


-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		




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			




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	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						12 pts	Self	Self	2 Rounds	2 Hours			



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.


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	1 Round			



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		




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		




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			



Ghastly 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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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 Spell

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 18	Duration X4	10 SP

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
						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

LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3
						12 pts	8 Squares	1 Target	Initiative	1 Round	1/2 Dmg if same class	



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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2
						16 pts	12 Squares	1x3 Squares	Initiative	1 Round	1/2 Dmg	



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

LEVEL	15			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
						16 pts	8 Squares	1 Target	Initiative	1 Round	1/2 Dmg	



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	Damage +50%	8 SP

Class Specialty

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	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

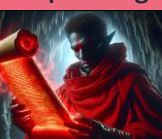
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Communication


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		
Hot Conversations												
 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	1 Round	20 Minutes		
Speak with Dead												
 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:Interpption 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

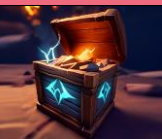
LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 Comparative
						8 pts	Touch	1 Target	6 Minutes	Permanent		
Dispel Magic Spell												
 List of spells that can be affected are in the Full Description list. GM determines the Save column for the item based on the nature 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		

Fences and Shelters

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		
Circle of Containment												
 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:Dispell Magic Spell Lvl:1 ENHANCEMENTS: Lvl 18 Duration 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		
Magma Perimeter												
 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		

Find or Reveal



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		
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.												
										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		



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LEVEL	9	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
Find Clues To True Name						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	9	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Search for Focus Item						12 pts	Self	1 Mark	1 Day	4 Hours			Found




Caster is solely able to detect a focus item within range.
Caster chooses detection method:
Vibration: Caster feels a vibration which grows as they near the item.
Audible: Caster hears a low siren which grows louder as they near the item.
Visual: Caster sees a glowing dot which grows brighter as they near the item.

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	


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:Rollout Interruption Lvl:1			
ENHANCEMENTS:			
Lvl 18	Range X4	10 SP	
Lvl 12	Range X2	8 SP	
Lvl 9	Range +50%	6 SP	

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	

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Final Rites						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	
Cleansing Fire						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	

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.
- 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	

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LEVEL

-1

STACK

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

No Counter Available

pts

Light and Darkness

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Light of Dokour Red						4 pts	Self	Varies	Initiative	4 Hours		

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: FOCUS:Brighter by Tier
COUNTER:Same Spell

ENHANCEMENTS:
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP

[illegible]

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

The Darkness

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 Spell Lvl:1

ENHANCEMENTS:

Lvl 12

Range X2

8 SP

Lvl 9

Range at 1 Sq

6 SP

Lvl 12

AoE X2

6 SP

LEVEL

4

STACK

1

COST

4 pts

RANGE

12 Squares

AREA OF EFFECT

Recipient

ROLL OUT

Initiative


DURATION

2 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:Same Spell


ENHANCEMENTS:

Lvl 10 Rollout Halved




Lvl 18 Duration X4

Lvl 9 Duration +50%



LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	24 Squares	Caster	2 Rounds	20 Minutes		
Move Shadow to Shadow  <p>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.</p>												
												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
Direction To Dokour Target							8 pts		Self		5 Marks Radius / Tier		1 Hour		Instant		Compass direction		
					<p>Find a high alignment Dokour within Range.</p> <p>If the Savings Throw roll is 0 to 5 no targets are revealed. (See full description)</p> <p>Roll 0 to 5 and no targets shown, Beat Column 1 to find alignments > 150,</p> <p>Beat Column 2 to find alignments > 125, Beat Column 3 to find alignments > 100,</p> <p>Beat Column 4 to find alignments > 75, Roll >95 to find alignments > 50.</p>													<p>FOCUS:Target Align -50</p> <p>COUNTER:Rollout Interruption Lvl:1</p> <p>ENHANCEMENTS:</p> <p>Lvl 10 Rollout Halved 6 SP</p> <p>Lvl 4 Aura Brightens -2 SP</p> <p>Lvl 12 AoE X2 6 SP</p>	


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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

Speak To Dokour Target



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 To Nae'Em



portal can't be opened/created unless Nae'Em agrees to the portal.
portal can't be opened/created unless Nae'Em agrees to the portal.
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


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		

Scry on Imp Spy

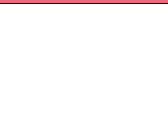


Requires the caster to have created an Imp previously.
Imp Spy must be on the same PMP.
Sees through Imp Spy's eyes with normal vision only.
Does NOT communicate with Imp Spy


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

LEVEL	15	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						16 pts	10 Squares	2x2 Sq Area	1 Day	Permanent		

Create Permanent Location Tae'Em



Location becomes a teleport destination.

FOCUS:Casual		
COUNTER: None		
ENHANCEMENTS:		
Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP



Planar


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

Veil of Shadows



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


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

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.



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		

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.

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

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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:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

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

LEVEL	9	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 1/2 Damage
Dimension Portal						12 pts	Touch	Portal Structure	1 Hour	2 Minutes		




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

LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 4 Able to Exit
Dimensional Containment						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	12			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	MR: 2 Expulsion
Circle - Dimensional Expulsion						12 pts	Touch	2 x 2 Square	12 Secs (2 Rds)	1 Round		



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

Summon or Send

LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Imp appears
Invoke Temporary Imp						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	4			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Conjured
Conjure Native Beetles						4 pts	4 Squares	1 Mark	Initiative	2 Rounds		



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	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		



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

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LEVEL6

STACK3

COST

8 pts

RANGE

8 Squares

AREA OF EFFECT

1 Square

ROLL OUT

Initiative

DURATION

3 Rounds

SAVE:SKL: 2

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 12Range X28 SP

Lvl 14Duration X28 SP

Lvl 9Damage +50%8 SP

Utility or Misc

LEVEL2

STACK99

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 12Range X28 SP

Lvl 9Range +50%6 SP

Lvl 14Damage X212 SP