
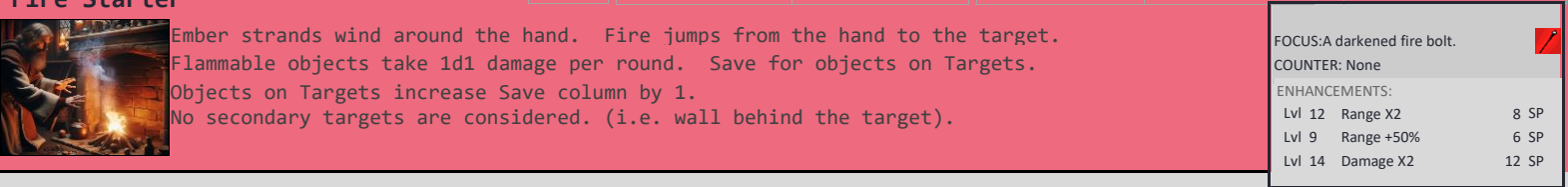


**-Dokour**

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
Fire Starter				4 pts	6 Sqaures	1 Item	Initiative	Instant			Ignite



FOCUS: A darkened fire bolt.

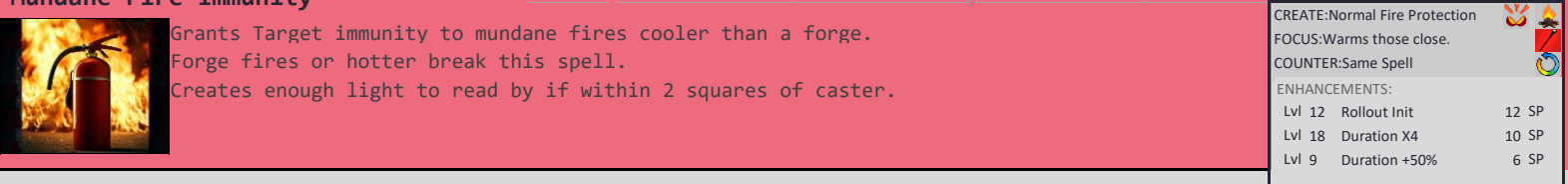
COUNTER: None




ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP

Battle-Defense

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8	1	8 pts	1 Target	1 Target	5 Rounds	1 Hour	No Save

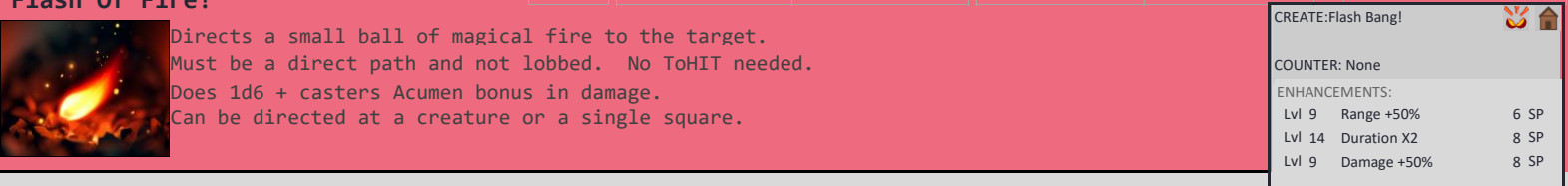


CREATE: Normal Fire Protection   
 FOCUS: Warms those close.   
 COUNTER: Same Spell   
 ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP

Battle-Offense

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Flash Of Fire!						4 pts	4 Squares	1 Target	Initiative	4 Rounds		




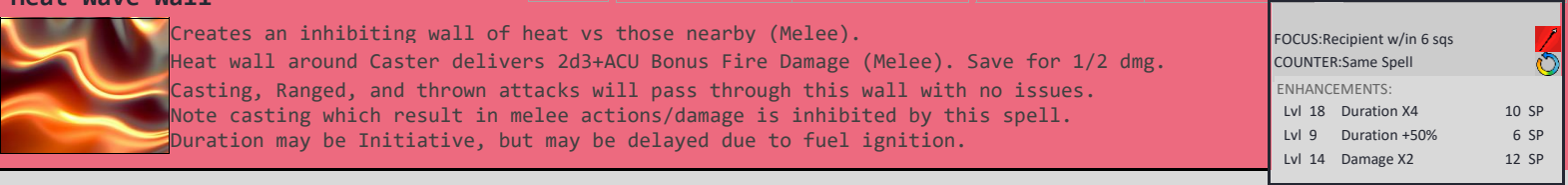
CREATE:Flash Bang!

COUNTER: None


ENHANCEMENTS:

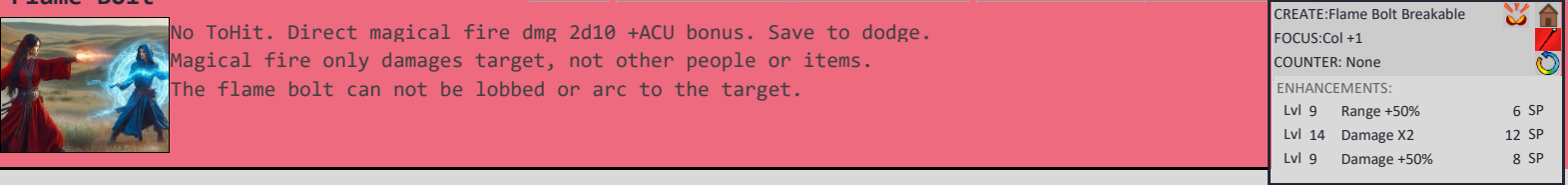
Lvl 9	Range +50%	6 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Damage +50%	8 SP




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



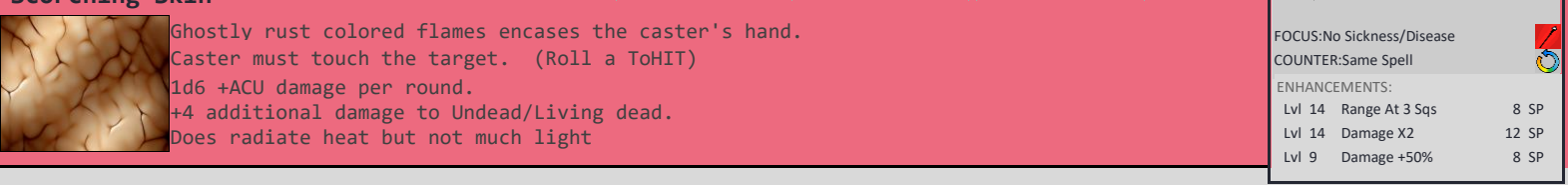
FOCUS: Recipient w/in 6 sqs  
COUNTER: Same Spell  
ENHANCEMENTS:  
Lvl 18 Duration X4 10 SP  
Lvl 9 Duration +50% 6 SP  
Lvl 14 Damage X2 12 SP

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
Flame Bolt				4 pts	10 Squares	1 Target	Initiative	1 Round		Spell missed	



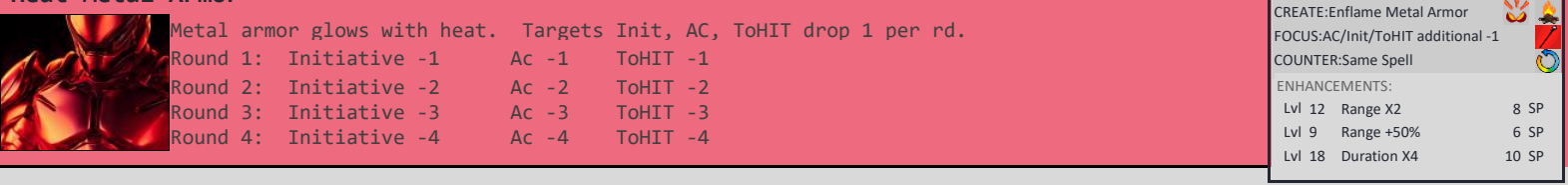
CREATE: Flame Bolt Breakable   
 FOCUS: Col +1   
 COUNTER: None   
 ENHANCEMENTS:  
 Lvl 9 Range +50% 6 SP  
 Lvl 14 Damage X2 12 SP  
 Lvl 9 Damage +50% 8 SP





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		







FOCUS: No Sickness/Disease  
COUNTER: Same Spell  
ENHANCEMENTS:  
Lvl 14 Range At 3 Sqs 8 SP  
Lvl 14 Damage X2 12 SP  
Lvl 9 Damage +50% 8 SP





LEVEL	3	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Heat Metal Armor				4 pts	12 Squares	1 Target	Initiative	4 Rounds		







CREATE:Enflame Metal Armor    
 FOCUS:AC/Init/ToHit additional -1   
 COUNTER:Same Spell   
 ENHANCEMENTS:  
 Lvl 12 Range X2 8 SP  
 Lvl 9 Range +50% 6 SP  
 Lvl 18 Duration X4 10 SP





## -Dokour

LEVEL	4	<div></div> <div></div>	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	<div></div>
Conjure Native Beetles					4 pts	4 Squares	1 Mark	Initiative	2 Rounds			Conjured
			<p>A swarm appears in a square adjacent to the target.</p> <p>Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.</p> <p>Will attack any living target. Even if the target is friendly to the caster.</p> <p>Save to conure.</p>									<div>CREATE:Beetleroot Granules<div></div></div> <div>FOCUS:Save +1 Col<div></div></div> <div>COUNTER:Same Spell<div></div></div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X28 SP</div> <div>Lvl 9 Range +50%6 SP</div> <div>Lvl 14 Damage X212 SP</div>





LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Create Arcane Beetles						8 pts	8 Squares	1 Square	Initiative	3 Rounds			Conjured
				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							<div>CREATE:Cinderroot powder </div> <div>FOCUS:SKL:&gt;05 </div> <div>COUNTER:Interuption Of Duration Lvl:1</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 14 Duration X2 8 SP</div> <div>Lvl 9 Damage +50% 8 SP</div>		




LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
Flame Strike						8 pts	4 Squares	1 Square	Initiative	1 Round			1/2 Damage
				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.							<div>FOCUS:hurts fire based. </div> <div>COUNTER: None </div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 9 Range +50% 6 SP</div> <div>Lvl 9 Damage +50% 8 SP</div>		

## Battle-Prep



LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Profiled In Fire						4 pts	12 Squares	Recipient	Initiative	2 Hours		
				<p>Visible heat waves surround the casters's body for the duration.</p> <p>Surrounds and shrouds the caster in smoldering fire</p> <p>Those in adjacent squares feel warmth from the magical fire.</p> <p>Will not set items on fire due to Magical output.</p>							<div>CREATE:Aura Of Flames </div> <div>FOCUS:warmth = 2x2 AoE </div> <div>COUNTER:Same Spell </div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 18 Duration X4 10 SP</div> <div>Lvl 9 Duration +50% 6 SP</div>	

## Call-Summon


LEVEL	3	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
Invoke Temporary Imp						4 pts	8 Squares	PMP		1 Hour	1 day / Tier			Imp appears
				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.							<div>FOCUS:Alter the description </div> <div>COUNTER:Rollout Interruption Lvl:1</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 18 Range X4 10 SP</div> <div>Lvl 14 Duration X2 8 SP</div>			


LEVEL	5	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Invoke Imp Partner (Year long)							8 pts	30 Squares	PMP	2 Days (24 Hrs)	End of Year		
			<p>Emerges out of a flame. Looks similar to caster, but miniature and with a tail.</p> <p>MOVE: Run= 3 Sqs. Flight= 7 Sqs (4 Sqs above land or lava).</p> <p>Small ball of magical fire creates an imp. Imp is about 3 inches high (7.6 cm).</p> <p>Imp has same skin color, hair color/style, &amp; race as caster (miniturized, 3" or 7.6 cm).</p> <p>HP:12. SP:0 Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.</p>										
			<div>FOCUS:Alter the description </div> <div>COUNTER:Rollout Interruption Lvl:1</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 9 Alter Hair/Whiskers/F 6 SP</div>										

## Communication-

LEVEL	2	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Hot Conversations						4 pts	PMP	2 Fires	2 Rounds	20 Minutes			
				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.							<div>FOCUS:Item passed through COUNTER:Same Spell</div> <div>ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</div>		

# -Dokour

LEVEL	6	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Touch	1 Target	1 Round	20 Minutes		




Red flames extend from the caster to be infused into the skull of the target.  
Can be up to 100 years dead per Tier. Creates a temporary Nae'Em (Cae'Em).  
Requires full skull and a jawbone. Max of 5 questions within the rollout time.  
Spell will interpret older languages to the current common language.


FOCUS:Truthseer

COUNTER:Interpurtion Of Duration Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Range At 3 Sqs	8 SP
Lvl 9	Range at 1 Sq	6 SP

LEVEL	7	NAE'EM		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
						8 pts	3 Marks	1 Recipient	1 Hour	1 Round / Tier	Viewed	



Bright yellow ribbons encircle the recipient.  
An identified Dokour Target person becomes connected to the caster.  
Requires the target to be within Range and to have already been identified by the 'Direction To Dokour Target' spell.

FOCUS:SKL:>05


COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP

## Creation-Meta

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
						8 pts	Touch	1 Target	6 Minutes	Permanent	Comparative	



Casters reach out to place spell breaking magic on an item  
GM determines the Save column for the item based on the nature of its power.  
Caster and GM both roll the Save. The greater success wins out. (Or least loss)  
Can be used to disrupt permanent magic.  
Doesn't affect non permanent spells, except as noted by each spell.


COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range at 1 Sq	6 SP

## Find-Hide-Reveal

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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.


FOCUS:Muffles caster in AOE.

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 1-4
						4 pts	Caster	4x4 Squares	6 Minutes	12 Hours	Not so visible	



The shadow descends to muffle sound & hide those within from sight.  
Works absolutely best in dim light and lower.  
Save to not be observed. Night: SNS:4. Day: SNS:1.  
Spell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'.

CREATE:Haze Bubble


FOCUS:Torchlight inside.

COUNTER:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 12	AoE X2	6 SP

LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
						8 pts	2 Squares	1-5 item	5 Minutes	Instant	Sight	



Caster attempts to find out if an item/object is magical.  
Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind.  
Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. Casting this will not enact the powers or magic, nor does it reveal the kind of magic is in play.


CREATE:Scroll of Detect Magic


FOCUS:Save Col -1

COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL	7	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: Vari
						8 pts	Self	5 Marks Radius / Tier	1 Hour	Instant	Compass direction	



Find a high alignment Dokour within Range.  
If the Savings Throw roll is 0 to 5 no targets are revealed. (See full description)  
Roll 0 to 5 and no targets shown, Beat Column 1 to find alignments > 150,  
Beat Column 2 to find alignments > 125, Beat Column 3 to find alignments > 100,  
Beat Column 4 to find alignments > 75, Roll >95 to find alignments > 50.


FOCUS:Target Align -50


COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 4	Aura Brightens	-2 SP
Lvl 12	AoE X2	6 SP

# -Dokour

LEVEL	7	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	10 to 100 Sqs sight	2x2 Sq Perimeter	10 Minutes	6 Hours		



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


FOCUS:Light up Dimension

COUNTER:Interuption Of Duration Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	1x2 Squares	10 Minutes	2 Hours		




create a 1 square wide and 2 square high flat opening.  
Dead End Dimensional Hallway to hide in.  
create a 1 square wide and 2 square high flat opening.  
1d4 magical fire damage to pass through


FOCUS:Range:Self+1/Tier

COUNTER:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	8	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1x2x2 Squares	1 Minute	4 Hours		



Requires the caster to have created an Imp previously.  
Imp Spy must be on the same PMP.  
Sees through Imp Spy's eyes with normal vision only.  
Does NOT communicate with Imp Spy

FOCUS:Send 1 command.


COUNTER:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 14	Range At 3 Sqs	8 SP
Lvl 4	Aura Brightens	-2 SP

## Health-Life-Death

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2 Damage reduced
						4 pts	Self	Caster	5 Rounds	20 Minutes		



surround the wound on the caster and stitch the skin together.  
Any magical/mundane fire dmg is reduced by 2 per die, minimum of 1.

CREATE:Burn Reduction


FOCUS:Total of 4 Pts Reduced.

COUNTER: None

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 Healed self.
						4 pts	Touch	1 Recipient	Initiative	Permanent		



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


FOCUS:+1 HP extra

COUNTER: None

ENHANCEMENTS:

Lvl 14	Range At 3 Sqs	8 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 16	Healing +4	10 SP

LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						-2 pts	Touch	1 Target	1 Minute	Permanent		



Encasing the undead/living dead in flames for one full minute.  
"Heals" the target for 1d6 points while caster may gain 2 SP.  
Target must actually be at less than maximum points. Must have a need to be "healed".  
Has no effect on a corpse.  
Max gain of SP set to 20 SP per day.


FOCUS:no Sick/Disease to caster

COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 14	Range At 3 Sqs	8 SP

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1 Body	30 Min	Permanent		



Yellow flames creep across the body without burning it.  
Must be dead a month or less.  
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.

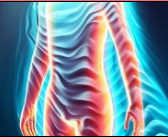
COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:


Lvl 10	Rollout Halved	6 SP
Lvl 14	Range At 3 Sqs	8 SP

## -Dokour

LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HLH: 3	
Cleansing Fire						8 pts	Self	Self	30 Minutes	12 Hours		Target cleansed	

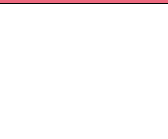


Magenta flames engulf the caster during the RollOut then flames fade away.  
Removes frialty from the caster.  
Each hour (Max 12 hours):  
1d6 hp Damage, Save to cleanse. If no sickness/disease then spell stops.

FOCUS:Cast to another			
COUNTER:Dispel Magic Spell Lvl:1			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6 SP	
Lvl 9	Range at 1 Sq	6 SP	
Lvl 14	Duration X2	8 SP	

## Other-Counter


LEVEL	0			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
No Counter Available						pts						



DO NOT DELETE !!!! This is a counter

COUNTER: None		
ENHANCEMENTS:		
Lvl 0	No Enhancements	0 SP

## Travel-Planes

LEVEL	5	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Dimension Quick Portal for 3							8 pts	2 Squares	3 Civilized crtrs	30 Minutes	2 Rounds		



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.


COUNTER:Rollout Interruption Lvl:1		
ENHANCEMENTS:		
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP

## Travel-PMP

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Travel Shadow to Shadow						8 pts	24 Squares	Caster	2 Rounds	20 Minutes		



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



FOCUS:No light when cast			
COUNTER: None			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6 SP	
Lvl 12	Range X2	8 SP	
Lvl 9	Range +50%	6 SP	

## Utility-

LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Gathering The Darkness						4 pts	Self	5 Sq Dia Sphere	Initiative	4 Hours		



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

FOCUS:Not centered			
COUNTER:Dispel Magic Spell Lvl:1			
ENHANCEMENTS:			
Lvl 12	Range X2	8 SP	
Lvl 9	Range at 1 Sq	6 SP	
Lvl 12	AoE X2	6 SP	