




-Dokour

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SOURCE
4	Gathering The Darkness	4 pts	Touch	Self	10 Minutes	6 Hours	RM: 2 Dark profile
	A darkness coalesces around the target's body. Target is outlined in pure shadow if Save is passed. Does NOT fully obfuscate the targets form in shadow if Save is passed.						Staff w/Crystal Save Column + 1 SAME SPELL WILL COUNTER: ENHANCEMENTS: 3


Battle-Offense

[illegible]


LEVEL	STACK 1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
1 Heat Wave Wall		4 pts	Touch	1 Sq (1 Target)	Initiative	5 Rounds		1/2 Damage	



Creates an inhibiting wall of heat vs those nearby (Melee).
 Heat wall around Caster delivers 2d3+ACU Bonus Fire Damage (Melee). Save for 1/2 dmg.
 Casting, Ranged, and thrown attacks will pass through this wall with no issues.
 Note casting which result in melee actions/damage is inhibited by this spell.
 Duration may be Initiative, but may be delayed due to fuel ignition.

Staff w/Crystal 


Recipient w/in 6 sqs

SAME SPELL WILL COUNTER: 

ENHANCEMENTS: 5

LEVEL

2 Flame Bolt



STACK 99

COST

4 pts

RANGE

10 Squares

AREA OF EFFECT

1 Target

ROLL OUT

Initiative

DURATION

1 Round

SAVE:

AGL: 2

Spell missed

CREATE:

Flame Ball

Staff w/Crystal

Col +1


SAME SPELL WILL COUNTER.


ENHANCMENTS: 4


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.







[illegible]

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SPELL NAME
3	Heat Metal Armor	4 pts	6 Squares	1 Target	Initiative	4 Rounds	No Save
Metal bits of target armor glow with heat. Targets Init, AC, ToHIT drop 1 per round.							
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				

LEVEL

4

Conjure Native Beetles

STACK

2

COST

4 pts

RANGE

4 Squares

AREA OF EFFECT

1 Mark

ROLL OUT

Initiative


DURATION

2 Rounds

SAVE:

SKL: 2

Conjured



Arcane 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 conjure.

CREATE:

Beetleroot Granules

Staff w/Crystal

Dmg set at 5 pts

SAME SPELL WILL COUNTER:

LEVEL

NAE'EM

STACK

1

COST

4 pts

RANGE

8 Squares

AREA OF EFFECT

PMP

ROLL OUT

1 Hour

DURATION

1 day / Tier

SAVE:

RM: 2

Imp appears

3

Invoke Temporary Imp

-Dokour

LEVEL

NAE'EM

STACK

1

COST

4 pts

RANGE

PMP

AREA OF EFFECT

2 Fires

ROLL OUT

2 Rounds


DURATION

20 Minutes

SAVE:

No Save

2 Hot Conversations



Fire to fire Nae'Em.

Audio visual fire to fire Nae'Em. Small item pass through.

Two separate fires must be in preset location and lit.

The caster face willl be visible to the other side.

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

Staff w/Crystal


Item passed through

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6

Find-Hide-Reveal

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








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

Staff w/Crystal

Muffles caster in AOE.




SAME SPELL WILL COUNTER.

ENHANCEMENTS: 7


LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3 Shadow of the Magi			4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		
	<p>Stays fixed right above the caster.</p> <p>Darkness to continues for up to 4 rds after the concentration has stopped.</p> <p>Caster to creates darkness that will stay centered above them.</p> <p>Keep darkness active by lightly concentrating on the spell,</p> <p>Other spells actions that do not state a need to concentrate may be used.</p>								<p>CREATE:</p> <p>Dust of Darkness </p> <p>Staff w/Crystal </p> <p>Brighter by Tier </p> <p>SAME SPELL WILL COUNTER: </p> <p>ENHANCEMENTS: 7</p>

Health-Life-Death

[illegible]

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
2 Healing Flames 1d4 HP per Tier		4 pts	Touch	1 Recipient	Initiative	Permanent		Healed self.
	Spiritlike rose colored flames dance around the wound. Roll 1d4 per Tier. Dmg x2 with pain, then Heal x3. Self heal requires Save. Does heal living creatures and plants, but most plants die from the damage first. Does NOT heal or hurt the undead and living dead. Caster can choose what Tier level to use.							CREATE: Fire Balm Staff w/Crystal +1 HP extra
								
								

[illegible]

LEVEL		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	ENHANCEMENTS: 3
4 Final Rites				4 pts	Touch	1 Body	2 Hours	Permanent		No Save
 <p>Yellow flames creep across the body without burning it. Must be dead a month or less.</p> <p>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.</p>		<div>NO FOCUS USE</div>								
		ENHANCEMENTS: 2								

