURATION AREA OF EFFECT ROLL OUT LEVEL 2 4 pts 10 Squares Initiative 1 Round Flame Bolt CREATE:Flame Bolt Breakable No ToHit. Direct magical fire dmg 2d10 +ACU bonus. Save to dodge. FOCUS:Col +1 Magical fire only damages target, not other people or items. COUNTER:Same Spell





The flame bolt can not be lobbed or arc to the target.

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

6 SP

12 SP

8 SP

ENHANCEMENTS: Lvl 9 Range +50%

Lvl 14 Damage X2

Lvl 9 Damage +50%



-Dokour

Dimensional Containment

12 pts

Touch 3x3 Sq Radius

ROLL OUT 10 Minutes

4 Hours

BRU: 4



Blood red aura lights up the perimeter before fading from view.

Holds Dimensional creatures within AoE.

Creatures of Dimension must Save to leave the containment.

FOCUS-Save = >95 COUNTER: None

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

IEVEL 12

12 pts

Touch 3 Sq Rad Circle 10 Minutes

4 Hours

Exit Circle

Circle of Containment

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 Lyl 14 Duration X2 8 SP

Call-Summon

3 NAE'EM Invoke Temporary Imp 4 pts

PMP

PMP

2 Fires

AREA OF FEFECT

1 Recipient

1 Hour

2 Days (24 Hrs)

2 Rounds

20 Minutes

1 Hour

1 day / Tier

DURATION

End of Year

20 Minutes

5 Questions

1 Round / Tier

RM: 2

• Imp appears

6 SP

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

SAVE: No Save

5 NAE'EM Invoke Imp Partner (Year long)

> 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).

PMP

Touch

RANGE

3 Marks

30 Squares

Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1. HP:12. SP:0

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

Communication-

.EVEL **2** NAE'EM

Hot Conversations

Fire to fire Nae'Em.

Audio visual fire to fire Nae'Em. Small item pass through. Two separate fires must be in preset location and lit. The caster face will be visible to the other side. A single 'speakers' face will be visible to the caster.

FOCUS:Item passed through COUNTER:Same Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP

6 SP

9

Lvl 9 Duration +50%

SAVE: No Save

6 NAE'EM Speak with Dead

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

FOCUS:Truthseer COUNTER: None ENHANCEMENTS: 6 SP Lvl 10 Rollout Halved 8 SP Lvl 14 Range At 3 Sqs Lvl 9 Range at 1 Sq 6 SP

SAVE: No Save

7 NAE'EM Speak To Dokour Target

Bright yellow ribbons encircle the recipient.

STACK 7

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.

COST

8 pts

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

SKL: 1

-Dokour

Creation-Meta SKL: 3 8 pts Touch 1 Item 10 Minutes Permanent Comparative Dispel Magic DOK Casters reach out to place spell breaking magic on an item COUNTER: None ENHANCEMENTS. GM determines the Save column for the item based on the nature of its power. 8 SP Caster and GM both roll the Save. The greater success wins out. (Or least loss) Lvl 12 Range X2 Lvl 9 Range at 1 Sq 6 SP Can be used to disrupt permanent magic. Doesn't affect non permanent spells. Find-Hide-Reveal SAVE: No Save IEVEL 1 Shadow Cover Flames surrounds the caster and darkens the area as it fades to black. FOCUS: Muffles caster in AOF Shadow surrounds the caster and their belongings. COUNTER:Same Spell At night helps Dokour blend into darkness. ENHANCEMENTS: Lvl 12 Rollout Init 12 SP In daylight Dokour still in darkness, but is very obvious. 10 SP Lvl 18 Duration X4 when using the enhancement 'Subtle Caster' shadow comes on slowly over rollout. Lvl 9 Duration +50% 6 SP RM: 2 2 Squares 1-5 item 5 Minutes Detect Magic CREATE:Scroll of Detect Magic Caster attempts to find out if an item/object is magical. FOCUS:Save Col -1 Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind. COUNTER: None Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. Casting ENHANCEMENTS: this will not enact the powers or magic, Lyl 12 Range X2 8 SP nor does it reveal the kind of magic is in play. Lvl 9 Range +50% 6 SP LEVEL 6 ROLL OUT 9 SNS: 2 4x4 Squares 6 Minutes 4 Hours **Attention Avoidance** CREATE: Haze Bubble Bubble muffles sound & deters detection. Save to not be observed. FOCUS:Torchlight inside. Works absoluetly best in dim light and lower. COUNTER:Same Spell Physical bubble that has 1 HP. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Spell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'. Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP LEVEL 7 NAE'EM RM: Vari GM 7 Mark/Tier Radius Instant Compass direction Direction To Dokour Target Find a high alignment Dokour within Range. FOCUS:Target Align -50 If the Savings Throw roll is 0 to 5 no targets are revealed. (See full description) COUNTER:Same Spell Roll 0 to 5 and no targets shown, Beat Column 1 to find alignments > 150, ENHANCEMENTS: Beat Column 2 to find alignments > 125, Beat Column 3 to find alignments > 100, Lvl 10 Rollout Halved 6 SP Lvl 4 Aura Brightens -2 SP Beat Column 4 to find alignments > 75, Roll >95 to find alignments > 50. 7 NAE'EM SAVE: No Save 8 pts 10 to 100 Sqs sight 2x2 Sq Perimeter 6 Hours **View Dimension** Creates a scrying area for the caster and others to view Dimension. FOCUS:Light up Dimension Those within the AoE can see into the Dimension from their spot in the PMP. COUNTER: None Can see a distance of 100 squares in daylight. Only 20 squares in moonlight. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Caster cannot move the scry point, but can move around to see in other directions. 8 SP Lvl 14 Duration X2 Lvl 9 Duration +50% 6 SP

LEVEL 8	3171610 33		10 11102	7111271 01 211201	11022 001	2018111011	over INO Save	
Dimension Personal	Hideaway	8 pts	Self	1x2 Squares	10 Minutes	2 Hours		
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						COUN ENHA Lvl 1 Lvl 1	FOCUS:Range:Self+1/Tier COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	

-Dokour

LEVEL 8 NAE'EM Scrv on Imp Spv

4 nts

Touch

1x2x2 Squares

1 Minute

4 Hours

No Save



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: None

Lvl 4 Aura Brightens

ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 14 Range At 3 Sqs 8 SP

Health-Life-Death

4 pts

Self

AREA OF EFFECT Caster

5 Rounds

20 Minutes

HTH: 2

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: None

ENHANCEMENTS:

Lvl 12 Rollout Init

12 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP

2

LEVEL 1

Healing Flames 1d4 HP per Tier

4 pts

Touch

1 Recipient

Initiative

1 Minute

2 Hours

Permanent

DURATION

Permanent

SKL: 3

9

6

8 SP

6 SP

10 SP

8 SP

-2 SP

9

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

Lvl 16 Healing +4

ENHANCEMENTS:

Lvl 14 Range At 3 Sqs Lvl 9 Range at 1 Sq

SAVE: No Save

LEVEL 3

Repair Undead/Living Dead

Encasing the undead/living dead in flames for one full minute.

RANGE

Touch

'Heals" the target for 1d6 points while caster may gain 2 SP.

-2 pts

4 pts

Target must actually be at less than maximum points. Must have a need to be "healed".

las no effect on a corpse.

Must be dead a month or less.

Max gain of SP set to 20 SP per day.

FOCUS:no Sick/Disease to caster COUNTER: None

ENHANCEMENTS:

Lvl 14 Range At 3 Sqs

Lvl 18 Range X4 10 SP 8 SP Lvl 12 Range X2

SAVE: No Save

Final Rites

Yellow flames creep across the body without burning it.

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.

Permanent

COUNTER: None ENHANCEMENTS:

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

RANGE

Touch

Self

1 Body

30 Minutes

ROLL OUT

12 Hours

HLH: 3

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: None

ENHANCEMENTS:

Lvl 10 Rollout Halved Lvl 9 Range at 1 Sq

Lvl 14 Duration X2

8 SP

6 SP

6 SP

Other-Counter

LEVEL 0 No Counter Available

DO NOT DELETE !!!! This is a counter

COUNTER: None

ENHANCEMENTS: Lvl 0 No Enhancements

0 SP



