


# -Dokour

## Battle Actions/Prep

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

**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:Same Spell

ENHANCEMENTS:

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

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

**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.

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

## Battle Offense

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	4 Squares	1 Target	Initiative	1 Round			

**Flash Of Fire!**



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

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

**Heat Wave Wall**



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	
						4 pts	10 Squares	1 Target	Initiative	1 Round	Spell missed		

**Flame Bolt**



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: None

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	
						4 pts	Touch	1 Target	Initiative	3 Rounds			

**Scorching Skin**



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

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

**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

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LEVEL	8	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
	Flame Strike				8 pts	4 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

## Class Specialty

LEVEL	3	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Repair Undead/Living Dead				-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:Rollout Interruption Lvl:1			
ENHANCEMENTS:			
Lvl 18	Range X4	10	SP
Lvl 12	Range X2	8	SP
Lvl 14	Range At 3 Sqs	8	SP

## Communication

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



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 willl 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	<div><div></div><div></div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Speak with Dead						8 pts	Touch	1 Target	1 Round	20 Minutes		



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:Interruption Of Duration Lvl:1			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6	SP
Lvl 14	Range At 3 Sqs	8	SP
Lvl 9	Range at 1 Sq	6	SP

## Enchantments

LEVEL	8	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
Dispel Magic Spell					8 pts	Touch	1 Target	6 Minutes	Permanent		Comparative	



List of spells that can be affected are in the Full Description list.  
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, except as noted by each spell.

COUNTER:Rollout Interruption Lvl:1			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6	SP
Lvl 12	Range X2	8	SP
Lvl 9	Range at 1 Sq	6	SP

## Find or Reveal

LEVEL	5	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	<div>GM</div>
Detect Magic					8 pts	2 Squares	1-5 item	5 Minutes	Instant		Sight	




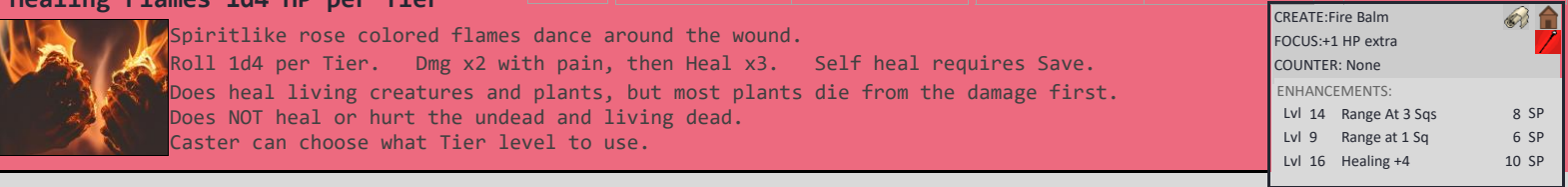
Caster attempts to find out if an item/object is magical.  
Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind.  
Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. Casting this will not enact the powers or magic, nor does it reveal the kind of magic is in play.


CREATE:Scroll of Detect Magic			
FOCUS:Save Col -1			
COUNTER:Rollout Interruption Lvl:1			
ENHANCEMENTS:			
Lvl 18	Range X4	10	SP
Lvl 12	Range X2	8	SP
Lvl 9	Range +50%	6	SP

**-Dokour**

## Healing and Rest


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.

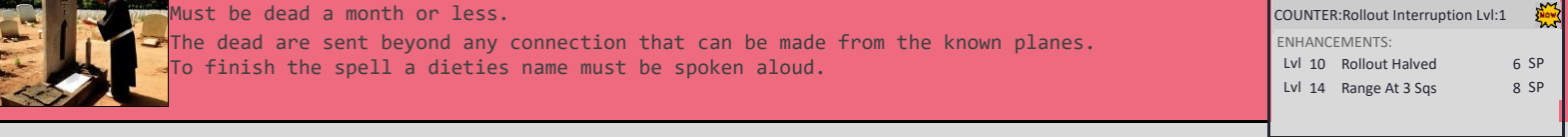
CREATE: Fire Balm  
 FOCUS: +1 HP extra  
 COUNTER: None  
 ENHANCEMENTS:  
 Lvl 14 Range At 3 Sqs 8 SP  
 Lvl 9 Range at 1 Sq 6 SP  
 Lvl 16 Healing +4 10 SP



Spiritlike rose colored flames dance around the wound.  
 Roll 1d4 per Tier. Dmg x2 with pain, then Heal x3. Self heal requires Save.  
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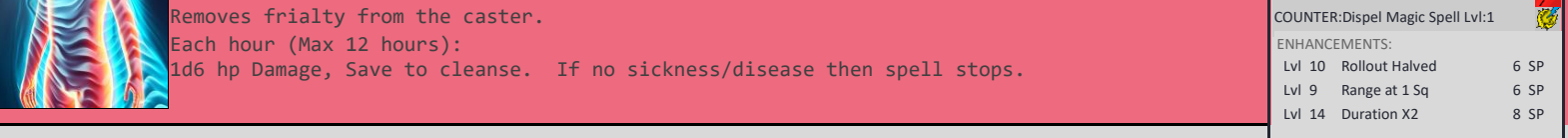
Hindu Rites		
	<p>Yellow flames creep across the body without burning it.</p>	





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.

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Magenta flames engulf the caster during the RollOut then flames fade away.



	<p>Removes friality from the caster.</p> <p>Each hour (Max 12 hours):</p> <p>1d6 hp Damage, Save to cleanse. If no sickness/disease then spell stops.</p>	<p>COUNTER:Dispel Magic Spell Lvl:1</p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr> <tr> <td>Lvl 9</td><td>Range at 1 Sq</td><td>6 SP</td></tr> <tr> <td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr> </table>	Lvl 10	Rollout Halved	6 SP	Lvl 9	Range at 1 Sq	6 SP	Lvl 14	Duration X2	8 SP
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Light-

DO NOT DELETE !!!! This is a counter

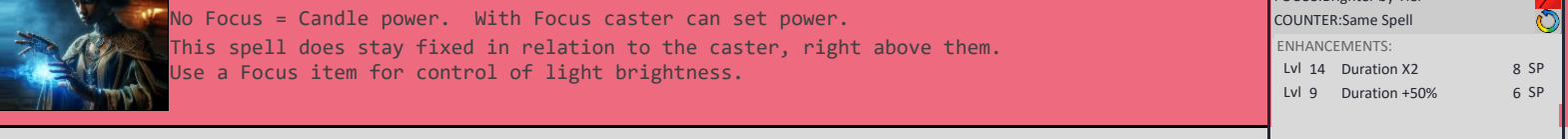






	COUNTER: None
	ENHANCEMENTS:
Lvl 0	No Enhancements      0 SP

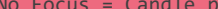



	COUNTER: None
	ENHANCEMENTS:
Lvl 0	No Enhancements      0 SP


## Light and Darkness

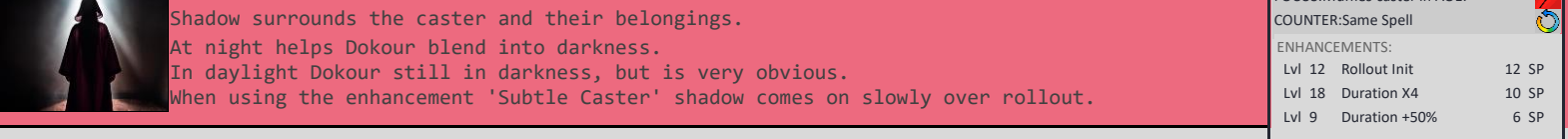
With a twirling of the fingers the caster brings about light!





	<p>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.</p>	<table> <tr> <td data-bbox="1242 1369 1507 1371">COUNTER:Same Spell</td><td data-bbox="1507 1369 1585 1371">  </td></tr> <tr> <td data-bbox="1242 1371 1507 1373">ENHANCEMENTS:</td><td data-bbox="1507 1371 1585 1373"></td></tr> <tr> <td data-bbox="1242 1373 1507 1377">Lvl 14 Duration X2</td><td data-bbox="1507 1373 1585 1377">8 SP</td></tr> <tr> <td data-bbox="1242 1377 1507 1377">Lvl 9 Duration +50%</td><td data-bbox="1507 1377 1585 1377">6 SP</td></tr> </table>	COUNTER:Same Spell		ENHANCEMENTS:		Lvl 14 Duration X2	8 SP	Lvl 9 Duration +50%	6 SP
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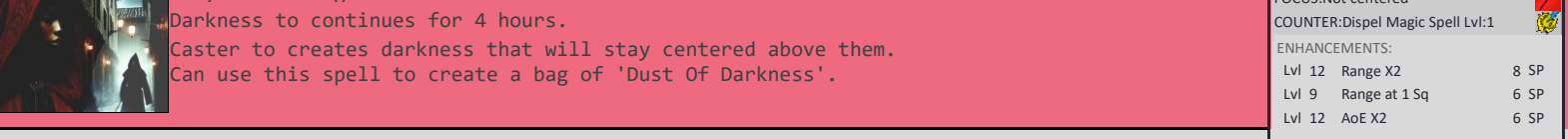
Shadow cover		 Flames surrounds the caster and darkens the area as it fades to black. <div data-bbox="1195 1568 1585 1572">           FOCUS:Muffles caster in AOE.            </div>
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	Shadow surrounds the caster and their belongings.	COUNTER:Same Spell
	At night helps Dokour blend into darkness.	ENHANCEMENTS:
	In daylight Dokour still in darkness, but is very obvious.	Lvl 12 Rollout Init 12 SP
	When using the enhancement 'Subtle Caster' shadow comes on slowly over rollout.	Lvl 18 Duration X4 10 SP

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Stays fixed right above the caster.




	<p>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'.</p>	<p>POSSIBLE ENEMIES:  COUNTER: Dispel Magic Spell Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr> <tr> <td>Lvl 9</td><td>Range at 1 Sq</td><td>6 SP</td></tr> <tr> <td>Lvl 12</td><td>AoE X2</td><td>6 SP</td></tr> </table>	Lvl 12	Range X2	8 SP	Lvl 9	Range at 1 Sq	6 SP	Lvl 12	AoE X2	6 SP
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## -Dokour

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	12 Squares	Recipient	Initiative	2 Hours		



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: Same Spell

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 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
						8 pts	24 Squares	Caster	2 Rounds	20 Minutes		



Shining ruby colored flames Profile The Caster Then Dim To Nothing.  
Caster can jump from one shadow to another within range.  
This does work for the caster only on shadows that the caster can see and in Range.  
This dowoes allow more options at night when more shadows are available.

FOCUS: No light when cast


COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

## Nae'Ems

LEVEL	7	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: Vari	GM
						8 pts	Self	5 Marks Radius / Tier	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: Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 4	Aura Brightens	-2 SP
Lvl 12	AoE X2	6 SP

LEVEL	7	NAE'EM			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
						8 pts	3 Marks	1 Recipient	1 Hour	1 Round / Tier	Viewed			



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.

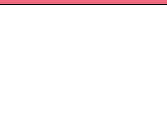
FOCUS: SKL:>05

COUNTER: Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP

LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	PMP	30 Minutes	5 Minutes		




portal can't be opened/created unless Nae'Em agrees to the portal.  
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the caster and one other person can pass through. Or Nae'Em and one other person can pass through. First to pass through must be either the Nae'Em or the caster.

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
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LEVEL	8	NAE'EM			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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: Dispel Magic Spell Lvl:1

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 14	Range At 3 Sqs	8 SP
Lvl 4	Aura Brightens	-2 SP

## Planar

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 1-4	
						4 pts	Caster	4x4 Squares	6 Minutes	12 Hours	Not so visible		



The shadow descends to muffle sound & hide those within from sight.  
Works absolutely best in dim light and lower.  
Save to not be observed. Night: SNS:4. Day: SNS:1.  
Spell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'.

CREATE: Haze Bubble


FOCUS: Torchlight inside.


COUNTER: Dispel Magic Spell Lvl:1

ENHANCEMENTS:


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

# -Dokour

LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	2 Squares	3 Civilized crtrs	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:Rollout Interruption Lvl:1 


ENHANCEMENTS:


Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP

LEVEL	7	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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:Interuption Of Duration Lvl:1 


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
						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:Dispel Magic Spell Lvl:1 

ENHANCEMENTS:


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


## Summon or Send

LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 
						4 pts	8 Squares	PMP	1 Hour	1 day / Tier	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:Rollout Interruption Lvl:1 


ENHANCEMENTS:


Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 14	Duration X2	8 SP


LEVEL	4			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 
						4 pts	4 Squares	1 Mark	Initiative	2 Rounds	Conjured	



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 conjure.


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	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	30 Squares	PMP	2 Days (24 Hrs)	End of Year		





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 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:Rollout Interruption Lvl:1 


ENHANCEMENTS:


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


LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 
						8 pts	8 Squares	1 Square	Initiative	3 Rounds	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:SKL:>05 

COUNTER:Interuption Of Duration Lvl:1 

ENHANCEMENTS:

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



-Dokour

Utility or Misc

LEVEL

2

STACK

99

COST

4 pts

RANGE

6 Sqaures

AREA OF EFFECT

1 Item

ROLL OUT

Initiative

DURATION

Instant

SAVE:

SKL: 1

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