

Battle Actions/Prep

LEVEL5

STACK1

COST8 pts


RANGE1 Target

AREA OF EFFECT1 Target

ROLL OUT5 Rounds

DURATION1 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 Init12 SP  
Lvl 18 Duration X410 SP  
Lvl 9 Duration +50%6 SP

LEVEL6

STACK99

COST8 pts


RANGE24 Squares

AREA OF EFFECTRecipient

ROLL OUT2 Rounds

DURATION1 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 Casting4 SP  
Lvl 12 Rollout Init12 SP  
Lvl 10 Rollout Halved6 SP

LEVEL10

STACK1

COST12 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUT2 Rounds

DURATION2 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 Halved6 SP  
Lvl 14 Duration X28 SP  
Lvl 9 Duration +50%6 SP

Battle Defense

LEVEL1

STACK1/Tier

COST4 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUTInitiative

DURATION4 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 X212 SP  
Lvl 6 AOE = Self +16 SP

Battle Offense

LEVEL1

STACK99

COST4 pts


RANGE8 Squares

AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION1 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 only on a square all within 4 squares must Save or be blinded.  
Failed Saves will result in 4 rounds of Lower AC (-4) and lower ToHits (-4).

CREATE:Flash Bang!

FOCUS:Save roll -20

COUNTER:None

ENHANCEMENTS:  
Lvl 12 Range X28 SP  
Lvl 9 Range +50%6 SP  
Lvl 9 Damage +50%8 SP

LEVEL2

STACK99

COST4 pts


RANGE10 Squares

AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION1 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 X212 SP  
Lvl 9 Damage +50%8 SP

LEVEL3

STACK3

COST4 pts


RANGE12 Squares

AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION4 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 X28 SP  
Lvl 9 Range +50%6 SP  
Lvl 18 Duration X410 SP

# -Dokour

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




Flames shoot upward from the Caster's hand and down towards the AoE.  
No ToHIT required. Can Lob magical fire to target.  
Damage of 4d10 +ACU. Target Saves for 1/2 damage.  
Magical fire does not light things afire.


FOCUS:hurts fire based.

COUNTER: None

ENHANCEMENTS:

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


LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
Class Power Attack Duel						2.4 pts	10 Squares	1 Target	Initiative	1 Round		



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

COUNTER: None

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



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


FOCUS:+1d10 Damage

COUNTER: None

ENHANCEMENTS:

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

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



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


FOCUS:Dmg +4/die

COUNTER: None

ENHANCEMENTS:

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

LEVEL	16			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Agility	
Fire Bombardment						20 pts	12 Squares	Row: 1 sq / Tier	Initiative	1 Round	1/2 Dmg	



Ruby colored flames cascade from the caster's hand into the sky and down to the AoE.  
Lobs dmg of 5d10+ACU to 2 Sqs (1 roll for 2 sqs). Each squares Saves separately.  
Can be lobbed (clearance needed) before hitting target w/o a ToHIT.  
One set of damage is rolled and applied fully to each of the squares in the AOE  
AoE is 3 squares. The first square must be within ranged.


COUNTER: None

ENHANCEMENTS:

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

## Class Specialty

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
Fire Starter						4 pts	6 Sqaures	1 Item	Initiative	Continuous		



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


FOCUS:A darkened fire bolt.

COUNTER: None

ENHANCEMENTS:

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

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



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

CREATE:Box Of Hot Rocks


COUNTER: None

ENHANCEMENTS:

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

# -Dokour

LEVEL	18			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
Arcane Removal Burn (2 of 3)						60 pts	1 Square	1 Target	6 Hours	Permanent	SP not removed	




After all 3 spells are cast target has - 5 HP and 0 SP (No future growth of that class SP)  
DOES NOT PERMANENTLY REMOVE CLASS OR HP. DOES PERMANENTLY REMOVE CLASS SP.  
This is step 3 of process to permanently remove the class SP. Focus item is required.  
1st the ORIX opens, 2nd the DOKOUR burns, then lastly the STRUMOS closes.  
Nae'Em between casters & target. Afterwards (failed or not) Nae'Em is permanently ends.

FOCUS:Required.  
COUNTER:No Counter Available. Lvl:1  
ENHANCEMENTS:  
Lvl 14 Range At 3 Sqs 8 SP  
Lvl 9 Range at 1 Sq 6 SP

## Communication

LEVEL	2	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Hot Conversations						4 pts	PMP	2 Fires	2 Rounds	20 Minutes			




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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Brute	
Circle of Containment						16 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours	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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: AGL	
Magma Moat						16 pts	Caster	3x3 Sq Island	30 Minutes	6 Hours	1/2 dmg &/or Out	




Bright magenta flames leaps from the Caster's fingertips into a created moat.  
3x3 Square Island. 2 wide x2 deep Magma Moat. Magical damage of 8d6.  
Magma in moat causes 8d6 damage each round.  
Magma is 1 square deep. Submerged creatures have damage doubled.  
May attempt a Save for 1/2 damage.

FOCUS:5x5 Square Island  
COUNTER:Same Skill. Lvl:1  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 9 Duration +50% 6 SP  
Lvl 16 AoE X2 16 SP

## Find or Reveal


LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
Detect Magic						8 pts	2 Squares	1-5 item	5 Minutes	Instant	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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM
Doknec Tcane Magic (Dispel Magic)						8 pts	Touch	1 Target	6 Minutes	Permanent		



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



Caster attempts to locate clues to find a True Name.  
100 minus all Clues: Current Nae'Ems (-5 pts) Mementos (-2 pts)  
Current Focus Items (-20 pts) Past True Names (-10 pts)  
Caster rolls 1d100, if higher than results from clues then True Name revealed.  
NOTE: Age of clues may lower point values AND Current Nae'Em/Past True Names are 1 use.

FOCUS:Rollout Halved.  
COUNTER:No Counter Available. Lvl:1  
ENHANCEMENTS:  
Lvl 14 Save Roll +20 8 SP  
Lvl 18 Range X4 10 SP  
Lvl 9 Range +50% 6 SP

Fragility

LEVEL 2

STACK 99

COST 4 pts


RANGE Touch

AREA OF EFFECT 1 Target

ROLL OUT Initiative

DURATION 3 Rounds

SAVE: 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

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



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



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



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



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



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



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



LEVEL4

STACK3

COST4 pts

RANGE12 Squares


AREA OF EFFECTRecipient

ROLL OUTInitiative

DURATION2 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

Nae'Ems

LEVEL11

NAE'EM

STACK1

COST36 pts

RANGETouch


AREA OF EFFECT1 Item

ROLL OUT4 Days

DURATIONPermanent

SAVE: Resist (Skill/Non) Connected

Connect To An Arcane Focus Item



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

COUNTER: No Counter Available. Lvl:1

ENHANCEMENTS:  
Lvl 12 Range X2 8 SP  
Lvl 9 Range at 1 Sq 6 SP

Partner Cooperations

LEVEL3

NAE'EM

STACK1

COST4 pts

RANGE8 Squares


AREA OF EFFECTPMP

ROLL OUT1 Hour

DURATION1 day / Tier

SAVE: Resist (Skill/Non) Imp appears

Invoke Temporary Imp



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

LEVEL4

NAE'EM

STACK1

COST4 pts

RANGE30 Squares


AREA OF EFFECTPMP

ROLL OUT24 Hours

DURATIONEnd of Year

SAVE: No Save

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 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

LEVEL8

NAE'EM

STACK3

COST6 pts

RANGE100 Squares


AREA OF EFFECT1x2x2 Squares

ROLL OUT1 Minute

DURATION4 Hours

SAVE: No Save

View Imp Spy



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

LEVEL4

STACK1

COST4 pts

RANGECaster


AREA OF EFFECT4x4 Squares

ROLL OUT6 Minutes

DURATION12 Hours

SAVE: Skill Noticed/Seen

Veil of Shadows



The shadow descends to muffle sound & hide those within from sight.  
Works absolutely best in dim light and darker.  
Save to not be observed.  
Spell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'.  
Does NOT block anything if spell is enacted from a breakable.

CREATE: Haze Bubble

FOCUS: Torchlight inside.

COUNTER: Dispel Magic. Lvl:1

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

LEVEL5

NAE'EM

STACK1

COST8 pts

RANGE2 Squares


AREA OF EFFECT3 Civilized crtrs

ROLL OUT30 Minutes

DURATION2 Rounds

SAVE: No Save

Dimension Quick Portal for 3



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

# -Dokour

LEVEL6

STACK99

COST6 pts

RANGESelf +2 persons


AREA OF EFFECT1wx2hx3d Squares

ROLL OUTInitiative

DURATION2 Hours

SAVE: No Save

Dimension Personal Hideaway



Creates a small Dimensional flaming doorway for the caster and 2 friends.  
Flaming portal is 1 sq wide, 2 sqs tall and 3 sqs deep & causes 1d4 damage to pass through.  
Caster may end the spell thus creating a flaming exit,  
If duration simply ends the people and contents are dumped into the PMP with no damage.

FOCUS:Range:Self+1/Tier

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl20Rollout Instant16 SP

Lvl20AOE X420 SP

Lvl16AoE X216 SP

LEVEL7

STACK1

COST8 pts

RANGE1 Square


AREA OF EFFECT2x2 Sq Perimeter

ROLL OUT4 Minutes

DURATION6 Hours

SAVE: No Save

View Dimension



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

FOCUS:+5 Sqs Sight

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl10Rollout Halved6 SP

Lvl14Duration X28 SP

Lvl9Duration +50%6 SP

LEVEL9

NAE'EM

STACK1

COST12 pts

RANGETouch


AREA OF EFFECTPortal Structure

ROLL OUT1 Hour

DURATION2 Minutes

SAVE: No Save

Dimension Portal



Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage.  
Flames cause magical fire damage (will not light combustibles) when in circle.  
PMP and Dimension once were the same but have split and advanced on their own.

FOCUS:+2d6 dmg except self

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl14Save Roll +208 SP

Lvl10Rollout Halved6 SP

Lvl9Duration +50%6 SP

LEVEL9

STACK1

COST12 pts

RANGETouch


AREA OF EFFECT3x3 Sq Radius

ROLL OUT10 Minutes

DURATION4 Hours

SAVE: Resist (Skill/Non)

Dimensional Containment



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

FOCUS:Save roll -20

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl10Rollout Halved6 SP

Lvl14Duration X28 SP

Lvl9Duration +50%6 SP

LEVEL13

STACK5

COST16 pts

RANGETouch


AREA OF EFFECT2 x 2 Square

ROLL OUT12 Secs (2 Rds)

DURATION1 Round

SAVE: Resist (Skill/Non)

Circle, Dimensional Expulsion



Forces Dimension Creatures and items back to Dimension Plane.  
This is cast using chalk outlined circle. Once spell starts outline fades to unseen.  
Range is for casting. Distance to caster does not matter after casting.  
Requires each Dimension creature to Roll a Save,  
Casters use their Skill Save, all others use non-Skill Saves.

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl14Save Roll -208 SP

Lvl16AoE X216 SP

## Summon or Send

LEVEL6

STACK3

COST8 pts

RANGE8 Squares


AREA OF EFFECT1 Square

ROLL OUTInitiative

DURATION3 Rounds

SAVE: Skill

Conjure Arcane Beetles



Save to conjure. Recommend sequential casting due to multiple round Duration.  
Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2).  
This spell continues through Duration even if caster is not aware.  
The beetles attack non-enemies if no enemies are in range.  
Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8

CREATE:Cinderroot powder

FOCUS:Save Roll +40

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl12Range X28 SP

Lvl14Duration X28 SP

Lvl9Damage +50%8 SP