#### -Dokour Battle Actions/Prep 9 HTH: 2 Damage reduced 4 nts Caster 5 Rounds 20 Minutes 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: 12 SP Lvl 12 Rollout Init Lvl 14 Duration X2 8 SP Lyl 9 Duration +50% 6 SP AREA OF EFFECT ROLL OUT DURATION 8 No Save 1 Hour 8 pts 1 Target 1 Target 5 Rounds Mundane Fire Immunity CREATE:Normal Fire Protection Grants Target immunity to mundane fires cooler than a forge. FOCUS: Warms those close forge fires or hotter break this spell. COUNTER:Same Spell reates enough light to read by if within 2 squares of caster. ENHANCEMENTS: 12 SP Lvl 12 Rollout Init Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP **Battle Offense** No Save LEVEL 1 4 Squares 1 Target Initiative 1 Round 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: Range +50% 6 SP Can be directed at a creature or a single square. Lyl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP SKL: 2 LEVEL 1 1/2 Damage 1 Sq (1 Target) 5 Rounds 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 AGI · 2 10 Squares Initiative 1 Round Spell missed 1 Target Flame Bolt CREATE:Flame Bolt Breakable No ToHit. Direct magical fire dmg 2d10 +ACU bonus. Save to dodge. FOCUS:Col +1 Magical fire only damages target, not other people or items. COLINTER: None The flame bolt can not be lobbed or arc to the target. ENHANCEMENTS: Lvl 9 Range +50% 6 SP 12 SP Lvl 14 Damage X2 Lvl 9 Damage +50% 8 SP No Save 2 4 pts Touch 1 Target 3 Rounds Scorching Skin Ghostly rust colored flames encases the caster's hand. FOCUS:No Sickness/Disease Caster must touch the target. (Roll a ToHIT) COUNTER:Same Spell 1d6 +ACU damage per round. ENHANCEMENTS: Lvl 14 Range At 3 Sqs 8 SP +4 additional damage to Undead/Living dead. Lvl 14 Damage X2 12 SP Does radiate heat but not much light Lyl 9 Damage +50% 8 SP COST RANGE AREA OF FEFE ROLL OLI DURATION No Save 3

4 pts

Metal armor glows with heat. Targets Init, AC, ToHIT drop 1 per rd.

Ac -1

Ac -2

Ac -3

Ac -4

Heat Metal Armor

Round 1: Initiative -1

Initiative -2

Initiative -3

Initiative -4

Round 2:

Round 3:

Round 4:

12 Squares

ToHIT -1

ToHIT -3

ToHIT -4

ToHIT

1 Target

4 Rounds

CREATE:Enflame Metal Armor

COUNTER:Same Spell ENHANCEMENTS:

Lvl 12 Range X2

Lvl 9 Range +50%

Lvl 18 Duration X4

FOCUS:AC/Init/ToHIT additional -1

6 SP

10 SP

Initiative

LEVEL 8 Flame Strike

8 pts 4 Squares 1 Square

Initiative

1 Round

RM: 2 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.

FOCUS:hurts fire based. COUNTER: None

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

# Class Specialty

Repair Undead/Living Dead

-2 pts

Touch 1 Target

1 Minute

**Permanent** 

SAVE: No Save

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 LvI:1

ENHANCEMENTS:

Lvl 14 Range At 3 Sqs

10 SP Lvl 18 Range X4 Lvl 12 Range X2 8 SP

# Communication

**Hot Conversations** 

LEVEL 2 NAE'EM

STACK 1

2 Fires

2 Rounds

20 Minutes

SAVE: No Save

8 SP

6 SP

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.

STACK 99

FOCUS:Item passed through COUNTER:Same Spell

ENHANCEMENTS:

Lvl 9 Duration +50%

Lvl 10 Rollout Halved Lyl 14 Duration X2 8 SP

LEVEL 6 NAE'EM Speak with Dead

1 Round

20 Minutes

No Save

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:Interruption Of Duration LvI:1

ENHANCEMENTS:

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

### Enchantments

Dispel Magic Spell

8 pts

1 Target

6 Minutes

SKL: 3 Comparative

6 SP

GM



List of spells that can be affected are in the Full Description list.

5M 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 Lyl-1

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP

Lvl 9 Range at 1 Sq

Find or Reveal

LEVEL 5

5 Minutes

Instant

RM: 2

Detect Magic



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.

FOCUS:Save Col -1 COUNTER:Rollout Interruption Lvl:1 ENHANCEMENTS:

Lvl 18 Range X4

10 SP Lvl 12 Range X2 8 SP 6 SP

Lvl 9 Range +50%

CREATE:Scroll of Detect Magic

#### **Healing and Rest** 9 SKL: 3 4 pts Touch 1 Recipient Initiative Permanent Healing Flames 1d4 HP per Tier CREATE:Fire Balm Spiritlike rose colored flames dance around the wound. FOCUS:+1 HP extra Roll 1d4 per Tier. Dmg x2 with pain, then Heal x3. Self heal requires Save. COUNTER: None ENHANCEMENTS: Does heal living creatures and plants, but most plants die from the damage first. 8 SP Does NOT heal or hurt the undead and living dead. Lvl 14 Range At 3 Sqs Lvl 9 Range at 1 Sq 6 SP Caster can choose what Tier level to use. Lvl 16 Healing +4 10 SP STACK 99 RANGE AREA OF EFFECT DURATION SAVE: No Save LEVEL 4 30 Min Permanent Touch 1 Body Final Rites Yellow flames creep across the body without burning it. Must be dead a month or less. COUNTER:Rollout Interruption Lvl:1 The dead are sent beyond any connection that can be made from the known planes. ENHANCEMENTS: 6 SP Lvl 10 Rollout Halved To finish the spell a dieties name must be spoken aloud. Lvl 14 Range At 3 Sqs 8 SP 9 HLH: 3 6 Self 30 Minutes Target cleansed Cleansing Fire Magenta flames engulf the caster during the RollOut then flames fade away. FOCUS:Cast to another Removes frialty from the caster. COUNTER:Dispel Magic Spell Lvl:1 Each hour (Max 12 hours): ENHANCEMENTS: Lvl 10 Rollout Halved 1d6 hp Damage, Save to cleanse. If no sickness/disease then spell stops. 6 SP Lvl 9 Range at 1 Sq 6 SP Lvl 14 Duration X2 Light-RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL -1 No Counter Available DO NOT DELETE !!!! This is a counter COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP **Light and Darkness** SAVE: No Save Self Varies Initiative 4 Hours Light of Dokour Red CREATE. With a twirling of the fingers the caster brings about light! FOCUS:Brighter by Tier No Focus = Candle power. With Focus caster can set power. COLINTER:Same Snell This spell does stay fixed in relation to the caster, right above them. ENHANCEMENTS: Lvl 14 Duration X2 Jse a Focus item for control of light brightness. Lvl 9 Duration +50% AREA OF EFFECT ROLL OUT SAVE: No Save LEVEL 1 4 pts Self 1 Minute 1 Hour Shadow Cover Flames surrounds the caster and darkens the area as it fades to black. FOCUS:Muffles caster in AOE. Shadow surrounds the caster and their belongings. COUNTER:Same Spell At night helps Dokour blend into darkness. ENHANCEMENTS: In daylight Dokour still in darkness, but is very obvious. Lvl 12 Rollout Init 12 SP When using the enhancement 'Subtle Caster' shadow comes on slowly over rollout. Lvl 18 Duration X4 Lvl 9 Duration +50% 6 SP SAVE: No Save LEVEL 3 5 Sq Dia Sphere Initiative 4 Hours

FOCUS:Not centered

ENHANCEMENTS:

Lvl 12 Range X2

Lvl 12 AoE X2

Lvl 9 Range at 1 Sq

COUNTER:Dispel Magic Spell Lvl:1

8 SP

6 SP

6 SP

The Darkness

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'.

12 Squares

Profiled In Fire

4 pts

Recipient

5 Marks Radius / Tier

1 Recipient

Initiative

1 Hour

1 Hour

30 Minutes

2 Hours

SAVE: No Save

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.

CREATE:Aura Of Flames FOCUS:warmth = 2v2 AoF

COUNTER:Same Spell ENHANCEMENTS:

Lvl 9 Range +50%

Lvl 10 Rollout Halved Lvl 18 Duration X4

Lvl 9 Duration +50%

10 SP 6 SP

6 SP

9

8 SP

6 SP

8 SP

SNS: 1-4

Not so visible

RM: Vari GM

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



Shining ruby colored flames Profile The Caster Then Dim To Nothing.

8 pts

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

# Nae'Ems LEVEL 7 NAE'EM

Direction To Dokour Target

Find a high alignment Dokour within Range.

If the Savings Throw roll is 0 to 5 no targets are revealed. (See full description) Beat Column 1 to find alignments > 150.

Self

3 Marks

Roll 0 to 5 and no targets shown, 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.

COUNTER:Rollout Interruption Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved

FOCUS:Target Align -50

6 SP Lvl 4 Aura Brightens -2 SP Lvl 12 AoE X2 6 SP

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		חו	DOKOLIC	IAPORT

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 LvI:1 ENHANCEMENTS:

Lvl 14 Duration X2

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

SAVE: No Save

SKI: 1

### LEVEL 8 Portal To Nae'Em

portal can't be opened/created unless Nae'Em agrees to the portal. portal can't be opened/created unless Nae'Em agrees to the portal.

8 pts

the caster and one other person can pass through. Or Nae'Em and one other person can pass through. First to pass through must be either the Nae'Em or the caster.

Caster

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved

8 NAE'EM 

4 pts

Touch 1x2x2 Squares

4x4 Squares

1 Minute

6 Minutes

4 Hours

12 Hours

DURATION

1 Round / Tier

5 Minutes

No Save

Scry on Imp Spy

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

Lvl 14 Range At 3 Sqs

8 SP -2 SP Lvl 4 Aura Brightens

Planar

LEVEL 4 4 pts Veil of Shadows

> The shadow descends to muffle sound & hide those within from sight. Works absoluetly best in dim light and lower.

Save to not be observed. Night: SNS:4. Day: SNS:1.

STACK 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 Lvl 14 Duration X2 8 SP Lvl 12 AoE X2 6 SP



10 to 100 Sas sight 2x2 Sa Perimeter

1x2 Squares

РМР

5 NAE'EM 8 nts 2 Squares 3 Civilized crtrs 30 Minutes 2 Rounds 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.

COUNTER: Rollout Interruption Lyl:1

SAVE: No Save

ENHANCEMENTS: Lvl 18 Range X4 10 SP Lyl 12 Range X2 8 SP 8 SP Lvl 14 Duration X2

LEVEL 7 NAE'EM **View Dimension** 

10 Minutes 6 Hours

10 Minutes

1 Hour

2 Days (24 Hrs)

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. aster cannot move the scry point, but can move around to see in other directions.

8 pts

8 pts

FOCUS:Light up Dimension COUNTER:Interruption Of Duration LvI:13 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP

No Save

No Save

Lyl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP

**Dimension Personal Hideaway** 

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

STACK 99

FOCUS:Range:Self+1/Tier COUNTER: Dispel Magic Spell Lvl:1

ENHANCEMENTS: Lyl 10 Rollout Halved

2 Hours

1 day / Tier

**End of Year** 

3 Rounds

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

9

8 SP

9

Imp appears

Summon or Send

LEVEL 3 NAE'EM Invoke Temporary Imp

Emerges out of a flame. Looks similar to caster, but miniature and with a tail.

8 Squares

4 Squares

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).

Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1. HP:12. SP:0

FOCUS: Alter the description COUNTER:Rollout Interruption LvI:1

Lvl 14 Duration X2

ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP 10 SP Lvl 18 Range X4

Conjure Native Beetles

A swarm appears in a square adjacent to the target. Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg. Will attack any living target. Even if the target is friendly to the caster.

4 pts

2 Rounds

CREATE:Beetleroot Granules FOCUS:Save +1 Col COUNTER:Same Spell

SKL: 2

ENHANCEMENTS: Save to conure.

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

No Save

NAE'EM 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 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.

8 Squares

30 Squares

FOCUS: Alter the description COUNTER:Rollout Interruption Lvl:1 ENHANCEMENTS:

Lvl 10 Rollout Halved Lvl 9 Alter Hair/Whiskers/F 6 SP

LEVEL 6 **Create 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).

1 Square

This spell continues through Duration even if caster is not aware.

8 pts

The beetles attack non-enemies if no enemies are in range.

STACK 3

Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8

Conjured CREATE:Cinderroot powder FOCUS:SKL:>05 COUNTER:Interruption Of Duration Lyl:1 **ENHANCEMENTS:** Lvl 12 Range X2 8 SP Lyl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP

SKI: 2

