

DOK

882-1

1 Heat Wave Wall

LEVEL

Tier 1

Creates a wall of heat meant to inhibit aggressors.**2d3+ACU Fire Dmg. Save Resist Mgc for 1/2 Dmg.**

COST 4 pts	RANGE Self	ROLL OUT Initiative		COLLECTION Battle Defense	OUTCOME Mundane
STACK 1/Tier	AoE Self	DURATION 4 Rounds		SAVE Resist (Skill/Non)	 CLASS GROUPS DOK

1/2 Dmg



By COPILOT

Details:**GENERAL:**

- Creates a wall of heat meant to inhibit aggressors.
- Requires the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Allows a caster of 2nd Tier and higher to cast on others,
 - But the 1st recipient must be the caster.
- Creates a wall of heat that inhibits some battle actions,
 - it causes damage (2d3 +Acumen Bonus) with a Save for half damage,
 - It causes damage to all melee attacks, even casters melee attacks,
 - It allows the casting of spells through the Heat Wall without issue.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT inhibit any ranged or thrown attacks towards or from the caster,
 - But does inhibit any melee (Touch) spells to/from the caster.
- Does NOT combine well with some other spells that encircle the caster,

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	AOE = Self +1	6
9	Duration +50%	6
14	Damage X2	12

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Allows the caster to NOT concentrate, thus can do other actions the require concentration.

DOK

329-1

1 Flash Of Fire!

LEVEL Tier 1

Direct attack, no lobbing. No ToHIT.

1d6+ACU fire damage.

COST 4 pts	RANGE 12 Squares	ROLL OUT Initiative		COLLECTION Battle Offense	OUTCOME Magical
STACK 99	AoE 1 Target	DURATION 2 Rounds		SAVE Agility	 Creature not affected



By COPILOT

Details:**GENERAL:**

- Lasts 2 rounds and has a Stack of 99.
- Can be cast again while a first casting is still in process

WHAT THIS SKILL DOES DO:

- Requires target creature to roll a Save vs Agility,
- Passing the Save means the target has avoided damage
- Failing the Save means the target is damaged for 1d6 + ACU by magical fire.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT cause an mundane fire damage.
- Doesn't affect any creatures that are immune to fire.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Flash Bang! Breakable',
- More than just this skill is required to create this item.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
12	Range X2	8

Creations:

Flash Bang!



- ToHIT, Dist:14 Sq, Dmg:1d6, AGL to avoid.
- DOK: ToHIT +4.
- Need: Kitchen/Lab, Cost 12 pts, 4 Hrs.
- Ceramic ball, Cinderroot, Pine Ash.
- Market: 9 Max, Buy:15 GP, Sell:5 GP.

Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Save vs Blindness more difficult. Save roll -20.

DOK

311-1

1 Heal Fire Damage 2d8

LEVEL

Tier 1

PAIN FREE. Heals fire & smoke damage for living creatures.

Heals 2d8 HP of fire damage to living corporeal creatures.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	1 Square	Initiative		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS



None

| CLASS GROUPS | DOK |


By COPILOT

Details:**GENERAL:**

- A low SP cost to heal,
but only for damage from fire or smoke inhalation.

WHAT THIS SKILL DOES DO:

- Delivers 2d8 health which will only affect wounds caused by fire.
- Also heals damage caused from smoke inhalation.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT heal non-corporeal creatures.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Range At 3 Sas	8
16	Healing +4	10

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Doubles protection fire damage reduced by 4, min 1.

DOK

981-1

1 Red Light of Dokour

LEVEL Tier 1

Default is 'Candle' light. Focus Item make brighter.

Coal= 0 Sq, Candle= 1 sq, Torch=6 sqs.

COST 4 pts	RANGE Self	ROLL OUT Initiative		COLLECTION Light and Darkness	OUTCOME Magical
STACK 99	AoE Varies	DURATION 6 Hours		SAVE None	CLASS GROUPS DOK



By COPILOT

Details:**GENERAL:**

- When using a Focus Item (Dokour Staff) the caster can choose the brightness level.
- Default brightness is 'Candle' light when cast without a focus item.

Description	Viewing	Seen
Coal	same Sq	3 Sqs
--> Candle	1 Sqs	8 Sqs (Default w/o Focus Item)
Torch	6 Sqs	20 Sqs

*Description is an example to indicate how bright the light is.
Viewing is how far the user (caster) can read with this light.
Seen is the max distance an outside creature can be seen.*

WHAT THIS SKILL DOES DO:

- This creates a light that will stay just above the caster's head.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- The light does NOT stay fixed to a static spot,
it stays fixed in relation to the caster.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Red Light Of Dokour',
- More than just this skill is required to create this item.
- While other classes may be able to use this,

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8

Creations:**Revealing Red Candle**

- Red hued candle light, 3 Sqs R, 4 Hrs.
- DOK: + 4 Hrs.
- Need: Campfire, Cost 12 pts, 4 Hrs.
- Potash, Honey, Boar Bones.
- Market: 9 Max, Buy:5 SP, Sell:1 SP.

**Focus Items and/or Kits:**

- Focus Item with crystal is NOT passive.
- Light from Focus & moves to just above casters head.
- Allows caster to choose brightness

DOK

357-1

1 Shadow Cover (AC +1)

LEVEL

Tier 1

Shadow surrounds the caster and their belongings**Obvious in daytime, Night (AC +2), Day (AC +1).**

COST 4 pts	RANGE Self	ROLL OUT Initiative		COLLECTION Light and Darkness	OUTCOME Magical
STACK 1	AoE 1 Square	DURATION 1 Hour		SAVE None	CLASS GROUPS DOK



By COPILOT

Details:**GENERAL:**

- Shadow surrounds the caster and their belongings.
- When using 'Subtle Caster' the shadow comes on slowly over the rollout,
 - Also, no flames envelope the Dokour during casting.
- Requires the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done

WHAT THIS SKILL DOES DO:

- Creates a shadow around the caster,
 - The darkened image can blend with shadows,
 - is most effective at night (AC +2),
 - is less effective during the day, (AC+1).
- Enables caster to potentially intimidate,
 - or even hide when it's dark.
- Allows casting within the AoE.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT muffle or inhibit sound in any way,
 - Unless the Dokours Focus Item is used.
- Does NOT interfere with sight,

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
12	Rollout Init	12

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Muffles soft sounds the caster makes.

DOK

361-1

2 Fire Starter

LEVEL

Tier 1

Fire jumps from the hand to the target. 1d1 Dmg.

1 Target per cast. Fire might spread.

COST 4 pts	RANGE 6 Squares	ROLL OUT Initiative		COLLECTION Class Specialty	OUTCOME Mundane
STACK 99	AoE 1 Item	DURATION Continuous		SAVE SKL	CLASS GROUPS DOK

Fire



By COPILOT

Details:

GENERAL:

- Ingites a flammable object with a 1d1 fire bolt,
- Objects on Targets increase Save column by 1.
(Target = objects/creatures that move),
- 1d1 damage means flammables will ignite and catch fire,
- certain conditions can hinder or even nullify ingition.
- Playability,
if a Save is missed the issue is over with no damage,
- No secondary targets are considered. (i.e. wall behind the target).

WHAT THIS SKILL DOES DO:

- Ignites a small to medium sized non-moving object that is flammable.
- Requires a Save to ignite moving objects,
 - Pass = item ignites w/ 1d1 dmg 1st round,
 - Fail - spell has no effect, fire bolt either missed or fizzled out.
- Has a possibility of creating a spreading fire,
- GM must determine the potential spread and roll Saves as needed.
- Becomes Mundane once the fire bolt has been determined as a 'hit'.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT affect more than 1 item per casting.
- Does NOT immediately spread to other flammables with vicinity,

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Damage X2	12



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Allows the bolt of fire be shrouded in darkness,
- thus can only be seen if viewer is within 12 Sqs.

DOK

260-1

2 Flame Bolt

LEVEL Tier 1

No ToHit. Direct magical dmg 2d10 +ACU. Save to dodge.**Magic fire, will not start fires, Not Lobbable**

COST 4 pts	RANGE 10 Squares	ROLL OUT Initiative		COLLECTION Battle Offense	OUTCOME Magical
STACK 99	AoE 1 Target	DURATION 1 Round		SAVE Agility	 Spell missed



By COPILOT

Details:**GENERAL:**

- Caster throws a bolt of flame directly to a target.
(no arcing/lobbing to the target)
- This fire is magical and as such it cannot start any fires.
- Breakables created with this spell require a ToHIT.

WHAT THIS SKILL DOES DO:

- Magically directs the bolt to the target,
- Allows the target to roll a Save,
 - Passing indicates spell missed and ends with no effect.
 - Failing indicates bolt hits with 2d10 + ACU damage to the target.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT need a ToHit to be rolled.
 - EXCEPTION: When used as a Breakable.
- Does NOT set anything on fire.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Flame Bolt Breakable',
 - More than just this skill is required to create this item.
 - While other classes may be able to use this,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

Flame Bolt Breakable

- ToHIT, Dmg:2d8, Dist:12 Squares. ToHIT required.
- DOK: ToHIT + 6.
- Need: Kitchen/Lab, Cost 12 pts, 8 Hrs.
- Cinderroot, Palm Root Ash, Ceramic Sphere.
- Market: 9 Max, Buy:30 GP, Sell:12 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
14	Damage X2	12

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Reduces Target's Save (-20).

DOK

251-1

2 Healing Flames 1d4 HP per Tier

LEVEL

Tier 1

Caster chooses Tier to apply. Only for the living.

Roll 1d4 /Tier Flame dmg x2. Healing x3.

COST 4 pts	RANGE Touch	ROLL OUT Initiative		COLLECTION Healing and Rest	OUTCOME Mundane
STACK 99	AoE 1 Recipient	DURATION Permanent		SAVE None	CLASS GROUPS DOK



By COPILOT

Details:**GENERAL:**

- First roll a 4d for each Tier and note the result,
- Next, apply x2 rolled result as DAMAGE (It draws energy from the whole body),
- Finally, apply x3 times the amount rolled result (drawn energy is sent to the wounded areas).

WHAT THIS SKILL DOES DO:

- Heals living creatures and plants,
 - However, most plants will die before the final healing completes.
- Has possibility of knocking Recipient out if their points drop below their threshold.
- If below 1 HP the Recipient will black out and fall.
- When back above 1 HP they will be able to rise again.
- Has the possibility of killing a recipient, if the recipients points drop too low.
- Automatically binds the wound. (Stop bleeding).
- Allows the Caster to choose what Tier level to use.

WHAT THIS SKILL DOES NOT DO:

- Does NOT heal anything not living, dead, undead, living dead, Constructs, un-embodied life.
- Does NOT allow a person killed by the spell to automatically come back, they would be dead.
 - Some sort of life reviving spell would be needed.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Fire Balm',
 - More than just this skill is required to create this item.
 - While other classes may be able to use this,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

Fire Balm

- Roll 1d6. x2 Damage. x3 Healing.
- DOK: +4 HP.
- Need: Campfire, Cost 12 pts, 8 Hrs.
- Pcs of Flint, Wild Garlic Oil, Trench Mold.
- Market: 9 Max, Buy:16 GP, Sell:5 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range at 1 Sa	6
14	Range At 3 Sas	8
16	Healing +4	10

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Gain a +1 HP to healing when cast through a focus.

DOK

552-1

2 Hot Conversations

LEVEL

Tier 1

Fire to Fire talking to Nae'Em and those near by.

Can pass small non-mgc items. May be overheard.

COST 4 pts	RANGE PMP	ROLL OUT 2 Rounds	2 Rds	COLLECTION Communication	OUTCOME Magical
STACK 1	AoE 2 Fires	DURATION 20 Minutes		SAVE None	CLASS GROUPS DOK



By COPILOT

Details:**GENERAL:**

- This Scrying spell is used to create a communication spot.
- A Vae'Em (Nae'Em for venues) spot must have been previously created.
- It is up to the Player to track their list of Tae'Ems.
- First casting sets up the origin Vae'Em which does not require a fire.
 - However a byproduct of this spell causes a small fire.
 - Note the creation of a campfire might be an effective cover story.
 - Flames of fire used must be large enough to profile Caster's face.
- Requires the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Creates a Vae'Em connection on this side,
 - The destination site must have a preset Vae'Em connection.
- Allows the recipient to hear the Caster as if they are 1 sq apart.
 - Close by creatures might be able to overhear the conversation.
- Allows the passing through of a single non-magical object.
 - The object must be able to fully fit within the Caster's closed hand.
 - There must be someone on the other side to receive the item.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT cause any fire damage to either of the communicators.

**Bonds and Connections**

- This is a Vae'Em connection with a location/venue.

**Counter:**

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Pass a small item w/o a recipient on other end.

DOK

371-5

2 Burn To Health

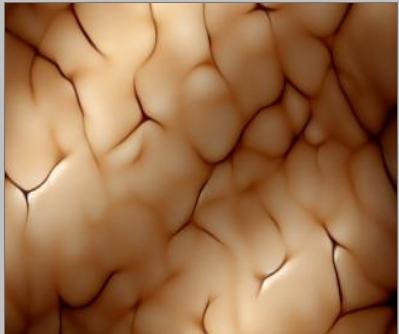
LEVEL

Tier 1

Touch = ToHit vs Prone (touch armor/covering).

Dmg/rd= Infected:1d6+ACU. Non Mortal:1d6+ACU+4. Healthy:1d4.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	Initiative		Fragility	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	3 Rounds		no extra dmg	DOK



By COPILOT

Details:**GENERAL:**

- Requires the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Duration.
 - i.e. other activities requiring concentration cannot be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Causes 1d6+ACU damage to a target per round,
 - After 3 rounds removes all mundane (non-magical) Diseases and sicknesses.
 - If Healed by another caster within Duration a Health Save is rolled,
 - If Save fails the healing still works, but another rounds worth of damage is done.
 - Once the final round is done then reset the Fragility to none.
- This spell aggressively seeks out Disease/Sickness and harms even a healthy person.
 - Each round a non-Diseased/Sick person takes 1d4 per round.
 - If another caster heals the target mid-duration damage there is not extra Save rolled.
- Also delivers damage to undead and living dead,
 - Many creatures that were once mortal and forcibly turned from that are diseased,
 - Werewolves, Undead, Living Dead are the most prominent of these.
 - Once touched the creature takes 1d6+ACU+4 damage for the duration,
 - This is NOT strong enough to remove those diseases.
- Touch Attack uses a ToHIT vs Prone. Thus, Armor and coverings are not a concern.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT affect any of the items on the Target.
- Does NOT cause any fires or flammables to ignite.
- Does NOT work if the caster is not able to continue,

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
14	Damage X2	12
14	Range At 3 Sas	8

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Completely Removes Sickness/Disease.
 - Resets Fragility to 'None'.

DOK

3 Hot Rocks

LEVEL

Tier 1

Rocks heat enough to boil water (@ sea level).**Up=Heating. Down=No Heat. After rollout @ full heat.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Touch	2 Minutes	Class Specialty	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	9 Stones	12 Hours	None	DOK



By COPILOT

Details:**GENERAL:**

- Requires the targeted stones to be natural mundane unworked stones,
 - A natural unworked stone about the size of the caster's palm,
 - Of non-precious materials. (No crystals, gold, adamantine, etc)
- Stones will activate and start heating when flipped up (to the 'on' position),
 - The Rollout = time for stones to get hot enough to do 1 dmg/rd.

WHAT THIS SKILL DOES DO:

- Reverts to a safe ambient temperature when flipped 'up',
 - The spell weights stones to naturally flip to 'up' when disturbed.
 - Stones rolled/thrown for a 'random' position it will always be 'off'.
- Sets the stones to be at full heat after Rollout.
- Allows the caster to end the spell with the stones flipped down.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect on worked stones,
 - only unworked naturally formed stones.
- Does NOT have the ability to ignite flammables quickly,
 - takes a full Rollout for it to heat enough to ignite flammables.
- Does NOT have any continuing effect after the Duration has expired.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Box Of Hot Rocks',
 - More than just this skill is required to create this item.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

Dispel Magic.

Creations:**Box Of Hot Rocks**

- A Box of Hot Rocks (3 Stones, 5 Uses each),
- ALL: Flip - Up:cold Down:Hot, 1 Dmg / Round.
- Need: Kitchen/Lab, Hot Rocks Spell , 4 Hours. Cinderroot, Coal Slag, Common Stones.
- Market: 9 Max, Buy:12 GP, Sell:2 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
14	Duration X2	8

Focus Items and/or Kits:

- Not required.

DOK

300-1

3 Heat Metal Armor

LEVEL Tier 1

Must be direct to target, no lobbing.**Four rounds cumulative: AC/Init/ToHIT @ -1.**

COST 4 pts	RANGE 12 Squares	ROLL OUT Initiative		COLLECTION Battle Offense	OUTCOME Mundane
STACK 3	AoE 1 Target	DURATION 4 Rounds		SAVE None	CLASS GROUPS DOK



By COPILOT

Details:**GENERAL:**

- Heats metal weapons & armor of the target which can interfere with battle,
- Effects,**

- 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

- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Duration.
 - i.e. other activities requiring concentration cannot be done.

WHAT THIS SKILL DOES DO:

- Causes the target to adjust some battle stats:
 - AC-1, Init-1, ToHIT-1.
- Requires a direct throw,
 - No lobbing allowed due to force needed to break.

WHAT THIS SKILL DOES NOT DO:

- Does NOT deal any direct damage.
- Does NOT damage the metallic components in any way.
- Does NOT does not ignite anything, even if it is flammable.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Enflame Metal Armor Breakable',
 - More than just this skill is required to create this item.
 - While other classes may be able to use this,

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Same Skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Duration X4	10

Creations:

Enflame Metal Armor

- Dur 3 Rds, AC/ToHIT -1 per rd. Dist:6.
- DOK: Distance: 12. ToHIT Required.
- Need: Campfire, Cost 12 pts, 4 Hrs.
- Coal Tar, Marsh Daisy Chicken, Trench Mold.
- Market: 9 Max, Buy:12 GP, Sell:9 GP.

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Initiative, AC, ToHIT 1 point worse than round shows.

DOK

3 The Darkness

LEVEL

Tier 1

Darkness centers just above caster.**Very noticeable during the day.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	Initiative		Light and Darkness
1	5 Sq Dia Sphere	4 Hours		Magical

COLLECTION	OUTCOME
None	DOK

515-1



By COPILOT

Details:**GENERAL:**

- Becomes very noticeable when in a well lit area.

WHAT THIS SKILL DOES DO:

- Creates darkness that stays centered above the caster.
- Fully hides the targets form when cast in shadows.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT muffle any sounds the Caster might make.
- Does NOT work if the caster is not able to continue,
 - If caster is unconscious, dead, or out of range, etc.
- Does NOT stay fixed to a static spot,
 - Spell stays fixed above the caster.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Bag of Dust of Darkness',
 - More than just this skill is required to create this item.
 - While other classes may be able to use this,

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
12	Range X2	8
16	AoE X2	16

Creations:**Dust of Darkness**

- Creates a dark shadow 1x1x1 sqs.
- DOK-VEN: Shadow 2x2x2 Sq's.
- Need: Kitchen/Lab, Cost 12 pts, 24 Hrs.
Ginger Oil, Grave Dirt. Sand, Fine Grit.
- Market: 9 Max, Buy:20 GP, Sell:5 GP.

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Cast does NOT have to be in the CENTER.

DOK

901-1

3 Invoke Temporary Imp

LEVEL

Tier 1

Image of mini caster w/ Nae'Em. Walk:3, Flight:7 @ 4 high.

HP:12, SP:0, Attk: x1x1, Dmg: 1d2, Range:1.

COST 4 pts	RANGE 8 Squares	ROLL OUT 1 Hour		COLLECTION Partner Cooperations	OUTCOME Magical
STACK 1	AoE PMP	DURATION 1 day / Tier		SAVE SKL	CLASS GROUPS DOK

Imp appears



By COPILOT

Details:**GENERAL:**

- Emerges out of a flame:
- Description: 3 in high (7.6 cm). Same skin color, hair color/style, & race (mini) as caster.
- Intelligence: Can work to avoid being noticed and can plan and hide.
- Health: HP:12, SP:0
- Battle: Range:1 Attacks x1x1, Init+0, ToHIT+0, Damage:1d2
- Movement: Run= 3 Sq. Flight= 7 Sq(4 Sq above land or lava)
- Noteworthy info: Caster loses a bit of weight (Mass) in order to create this, These creatures are uniquely from Dimension and invoked by the caster.
- Requires the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities requiring concentration cannot be done.

WHAT THIS SKILL DOES DO:

- Makes a noticeable magical flame during the creation.
- Creates a creature that closely resembles the caster,
 - except is only 3 inches high (7.6 cm).
- Allows the Imp to carry 5 lines of inventory.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT give the imp all of the abilities of the caster.
- Does NOT make a mundane flame during creation,

**Bonds and Connections**

- This is a Cae'Em connection with a construct.

**Counter:**

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
18	Range X4	10

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Can alter skin color to another natural color.
- Can alter race, hair color and style.

DOK

440-1

4 Profiled In Fire

LEVEL

Tier 1

Shrouds the recipient in flames.**Those in adjacent squares feel warmth from the magical fire.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	12 Squares	Initiative	Light and Darkness	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	Recipient	2 Hours	None	DOK



By COPILOT

Details:**GENERAL:**

- If done in a battle this spell may distract the target audience.
- Roll a Save (situation may require the GM to change this)

WHAT THIS SKILL DOES DO:

- Shrouds the recipient in the appearance of smoldering fire.
- Has a tendency to provide heat around the caster.
- Helpful in colder climates when others stay very close to the caster.
- Often requires the target audience to Save,
- Failing the save likely means the audience is intimidated.
- At the very least the Dokour becomes a point of attention.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT set anything on fire.
- Does NOT deal any permanent damage, only superficial and cosmetic.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Aura Of Flames Breakable',
- More than just this skill is required to create this item.
- While other classes may be able to use this,

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
10	Rollout Halved	6

Creations:**Aura Of Flames**

- Wreathes user in magic flames, Dur: 1 Hr.
- DOK: Dur: 2 Hrs.
- Need: Campfire, Cost 12 Sp, 4 Hrs.
3 pch of Cinderroot, Trench mold, Veggie oil.
- Market: 9 Max, Buy:50 SP, Sell:5 SP.

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Extend the AoE of warmth alone to a 2x2 square.

DOK

870-1

4 Invoke Imp Partner (1 Year)

LEVEL

Tier 1

Image of mini caster w/ Nae'Em. Walk:6, Flight:8 @ 6 high.

HP:22, SP:0, Attk:sx1x1, Dmg:1d2+2, Range:1.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	30 Squares	24 Hours		Partner Cooperations	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	PMP	End of Year		None	DOK



By COPILOT

Details:**GENERAL:**

- Emerges out of a flame:
- Description: 3 in high (7.6 cm). Same skin color, hair color/style, & race (mini) as caster.
- Intelligence: Can work to avoid being noticed and can plan and hide.
- Health: HP:22, SP:0
- Battle: Range:1 Attacks x1x1, Init+0, ToHIT+0, Damage:1d2+2
- Movement: Run= 3 Sq. Flight= 8 Sq(6 Sq above land or lava)

- *Noteworthy info: Caster loses a bit of weight (Mass) in order to create this, These creatures are uniquely from Dimension and invoked by the caster.*

- Requires the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities requiring concentration cannot be done.

WHAT THIS SKILL DOES DO:

- Makes a noticeable magical flame during the creation.
- Creates a creature that closely resembles the caster,
 - except is only 3 inches high (7.6 cm).
- Allows the Imp to carry 10 lines of inventory.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT give the imp all of the abilities of the caster.
- Does NOT make a mundane flame during creation,

**Bonds and Connections**

- This is an Cae'Em connection with construct.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Alter Hair/Whiskers/Fur/Scales	6
10	Rollout Halved	6

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Can alter skin color to another natural color.
- Can alter race, hair color and style.

DOK**4**

Veil of Shadows

LEVEL

Tier 1

Helps to stay hidden at night. Can intimidate in daytime.
Shadow muffles sound & hides those within. Night:SNS:4. Day:SNS:1.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Caster	6 Minutes	Planar	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	4x4 Squares	12 Hours	SNS	DOK

Noticed/Seen

364-1



By COPILOT

Details:**GENERAL:**

- A wise Dokour would use this from dusk to dawn when in Dimension, since the spell has little effect in daylight.

WHAT THIS SKILL DOES DO:

- Surrounds the caster and group within AoE in a bubble,
 - This deters magical detection and muffles sound.
 - This works absolutely best in dim light and lower.
- Requires a Save for others to see into the bubble,
 - The Save is more difficult if in a dimly lit area.
- Blocks specific Dokour spells when the spell is cast,
 - Speak To Dokour Target,
 - Direction To A Dokour Target.
 - Does NOT block anything when the breakable is used.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have much effect during the day:
 - Passing the Save still allows others to see there is a dark cloud,
 - Failing the Save allows those outside the cloud to see inside.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'xxxxxx xx xxxx',
 - More than just this skill is required to create this item.
 - While other classes may be able to use this,
 - Dokour have the advantage when using this creation.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
16	AoE X2	16

Creations:**Haze Bubble**

- Hide in a dark hazy Shadow. Best at night
 - DOK: Duration: 2 Hours.
 - Need: Campfire, Cost 24 pts, 4 Hrs.
 - Oak root, Trench mold, Wheat roots.
 - Market: 9 Max, Buy:20 GP, Sell:7 GP.

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Will allow a light source as bright as a torch or less in the bubble without detection.

DOK

656-1

5 Mundane Fire Immunity

LEVEL Tier 2

No damage from mundane fires cooler than a forge.

Be wary of large fires that have no oxygen in some spots.

COST 8 pts	RANGE 1 Target	ROLL OUT 5 Rounds	 5 RDS	COLLECTION Battle Actions/Prep	OUTCOME Magical
STACK 1	AoE 1 Target	DURATION 4 Hours	 None	SAVE	CLASS GROUPS DOK



By COPILOT

Details:**GENERAL:**

- Grants total immunity to mundane fires that are cooler than a forge.
 - Fire levels of forge or higher break this spell.
- Due to the flame-like appearance of this spell the caster can be seen as intimidating.

WHAT THIS SKILL DOES DO:

- Negates any damage done by fire that is mundane in nature,
 - However, the user of this spell should be aware of the lack of oxygen,
 - A protected person could move about for a short bit in such an environment.
- Surrounds the target with light,
 - The light is equal to 1 candle.
 - This effect lasts for the Duration of the spell.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect if used in fires as hot as a forge or hotter.
- Does NOT work if the caster is not able to continue,
 - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Normal Fire Protection',
 - More than just this skill is required to create this item.
 - While other classes may be able to use this,

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Same Skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
18	Duration X4	10

Creations:**Normal Fire Protection**

- No dmg if fires cooler than forge. Dur:10 min.
- DOK: Dur:30 min.
- Need: Campfire, Cost 12 pts, 4 Hrs.
- Fox Blood, Palm Root Ash, Trench Mold.
- Market: 9 Max, Buy:20 GP, Sell:9 GP.

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Any near caster (1 Sq) are warmed even in Arctic.

STM-SYL-DOK**5 Detect Magic**

LEVEL

Tier 2

Item glows if magical. Brightness depends on power of magic.**Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	2 Squares	5 Minutes	Find or Reveal	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1-5 item	Instant	Skill	STM-SYL-DOK

Sight



By COPILOT

Details:**GENERAL:**

- NOTE: This spell is available to Strumos, Sylvan, Venerator, and Dokour.
- Situations may alter the asdfasdfasdfs (if cast in darkness then column+2).
 - If Range enhancements are used the caster can cast this from outside the blinding distance.
- Requires the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- This will not inform the caster regarding the type of magic or it's effects.
- Causes magic items to glow with a visible white light,
- Possible Reactions/effects for the caster:
 - No Magic: No light means no magic found in/on item,
 - Minor Magic: Dim light (candle) shines if it has lower powered effects,
 - Major Magic: Bright light that dazes a character for 1 round if Save failed,
 - Diety Magic: Blazing light that will blind a char for 4 hrs if Save failed.
- IF the item is Major or Diety level, it will require a Save of all within 20 squares,
 - failed Saves will blind creatures for 2d4 rounds.

WHAT THIS SKILL DOES NOT DO:

- Does NOT cause permanent blindness.
- Does NOT give any more information, only indicates if there is magic or not.
- Does NOT interact with the magics in items,
- Does NOT affect cursed items in any way (Does NOT show as magic if the item is cursed)

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Scroll Of Detect Magic',

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10

Creations:**Scroll of Detect Magic**

- Find Mundane, Magic, Epic, or God lvl. 1 item.
- STM-SYL-DOK: 1-3 Items in same square.
- Need: Kitchen/Lab, Cost 24 pts, 4 Hrs.
- AstrlSpecks, EtherlGrass, Obsid shard, TrnchMold
- Market: 9 Max, Buy:150 GP, Sell:30 GP.

**Focus Items and/or Kits:**

- Focus ITEM with crystal is NOT passive.
- Save to detect is easier. Save roll +20.

DOK

898-1

5 Dimension Quick Portal for 3

LEVEL Tier 2

Caster 1st & two more.

PMP>Dimension = 2d3 dmg. Dimension>PMP = 2d4 dmg.

COST 8 pts	RANGE 2 Squares	ROLL OUT 30 Minutes		COLLECTION Planar	OUTCOME Magical
STACK 1	AoE 1h x 2w Squares	DURATION 2 Rounds		SAVE None	CLASS GROUPS DOK



By COPILOT

Details:**GENERAL:**

- NOTE: It is suggested this spell NOT be cast from heavily populated areas.
Unless the caster wants to be noticed as they exit.

- Travel speed within Dimension passed quickly,
- 1 hour of travel in Dimension is equal to 4 hrs of travel in a normal PMP.

WHAT THIS SKILL DOES DO:

- Sends CASTER AND 2 OTHERS to/from the same location within the corresponding/opposing plane.
 - Each PMP has it's own corresponding Dimension,
 - Thus each portal to/from will align with the same spot.
- This creates a short lived and temporary Nae'Em connected to the other plane,
 - The caster is able to get a brief view (6 seconds) regarding the 'landing spot',
- The view is of the landing spot and another 2 sqs, thus 3 sq diameter.
 - The caster may choose to stop the spell before the portal has completely formed,
- therefore about 12 seconds of a minor fire ring appears at the landing spot then ends.
- Causes MAGICAL DAMAGE when passing through the portal,
 - Each rd while standing (not moving) in the port causes 4d8 dmg,
 - Each rd when traveling from PMP to Dimension causes 2d3 dmg,
 - Each rd when traveling from Dimension to PMP causes 2d4 dmg.
- Requires the caster to pass through the portal before others do so.
 - Closes after 2nd guest exits or duration ends.
 - A 3rd person will take full damage to try (but fail).

WHAT THIS SKILL DOES NOT DO:

- Does NOT cause mundane fire damage. Thus does not light things afire.

**Bonds and Connections**

- This is a Vae'Em connection with venue or location.

**Counter:**

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Duration X2	8
18	Range X4	10

Focus Items and/or Kits:

- Not required.

DOK

247-1

6 Move Shadow to Shadow

LEVEL

Tier 2

Caster jumps from one shadow to another shadow w/in Range.**Caster can jump from one shadow to another within range.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	24 Squares	Initiative		Battle Reaction	Magical
STACK 99	AoE Recipient	DURATION Instant		SAVE None	CLASS GROUPS DOK



By COPILOT

Details:**GENERAL:**

- Recipient jumps from one shadow to another shadow within Range.
- A shadow for the purpose of this spell a shadow is defined as,
 - A significantly darker area than the current area.

WHAT THIS SKILL DOES DO:

- Works only with shadows the caster can see and are in range.
 - A deep shadow will require a random roll to determine where the caster lands.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT teleport anyone else other than the recipient,
 - Just the recipient and their belongings.
- Does NOT function well when a shadow can not be discerned.
 - Outside at high noon?
 - At night with no lights around?

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
20	Rollout Instant	16

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Aura displayed is 0 (Zero). No light when casting.

DOK-VEN

282-1

6 Conjure Arcane Beetles

LEVEL Tier 2

Conjures a swarm of Arcane Beetles by succeeding on the Save.**Beetles attack nearest enemy for 1d8 dmg. X2x2**

COST 8 pts	RANGE 8 Squares	ROLL OUT Initiative		COLLECTION Summon or Send	OUTCOME Magical
STACK 3	AoE 1 Square	DURATION 1 Round	 RDS	SAVE Skill	CLASS GROUPS DOK-VEN

Conjured



By COPILOT

Details:**GENERAL:**

- NOTE: If the beetles have taken more than 5 points of dmg within the battle the shells of the dead beetles are left behind (1d3 beetles bodies per 5 HP damage found). The shells are an ingredient for the creation of cinderroot. Some TIRO spells create enough messy magic to leave behind dead beetles. This spell temporarily leaves behind some bodies after a battle. These bodies fade to nothing in 3d6 rounds (1d4+2).

WHAT THIS SKILL DOES DO:

- Conjures a swarm of Arcane Beetles by succeeding on the Save.
- The Arcane Beetles are not a thinking, living creatures.
- Battle stats: HP:30, AC:15, Move: 4 sqs, ToHit+6, # of Attacks:x2x2, Dmg:1d8.
- Stats are for entire swarm and is treated as a single target.
- Allows caster to direct Arcane Beetles to an enemy within the Range,
 - Caster must be conscious to direct Fire Beetle attacks.
- Continues if the Caster fall unconscious,
 - Arcane Beetles will continue to attack the assigned target, but will not move to acquire new targets.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does not have any effect if the Save fails.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'bag of Cinderroot Powder',
 - More than just this skill is required to create this item.
 - While other classes may be able to use this,
 - Dokour have the advantage when using this creation.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Same Skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
12	Range X2	8
14	Duration X2	8

Creations:

Cinderroot powder

- 1 Bag (10 pinches) common ingredient.
- DOK & VEN: 1 bag (15 pinches).
- Need: Campfire, Varied SP, 8 Hrs. Excess Magic, Common Stone, Common Soil.
- Market: 9 Max, Buy:45 GP, Sell:12 GP.

**Focus Items and/or Kits:**

- Focus Item with crystal is NOT passive.
- Use of the Focus will help the Save Roll +40.

DOK

445-5

6 Cleansing Fire

LEVEL

Tier 2

1 hp Dmg per hour. Immune to Sickness/Disease.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	2 Hours		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	Permanent		Health	DOK

Target cleansed



By COPILOT

Details:**Spell called 'Scorching Skin, Remove Disease' is in place.****This duplicates that skill.****GENERAL:**

- Caster enters a meditative state during the RollOut.
During this time the caster appears to be engulfed in magenta flames.
- For the entire the Rollout, caster is continuously sweating.
- Flames that engulf the caster are magical and cannot create any fires.
- All the other resulting effects are mundane.
- Requires the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Removes any Sickness/Disease from the caster.
- Deals 1 damage for every hour of the Duration.

WHAT THIS SKILL DOES NOT DO:**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1

No Counter Available.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
14	Duration X2	8

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Allows casting on another person.

DOK

514-1

6 Dimension Personal Hideaway

LEVEL Tier 2

Small flaming Dimensional doorway for caster and 2 friends.**1d4 magical fire damage to pass through entrance/exit.**

COST 6 pts	RANGE Self +2 persons	ROLL OUT Initiative		COLLECTION Planar	OUTCOME Magical
STACK 99	AoE 1wx2hx3d Squares	DURATION 2 Hours		SAVE None	CLASS GROUPS DOK



By COPILOT

Details:**GENERAL:**

- Creates a small flaming Dimensional doorway for the caster and 2 friends.
- Portal is 1 square wide, 2 squares tall and 3 squares deep.

WHAT THIS SKILL DOES DO:

- The flaming portal cannot be seen into, (an opaque portal)
 - Entering and exiting the Hideaway causes 1d4 damage.
- After the caster passes through the portal the portal disappears.
 - Once inside the caster is in a dark closed in area of dimension.
- Casting spells while inside is allowed.
 - Recasting this same spell will restart it without notice to others.
- Ending the Hallway,
 - Caster may end the spell thus creating a flaming exit,
 - If duration simply ends the people and contents are dumped into the PMP with no damage.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow tracking (magical locating) when inside the Personal Hideaway,
 - The caster is NOT locatable by any means, But Nae'Ems work.
 - the caster 'might' be traceable up to the portal though.
- Does NOT allow anyone/anything other than the caster and 2 guests,

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
16	AOE X2	16
20	AOE X4	20
20	Rollout Instant	16

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Allows Caster to bring one more person with them.

DOK

441-1

7 Flame Strike

LEVEL Tier 2

Flames shoot upward from the Caster & down towards the AoE.**No ToHIT. Magic fire lobbed. Dmg 4d10 +ACU. Save for 1/2.**

COST 8 pts	RANGE 12 Squares	ROLL OUT Initiative		COLLECTION Battle Offense	OUTCOME Magical
STACK 99	AoE 1 Square	DURATION 1 Round		SAVE Agility	 CLASS GROUPS DOK 1/2 Damage



By COPILOT

Details:**GENERAL:**

- Creatures that live in and around fire are not normally affected.
- This is NOT hot as or hotter than a Forge.

WHAT THIS SKILL DOES DO:

- Requires the Target to roll a Save,
 - Success means that the Target takes half damage.
 - Failure means that the Target takes full damage.
- Deals 4d10 + ACU damage to a 1x1 Square,
 - All creatures within the AoE are affected equally,
 - Each will roll for separate damage and Saves as needed.
- If a Focus item (staff) is used then even Fire based creatures.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow for anything to catch on fire from this magical flame.
- Does NOT distribute damage amongst all in the square,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
12	Range X2	8

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Creatures that live in and around fire ARE affected.

DOK

7 View Dimension

LEVEL

Tier 2

Caster/party may view into the Dimension, & vice sa versa.**Sight Distance:** Day=20 sqs. Night=2 sqs.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	4 Minutes		Planar	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	2x2 Sq Perimeter	6 Hours		None	DOK

516-1



By COPILOT

Details:**GENERAL:**

- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Allows the caster and party to view into the Dimension,
 - Viewers must be within 1 square of the AoE,
 - Viewing would be up to 20 squares (in full daylight) into Dimension,
 - The party would only be able to hear loudest of sounds,
 - Focus item will add 5 squares to the viewing limitations.
- Caster cannot move the scry point in the Demension,
 - but can move around their end of the viewing portal to get another point of view.
- Also allows viewers within Dimension to look towards the PMP and see the caster,
 - The benefits and detriments would be the same as above.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow any travel from PMP to Dimension or vice sa versa.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Adds 5 squares to viewing limitations.

DOK**8 View Imp Spy**

LEVEL

Tier 2

From 2 sqs above.**Must be on same plane. Dimension sets range to 400 sqs.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
6 pts	100 Squares	1 Minute	Partner Cooperations	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1x2x2 Squares	4 Hours	None	DOK

880-1



By COPILOT

Details:**GENERAL:**

- Without this spell the caster can communicate with their Imp partner,
- but only via the inner voice of a Nae'Em.

WHAT THIS SKILL DOES DO:

- Requires the caster to have previously Invoked an Imp,
 - Can be a temporary Imp or an Imp partner.
- Allows caster to view from about 2 sqs above the Imp (even when it's flying).
- Caster and Imp must be on the same plane,
 - If in Dimension the range is quadrupled to 400 sqs.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- This spell doesn't give any control of the Imp to the caster.

**Bonds and Connections**

- This is an Cae'Em connection with an Imp Construct.

**Counter:**

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Increase Aura	-2
10	Rollout Halved	6
14	Save Roll +20	8

**Focus Items and/or Kits:**

- Focus Staff with crystal is NOT passive.
- Quickens the Rollout time. Rollout x 1/2

DOK

8 Dispel Magic

LEVEL

Tier 2

Many spells can be temporarily halted or entirely stopped.**List of spells in the Full Descriptions.**

COST 8 pts	RANGE Touch	ROLL OUT 6 Minutes		COLLECTION Find or Reveal	OUTCOME Magical
STACK 99	AoE 1 Target	DURATION Permanent		SAVE Skill	 CLASS GROUPS DOK

964-1



By COPILOT

Details:

Alpha sorted list of spells that are ended by Dispel Magic:

as of 8/29/2025

- Animate Cats Eye Marble
- Astral Plane Projection
- Call & Direct Rodent
- Call & Direct Small Assistants
- Call & Post Yappy Camp Dog
- Camp Shock Perimeter
- Capture/Release Light (Violet)
- Cause Illness
- Charged Fencing, Two Sides
- Circle of Protection vs Undead
- Create A Magical Glow
- Dimension Personal Hideaway
- Feather Bed
- Fire Starter
- Heat Wave Wall
- Hot Conversations
- Hot Rocks
- Imbue Ionic Marker (Tae'Em)
- Improve Food
- Improve Resist & Skill Saves
- Increase Fighter Movement
- Invoke Temporary Dimension Imp
- Langstrom Cloak Pockets
- Langstrom Rupture
- Light of Orix (Violet)
- Light of Strumos Yellow
- Light To Calm The Dead
- Orix False Glow
- Phage Mist
- Profiled In Fire
- Project Astral Image Within PMP
- Red Light of Dokour
- Ribbon Goblin Lookout
- Send Item to A Nae'Em Location
- Shadow Cover (AC +1)
- Shadow of the Magi
- Shape Of A Deer
- Shape Of A Dog
- Shape of A Familiar
- Shape Of A Plant
- Sky Scrying
- Sleep: Light Nap
- Strumos Run
- Summon Feline Familiar
- Swamp Lights (Greenish)
- The Darkness
- Typhlotic Sparky
- Vae'Em Portal (Astral Style)
- Veil of Shadows
- View Dimension
- View Imp Spy
- Visible Sign Posts
- Water to Ice (Reversible)
- Water to Steam (Reversible)
- Weapon Speed Charm
- Wind Wall

All TIRO Spells are vulnerable to be Dispersed as well.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
12	Range X2	8

Focus Items and/or Kits:

- Not required.

DOK

341-1

9 Dimension Portal

LEVEL Tier 3

Caster creates a portal to/from Dimension plane.**2d4 Damage INTO or 2d6 Damage OUT of the Dimension plane.**

COST 12 pts	RANGE Touch	ROLL OUT 1 Hour		COLLECTION Planar	OUTCOME Magical
STACK 1	AoE Portal Structure	DURATION 2 Minutes		SAVE None	CLASS GROUPS DOK



By COPILOT

Details:**GENERAL:**

- It is suggested that this spell NOT be cast from heavily populated areas.
 - because it is likely they will end up in a populated area in the targeted plane.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

NOTE: Travel within Dimension passed quickly,

- 1 hour of travel in Dimension is equal to 4 hours of travel in a normal PMP.

WHAT THIS SKILL DOES DO:

- Sends the caster to/from a location that corresponds with the other plane.
 - Each PMP has its own corresponding Dimension,
 - Thus each portal to/from will align with the same spot in both.
- Causes magical damage while passing through or staying in the portal,
 - Each round while standing (not moving) in the port causes 4d8 damage,
 - Each round (or less) when traveling from PMP to Dimension causes 2d4 damage,
 - Each round (or less) when traveling from Dimension to PMP causes 2d6 damage.
- Requires the caster to pass through the portal before others do so.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT cause mundane damage. Thus does not light things afire.

**Bonds and Connections**

- This Is an Vae'Em connection with a location/venue.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Save Roll +20	8

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- More fire damage to all except self, Extra 2d6.

DOK

9 Dimensional Enclosure

LEVEL Tier 3

Small flames during rollout, but no edge showing for duration.

Non-Dimension creatures may enter and exit at will.

COST 12 pts	RANGE Touch	ROLL OUT 10 Minutes		COLLECTION Planar	OUTCOME Magical
STACK 1	AoE 3 Sq Radius	DURATION 4 Hours		SAVE Resist (Skill/Non)	CLASS GROUPS DOK

Enter or Exit



By COPILOT

Details:**GENERAL:**

- Initially creates a visible 3 Square perimeter,
- After Rollout the perimeter disappears from view.
- The perimeter must be placed on even ground,
- If the perimeter is majorly broken (deep trench/pit 1/2 sq or more) it fails.

NOTE: Suggested usage

- Cast prior to casting a Dimension Summoning spell.
- Cast around a Rogues Trap.
- This affects Dimensional monsters,
 - Monsters are any creatures in the game that are NOT in real life,
 - Dimensional monster would be a type of monster that is ONLY found in Dimension.

WHAT THIS SKILL DOES DO:

- Does allow any creatures to enter the containment (AoE)
- Requires a Save for Dimensional monster to leave,
 - Non-Dimension creatures may enter and exit at will.
 - On a successful save, the creature may leave,
 - On a failed save, the creature remains contained.
- This containment works on Dimension monsters that are walking, running, and flying,
 - This will force flying monsters down to the ground if they are up 6 squares or less.
 - Specifically works against a Dokours Imp.

WHAT THIS SKILL DOES NOT DO:

- Does NOT inhibit the caster from leaving the circle
 - even if the caster is a Dimensional creature.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Makes the targets Saving roll harder (-20).

DOK

871-1

10 Magical Fire Protection

LEVEL Tier 3

Caster covered by a magical flame.

Magical fire dmg to 1 HP/rd. No protection vs mundane fire.

COST 12 pts	RANGE Self	ROLL OUT 2 Rounds	 RDS	COLLECTION Battle Actions/Prep	OUTCOME Magical
STACK 1	AoE Self	DURATION 2 Hours		SAVE None	CLASS GROUPS DOK



By COPILOT

Details:**GENERAL:**

- Protects the caster vs magical fires that are cooler than a forge.
 - Fire levels of forge or higher break this spell.
- Due to the flame-like appearance of this spell, caster can be seen as intimidating.

WHAT THIS SKILL DOES DO:

- Limits magical fire damage to 1 HP per round,
 - if the fire is as hot as or hotter than a forge will end the spell.
- Provides enough light that those near the caster can read by.
 - This effect lasts for the Duration of the spell.

WHAT THIS SKILL DOES NOT DO:

- Does NOT work if the fire is mundane,
 - Normal mundane fires will continue to damage a person 2d6 per round.
- Does NOT work if the caster is not able to continue,
 - If caster is unconscious, dead, or out of range, etc.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Burn Reduction Breakable',
 - More than just this skill is required to create this item.
 - While other classes may be able to use this,

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Same Skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8

Creations:

Burn Reduction Breakable

- Mgc/Norm fire dmg -1 per die(min 1), HTH:3.
- DOK: HTH:2.
- Need: Campfire, Cost 12 pts, 4 Hrs.
- Beetleroot, Limestone, Postash.
- Market: 9 Max, Buy:10 GP, Sell:2 GP.

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Forge fire (and hotter) still does only 1 hp / rd.

DOK-SYL-STM-VEN

629-1

10 Determine True Name

LEVEL

Tier 3

Caster attempts to locate clues to find a True Name.

COST 24 pts	RANGE 4 Squares	ROLL OUT 2 Hours		COLLECTION Find or Reveal	OUTCOME Magical
STACK 99	AoE 1 Item	DURATION Permanent		SAVE Unskilled	CLASS GROUPS DOK-SYL-STM-VEN SUCCESS



By COPILOT

Details:**GENERAL:**

- Use of this spell will reveal clues about a True Name.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Clues can be found from:
 - Current Nae'Ems (-5 pts each) These are 1 use.
 - Mementos, such as an item's makers mark (-2 pts each)
 - Current Focus Item (-20 pts)
 - Past True Names (-10 pts each) These are 1 use
- Gather all the clues together and subtract from 100 (Minimum of 30),
 - If the caster does NOT roll over the total then Current Nae'Ems and Past True Names are lost.
 - Lost clues can only be found again by going to the source and rolling a Skill Save.
- If the caster has rolled over the total (using a 1d100) then the True Name is revealed,
 - **NOTE: The True Name owner will immediately know what has happened, but not where or who,**
 - When the True Name is revealed.
 - Using true names all magic cast on to the person has it's effect doubled.
 - Example: 23 HP damage becomes 46 Damage, AC reduction of 2 becomes 4, . . .
- The age of clues may lower the point values.
- Beneficial adjustments can be found in Enhancements and with a Focus item.

WHAT THIS SKILL DOES NOT DO:

- Does NOT find the True Name itself, only the Clues,

**Bonds and Connections**

- This is a Tae'Em connection with a thing.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
14	Save Roll +20	8
18	Range X4	10

**Focus Items and/or Kits:**

- Focus ITEM with crystal is NOT passive.
- Rollout time is half of the current amount of time.

DOK

956-1

11 Fire Power Attack

LEVEL Tier 3

Direct Fire Dmg 6d10+ACU. Dmg+ by Enhancement & Focus Staff.**No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
18 pts	10 Squares	Initiative	Battle Offense	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	1 Round	Skill	DOK

1/2 Damage



Created by Gemini

Details:**GENERAL:**

- All Class Power attacks have the possibility of being drawn into a Duel.
- Another caster using the same power (Fire) may use the spell 'Class Power Attack Duel',
- This Duel must be called out AFTER this 'Fire Class Power Attack' is mentioned,
and BEFORE the damage is rolled.
- The GM may have to make a call if the Class Power Attack proceeds too quickly.

WHAT THIS SKILL DOES DO:

- This spell targets the enemy without a ToHit rolled.
- This is a direct stream of Fire,
 - must have a direct and uninterrupted path to the target,
 - cannot be lobbed,
 - The target is allowed to attempt a Save for 1/2 damage,
- Delivers 6d10 + ACU points of damage without a required ToHit.
- Added functionality can be found,
 - Enhancements may help with Damage, Range, and Save roll,
 - A Focus Staff may help with Damage.
- This has a counter spell which may force this caster into a magical duel.

WHAT THIS SKILL DOES NOT DO:

- Does NOT apply any mundane damage,
- Class Power Attacks do not cause incidental damage to non-target items/areas.
- Does NOT allow the attack to be arched around or over obstacles.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

Class Power Attack Duel Spell

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
14	Save Roll -20	8

Creations:

- No creations. Usable only as a spell/skill.

**Focus Items and/or Kits:**

- Focus ITEM with crystal is NOT passive.
- 1d10 Additional damage is done.

DOK-STM-SYL-VEN

1030-1

11 Power Attack Duel

LEVEL

Tier 3

ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK.**INTERRUPT: SYL-Ice, STM-Elect, VEN-Force, DOK-Fire**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
2.4 pts	10 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	1 Round			DOK-STM-SYL-VEN

By COPILOT

Details:**GENERAL:**

- INTERRUPTION (Rollout is Instant) ----- ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK -----
- This skill pauses all action when enacted before any opposing effect can be done.
- Such action might be damage taken or an attack made.
- Duel to be called for,
- AFTER this 'Class Power Attack' is mentioned & BEFORE damage is rolled.
- The GM may have to make a call if the Class Power Attack proceeds too quickly.
- Each time a Duel is started it is

WHAT THIS SKILL DOES DO:

- Duel to be called AFTER this 'Class Power Attack' is mentioned & BEFORE damage is rolled.
- The GM may have to make a call if the Class Power Attack proceeds too quickly.
- User of this spell forces a duel of a Class Power Attack spell between self and an opposing caster who is using a 'Class Power Attack' spell.
- This "Duel" is about two powerful damage spells trying to overwhelm each other.
- Round by round the following is done:
 - Each caster must pay the SP to continue.
 - Forcing a duel will happen for at least 1 round.
 - Each spell will have the damage rolled and...
 - The caster who would deliver the most damage wins.
 - The loser delivers 0 damage,
 - The winner delivers ONLY the amount of damage that is above the losers damage rolls.
- Ending the duel within the round,
 - Option 1 one person stops and takes the full damage.
 - Option 3 both decide to stop (and honors the agreement, otherwise its option 1)

WHAT THIS SKILL DOES NOT DO:**Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

**Focus Items and/or Kits:**

- Not required.

DOK-SYL-STM-VEN

627-1

11 Connect to Focus Item

LEVEL

Tier 3

Creates connection between caster and a Arcane Focus Item.

COST 36 pts	RANGE Touch	ROLL OUT 4 Days		COLLECTION Nae'Ems	OUTCOME Magical
STACK 1	AoE 1 Item	DURATION Permanent		SAVE Resist (Skill/Non)	CLASS GROUPS DOK-SYL-STM-VEN

Connected



By COPILOT

Details:**GENERAL:**

- Creates a connection between the caster and the Arcane Focus Item.
- When resetting a disconnected Nae'Em the Rollout is reduced in half,
 - With this spell the Rollout can become 2 days.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires the item to be of the highest quality.
 - Minimum GP value of 10,000.
- Creates the casters connection to the item provided.
- Beneficial adjustments can be found in Enhancements.

WHAT THIS SKILL DOES NOT DO:**Bonds and Connections**

- This is an Tae'Em connection with a thing.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
12	Range X2	8

Focus Items and/or Kits:

- Not required.

DOK

13 Dimensional Expulsion

LEVEL

Tier 4

519-1

Up to 5 creatures can be forced back to Dimension.**Casters use Skill Save, all others use non-Skill Save.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	Touch	12 Secs (2 Rds)	2 RDS	Planar
STACK	AoE	DURATION	1 RDS	Magical
5	2 x 2 Square	1 Round	SAVE	CLASS GROUPS
			Resist (Skill/Non)	DOK

Stay in PMP



By COPILOT

Details:**GENERAL:**

- This is cast using chalk outlined circle to designate the perimeter of the circle.
- After the Rollout the outline fades and cannot not be seen,
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires each Dimension creature to Roll a Save,
- Casters use their Skill Save, all others use non-Skill Saves.
- Failed Saves indicate the creature is teleported back to Dimension.
- Creatures are randomly placed 1 to 10 marks from the corresponding spot within Dimension.
- Allows up to 5 creatures per round to be teleported (Stack of 5).

WHAT THIS SKILL DOES NOT DO:**Bonds and Connections**

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save Roll -20	8
16	AoE X2	16

Creations:

- No creations. Usable only as a spell/skill.

Focus Items and/or Kits:

- Not required.

DOK-SYL-STM-VEN

454-1

13 Circle of Containment

LEVEL Tier 4

Inhibits creatures from leaving the circle, not the caster.**Those that are inside must Save to exit.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	Touch	10 Minutes		Fences and Shelters
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	3 Sq Rad Circle	4 Hours		Brute

Exit Circle



By COPILOT

Details:**GENERAL:**

- Initially creates a visible 3 Sq radius perimeter,
 - After Rollout the perimeter is no longer visible.
- Suggested usage is prior to casting a summoning spell.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Inhibits creatures from leaving the circle, except for the caster
 - Creatures attempting to exit the perimeter must roll a Save,
 - On a successful save, the creature may leave,
 - On a failed save, the creature remains contained.
- Continues working (after the rollout),
 - even if the caster is unconscious, dead, or out of range, etc.
- Beneficial adjustments can be found in Enhancements and with a Focus item.

WHAT THIS SKILL DOES NOT DO:

- Does NOT inhibit the Caster from leaving the circle.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
16	AoE X2	16

**Focus Items and/or Kits:**

- Focus Item with crystal is NOT passive.
- Makes The BRU Save more difficult. Save Roll -20.

DOK

704-1

14 Dokour Flame Attack

LEVEL Tier 4

Magical fire damage sent directly w/ no lobbing.

Dmg 5d8 +10 +ACU bonus. Focus +4/die. Save for 1/2 dmg.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	12 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	1 Round	1 RDS	Resist (Skill/Non)	DOK

1/2 Damage



By COPILOT

Details:**GENERAL:**

- Deals a significant amount of magical fire damage,
- No mundane fire damage.

WHAT THIS SKILL DOES DO:

- Delivers 5d8 +10 +Acumen Bonus damage as a magical flame to a single target,
- Direct line of sight path with no ToHIT required,
- No lobbing allowed.
- Requires target creature to Roll a Save to resist magic,
 - Casters use their Skill Save, all others use non-Skill Saves,
 - Passing the Save indicates the target takes 1/2 damage.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT apply any mundane damage,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
12	Range X2	8

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Caster deals an extra 4 Damage per die rolled.

DOK**15 Magma Moat**

LEVEL

Tier 4

2 sqs wide surrounding the AOE. Slight sulfur smell.

Magical magma dmg 8d6. Submerged = double. Save for 1/2.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	Caster	30 Minutes	Fences and Shelters	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	3x3 Sq Island	6 Hours	AGL	DOK

1/2 dmg &/or Out



By COPILOT

Details:**GENERAL:**

- Save required for coming into contact with the magma,
 - If a Target fails their save they will take 8d6 damage per round instead of 4d6.
 - This is because they have fully landed within the magma.
 - Another of the same Save needs to be rolled successfully to escape the magma unassisted.
 - When assisted out of the magma the Save roll gains +20.
- There is a slight sulfurous smell associated with this spell.

WHAT THIS SKILL DOES DO:

- Creates a moat of magma 2 square wide by 2 squares deep.
 - This surrounds an area the size of AoE in center.
- Magma causes 8d6 damage upon contact.
- Creates a temporary pit within the environment that is filled with the magma.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow for any of the magma to be removed from the moat.
 - Any magma removed actually dissipates with no effect.
- Does NOT start any fires in the environment due to the presence of magma.
 - But does still emit heat enough to warm a group in cold environments.
 - It is uncomfortable in warm environs but no real damage to a group or items.
 - except if the item(s)/person(s) come in direct contact with the magma.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
16	AoE X2	16

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- AoE to a 5x5 square perimeter for 2 sq wide moat.

DOK

531-1

16 Fire Bombardment

LEVEL Tier 4

Caster lobs magical fire into multiple squares.

5d10 +ACU dmg. Save within each sq for 1/2 dmg.

COST 20 pts	RANGE 12 Squares	ROLL OUT Initiative		COLLECTION Battle Offense	OUTCOME Magical
STACK 99	AoE Row: 1 sq / Tier	DURATION 1 Round		SAVE Agility	CLASS GROUPS DOK 1/2 Dmg



By COPILOT

Details:**GENERAL:**

- AoE: 2 squares in a line leading away from caster within range,
 - The first of the squares must been within the Range.

WHAT THIS SKILL DOES DO:

- Deals Damage = 5d10 + ACU bonus,
- one set of damage is rolled and applied fully to each of the squares in the AOE,
- Therefore, if a single creature is in both squares it may take 2x damage.
- Attack is lobbed, therefore it is an indirect attack.
- Requires the Target(s) to roll a Save for each square they touch,
 - Even though damage is rolled once, a Save is rolled for each square,
 - Success means that the Target takes half damage,
 - Failure means that the Target takes full damage.
- Allows the caster to choose the casting power level,
 - Caster can select to use a lower Tier as applied to the Range.
- Beneficial adjustments can be found in Enhancements.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow for anything to catch on fire.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
12	Range X2	8

Focus Items and/or Kits:

- Not required.

DOK

18 Arcane Removal:Burn

LEVEL Tier 5

2nd of 3 castings made by remove all SP from a caster.**Class remains, but no SP allowed in that class again.**

COST 60 pts	RANGE 1 Square	ROLL OUT 6 Hours		COLLECTION Class Specialty	OUTCOME Mundane
STACK 99	AoE 1 Target	DURATION Permanent		SAVE Resist (Skill/Non) SP not removed	CLASS GROUPS DOK



By COPILOT

Details:**GENERAL:**

- Process: (Can be repeated as often as desired)
 - 3 Casters are required: ORIX, DOKOUR, and STRUMOS,
 - Orix identifies the Arcane connection (6 hours) and break of 10 minutes max,
 - Dokour then disconnects the Arcane connection (6 Hours) and break of 10 minutes max,
 - Strumos then heals the Arcane connection of the Target class (6 Hours).
 - Target rolls a Save after each casting, needs only 1 fail to break the process.
 - There is no known way to recover the lost points.
- Does disconnect the target from all Arcane activities of that class,
 - Afterwards the target can make no further advancement within that previous class.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Does requires each caster to use their Focus item.
- Does cause a great deal of pain to the target,
 - Target is left with -5 HP, but max HP does not change.
 - Target is left with 0 SP as current and maximum.
- Results mean the target cannot acquire/use Spell/Skill pts for that class again.

WHAT THIS SKILL DOES NOT DO:

- Does NOT remove a class, but there is no known way to recover/restart SP in that class again.
- Does NOT work unless all 3 casters of the 3 separate schools work together and in order,
 - A maximum time of 10 minutes is allowed between each caster.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sa	6
14	Range At 3 Sas	8

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- The disconnection requires a Dokours focus staff.