

**-Dokour**

LEVEL	5	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
Fire Starter				8 pts	6 Sqaures	1 Item	Initiative	Instant			Ignite



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

FOCUS: A darkened fire bolt.

COUNTER: None

ENHANCEMENTS:




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

## Battle-Defense

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



Grants Target immunity to mundane fires cooler than a forge.  
Forge fires or hotter break this spell.  
Creates enough light to read by if within 2 squares of caster.

CREATE: Normal Fire Protection   
 FOCUS: Warms those close.   
 COUNTER: Same Spell   
 ENHANCEMENTS:  
 Lvl 12 Rollout Init 12 SP  
 Lvl 18 Duration X4 10 SP  
 Lvl 9 Duration +50% 6 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
10	1	12 pts	Self	Self	2 Minutes	20 Minutes	No Save



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.

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

## Battle-Offense

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Flash Of Fire!		99	4 pts	4 Squares	1 Target	Initiative	4 Rounds		Partial blindness



- Directs a small ball of magical fire to the target.
- Must be a direct path and not lobbed. No ToHIT needed.
- Does 1d6 + casters Acumen bonus in damage.
- Can be directed at a creature or a single square.

CREATE:Flash Bang!

COUNTER: None

ENHANCEMENTS:

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

LEVEL	STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Heat Wave Wall			4 pts	Touch	1 Sq (1 Target)	Initiative	5 Rounds		1/2 Damage






Creates an inhibiting wall of heat vs those nearby (Melee).  
Heat wall around Caster delivers 2d3+ACU Bonus Fire Damage (Melee). Save for 1/2 dmg.  
Casting, Ranged, and thrown attacks will pass through this wall with no issues.  
Note casting which result in melee actions/damage is inhibited by this spell.  
Duration may be Initiative, but may be delayed due to fuel ignition.

FOCUS: Recipient w/in 6 sqs  
COUNTER: Same Spell  
ENHANCEMENTS:  
Lvl 18 Duration X4 10 SP  
Lvl 9 Duration +50% 6 SP  
Lvl 14 Damage X2 12 SP

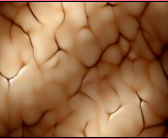
LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2
Flame Bolt				4 pts	10 Squares	1 Target	Initiative	1 Round		Spell missed



No ToHit. Direct magical fire dmg 2d10 +ACU bonus. Save to dodge.  
Magical fire only damages target, not other people or items.  
The flame bolt can not be lobbed or arc to the target.

CREATE:Flame Bolt Breakable   
 FOCUS:Col +1   
 COUNTER:Same Spell   
 ENHANCEMENTS:  
 Lvl 9 Range +50% 6 SP  
 Lvl 14 Damage X2 12 SP  
 Lvl 9 Damage +50% 8 SP

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



Ghostly rust colored flames encases the caster's hand.  
Caster must touch the target. (Roll a ToHit)  
1d6 +ACU damage per round.  
+4 additional damage to Undead/Living dead.  
Does radiate heat but not much light

FOCUS: No Sickness/Disease  
 COUNTER: Same Spell  
 ENHANCEMENTS:  
 Lvl 14 Range At 3 Sqs 8 SP  
 Lvl 14 Damage X2 12 SP  
 Lvl 9 Damage +50% 8 SP

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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 Spell

ENHANCEMENTS:

Lvl 12 Range X2 8 SP

Lvl 9 Range +50% 6 SP

Lvl 18 Duration X4 10 SP

LEVEL

4

STACK

2

COST

4 pts

RANGE

4 Squares

AREA OF EFFECT

1 Mark

ROLL OUT

Initiative

DURATION

2 Rounds

SAVE:

SKL: 2

Conjured

Conjure Native Beetles



A swarm appears in a square adjacent to the target.  
Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.  
Will attack any living target. Even if the target is friendly to the caster.  
Save to conure.

CREATE:Beetleroot Granules

FOCUS:Save +1 Col

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12 Range X2 8 SP

Lvl 9 Range +50% 6 SP

Lvl 14 Damage X2 12 SP

LEVEL

6

STACK

3

COST

8 pts

RANGE

8 Squares

AREA OF EFFECT

1 Square

ROLL OUT

Initiative

DURATION

3 Rounds

SAVE:

SKL: 2

Conjured

Create 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:SKL:>05

COUNTER:None

ENHANCEMENTS:

Lvl 12 Range X2 8 SP

Lvl 14 Duration X2 8 SP

Lvl 9 Damage +50% 8 SP

LEVEL

8

STACK

99

COST

8 pts

RANGE

4 Squares

AREA OF EFFECT

1 Square

ROLL OUT

Initiative

DURATION

1 Round

SAVE:

RM: 2

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:Same Spell

ENHANCEMENTS:

Lvl 12 Range X2 8 SP

Lvl 9 Range +50% 6 SP

Lvl 9 Damage +50% 8 SP

LEVEL

12

STACK

3

COST

12 pts

RANGE

Touch

AREA OF EFFECT

3x3 Square

ROLL OUT

12 Secs (2 Rds)

DURATION

1 Round

SAVE:

MR: 2

Expulsion

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.  
Save for each creature/item. Pass to expell. Every Save attempt alerts the caster.  
Range is for casting. Distance to caster does not matter after casting.

COUNTER:None

ENHANCEMENTS:

Lvl 14 Save -1 Col 8 SP

Lvl 12 AoE X2 6 SP

LEVEL

12

STACK

99

COST

12 pts

RANGE

8 Squares

AREA OF EFFECT

1 Target

ROLL OUT

Initiative

DURATION

1 Round

SAVE:

RM: 3

1/2 Dmg if same

Class Power Attack (FIRE)



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.

FOCUS:Knockback w/ RM:3

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 18 Range X4 10 SP

Lvl 12 Range X2 8 SP

Lvl 9 Range +50% 6 SP

LEVEL

13

STACK

99

COST

16 pts

RANGE

12 Squares

AREA OF EFFECT

1x3 Squares

ROLL OUT

Initiative

DURATION

1 Round

SAVE:

RM: 2

1/2 Damage

Fire Bombardment



Ruby colored flames cascade from the caster's hand into the sky and down to the AoE.  
Lobs damage of 6d10+ACU bonus to 3 Sqs. Target Saves for 1/2 damage.  
This can be lobbed but needs clearance past obstacles before hitting target.  
No ToHIT is required. Damage to 3 adjcent squares.  
AoE: Row of 3 squares in a line leading away from caster within range.

FOCUS:AoE: 3x2 Squares

COUNTER:Same Spell


ENHANCEMENTS:

Lvl 12 Range X2 8 SP


Lvl 9 Range +50% 6 SP


Lvl 9 Damage +50% 8 SP


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LEVEL	15			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
Dokour Flame Attack						16 pts	8 Squares	1 Target	Initiative	1 Round		1/2 Damage	
 <p>Flames erupt out of the casters hand heading directly to the target. (No ToHIT) Directs a ball of magical flame straight to the target. No lobbing. Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 damage. Does not light anything on fire since this is a magical fire.</p>												FOCUS:Dmg +4/die COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Duration +50% 6 SP	

## Battle-Prep


LEVEL	7			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
Profiled In Fire						8 pts	Self	Self	Initiative	2 Hours		No Intimidation	
 <p>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 wreathe of flames. Will not set items on fire due to Magical output.</p>												CREATE:Aura Of Flames FOCUS:warmth = 2x2 AoE COUNTER:Same Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP	


LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 4	
Dimensional Containment						12 pts	Touch	3x3 Sq Radius	10 Minutes	4 Hours		Able to Exit	
 <p>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.</p>												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	
Circle of Containment						12 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours		Exit Circle	
 <p>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.</p>												FOCUS:BRU:>95 COUNTER:Same Spell ENHANCEMENTS: Lvl 18 Rollout X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	

LEVEL	14			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Magma Perimeter						16 pts	Caster	2 Sq Wide Moat	30 Minutes	6 Hours			
 <p>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.</p>												FOCUS:5x5 Square Island COUNTER:Same Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 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	
Invoke Temporary Imp						4 pts	8 Squares	PMP	1 Hour	1 day / Tier		Imp appears	
 <p>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, &amp; race as caster (miniturized, 3" or 7.6 cm). HP:12. SP:0 Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.</p>												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	
Invoke Imp Partner (Year long)						8 pts	30 Squares	PMP	2 Days (24 Hrs)	End of Year			
 <p>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, &amp; race as caster (miniturized, 3" or 7.6 cm). HP:12. SP:0 Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.</p>												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	

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## 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		
<b>Hot Conversations</b>												
 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
											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		
<b>Speak with Dead</b>												
 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


LEVEL	7	NAE'EM		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 Viewed
						8 pts	3 Marks	1 Recipient	1 Hour	1 Round / Tier		
<b>Speak To Dokour Target</b>												
 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 Comparative
						8 pts	Touch	1 Item	10 Minutes	Permanent		
<b>Dispel Magic DOK</b>												
 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		
<b>Shadow Cover</b>												
 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 Sight
						8 pts	2 Squares	1-5 item	5 Minutes	Instant		
<b>Detect Magic</b>												
 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 Not so visible
						8 pts	Caster	4x4 Squares	6 Minutes	4 Hours		
<b>Attention Avoidance</b>												
 Bubble muffles sound & deters detection. Save to not be observed. Works absolutetly 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




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LEVEL	7	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: Vari	GM
Direction To Dokour Target						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
View Dimension						8 pts	10 to 100 Sqs sight	2x2 Sq Perimeter	10 Minutes	6 Hours		




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


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

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Dimension Personal Hideaway						8 pts	Self	1x2 Squares	10 Minutes	2 Hours		




create a 1 square wide and 2 square high flat opening.  
Dead End Dimensional Hallway to hide in.  
create a 1 square wide and 2 square high flat opening.  
1d4 magical fire damage to pass through



FOCUS:Range:Self+1/Tier			
COUNTER:None			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6	SP
Lvl 14	Duration X2	8	SP
Lvl 9	Duration +50%	6	SP

LEVEL	8	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Scry on Imp Spy						4 pts	Touch	1x2x2 Squares	1 Minute	4 Hours		




Requires the caster to have created an Imp previously.  
Imp Spy must be on the same PMP.  
Sees through Imp Spy's eyes with normal vision only.  
Does NOT communicate with Imp Spy

FOCUS:Send 1 command.			
COUNTER:None			
ENHANCEMENTS:			
Lvl 14	Save -1 Col	8	SP
Lvl 14	Range At 3 Sqs	8	SP
Lvl 4	Aura Brightens	-2	SP


LEVEL	16	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Reveal True Name							64 pts	1 Square	1 Square	12 Hours	Permanent			



This uses all the clues the caster has gathered attempt to find the True Name.  
Use clues gathered to attempt to find the True Name.  
Caster states aloud all the clues during the rollout.  
Resulting in the direction and distance in marks if the Save is passed.  
The knowledge is NOT announced out loud.



COUNTER:None			
ENHANCEMENTS:			
Lvl 18	Range X4	10	SP
Lvl 12	Range X2	8	SP
Lvl 9	Range +50%	6	SP


## Health-Life-Death

LEVEL	1	<div></div>	<div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2	
Reduce Fire Damage						4 pts	Self	Caster	5 Rounds	20 Minutes	Damage reduced		





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

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
Healing Flames 1d4 HP per Tier						4 pts	Touch	1 Recipient	Initiative	Permanent	Healed self.		




Spiritlike rose colored flames dance around the wound.  
Roll 1d4 per Tier. Dmg x2 with pain, then Heal x3. Self heal requires Save.  
Does heal living creatures and plants, but most plants die from the damage first.  
Does NOT heal or hurt the undead and living dead.  
Caster can choose what Tier level to use.

CREATE:Fire Balm			
FOCUS:+1 HP extra			
COUNTER:None			
ENHANCEMENTS:			
Lvl 14	Range At 3 Sqs	8	SP
Lvl 9	Range at 1 Sq	6	SP
Lvl 16	Healing +4	10	SP

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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.


FOCUS: no Sick/Disease to caster

COUNTER: None

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 14	Range At 3 Sqs	8 SP

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1 Body	2 Hours	Permanent		



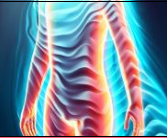
Yellow flames creep across the body without burning it.  
Must be dead a month or less.  
The dead are sent beyond any connection that can be made from the known planes.  
To finish the spell a dieties name must be spoken aloud.

COUNTER: None

ENHANCEMENTS:

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

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.

FOCUS: Cast to another

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 14	Duration X2	8 SP

Other-Counter												
LEVEL	0			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						pts						



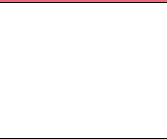
DO NOT DELETE !!!! This is a counter

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	0			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						pts	0	0	0	0		





Missing from compact report  
COUNTER ACTION: Person is unable to continue  
xx

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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Personal-Connections													
LEVEL	9	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 success
						24 pts	4 Squares	1 Item	2 Hours	Permanent			




Bright Orange ribbons float to the object/person and fade as they surround them.  
Caster attempts to locate clues to find a True Name.


FOCUS: Rollout Halved.

COUNTER: None

ENHANCEMENTS:

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

LEVEL	11	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3 Connected
						36 pts	Touch	1 Item	3 Days	Permanent			



Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollout  
Creates a connection between the caster and the Arcane Focus Item.  
Require the item to be of the highest quality.  
Caster must currently not have a Focus Item.

FOCUS: No current Focus Item.

COUNTER: None

ENHANCEMENTS:


Lvl 14	Save -1 Col	8 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range at 1 Sq	6 SP


**-Dokour**

LEVEL

5

NAE'EM





STACK

1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

Dimension Quick Portal for 3


8 pts

2 Squares

3 Civilized ctrs

30 Minutes

2 Rounds



Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage.  
The flames cause magical fire damage (will not light combustibles) when in circle.  
PMP & Dimension once were the same but have split and advanced on their own.  
Portal open for caster and 2 others. Portal closes after 3rd person.

COUNTER: None


ENHANCEMENTS:


Lvl 0    No Enhancements    0 SP

LEVEL

9

NAE'EM





STACK

1

COST

12 pts

RANGE

Touch

AREA OF EFFECT

Portal Structure

ROLL OUT

1 Hour


DURATION

2 Minutes

SAVE:


RM: 2

1/2 Damage



PMP To/From

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: None

ENHANCEMENTS:

Lvl 14

Save -1 Col

8 SP

Lvl 10

Rollout Halved


6 SP

Lvl 9

Duration +50%

6 SP

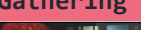
## Travel-PMP

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save								
						8 pts	24 Squares	Caster	2 Rounds	20 Minutes										
Travel Shadow to Shadow																				
		<p>Shining ruby colored flames Profile The Caster Then Dim To Nothing.</p> <p>Caster can jump from one shadow to another within range.</p> <p>This does work for the caster only on shadows that the caster can see and in Range.</p> <p>This dowoes allow more options at night when more shadows are available.</p>																		
		<div><p>FOCUS:No light when cast</p><p>COUNTER: None</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 +50%</td><td>6 SP</td></tr></table></div>										Lvl 10	Rollout Halved	6 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP
Lvl 10	Rollout Halved	6 SP																		
Lvl 12	Range X2	8 SP																		
Lvl 9	Range +50%	6 SP																		

Utility-

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

### Gathering The Darkness



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:

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

LEVEL

4

STACK

99

COST

4 pts

RANGE

2 Squares

AREA OF EFFECT

3 Sq x 3 Sq

ROLL OUT

1 Minute


DURATION

1 Day

SAVE:

No Save

Shadow of the Magi - Duplicate



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:

Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP