

Battle Actions/Prep

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



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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Move Shadow to Shadow			8 pts	24 Squares	Recipient	2 Rounds	1 Jump		



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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Magical Fire Protection			12 pts	Self	Self	2 Rounds	2 Hours		



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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)
	Heat Wave Wall			4 pts	Self	Self	Initiative	4 Rounds		



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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility
	Flash Of Fire!			4 pts	8 Squares	1 Target	Initiative	1 Round		Not Blinded



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

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



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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Heat Metal Armor			4 pts	12 Squares	1 Target	Initiative	4 Rounds		



Metal armor glows with heat. Targets Init, AC, ToHIT drop 1 per rd.
Round 1: Initiative -1 Ac -1 ToHIT -1
Round 2: Initiative -2 Ac -2 ToHIT -2
Round 3: Initiative -3 Ac -3 ToHIT -3
Round 4: Initiative -4 Ac -4 ToHIT -4

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	11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
Class Power Attack Duel											

Class Specialty

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

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			

Find or Reveal

-Dokour

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			

Hello my name is True Meerline

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

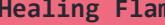
Fragility

LEVEL	2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Health
Burn Out Disease/Sickness.											
			4 pts		Touch	1 Target	Initiative	3 Rounds			

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.

Healing and Rest

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Heal Fire Damage	2d8			4 pts	1 Square	Target	Initiative	Instant		

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Healing Flames 1d4 HP per Tier		4 pts	Touch	1 Recipient	Initiative	Permanent					
	Spiritlike rose colored flames dance around the wound. Roll 1d4 per Tier. Dmg x2 with pain, then Heal x3. Self heal requires Save. Does heal living creatures and plants, but most plants die from the damage first. Does NOT heal or hurt the undead and living dead. Caster can choose what Tier level to use.										 
	CREATE:Fire Balm FOCUS:+1 HP extra COUNTER: None										
	ENHANCEMENTS: Lvl 14 Range At 3 Sqs Lvl 9 Range at 1 Sq Lvl 16 Healing +4										
		8 SP									
			6 SP								
				10 SP							

LEVEL	6	STACK	1	COST	8 pts	RANGE	Self	AREA OF EFFECT	Self	ROLL OUT	2 Hours	DURATION	Permanent	SAVE: Health
Cleansing Fire  Magenta flames engulf the caster during the RollOut then flames fade away. Removes frailty from the caster. Each hour (Max 12 hours): 1d6 hp Damage, Save to cleanse. If no sickness/disease then spell stops.														

Light and Darkness

-Dokour

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

Nae'Em's

Partner Cooperations

LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
Invoke Temporary Imp				4 pts	8 Squares	PMP	1 Hour	1 day / Tier	Imp appears			

LEVEL	4	NAE'EM		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Invoke Imp Partner (Year long)				4 pts	30 Squares	PMP	24 Hours	End of Year									

LEVEL	8	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
View Imp Spy						6 pts	100 Squares	1x2x2 Squares	1 Minute	4 Hours		

Planar

LEVEL	NAME	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	NOTES
4	Veil of Shadows	1	4 pts	Caster	4x4 Squares	6 Minutes	12 Hours	Skill Noticed/Seen	 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
5	NAE'EM Dimension Quick Portal for 3	1	8 pts	2 Squares	3 Civilized crtrrs	30 Minutes	2 Rounds	No Save	 COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP
6	Dimension Personal Hideaway	99	6 pts	Self+2 persons	1wx2hx3d Squares	Initiative	2 Hours	No Save	 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
7	View Dimension	1	8 pts	1 Square	2x2 Sq Perimeter	4 Minutes	6 Hours	No Save	 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
9	NAE'EM Dimension Portal	1	12 pts	Touch	Portal Structure	1 Hour	2 Minutes	No Save	 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
9	Dimensional Containment	1	12 pts	Touch	3x3 Sq Radius	10 Minutes	4 Hours	Resist (Skill/Non)	 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
6	Conjure Arcane Beetles	3	8 pts	8 Squares	1 Square	Initiative	3 Rounds	Skill Conjured	 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