




## #Name?

LEVEL	5	#Name?			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	#Name?
							#Name?		1 Target		1 Target		5 Rounds		1 Hour		#Name?	
<b>Mundane Fire Immunity</b>																		
			<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. 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</p>															
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## #Name?

LEVEL	2	#Name?	<input type="text"/>	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?	<input type="text"/>	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. 5 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	5	#Name?	<input type="text"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?	
						#Name?	2 Squares	1-5 item	5 Minutes	Instant	#Name?		

**Detect Magic**

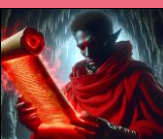


Caster attempts to find out if an item/object is magical. No Magic: No light means no magic found in/on item. (Best description in FULL report) Minor Magic: Dim light (candle) shines if is has lower powered effects. Major Magic: Bright light that dazes a character for 1 round if Save failed. Diety Magic: Blazing light that will blind a char for 4 hrs if Save failed.


#Name?	
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LEVEL	8	#Name?	<input type="text"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?	
						#Name?	Touch	1 Target	6 Minutes	Permanent	#Name?		


**Doknec Tcane Magic (Dispel Magic)**




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?

LEVEL	2	#Name?	<input type="text"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?	
						#Name?	Touch	1 Target	Initiative	3 Rounds	#Name?		


**Burn Out Disease/Sickness.**



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	#Name?	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	#Name?	1	#Name?	1 Square	Target	Initiative	Instant	#Name?
<b>Heal Fire Damage 2d8</b>								
 <p>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.</p>								

#Name?

#Name?

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#Name?

LEVEL	#Name?	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
2	#Name?	99	#Name?	Touch	1 Recipient	Initiative	Permanent	#Name?
<b>Healing Flames 1d4 HP per Tier</b>								
 <p>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.</p>								


#Name?

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## #Name?


LEVEL	#Name?	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	#Name?	99	#Name?	Self	Varies	Initiative	6 Hours	#Name?
<b>Red Light of Dokour</b>								
 <p>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.</p>								

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#Name?


LEVEL	#Name?	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	#Name?	1	#Name?	Self	1 Suare	Initiative	1 Hour	#Name?
<b>Shadow Cover (AC +1)</b>								
 <p>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.</p>								

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LEVEL	#Name?	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3	#Name?	1	#Name?	Self	5 Sq Dia Sphere	Initiative	4 Hours	#Name?
<b>The Darkness</b>								
 <p>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'.</p>								

#Name?

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LEVEL	#Name?	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4	#Name?	3	#Name?	12 Squares	Recipient	Initiative	2 Hours	#Name?
<b>Profiled In Fire</b>								
 <p>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.</p>								


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## #Name?

LEVEL	#Name?	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3	#Name?	1	#Name?	8 Squares	PMP	1 Hour	1 day / Tier	#Name?
<b>Invoke Temporary Dimension Imp</b>								
 <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>								

#Name?

#Name?


#Name?

#Name?


## CLASS SKILLS

## VAINGLORIOUS

## -Dokour


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

**Invoke Imp Partner (Year long)**




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?  
#Name?  
#Name?

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


**View Imp Spy**




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?  
#Name?  
#Name?

#Name?


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

**Veil of Shadows**




The shadow descends to muffle sound & hide those within from sight.  
Works absolutely 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.

#Name?  
#Name?  
#Name?


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

**Dimension Quick Portal for 3**




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.

#Name?  
#Name?  
#Name?


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

**Dimension Personal Hideaway**




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.

#Name?  
#Name?  
#Name?

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


**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 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?  
#Name?  
#Name?

#Name?

LEVEL	6	#Name?		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	#Name?
						#Name?	8 Squares	1 Square	Initiative	3 Rounds	#Name?	

**Conjure 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

#Name?  
#Name?  
#Name?