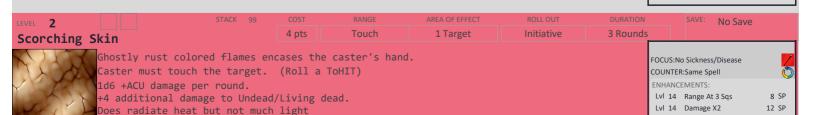
-Dokour **Battle-Actions** 9 SKI:1 4 nts 6 Sqaures 1 Item Initiative Instant Ignite Fire Starter Ember strands wind around the hand. Fire jumps from the hand to the target. FOCUS: A darkened fire bolt. Flammable objects take 1d1 damage per round. Save for objects on Targets. COUNTER: None ENHANCEMENTS: Objects on Targets increase Save column by 1. 8 SP No secondary targets are considered. (i.e. wall behind the target). Lvl 12 Range X2 Lvl 9 Range +50% 6 SP Lyl 14 Damage X2 12 SP Battle-Defense SAVE: No Save 1 Target 5 Rounds Mundane Fire Immunity CREATE:Normal Fire Protection Grants Target immunity to mundane fires cooler than a forge. EOCUS:Warms those close orge fires or hotter break this spell. COUNTER:Same Spell Creates enough light to read by if within 2 squares of caster. ENHANCEMENTS: Lvl 12 Rollout Init 12 SP 10 SP Lvl 18 Duration X4 Lvl 9 Duration +50% 6 SP No Save LEVEL 10 2 Rounds 2 Hours Magical Fire Protection Limits magical fire damage to 1 HP per round. FOCUS:Forge fire = 1 hp / Rd. Fires as hot as or hotter than a forge will do 1d4 damage per round. COUNTER:Same Spell If the fire is mundane in nature this spell has no protection to offer. ENHANCEMENTS: Lvl 10 Rollout Halved Lyl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP Battle-Offense LEVEL 1 Initiative 4 Rounds 4 pts 4 Squares 1 Target Flash Of Fire! CREATE:Flash Bang! Directs a small ball of magical fire to the target. Must be a direct path and not lobbed. No ToHIT needed. COUNTER: None Does 1d6 + casters Acumen bonus in damage. ENHANCEMENTS: Lvl 9 Range +50% Can be directed at a creature or a single square. Lyl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP SKL: 2 1 1/2 Damage 4 pts 1 Sq (1 Target) Initiative 5 Rounds Heat Wave Wall Creates an inhibiting wall of heat vs those nearby (Melee). FOCUS:Recipient w/in 6 sas Heat wall around Caster delivers 2d3+ACU Bonus Fire Damage (Melee). Save for 1/2 dmg. COLINTER:Same Snell Casting, Ranged, and thrown attacks will pass through this wall with no issues. ENHANCEMENTS: Lvl 18 Duration X4 10 SP Note casting which result in melee actions/damage is inhibited by this spell. Lvl 9 Duration +50% 6 SP Duration may be Initiative, but may be delayed due to fuel ignition. Lvl 14 Damage X2 12 SP DURATION AREA OF EFFECT ROLL OUT LEVEL 2 AGL: 2 4 pts 10 Squares Initiative 1 Round Flame Bolt CREATE:Flame Bolt Breakable No ToHit. Direct magical fire dmg 2d10 +ACU bonus. Save to dodge. FOCUS:Col +1 Magical fire only damages target, not other people or items. COUNTER: None The flame bolt can not be lobbed or arc to the target. ENHANCEMENTS: Lvl 9 Range +50% 6 SP



Lvl 14 Damage X2 Lvl 9 Damage +50%

Lvl 9 Damage +50%

8 SP

8 SP

-Dokour No Save 3 4 pts 12 Squares 1 Target Initiative 4 Rounds Heat Metal Armor CREATE:Enflame Metal Armor Metal armor glows with heat. Targets Init, AC, ToHIT drop 1 per rd. FOCUS:AC/Init/ToHIT additional -1 Round 1: Initiative -1 Ac -1 ToHIT -1 COUNTER:Same Spell Round 2: Initiative -2 Ac -2 ENHANCEMENTS: Round 3: Lvl 12 Range X2 8 SP ToHIT -3 Initiative -3 Ac -3 Lvl 9 Range +50% 6 SP Round 4: Initiative -4 ToHTT -4 Lvl 18 Duration X4 10 SP SKL: 2 1 Mark 2 Rounds 4 pts 4 Squares Conjure Native Beetles CREATE Beetleroot Granules A swarm appears in a square adjacent to the target. FOCUS:Save +1 Col Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg. COUNTER:Same Spell Will attack any living target. Even if the target is friendly to the caster. ENHANCEMENTS: 8 SP Lvl 12 Range X2 Save to conure. Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP ROLL OUT 9 SKI · 2 8 pts 8 Squares 1 Square 3 Rounds Conjured Create Arcane Beetles CREATE:Cinderroot powder Save to conjure. Recommend sequential casting due to multiple round Duration. FOCUS:SKL:>05 Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2). COUNTER:Interruption Of Duration Lyl:1 This spell continues through Duration even if caster is not aware. ENHANCEMENTS: Lyl 12 Range X2 The beetles attack non-enemies if no enemies are in range. 8 SP Lvl 14 Duration X2 8 SP Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8 Lvl 9 Damage +50% 8 SP RM: 2 8 pts 4 Squares 1 Square 1 Round Flame Strike Flames shoot upward from the Caster's hand and down towards the AoE. FOCUS:hurts fire based. No ToHIT required. Can Lob magical fire to target. COUNTER: None Damage of 4d10 +ACU. Target Saves for 1/2 damage. ENHANCEMENTS: Lvl 12 Range X2 8 SP Magical fire does not light things afire. Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP STACK 3 AREA OF EFFECT DURATION 9 MR: 2 LEVEL 12 Touch 2 x 2 Square 12 Secs (2 Rds) 1 Round 12 pts 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. COUNTER:Rollout Interruption LvI:1 Save for each creature/item. Pass to expell. Every Save attempt alerts the caster. ENHANCEMENTS: 8 SP Lvl 14 Save -1 Col Range is for casting. Distance to caster does not matter after casting. Lvl 12 AoE X2 6 SP STACK 99 DURATION LEVEL 12 RM: 3 1 Round 1/2 Dmg if same class 12 pts 8 Squares 1 Target Class Power Attack (FIRE) The power surges outward impacting the enemy. No ToHIT required. FOCUS:Knockback w/ RM:3 Bolt of power: Dmg 4d10+ACU Bonus. COUNTER: None ENHANCEMENTS: Save for 1/2 dmg IF same class. Use comparison Save. 10 SP Lvl 18 Range X4 Lvl 12 Range X2 8 SP Range +50% Lvl 9 6 SP AGL: 2 LEVEL 13 16 pts 12 Squares 1x3 Squares Initiative 1 Round Fire Bombardment Ruby colored flames cascade from the caster's hand into the sky and down to the AoE. FOCUS:AoE: 3x2 Squares

COUNTER: None

ENHANCEMENTS:

Lvl 12 Range X2 Lvl 9 Range +50%

Lvl 9 Damage +50%

8 SP

6 SP

8 SP

Lobs damage of 6d10+ACU bonus to 3 Sqs. Target Saves for 1/2 damage.

AoE: Row of 3 squares in a line leading away from caster within range.

To ToHIT is required. Damage to 3 adjcent squares.

This can be lobbed but needs clearance past obstacles before hitting target.

-Dokour

LEVEL 15 Dokour Flame Attack

16 pts

8 Squares

1 Target

Initiative

1 Round

SAVE: No Save

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 6 SP Lvl 9 Duration +50%

Battle-Prep

LEVEL 4 Profiled In Fire

4 pts

Recipient

Initiative

2 Hours

SAVE: No Save

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 AoF COUNTER:Same Spell ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP

a

Dimensional Containment

Touch

3x3 Sq Radius

10 Minutes

4 Hours

BRII: 4

Blood red aura lights up the perimeter before fading from view. Holds Dimensional creatures within AoE.

Creatures of Dimension must Save to leave the containment.

FOCUS:Save = >95 COUNTER: Dispel Magic Spell Lyl:1

> ENHANCEMENTS: Lvl 18 Duration X4 Lvl 14 Duration X2

10 SP 8 SP Lvl 9 Duration +50% 6 SP

LEVEL 13

Circle of Containment

Touch

3 Sq Rad Circle

10 Minutes

DURATION 4 Hours

BRU: 3

Exit Circle

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 LvI:1 ENHANCEMENTS:

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

Lvl 9 Duration +50%

6 SP

LEVEL 14

Magma Perimeter

16 pts Caster 4x4 Sq Island

30 Minutes

6 Hours

SAVE: No Save

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

Call-Summon

3 NAE'EM

Invoke Temporary Imp

4 pts

8 Squares

1 Hour

1 day / Tier

9 RM: 2

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).

Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1. HP:12. SP:0

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

NAE'EM 5 Invoke Imp Partner (Year long)

COST RANGE 8 pts 30 Squares AREA OF EFFECT PMP

2 Days (24 Hrs)

DURATION **End of Year** No Save

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).

Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1. HP:12. SP:0

FOCUS:Alter the description COUNTER:Rollout Interruption Lvl:1 ENHANCEMENTS:

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

-Dokour



36 pts

1 Body

1 Target

1 Recipient

12 Hours

Permanent

Lvl 1 Fake Effort

9 SKI:3

-2 SP

9

8 SP

6 SP

8 SP

GN



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.

Touch

- 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 May HP COUNTER: Rollout Interruption Lyl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Nae'Fm Clues Remove 20 SP

Communication-

LEVEL 2 NAE'EM

4 pts

РМР 2 Fires

2 Rounds

1 Round

1 Hour

10 Minutes

6 Minutes

1 Minute

20 Minutes

SAVE: No Save

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 willl be visible to the other side. A single 'speakers' face will be visible to the caster.

COUNTER:Same Spell ENHANCEMENTS:

FOCUS: Item passed through

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

No Save

6 NAE'EM Speak with Dead

Red flames extend from the caster to be infused into the skull of the target.

8 pts

20 Minutes FOCUS:Truthseen



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.

Touch

3 Marks

6 Squares

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

7 NAE'EM 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 LvI:1

ENHANCEMENTS: Lvl 14 Save -1 Col Lvl 10 Rollout Halved

Lvl 14 Duration X2

FOCUS:MGC:1

LEVEL 19 NAE'EM Dead Spirit Conversation Circle

The caster draws a summoning circle and attempts to summon up to 6 souls.

20 pts

Rollout

Permanent

1 Hour

DURATION

1 Round / Tier

9 SKI · 2 Connection made

SKL: 3

SKI:1

Speaks with the souls. Requires a ritual and a token for each soul/spirit. Summoning an available soul/spirit is not voluntary. Ancient dead or disconnected dead cannot be summoned forward.

Caster may get multiple answers when asking 2 or more souls, but can't require it.

ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Range +50%

COUNTER:Rollout Interruption Lvl:1

6 SP Lvl 9 Duration +50% 6 SP

Creation-Meta

8 Dispel Magic

Touch 1 Target

Casters reach out to place spell breaking magic on an item 5M 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

SAVE: No Save

Find-Hide-Reveal

LEVEL 1 Shadow Cover

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

-Dokour SNS: 1-4 LEVEL 4 4 pts Caster 4x4 Squares 6 Minutes 12 Hours **Shadow Dome** CREATE:Haze Bubble The shadow descends to muffle sound & hide those within from sight. FOCUS:Torchlight inside Works absoluetly best in dim light and lower. COUNTER:Dispel Magic Spell Lvl:1 Save to not be observed. Night: SNS:4. Day: SNS:1. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP pell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'. Lyl 14 Duration X2 8 SP 6 SP Lvl 12 AoE X2 **RM: 2** 1-5 item 5 Minutes Instant 8 pts Detect Magic CREATE-Scroll of Detect Magic Caster attempts to find out if an item/object is magical. FOCUS:Save Col -1 Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind. COUNTER:Rollout Interruption LvI:1 Requires a Save of all in 20 sgs if it is powerful, failed Saves blinds for 2d4 rds. Casting ENHANCEMENTS: Lvl 18 Range X4 10 SP this will not enact the powers or magic, Lvl 12 Range X2 8 SP nor does it reveal the kind of magic is in play. Lvl 9 Range +50% 6 SP STACK 1 LEVEL 7 NAE'EM RM: Vari GM Self 8 pts 5 Marks Radius / Tier 1 Hour Instant **Compass direction** Direction To Dokour Target Find a high alignment Dokour within Range. FOCUS:Target Align -50 If the Savings Throw roll is 0 to 5 no targets are revealed. (See full description) COUNTER:Rollout Interruption Lvl:1 Roll 0 to 5 and no targets shown, Beat Column 1 to find alignments > 150, ENHANCEMENTS: Lyl 10 Rollout Halved 6 SP Beat Column 2 to find alignments > 125, Beat Column 3 to find alignments > 100, Lvl 4 Aura Brightens -2 SP Beat Column 4 to find alignments > 75, Roll >95 to find alignments > 50. Lvl 12 AoE X2 6 SP

7 NAE'EM **View Dimension**

8

8 pts 10 to 100 Sqs sight 2x2 Sq Perimeter

RANGE

1 Square

10 Minutes 6 Hours

1 Minute

12 Hours

COUNTER:Interruption Of Duration Lvl:1 ENHANCEMENTS: 6 SP Lvl 10 Rollout Halved Lvl 14 Duration X2 8 SP

FOCUS: Light up Dimension

Lvl 9 Duration +50%

No Save

No Save

No Save

No Save

6 SP

8 SP

8 SP

-2 SP

9

Dimension Personal Hideaway

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. aster cannot move the scry point, but can move around to see in other directions.

reates a scrying area for the caster and others to view Dimension.

STACK 99 ROLL OUT DURATION Self 10 Minutes 2 Hours 8 pts 1x2 Squares FOCUS:Range:Self+1/Tier

1 Square

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

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

COUNTER: Dispel Magic Spell Lvl:1

8 NAE'EM Scry on Imp Spy

elly

Requires the caster to have created an Imp previously. Imp Spy must be on the same PMP.

4 pts

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:

Aura Brightens

Lvl 14 Save -1 Col

Lvl 4

Lvl 14 Range At 3 Sqs

4 Hours

LEVEL 16 NAE'EM 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.

64 pts

The knowledge is NOT announced out loud.

COUNTER:Rollout Interruption Lvl:1 ENHANCEMENTS:

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

Lvl 9 Range +50% 6 SP

-Dokour Health-Life-Death 9 HTH: 2 Damage reduced 4 nts Caster 5 Rounds 20 Minutes Reduce Fire Damage CREATE:Burn Reduction surround the wound on the caster and stitch the skin together. FOCUS:Total of 4 Pts Reduced. Any magical/mundane fire dmg is reduced by 2 per die, minimum of 1. COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lyl 14 Duration X2 8 SP Lyl 9 Duration +50% 6 SP STACK 99 RANGE AREA OF EFFECT ROLL OUT DURATION 2 SKL: 3 Healed self Touch 1 Recipient Initiative Healing Flames 1d4 HP per Tier CREATE:Fire Balm Spiritlike rose colored flames dance around the wound. FOCUS:+1 HP extra Roll 1d4 per Tier. Dmg x2 with pain, then Heal x3. Self heal requires Save. COUNTER: None Does heal living creatures and plants, but most plants die from the damage first. ENHANCEMENTS: Lvl 14 Range At 3 Sqs 8 SP Does NOT heal or hurt the undead and living dead. Lvl 9 Range at 1 Sq Caster can choose what Tier level to use. 6 SP Lvl 16 Healing +4 10 SP No Save 3 1 Minute Permanent -2 pts Touch 1 Target Repair Undead/Living Dead Encasing the undead/living dead in flames for one full minute. FOCUS:no Sick/Disease to caster Heals" the target for 1d6 points while caster may gain 2 SP. COUNTER:Rollout Interruption Lvl:1 Target must actually be at less than maximum points. Must have a need to be "healed". ENHANCEMENTS: Lvl 18 Range X4 10 SP Has no effect on a corpse. Max gain of SP set to 20 SP per day. Lvl 12 Range X2 8 SP Lvl 14 Range At 3 Sqs 8 SP DURATION AREA OF FEFE No Save 4 Touch 1 Body 30 Min Permanent Final Rites Yellow flames creep across the body without burning it. Must be dead a month or less. COUNTER:Rollout Interruption Lvl:1 The dead are sent beyond any connection that can be made from the known planes. ENHANCEMENTS: Lyl 10 Rollout Halved To finish the spell a dieties name must be spoken aloud. 6 SP Lvl 14 Range At 3 Sqs 8 SP 12 Hours 8 pts 30 Minutes Target cleansed Cleansing Fire Magenta flames engulf the caster during the RollOut then flames fade away. FOCUS:Cast to another Removes frialty from the caster. COUNTER:Dispel Magic Spell Lvl:1 Each hour (Max 12 hours): ENHANCEMENTS: 6 SP Lvl 10 Rollout Halved 1d6 hp Damage, Save to cleanse. If no sickness/disease then spell stops. Lvl 9 Range at 1 Sq 6 SP



Lyl 14 Duration X2 8 SP

> COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements

FOCUS:Required.

ENHANCEMENTS:

Lvl 14 Range At 3 Sqs Lvl 9 Range at 1 Sq

COUNTER:Rollout Interruption LvI:1

0 SP

8 SP

6 SP



RANGE AREA OF EFFECT ROLL OUT DURATION

SAVE: No Save pts No Counter Available DO NOT DELETE !!!! This is a counter

Other-Enhancement LEVEL 18 NAE'EM RM: 3 6 Hours Magic is gone Touch Arcane Removal (2 of 3)



Brilliant rust colored flames flow over the body of the Target. Step 2 of process to permanently remove SP. 1st the ORIX, 2nd the DOKOUR, then the STRUMOS last.

Nae'Em is created with other casters and the target. After the spell is done (failed or not) the Nae'Em is over.

-Dokour Personal-Connections LEVEL 9 NAE'EM 9 RM: 2 24 nts 4 Squares 1 Item 2 Hours Permanent Find Clues To True Name Bright Orange ribbons float to the object/person and fade as they surround them. FOCUS:Rollout Halved. Caster attempts to locate clues to find a True Name. 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 RANGE AREA OF EFFECT DURATION 9 RM: 3 3 Days 36 pts Touch 1 Item Connect To An Arcane Focus Item Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollou FOCUS:No current Focus Item. Creates a connection between the caster and the Arcane Focus Item. COUNTER:Rollout Interruption LvI:1 Require the item to be of the highest quality. ENHANCEMENTS: 8 SP Lvl 14 Save -1 Col Caster must currently not have a Focus Item. Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP Travel-Planes 5 NAE'EM STACK 1 SAVE: No Save 2 Squares 3 Civilized crtrs 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. COUNTER:Rollout Interruption Lvl:1 PMP & Dimension once were the same but have split and advanced on their own. ENHANCEMENTS: Lvl 18 Range X4 Portal open for caster and 2 others. Portal closes after 3rd person. Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP STACK 1 9 NAE'EM RM: 2 2 Minutes Touch Portal Structure 1 Hour 1/2 Damage To/From Dimension Portal Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage. FOCUS:+2d6 dmg except self Flames cause magical fire damage (will not light combustibles) when in circle. COUNTER:Rollout Interruption LvI:1 PMP and Dimension once were the same but have split and advanced on their own. ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Travel-PMP SAVE: No Save 8 pts 24 Squares Caster 2 Rounds Travel Shadow to Shadow Shining ruby colored flames Profile The Caster Then Dim To Nothing. FOCUS:No light when cast Caster can jump from one shadow to another within range. COLINTER: None This does work for the caster only on shadows that the caster can see and in Range. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP This dowoes allow more options at night when more shadows are available. Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP

