

-Dokour

LEVEL

2

STACK

99

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

SAVE:

SKL: 1

Fire Starter



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	8			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		
	<p>Grants Target immunity to mundane fires cooler than a forge.</p> <p>Forge fires or hotter break this spell.</p> <p>Creates enough light to read by if within 2 squares of caster.</p>											
										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	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	Self	Self	2 Rounds	2 Hours		
Magical Fire Protection												
<p>Limits magical 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 mundane in nature this spell has no protection to offer.</p>							FOCUS: Forge fire = 1 hp / Rd. COUNTER: Same Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 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	4 Rounds		
<div><div></div><div><p>Directs a small ball of magical fire to the target.</p><p>Must be a direct path and not lobbed. No ToHIT needed.</p><p>Does 1d6 + casters Acumen bonus in damage.</p><p>Can be directed at a creature or a single square.</p></div></div>												<div><div>CREATE:Flash Bang!</div><div></div></div>
<div>COUNTER: None</div>												
<div>ENHANCEMENTS:</div>												
<div>Lvl 9 Range +50%</div>												6 SP
<div>Lvl 14 Duration X2</div>												8 SP
<div>Lvl 9 Damage +50%</div>												8 SP

LEVEL

1

STACK 1/Tier

COST

4 pts

RANGE

Touch

AREA OF EFFECT

1 Sq (1 Target)

ROLL OUT


Initiative

DURATION


5 Rounds

SAVE:

SKL: 2




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

4 pts

RANGE

10 Squares

AREA OF EFFECT

1 Target

ROLL OUT

Initiative

DURATION


1 Round

SAVE:

AGL: 2

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

4 pts

RANGE

Touch

AREA OF EFFECT

1 Target

ROLL OUT

Initiative


DURATION

3 Rounds

SAVE:

No Save

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

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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:Interuption Of Duration Lvl:1 

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: None 

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

2 x 2 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:Rollout Interruption Lvl:1 

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



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: None 

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:

AGL: 2

1/2 Dmg



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: None 

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:	No Save
						16 pts	8 Squares	1 Target	Initiative	1 Round		




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.
Does not light anything on fire since this is a magical fire.

FOCUS:Dmg +4/die
COUNTER: None
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP
Lvl 9 Duration +50% 6 SP

Battle-Prep


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	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 4 Able to Exit
						12 pts	Touch	3x3 Sq Radius	10 Minutes	4 Hours		



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.

FOCUS:Save = >95
COUNTER:Dispel Magic Spell Lvl:1
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP


LEVEL	13			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 3 Exit Circle
						16 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours		



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:Rollout Interruption Lvl:1
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
						16 pts	Caster	4x4 Sq Island	30 Minutes	6 Hours		




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.

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 Imp appears
						4 pts	8 Squares	PMP	1 Hour	1 day / Tier			



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	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 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 9 Alter Hair/Whiskers/F 6 SP




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LEVEL	11	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
Summon Life From Death							36 pts	Touch	1 Body	12 Hours	Permanent			Alive!
					Fire surrounds and restores the creature that is dead less than 25 hrs & passes the Save. Only one Nae'Em or divine connection remains... from the caster to the recipient. When brought back to life the creature has -4 HP. <ul style="list-style-type: none">- Passing the Save takes 5 HP from the recipient Max HP, takes 8 HP with Focus Staff.- Passing the Save gives 1 HP to the Casters Max HP.								FOCUS:takes 8 HP off Max HP COUNTER:Rollout Interruption Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Nae'Em Clues Remove 20 SP Lvl 1 Fake Effort -2 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			
					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	
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	



LEVEL	7	NAE'EM			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
Speak To Dokour Target							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	

Creation-Meta






LEVEL	8				STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
Dispel Magic							8 pts	Touch	1 Target	6 Minutes	Permanent			Comparative
					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, 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-Hide-Reveal




LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Shadow Cover						4 pts	Self	1 Suare	1 Minute	1 Hour			
				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	4				STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 1-4	
Shadow Dome							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	




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LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
Detect Magic													
													
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.													
<div>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</div>													

LEVEL	7	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: Vari	GM
Direction To Dokour Target														
														
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.														
<div>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</div>														






LEVEL	7	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	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 100 squares in daylight. Only 20 squares in moonlight. Caster cannot move the scry point, but can move around to see in other directions.														
<div>FOCUS:Light up Dimension  COUNTER:Interruption Of Duration Lvl:1  ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</div>														

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Dimension Personal Hideaway													
													
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													
<div>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</div>													

LEVEL	8	NAE'EM			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Scry on Imp Spy														
														
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														
<div>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</div>														


LEVEL	16	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Reveal True Name														
														
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.														
<div>COUNTER:Rollout Interruption Lvl:1  ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP</div>														

Health-Life-Death

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	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.													
<div>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</div>													

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LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
						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

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: 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

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Touch	1 Body	30 Min	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: Rollout Interruption Lvl:1

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	
						8 pts	Self	Self	30 Minutes	12 Hours	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: Dispel Magic Spell Lvl:1

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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Personal-Connections

LEVEL	9	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
						24 pts	4 Squares	1 Item	2 Hours	Permanent	success		



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: Rollout Interruption Lvl:1

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	
						36 pts	Touch	1 Item	3 Days	Permanent	Connected		



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: Rollout Interruption Lvl:1

ENHANCEMENTS:

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

-Dokour

LEVEL	NAME	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
5	NAE'EM	1	8 pts	2 Squares	3 Civilized crtrs	30 Minutes	2 Rounds	No Save

Dimensional Quick Fold (a) (b) (c) (d) (e) (f) (g) (h) (i) (j) (k) (l) (m) (n) (o) (p) (q) (r) (s) (t) (u) (v) (w) (x) (y) (z) (aa) (ab) (ac) (ad) (ae) (af) (ag) (ah) (ai) (aj) (ak) (al) (am) (an) (ao) (ap) (aq) (ar) (as) (at) (au) (av) (aw) (ax) (ay) (az) (ba) (bb) (bc) (bd) (be) (bf) (bg) (bh) (bi) (bj) (bk) (bl) (bm) (bn) (bo) (bp) (bq) (br) (bs) (bt) (bu) (bv) (bw) (bx) (by) (bz) (ca) (cb) (cc) (cd) (ce) (cf) (cg) (ch) (ci) (cj) (ck) (cl) (cm) (cn) (co) (cp) (cq) (cr) (cs) (ct) (cu) (cv) (cw) (cx) (cy) (cz) (da) (db) (dc) (dd) (de) (df) (dg) (dh) (di) (dj) (dk) (dl) (dm) (dn) (do) (dp) (dq) (dr) (ds) (dt) (du) (dv) (dw) (dx) (dy) (dz) (ea) (eb) (ec) (ed) (ee) (ef) (eg) (eh) (ei) (ej) (ek) (el) (em) (en) (eo) (ep) (eq) (er) (es) (et) (eu) (ev) (ew) (ex) (ey) (ez) (fa) (fb) (fc) (fd) (fe) (ff) (fg) (fh) (fi) (fj) (fk) (fl) (fm) (fn) (fo) (fp) (fq) (fr) (fs) (ft) (fu) (fv) (fw) (fx) (fy) (fz) (ga) (gb) (gc) (gd) (ge) (gf) (gg) (gh) (gi) (gj) (gk) (gl) (gm) (gn) (go) (gp) (gq) (gr) (gs) (gt) (gu) (gv) (gw) (gx) (gy) (gz) (ha) (hb) (hc) (hd) (he) (hf) (hg) (hh) (hi) (hj) (hk) (hl) (hm) (hn) (ho) (hp) (hq) (hr) (hs) (ht) (hu) (hv) (hw) (hx) (hy) (hz) (ia) (ib) (ic) (id) (ie) (if) (ig) (ih) (ii) (ij) (ik) (il) (im) (in) (io) (ip) (iq) (ir) (is) (it) (iu) (iv) (iw) (ix) (iy) (iz) (ja) (jb) (jc) (jd) (je) (jf) (jg) (jh) (ji) (jj) (jk) (jl) (jm) (jn) (jo) (jp) (jq) (jr) (js) (jt) (ju) (jv) (jw) (jx) (jy) (jz) (ka) (kb) (kc) (kd) (ke) (kf) (kg) (kh) (ki) (kj) (kk) (kl) (km) (kn) (ko) (kp) (kq) (kr) (ks) (kt) (ku) (kv) (kw) (kx) (ky) (kz) (la) (lb) (lc) (ld) (le) (lf) (lg) (lh) (li) (lj) (lk) (ll) (lm) (ln) (lo) (lp) (lq) (lr) (ls) (lt) (lu) (lv) (lw) (lx) (ly) (lz) (ma) (mb) (mc) (md) (me) (mf) (mg) (mh) (mi) (mj) (mk) (ml) (mm) (mn) (mo) (mp) (mq) (mr) (ms) (mt) (mu) (mv) (mw) (mx) (my) (mz) (na) (nb) (nc) (nd) (ne) (nf) (ng) (nh) (ni) (nj) (nk) (nl) (nm) (nn) (no) (np) (nq) (nr) (ns) (nt) (nu) (nv) (nw) (nx) (ny) (nz) (oa) (ob) (oc) (od) (oe) (of) (og) (oh) (oi) (oj) (ok) (ol) (om) (on) (oo) (op) (oq) (or) (os) (ot) (ou) (ov) (ow) (ox) (oy) (oz) (pa) (pb) (pc) (pd) (pe) (pf) (pg) (ph) (pi) (pj) (pk) (pl) (pm) (pn) (po) (pp) (pq) (pr) (ps) (pt) (pu) (pv) (pw) (px) (py) (pz) (qa) (qb) (qc) (qd) (qe) (qf) (qg) (qh) (qi) (qj) (qk) (ql) (qm) (qn) (qo) (qp) (qq) (qr) (qs) (qt) (qu) (qv) (qw) (qx) (qy) (qz) (ra) (rb) (rc) (rd) (re) (rf) (rg) (rh) (ri) (rj) (rk) (rl) (rm) (rn) (ro) (rp) (rq) (rr) (rs) (rt) (ru) (rv) (rw) (rx) (ry) (rz) (sa) (sb) (sc) (sd) (se) (sf) (sg) (sh) (si) (sj) (sk) (sl) (sm) (sn) (so) (sp) (sq) (sr) (ss) (st) (su) (sv) (sw) (sx) (sy) (sz) (ta) (tb) (tc) (td) (te) (tf) (tg) (th) (ti) (tj) (tk) (tl) (tm) (tn) (to) (tp) (tq) (tr) (ts) (tt) (tu) (tv) (tw) (tx) (ty) (tz) (ua) (ub) (uc) (ud) (ue) (uf) (ug) (uh) (ui) (uj) (uk) (ul) (um) (un) (uo) (up) (uq) (ur) (us) (ut) (uu) (uv) (uw) (ux) (uy) (uz) (va) (vb) (vc) (vd) (ve) (vf) (vg) (vh) (vi) (vj) (vk) (vl) (vm) (vn) (vo) (vp) (vq) (vr) (vs) (vt) (vu) (vv) (vw) (vx) (vy) (vz) (wa) (wb) (wc) (wd) (we) (wf) (wg) (wh) (wi) (wj) (wk) (wl) (wm) (wn) (wo) (wp) (wq) (wr) (ws) (wt) (wu) (wv) (ww) (wx) (wy) (wz) (xa) (xb) (xc) (xd) (xe) (xf) (xg) (xh) (xi) (xj) (xk) (xl) (xm) (xn) (xo) (xp) (xq) (xr) (xs) (xt) (xu) (xv) (xw) (xx) (xy) (xz) (ya) (yb) (yc) (yd) (ye) (yf) (yg) (yh) (yi) (yj) (yk) (yl) (ym) (yn) (yo) (yp) (yq) (yr) (ys) (yt) (yu) (yv) (yw) (yx) (yy) (yz) (za) (zb) (zc) (zd) (ze) (zf) (zg) (zh) (zi) (zj) (zk) (zl) (zm) (zn) (zo) (zp) (zq) (zr) (zs) (zt) (zu) (zv) (zw) (zx) (zy) (zz)



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	NAME	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM:
9	Nae'em	1	12 pts	Touch	Portal Structure	1 Hour	2 Minutes		2 1/2 Damage

PHP 10/110M Dimensional Formula	Unit	Value	Unit	Value
10/110M Dimensional Formula	Unit	Value	Unit	Value



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:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 10	Rollout Halved	6 SP
Lvl 9	Duration +50%	6 SP

Travel-PMP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
6	99	8 pts	24 Squares	Caster	2 Rounds	20 Minutes	No Save

Travel Shadow to Shadow	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	



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

Utility-

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

[illegible]

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:Dispel Magic Spell Lvl:1
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 9 Range at 1 Sq 6 SP
Lvl 12 AoE X2 6 SP