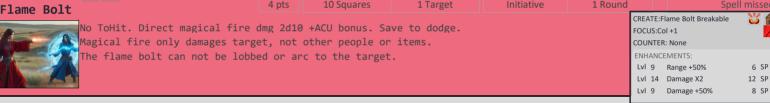
## -Dokour Battle Actions/Prep 9 HTH: 2 20 Minutes Damage reduced 4 pts Caster 5 Rounds Reduce Fire Damage CREATE:Burn Reduction surround the wound on the caster and stitch the skin together. FOCUS:Total of 4 Pts Reduced. Any magical/mundane fire dmg is reduced by 2 per die, minimum of 1. COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP **Battle Offense** AGL: 2 LEVEL 1 8 Squares 1 Target Initiative 1 Round **Not Blinded** Flash Of Fire! CREATE:Flash Bang! Directs a small ball of magical fire to the target. Must be a direct path and not lobbed. No ToHIT needed. COUNTER: None Does 1d6 + casters Acumen bonus in damage. ENHANCEMENTS: Lvl 12 Range X2 8 SP Can be directed at a creature or a single square. Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP SKL: 2 4 nts Touch 1 Sq: Recipient Initiative 5 Rounds 1/2 Damage Heat Wave Wall Creates an inhibiting wall of heat vs those nearby (Melee). FOCUS:Recipient w/in 6 sqs Heat wall around Caster delivers 2d3+ACU Bonus Fire Damage (Melee). Save for 1/2 dmg. COUNTER:Same Spell Casting, Ranged, and thrown attacks will pass through this wall with no issues. ENHANCEMENTS: Lvl 18 Duration X4 10 SP Note casting which result in melee actions/damage is inhibited by this spell. Lyl 9 Duration +50% 6 SP Duration may be Initiative, but may be delayed due to fuel ignition. Lvl 14 Damage X2 12 SP STACK 99 DURATION ROLL OUT AGL: 2 LEVEL 2 1 Round 10 Squares 1 Target Initiative Spell misse Flame Bolt CREATE:Flame Bolt Breakable No ToHit. Direct magical fire dmg 2d10 +ACU bonus. Save to dodge. FOCUS:Col +1



LEVEL 2 STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Scorching Skin	4 pts	Touch	1 Target	Initiative	3 Rounds		
Ghostly 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					COU ENH LvI LvI	US:No Sickness/Disease NTER:Same Spell IANCEMENTS: 14 Range At 3 Sqs 14 Damage X2 9 Damage +50%	8 SP 12 SP 8 SP

LEVEL 3	STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	<b>₩</b>
Conjure Native	Reetles	4 pts	4 Squares	1 Mark	Initiative	2 Rounds		Con	njured
A swarm appears in a square adjacent to the target.								%	8 SP 6 SP 12 SP

LEVEL 3 STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAV	<sup>/E:</sup> No Save	
Heat Metal Armor	4 pts	12 Squares	1 Target	Initiative	4 Rounds			
Metal armor glows with heat. Round 1: Initiative -1 Round 2: Initiative -2 Round 3: Initiative -3	Targets Ac -1 Ac -2 Ac -3 Ac -4	Init, AC, TOHIT TOHIT -1 TOHIT -2 TOHIT -3 TOHIT -4	drop 1 per rd.				NTS: ge X2 ge +50%	8 SP 6 SP 10 SP



ENHANCEMENTS: Lvl 12 Range X2

Lvl 12 AoE X2

Lvl 9 Range at 1 Sq

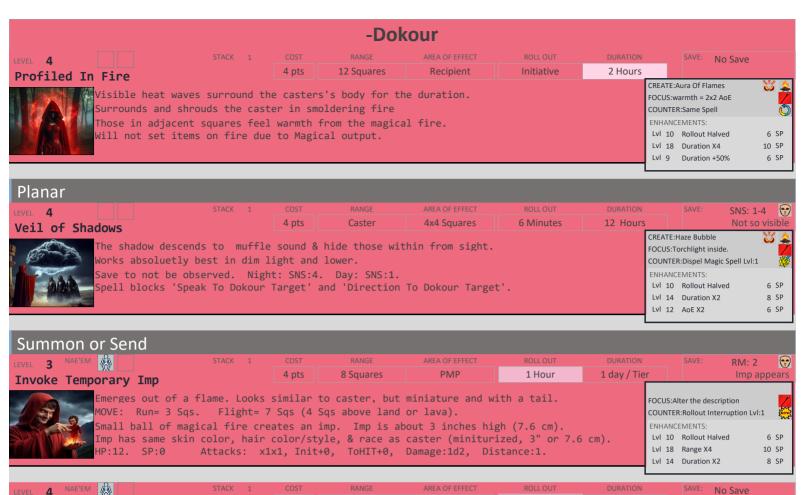
8 SP

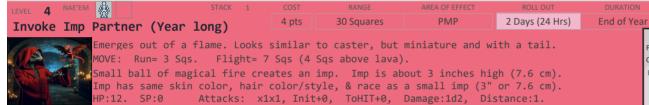
6 SP

6 SP

Caster to creates darkness that will stay centered above them.

an use this spell to create a bag of 'Dust Of Darkness'.





FOCUS:Alter the description
COUNTER:Rollout Interruption LvI:1
ENHANCEMENTS:
LvI 10 Rollout Halved 6 SP
LvI 9 Alter Hair/Whiskers/F 6 SP