#Name?

LEVEL 5 #Name?			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?
Mundane Fire Immunity				#Name?	1 Target	1 Target	5 Rounds	1 Hour	#Name?

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.
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

#Name?
#Name?
#Name?

LEVEL 6 #Name?			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?
Move Shadow to Shadow				#Name?	24 Squares	Recipient	2 Rounds	1 Jump	#Name?

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

#Name?
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#Name?

#Name?

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

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?
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#Name?

#Name?

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

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?
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#Name?

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

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?
Heat Metal Armor				#Name?	12 Squares	1 Target	Initiative	4 Rounds	#Name?

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?

LEVEL 7 #Name?			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?
Flame Strike				#Name?	12 Squares	1 Square	Initiative	1 Round	#Name?

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.

#Name?
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#Name?

#Name?

Fire Starter — LEVEL 2 — #Name?

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

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?

Hot Rocks — LEVEL 3 — #Name?

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

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?
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#Name?

#Name?

Hot Conversations — LEVEL 2 — #Name?

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

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?

Detect Magic — LEVEL 5 — #Name?

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?
		#Name?	2 Squares	1-5 item	5 Minutes	Instant	#Name?

Caster attempts to find out if an item/object is magical.
No Magic: No light means no magic found in/on item. (Best description in FULL report)
Minor Magic: Dim light (candle) shines if is 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.

#Name?
#Name?
#Name?

Doknec Tcane Magic (Dispel Magic) — LEVEL 8 — #Name?

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?
		#Name?	Touch	1 Target	6 Minutes	Permanent	#Name?

Many spells can be temporarily halted or entirely stopped by a Dispel Magic.
Dokour are able to Rollout this spell in 6 minutes (3 with the enhancement). Slowest :(
The full description has the list.
Also, there is a list in the players handbook (Spells chapter).

#Name?
#Name?
#Name?

#Name?

Burn Out Disease/Sickness. — LEVEL 2 — #Name?

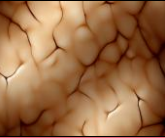|	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: #Name?
		#Name?	Touch	1 Target	Initiative	3 Rounds	#Name?

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?
#Name?
#Name?

#Name?

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

LEVEL	6	#Name?			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?
							#Name?	Self	Self	2 Hours	Permanent		#Name?

Cleansing Fire

#Name?
#Name?
#Name?

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.

#Name?

LEVEL	1	#Name?			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?
							#Name?	Self	Varies	Initiative	6 Hours		#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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?
							#Name?	Self	1 Suare	Initiative	1 Hour		#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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?
							#Name?	Self	5 Sq Dia Sphere	Initiative	4 Hours		#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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?
							#Name?	12 Squares	Recipient	Initiative	2 Hours		#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?

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

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

LEVEL 8 #Name? | STACK 3 | COST #Name? | RANGE 100 Squares | AREA OF EFFECT 1x2x2 Squares | ROLL OUT 1 Minute | DURATION 4 Hours | SAVE: #Name?

View Imp Spy

#Name?
#Name?
#Name?

Caster must have an invoked an Imp which includes a Nae'Em (voice only).
Caster is able to see through Imps eyes or from 2 sqs above. Both using normal vision.
The caster and Imp must be on the same plane.
If in Dimension the Range is quadripled to 400 sqs.
This spell doesn't give any control of the Imp to the caster.

#Name?

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

LEVEL 5 #Name? | STACK 1 | COST #Name? | RANGE 2 Squares | AREA OF EFFECT 3 Civilized crtrs | ROLL OUT 30 Minutes | DURATION 2 Rounds | SAVE: #Name?

Dimension Quick Portal for 3

#Name?
#Name?
#Name?

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.
Portal causes damage: 2d3 damage for PMP --> Dimension.   2d4 damage for Dimension --> PMP.

LEVEL 6 #Name? | STACK 99 | COST #Name? | RANGE Self +2 persons | AREA OF EFFECT 1wx2hx3d Squares | ROLL OUT Initiative | DURATION 2 Hours | SAVE: #Name?

Dimension Personal Hideaway

#Name?
#Name?
#Name?

Creates a small Dimensional flaming doorway for the caster and 2 friends.
Flaming portal is 1 sq wide, 2 sqs tall and 3 sqs deep & causes 1d4 damage to pass through.
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.

LEVEL 7 #Name? | STACK 1 | COST #Name? | RANGE 1 Square | AREA OF EFFECT 2x2 Sq Perimeter | ROLL OUT 4 Minutes | DURATION 6 Hours | SAVE: #Name?

View Dimension

#Name?
#Name?
#Name?

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 20 squares in daylight. Only 2 squares in moonlight.
Caster cannot move the scry point, but can move around to see in other directions.

#Name?

LEVEL	6	#Name?			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?

Conjure Arcane Beetles

#Name?	8 Squares	1 Square	Initiative	3 Rounds	#Name?

#Name?
#Name?
#Name?

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