#Name?

LEVEL	1	#Name?			STACK 1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?	
						#Name?	Self	Self	Initiative	4 Rounds	#Name?	

Heat Wave Wall

Creates a wall of heat that causes damage to those who are attacking via 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.

#Name?
#Name?
#Name?

#Name?

LEVEL	1	#Name?			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?	
						#Name?	8 Squares	1 Target	Initiative	1 Round	#Name?	

Flash Of Fire!

Sends a small ball of fire directly at target for 1d6 +ACU. No ToHIT or lobbing.
Can be directed at a creature for damage or a single square to blind creatures.
When cast on a creature they take 1d6 +ACU damage and must Save or be blinded.
When cast olny on a square all within 4 squares must Save or be blinded.
Failed Saves will result in 4 rounds of Lower AC (-4) and lower ToHits (-4).

#Name?
#Name?
#Name?

LEVEL	2	#Name?			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?	
						#Name?	10 Squares	1 Target	Initiative	1 Round	#Name?	

Flame Bolt

Direct magical fire dmg 2d10 +ACU bonus.   No ToHIT.   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.

#Name?
#Name?
#Name?

LEVEL	3	#Name?			STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?	
						#Name?	12 Squares	1 Target	Initiative	4 Rounds	#Name?	

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

#Name?
#Name?
#Name?

#Name?

LEVEL	2	#Name?			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?	
						#Name?	6 Sqaures	1 Item	Initiative	Continuous	#Name?	

Fire Starter

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).

#Name?
#Name?
#Name?

LEVEL	3	#Name?			STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?	
						#Name?	Touch	9 Stones	2 Minutes	12 Hours	#Name?	

Hot Rocks

Enchanted natural stones heat to just below a boil when activated.
Flip up stones for ambient temperature, down to heat up. 20 rds to set water to boil.
Will be at full heat after Rollout.
Will continue for a maximum of 12 hours. Does 1 damage every round.
Spell affects 9 stones.   Creation makes 3 stones

#Name?
#Name?
#Name?

#Name?

LEVEL	2	#Name?			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?	
						#Name?	PMP	2 Fires	2 Rounds	20 Minutes	#Name?	

Hot Conversations

A fire to fire Vae'Em.   A Vae'Em is a connection to a venue/location.
Audio visual fire to fire Nae'Em. Small non-magical items may be passed through.
Two separate fires must be in preset locations. S
The caster face willl be visible to the other side.
A single 'speakers' face will be visible to the caster.

#Name?
#Name?
#Name?

#Name?

LEVEL 2 #Name? | STACK 99 | COST #Name? | RANGE Touch | AREA OF EFFECT 1 Target | ROLL OUT Initiative | DURATION 3 Rounds | SAVE: #Name? #Name?

Burn Out Disease/Sickness.

#Name?
#Name?
#Name?

Touch Attack uses a ToHIT vs Prone.   Thus, Armor and coverings are not a concern.
Damage per round: Infected:1d6+ACU,   Non Mortal:1d6+ACU+4,   Healthy:1d4.
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.

#Name?

LEVEL 1 #Name? | STACK 1 | COST #Name? | RANGE 1 Square | AREA OF EFFECT Target | ROLL OUT Initiative | DURATION Instant | SAVE: #Name? #Name?

Heal Fire Damage 2d8

#Name?
#Name?
#Name?

Heals fire damage from living creatures.
Heals 2d8 HP of damage caused by fire.
Will not heal HP damage that has been caused by any other means.
Will not heal non-living and/or non-corporeal creatures.

LEVEL 2 #Name? | STACK 99 | COST #Name? | RANGE Touch | AREA OF EFFECT 1 Recipient | ROLL OUT Initiative | DURATION Permanent | SAVE: #Name? #Name?

Healing Flames 1d4 HP per Tier

#Name?
#Name?
#Name?

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.

#Name?

LEVEL 1 #Name? | STACK 99 | COST #Name? | RANGE Self | AREA OF EFFECT Varies | ROLL OUT Initiative | DURATION 6 Hours | SAVE: #Name? #Name?

Red Light of Dokour

#Name?
#Name?
#Name?

With a twirling of the fingers the caster brings about light!
No Focus = Candle power. With Focus caster can set power.
This spell does stay fixed in relation to the caster, right above them.
Use a Focus item for control of light brightness.

LEVEL 1 #Name? | STACK 1 | COST #Name? | RANGE Self | AREA OF EFFECT 1 Suare | ROLL OUT Initiative | DURATION 1 Hour | SAVE: #Name? #Name?

Shadow Cover (AC +1)

#Name?
#Name?
#Name?

Flames surrounds the caster then darkens the area as it fades to black.
Shadow surrounds the caster and their belongings. Caster can see out normally.
At night helps Dokour blend into darkness. Provides protection of AC +2
In daylight Dokour still in darkness, but is very obvious.
When using the enhancement 'Subtle Casting' shadow comes on without the flames.

LEVEL 3 #Name? | STACK 1 | COST #Name? | RANGE Self | AREA OF EFFECT 5 Sq Dia Sphere | ROLL OUT Initiative | DURATION 4 Hours | SAVE: #Name? #Name?

The Darkness

#Name?
#Name?
#Name?

Stays fixed right above the caster.
Darkness to continues for 4 hours.
Caster to creates darkness that will stay centered above them.
Can use this spell to create a bag of 'Dust Of Darkness'.

LEVEL 4 #Name? | STACK 3 | COST #Name? | RANGE 12 Squares | AREA OF EFFECT Recipient | ROLL OUT Initiative | DURATION 2 Hours | SAVE: #Name? #Name?

Profiled In Fire

#Name?
#Name?
#Name?

Visible heat waves surround the casters's body for the duration.
Surrounds and shrouds the caster in smoldering fire
Those in adjacent squares feel warmth from the magical fire.
Will not set items on fire due to Magical output.

#Name?

				STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?	
LEVEL	3	#Name?				#Name?	8 Squares	PMP	1 Hour	1 day / Tier		#Name?	

Invoke Temporary Imp

#Name?
#Name?
#Name?

Emerges out of a flame. Looks similar to caster, but miniature and with a tail.
MOVE: Run= 3 Sqs.   Flight= 7 Sqs (4 Sqs above land or lava).
Small ball of magical fire creates an imp. Imp is about 3 inches high (7.6 cm).
Imp has same skin color, hair color/style, & race as caster (miniturized, 3" or 7.6 cm).
HP:12. SP:0   Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.

				STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?	
LEVEL	4	#Name?				#Name?	30 Squares	PMP	24 Hours	End of Year		#Name?	

Invoke Imp Partner (Year long)

#Name?
#Name?
#Name?

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 lava).
Small ball of magical fire creates an imp. Imp is about 3 inches high (7.6 cm).
Imp has same skin color, hair color/style, & race as a small imp (3" or 7.6 cm).
HP:12. SP:0   Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.

#Name?

				STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?	
LEVEL	4	#Name?				#Name?	Caster	4x4 Squares	6 Minutes	12 Hours		#Name?	

Veil of Shadows

#Name?
#Name?
#Name?

The shadow descends to muffle sound & hide those within from sight.
Works absoluetly best in dim light and darker.
Save to not be observed.
Spell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'.
Does NOT block anything if spell is enacted from a breakable.