





# -Dokour

## Battle-Actions



LEVEL	5			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
						8 pts	6 Squares	1 Item	Initiative	Instant			Ignite
 <p>Ember strands wind around the hand. Fire jumps from the hand to the target. Flammable objects take 1d1 damage per round. Save for objects on Targets. Objects on Targets increase Save column by 1. No secondary targets are considered. (i.e. wall behind the target).</p>													
													<div>FOCUS:A darkened fire bolt. COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP</div>



## Battle-Defense



LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	1 Target	1 Target	5 Rounds	1 Hour			
 <p>Grants Target immunity to mundane fires cooler than a forge. Forge fires or hotter break this spell. Creates enough light to read by if within 2 squares of caster.</p>													
													<div>CREATE:Normal Fire Protection FOCUS:Warms those close. COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP</div>


LEVEL	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						12 pts	Self	Self	2 Minutes	20 Minutes			
 <p>Limits mundane fire damage to 1 HP per round. Fires as hot as or hotter than a forge will do 1d4 damage per round. If the fire is magical in nature this spell has no protection to offer.</p>													
													<div>FOCUS:Forge fire = 1 hp / Rd. COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</div>

## Battle-Offense

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						4 pts	4 Squares	1 Target	Initiative	4 Rounds		Partial blindness	
 <p>Directs a small ball of magical fire to the target. Must be a direct path and not lobbed. No ToHit needed. Does 1d6 + casters Acumen bonus in damage. Can be directed at a creature or a single square.</p>													
													<div>CREATE:Flash Bang! COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP</div>

LEVEL	1			STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						4 pts	Touch	1 Sq (1 Target)	Initiative	5 Rounds		1/2 Damage	
 <p>Creates an inhibiting wall of heat vs those nearby (Melee). Heat wall around Caster delivers 2d3+ACU Bonus Fire Damage (Melee). Save for 1/2 dmg. Casting, Ranged, and thrown attacks will pass through this wall with no issues. Note casting which result in melee actions/damage is inhibited by this spell. Duration may be Initiative, but may be delayed due to fuel ignition.</p>													
													<div>FOCUS:Recipient w/in 6 sqs COUNTER:Same Spell ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP Lvl 14 Damage X2 12 SP</div>

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
						4 pts	10 Squares	1 Target	Initiative	1 Round		Spell missed	
 <p>No ToHit. Direct magical fire dmg 2d10 +ACU bonus. Save to dodge. Magical fire only damages target, not other people or items. The flame bolt can not be lobbed or arc to the target.</p>													
													<div>CREATE:Flame Bolt Breakable FOCUS:Col +1 COUNTER:Same Spell ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP</div>

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Touch	1 Target	Initiative	3 Rounds			
 <p>Ghastly rust colored flames encases the caster's hand. Caster must touch the target. (Roll a ToHit) 1d6 +ACU damage per round. +4 additional damage to Undead/Living dead. Does radiate heat but not much light</p>													
													<div>FOCUS:No Sickness/Disease COUNTER:Same Spell ENHANCEMENTS: Lvl 14 Range At 3 Sqs 8 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP</div>

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LEVEL

3

STACK

3

COST

4 pts

RANGE

12 Squares

AREA OF EFFECT

1 Target

ROLL OUT

Initiative

DURATION

4 Rounds

SAVE:

No Save

Heat Metal Armor



Metal armor glows with heat. Targets Init, AC, ToHIT drop 1 per rd.

Round 1: Initiative -1      Ac -1      ToHIT -1

Round 2: Initiative -2      Ac -2      ToHIT -2

Round 3: Initiative -3      Ac -3      ToHIT -3

Round 4: Initiative -4      Ac -4      ToHIT -4

CREATE:Enflame Metal Armor

FOCUS:AC/Init/ToHIT additional -1

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12

Range X2

8 SP

Lvl 9

Range +50%

6 SP

Lvl 18

Duration X4

10 SP

LEVEL

4

STACK

2

COST

4 pts

RANGE

4 Squares

AREA OF EFFECT

1 Mark

ROLL OUT

Initiative

DURATION

2 Rounds

SAVE:

SKL: 2

Conjured



Conjure Native Beetles



A swarm appears in a square adjacent to the target.

Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.

Will attack any living target. Even if the target is friendly to the caster.

Save to conure.

CREATE:Beetleroot Granules

FOCUS:Save +1 Col

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12

Range X2

8 SP

Lvl 9

Range +50%

6 SP

Lvl 14

Damage X2

12 SP

LEVEL

6

STACK

3

COST

8 pts

RANGE

8 Squares

AREA OF EFFECT

1 Square

ROLL OUT

Initiative

DURATION

3 Rounds

SAVE:

SKL: 2

Conjured



Create Arcane Beetles



Save to conjure. Recommend sequential casting due to multiple round Duration.

Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2).

This spell continues through Duration even if caster is not aware.

The beetles attack non-enemies if no enemies are in range.

Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8

CREATE:Cinderroot powder

FOCUS:SKL:>05

COUNTER:None

ENHANCEMENTS:

Lvl 12

Range X2

8 SP

Lvl 14

Duration X2

8 SP

Lvl 9

Damage +50%

8 SP

LEVEL

8

STACK

99

COST

8 pts

RANGE

4 Squares

AREA OF EFFECT

1 Square

ROLL OUT

Initiative

DURATION

1 Round

SAVE:

RM: 2

1/2 Damage



Flame Strike



Flames shoot upward from the Caster's hand and down towards the AoE.

No ToHIT required. Can Lob magical fire to target.

Damage of 4d10 +ACU. Target Saves for 1/2 damage.

Magical fire does not light things afire.

FOCUS:hurts fire based.

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12

Range X2

8 SP

Lvl 9

Range +50%

6 SP

Lvl 9

Damage +50%

8 SP

LEVEL

12

STACK

3

COST

12 pts

RANGE

Touch

AREA OF EFFECT

3x3 Square

ROLL OUT

12 Secs (2 Rds)

DURATION

1 Round

SAVE:

MR: 2

Expulsion



Circle - Dimensional Expulsion



Forces Dimension Creatures and items back to Dimension Plane.

This is cast using chalk outlined circle. Once spell starts outline fades to unseen.

Save for each creature/item. Pass to expell. Every Save attempt alerts the caster.

Range is for casting. Distance to caster does not matter after casting.

COUNTER:None

ENHANCEMENTS:

Lvl 14

Save -1 Col

8 SP

Lvl 12

AoE X2

6 SP

LEVEL

12

STACK

99

COST

12 pts

RANGE

8 Squares

AREA OF EFFECT

1 Target

ROLL OUT

Initiative

DURATION

1 Round

SAVE:

RM: 3

1/2 Dmg if same



Class Power Attack (FIRE)



The power surges outward impacting the enemy. No ToHIT required.

Bolt of power: Dmg 4d10+ACU Bonus.

Save for 1/2 dmg IF same class. Use comparison Save.

FOCUS:Knockback w/ RM:3

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 18

Range X4

10 SP

Lvl 12

Range X2

8 SP

Lvl 9

Range +50%

6 SP

LEVEL

13

STACK

99

COST

16 pts

RANGE

12 Squares

AREA OF EFFECT

1x3 Squares

ROLL OUT

Initiative

DURATION

1 Round

SAVE:

RM: 2

1/2 Damage



Fire Bombardment



Ruby colored flames cascade from the caster's hand into the sky and down to the AoE.

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

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

No ToHIT is required. Damage to 3 adjcent squares.

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

FOCUS:AoE: 3x2 Squares

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12

Range X2

8 SP

Lvl 9

Range +50%


6 SP

Lvl 9


Damage +50%


8 SP


## -Dokour


LEVEL	15			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
Dokour Flame Attack						16 pts	8 Squares	1 Target	Initiative	1 Round		1/2 Damage	
 <p>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. Target Save for 1/2 damage. Does not light anything on fire since this is a magical fire.</p>												FOCUS:Dmg +4/die COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Duration +50% 6 SP	

## Battle-Prep


LEVEL	7			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
Profiled In Fire						8 pts	Self	Self	Initiative	2 Hours		No Intimidation	
 <p>Visible heat waves surround the casters's body for the duration. Wreathes the caster in the image of intimidating flames. Allow the target audience a Save due to the wreathe of flames. Will not set items on fire due to Magical output.</p>												CREATE:Aura Of Flames FOCUS:warmth = 2x2 AoE COUNTER:Same Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP	


LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 4	
Dimensional Containment						12 pts	Touch	3x3 Sq Radius	10 Minutes	4 Hours		Able to Exit	
 <p>Blood red aura lights up the perimeter before fading from view. Holds Dimensional creatures within AoE. Creatures of Dimension must Save to leave the containmentment.</p>												FOCUS:Save = >95 COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	

LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 3	
Circle of Containment						12 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours		Exit Circle	
 <p>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.</p>												FOCUS:BRU:>95 COUNTER:Same Spell ENHANCEMENTS: Lvl 18 Rollout X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	



LEVEL	14			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Magma Perimeter						16 pts	Caster	2 Sq Wide Moat	30 Minutes	6 Hours			
 <p>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.</p>												FOCUS:5x5 Square Island COUNTER:Same Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	


## Call-Summon

LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
Invoke Temporary Imp						4 pts	8 Squares	PMP	1 Hour	1 day / Tier		Imp appears	
 <p>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, &amp; race as caster (miniturized, 3" or 7.6 cm). HP:12. SP:0 Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.</p>												FOCUS:Alter the description COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 14 Duration X2 8 SP	

LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Invoke Imp Partner (Year long)						8 pts	30 Squares	PMP	2 Days (24 Hrs)	End of Year			
 <p>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, &amp; race as caster (miniturized, 3" or 7.6 cm). HP:12. SP:0 Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.</p>												FOCUS:Alter the description COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Alter Skin/Hide/Scales 6 SP Lvl 9 Alter Hair/Whiskers/F 6 SP	

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LEVEL	11	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
						36 pts	Touch	1 Body	12 Hours	Permanent			



Fire surrounds then converges on the fallen body of a civilized race.  
Restore creature that is dead less than 25 hrs & passes the Save.  
When brought back to life the creature has -4 HP.  
- Passing the Save takes 5 HP from the recipient Max HP, (8 HP with Focus Staff).  
- Passing the Save gives 1 HP to the Casters Max HP.


FOCUS:none


COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Nae'Em Clues Remove	20 SP
Lvl 1	Fake Effort	-2 SP

## Communication-

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




Fire to fire Nae'Em.  
Audio visual fire to fire Nae'Em. Small item pass through.  
Two separate fires must be in preset location and lit.  
The caster face willl be visible to the other side.  
A single 'speakers' face will be visible to the caster.


FOCUS:Item passed through

COUNTER:Same Spell

ENHANCEMENTS:

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

LEVEL	6	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Touch	1 Target	20 Minutes	5 Questions		





Red flames extend from the caster to be infused into the skull of the target.  
Can be up to 100 years dead per Tier. Creates a temporary Nae'Em (Cae'Em).  
Requires full skull and a jawbone. Max of 5 questions within the rollout time.  
Spell will interpret older languages to the current common language.


FOCUS:Truthseer

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Range At 3 Sqs	8 SP
Lvl 9	Range at 1 Sq	6 SP

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



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

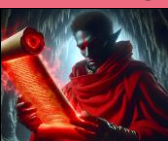
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
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## Creation-Meta

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
						8 pts	Touch	1 Item	10 Minutes	Permanent			



Casters reach out to place spell breaking magic on an item  
GM determines the Save column for the item based on the nature of its power.  
Caster and GM both roll the Save. The greater success wins out. (Or least loss)  
Can be used to disrupt permanent magic. Doesn't affect non permanent spells.


COUNTER: None

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range at 1 Sq	6 SP

## Find-Hide-Reveal

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




Flames surrounds the caster and darkens the area as it fades to black.  
Shadow surrounds the caster and their belongings.  
At night helps Dokour blend into darkness.  
In daylight Dokour still in darkness, but is very obvious.  
When using the enhancement 'Subtle Caster' shadow comes on slowly over rollout.

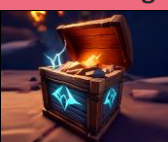
FOCUS:Muffles caster in AOE.

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP

LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
						8 pts	2 Squares	1-5 item	5 Minutes	Instant			



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

CREATE:Scroll of Detect Magic

FOCUS:Save Col -1

COUNTER: None

ENHANCEMENTS:

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






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LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
						8 pts	Caster	4x4 Squares	6 Minutes	4 Hours		Not so visible	

## Attention Avoidance



Bubble muffles sound & deters detection. Save to not be observed.  
Works absolutely best in dim light and lower.  
Physical bubble that has 1 HP.  
Spell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'.

CREATE:Haze Bubble	
FOCUS:Torchlight inside.	
COUNTER:Same Spell	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 18 Duration X4	10 SP
Lvl 9 Duration +50%	6 SP

LEVEL	7	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: Vari	GM
							8 pts	Self	7 Mark/Tier Radius	1 Hour	Instant		Compass direction	

## Direction To Dokour Target



Find a high alignment Dokour within Range.  
If the Savings Throw roll is 0 to 5 no targets are revealed. (See full description)  
Roll 0 to 5 and no targets shown, Beat Column 1 to find alignments > 150,  
Beat Column 2 to find alignments > 125, Beat Column 3 to find alignments > 100,  
Beat Column 4 to find alignments > 75, Roll >95 to find alignments > 50.


FOCUS:Target Align -50	
COUNTER:Same Spell	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 4 Aura Brightens	-2 SP

LEVEL	7	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
							8 pts	10 to 100 Sqs sight	2x2 Sq Perimeter	10 Minutes	6 Hours		

## View Dimension



Creates a scrying area for the caster and others to view Dimension.  
Those within the AoE can see into the Dimension from their spot in the PMP.  
Can see a distance of 100 squares in daylight. Only 20 squares in moonlight.  
Caster cannot move the scry point, but can move around to see in other directions.


FOCUS:Light up Dimension	
COUNTER:None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 14 Duration X2	8 SP
Lvl 9 Duration +50%	6 SP


LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	1x2 Squares	10 Minutes	2 Hours		

## Dimension Personal Hideaway



create a 1 square wide and 2 square high flat opening.  
Dead End Dimensional Hallway to hide in.  
create a 1 square wide and 2 square high flat opening.  
1d4 magical fire damage to pass through


FOCUS:Range:Self+1/Tier	
COUNTER:None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 14 Duration X2	8 SP
Lvl 9 Duration +50%	6 SP



LEVEL	8	NAE'EM			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
							4 pts	Touch	1x2x2 Squares	1 Minute	4 Hours		

## Scry on Imp Spy



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


FOCUS:Send 1 command.	
COUNTER:None	
ENHANCEMENTS:	
Lvl 14 Save -1 Col	8 SP
Lvl 14 Range At 3 Sqs	8 SP
Lvl 4 Aura Brightens	-2 SP

LEVEL	16	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
							64 pts	1 Square	1 Square	12 Hours	Permanent			

## Reveal True Name



This uses all the clues the caster has gathered attempt to find the True Name.  
Use clues gathered to attempt to find the True Name.  
Caster states aloud all the clues during the rollout.  
Resulting in the direction and distance in marks if the Save is passed.  
The knowledge is NOT announced out loud.

COUNTER:None	
ENHANCEMENTS:	
Lvl 18 Range X4	10 SP
Lvl 12 Range X2	8 SP
Lvl 9 Range +50%	6 SP



# Health-Life-Death

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

## Reduce Fire Damage




surround the wound on the caster and stitch the skin together.  
Any magical/mundane fire dmg is reduced by 2 per die, minimum of 1.

CREATE:Burn Reduction	
FOCUS:Total of 4 Pts Reduced.	
COUNTER:None	
ENHANCEMENTS:	
Lvl 12 Rollout Init	12 SP
Lvl 14 Duration X2	8 SP
Lvl 9 Duration +50%	6 SP

## -Dokour

LEVEL	2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
					4 pts	Touch	1 Recipient	Initiative	Permanent	Healed self.		



Spiritlike rose colored flames dance around the wound.  
Roll 1d4 per Tier. Dmg x2 with pain, then Heal x3. Self heal requires Save.  
Does heal living creatures and plants, but most plants die from the damage first.  
Does NOT heal or hurt the undead and living dead.  
Caster can choose what Tier level to use.

CREATE: Fire Balm


FOCUS: +1 HP extra

COUNTER: None

ENHANCEMENTS:

Lvl 14	Range At 3 Sqs	8 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 16	Healing +4	10 SP

LEVEL	3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					-2 pts	Touch	1 Target	1 Minute	Permanent			



Encasing the undead/living dead in flames for one full minute.  
"Heals" the target for 1d6 points while caster may gain 2 SP.  
Target must actually be at less than maximum points. Must have a need to be "healed".  
Has no effect on a corpse.  
Max gain of SP set to 20 SP per day.


FOCUS: no Sick/Disease to caster

COUNTER: None

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 14	Range At 3 Sqs	8 SP

LEVEL	4		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					4 pts	Touch	1 Body	2 Hours	Permanent			




Yellow flames creep across the body without burning it.  
Must be dead a month or less.  
The dead are sent beyond any connection that can be made from the known planes.  
To finish the spell a dieties name must be spoken aloud.

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Range At 3 Sqs	8 SP

LEVEL	6		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HLH: 3	
					8 pts	Self	Self	30 Minutes	12 Hours	Target cleansed		



Magenta flames engulf the caster during the RollOut then flames fade away.  
Removes frialty from the caster.  
Each hour (Max 12 hours):  
1d6 hp Damage, Save to cleanse. If no sickness/disease then spell stops.

FOCUS: Cast to another


COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 14	Duration X2	8 SP

## Other-Counter

LEVEL	0		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					pts							



DO NOT DELETE !!!! This is a counter

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	0		STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					pts	0	0	0	0			



Missing from compact report  
COUNTER ACTION: Person is unable to continue  
xx


COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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## Personal-Connections

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



Bright Orange ribbons float to the object/person and fade as they surround them.  
Caster attempts to locate clues to find a True Name.

FOCUS: Rollout Halved.

COUNTER: None

ENHANCEMENTS:



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

## -Dokour


LEVEL	11	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
Connect To An Arcane Focus Item						36 pts	Touch	1 Item	3 Days	Permanent	Connected		



Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollout  
Creates a connection between the caster and the Arcane Focus Item.  
Require the item to be of the highest quality.  
Caster must currently not have a Focus Item.

FOCUS:No current Focus Item.			
COUNTER: None			
ENHANCEMENTS:			
Lvl 14	Save -1 Col	8 SP	
Lvl 12	Range X2	8 SP	
Lvl 9	Range at 1 Sq	6 SP	



## Travel-Planes

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




Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage.  
The flames cause magical fire damage (will not light combustibles) when in circle.  
PMP & Dimension once were the same but have split and advanced on their own.  
Portal open for caster and 2 others. Portal closes after 3rd person.

COUNTER: None		
ENHANCEMENTS:		
Lvl 0	No Enhancements	0 SP

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



Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage.  
Flames cause magical fire damage (will not light combustibles) when in circle.  
PMP and Dimension once were the same but have split and advanced on their own.



FOCUS:+2d6 dmg except self			
COUNTER: None			
ENHANCEMENTS:			
Lvl 14	Save -1 Col	8 SP	
Lvl 10	Rollout Halved	6 SP	
Lvl 9	Duration +50%	6 SP	

## Travel-PMP

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



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



FOCUS:No light when cast			
COUNTER: None			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6 SP	
Lvl 12	Range X2	8 SP	
Lvl 9	Range +50%	6 SP	

## Utility-

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




Stays fixed right above the caster.  
Darkness to continues for one hour.  
Caster to creates darkness that will stay centered above them.  
Can use this spell to create a bag of 'Dust Of Darkness'.

FOCUS:Not centered			
COUNTER: None			
ENHANCEMENTS:			
Lvl 12	Range X2	8 SP	
Lvl 9	Range at 1 Sq	6 SP	
Lvl 12	AoE X2	6 SP	

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shadow of the Magi - Duplicate						4 pts	2 Squares	3 Sq x 3 Sq	1 Minute	1 Day		



With a twirling of the fingers the caster brings about light!  
No Focus = Candle power. With Focus caster can set power as per Tier.  
With a twirling of the fingers the caster brings about light! Eolas can use as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)" Default Light: Candle light

FOCUS:Brighter by Tier			
COUNTER: None			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6 SP	
Lvl 12	Range X2	8 SP	
Lvl 14	Duration X2	8 SP	