

## Battle Actions/Prep

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



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

CREATE:Normal Fire Protection  
FOCUS:Warms those close.  
COUNTER:Same Skill. Lvl:1  
ENHANCEMENTS:  
Lvl 12 Rollout Init 12 SP  
Lvl 18 Duration X4 10 SP  
Lvl 9 Duration +50% 6 SP

LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Move Shadow to Shadow			8 pts	24 Squares	Recipient	2 Rounds	1 Jump		



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.

FOCUS:No light when cast  
COUNTER:None  
ENHANCEMENTS:  
Lvl 6 Subtle Casting 4 SP  
Lvl 12 Rollout Init 12 SP  
Lvl 10 Rollout Halved 6 SP

## Battle Defense

LEVEL	1	STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)
	Heat Wave Wall			4 pts	Self	Self	Initiative	4 Rounds		



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.

FOCUS:No concentration  
COUNTER:Dispel Magic. Lvl:1  
ENHANCEMENTS:  
Lvl 9 Duration +50% 6 SP  
Lvl 14 Damage X2 12 SP  
Lvl 6 AOE = Self +1 6 SP

## Battle Offense

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility
	Flash Of Fire!			4 pts	8 Squares	1 Target	Initiative	1 Round		Not Blinded



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 only 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).

CREATE:Flash Bang!  
FOCUS:Save roll -20  
COUNTER:None  
ENHANCEMENTS:  
Lvl 12 Range X2 8 SP  
Lvl 9 Range +50% 6 SP  
Lvl 9 Damage +50% 8 SP

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



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.

CREATE:Flame Bolt Breakable  
FOCUS:Target Save -20  
COUNTER:None  
ENHANCEMENTS:  
Lvl 9 Range +50% 6 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		



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

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

LEVEL	7	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility
	Flame Strike			8 pts	12 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.

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

LEVEL	2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
<b>Fire Starter</b>				4 pts		6 Squares	1 Item	Initiative	Continuous			

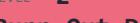
## Communication

LEVEL	<b>2</b>	NAE'EM		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
<b>Hot Conversations</b>						4 pts		PMP		2 Fires		2 Rounds		20 Minutes			

## Find or Reveal

LEVEL	<b>8</b>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
<b>Dispel Magic (Doknec)</b>				8 pts	Touch	1 Target	6 Minutes	Permanent			
	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).	COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP									

## Fragility

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Health
Burn Out Disease/Sickness.				4 pts	Touch	1 Target	Initiative	3 Rounds	no extra dmg	
	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.	FOCUS:Fragility set to None COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 14 Range At 3 Sqs 8 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP								

## Healing and Rest

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	<b>Heal Fire Damage</b>	2d8		4 pts	1 Square	Target	Initiative	Instant		



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.

FOCUS:Die -4, Min 1.  
COUNTER:Same Skill. Lvl:1  
ENHANCEMENTS:  
Lvl 12 Range X2 8 SP  
Lvl 14 Range At 3 Sq 8 SP  
Lvl 16 Healing +4 10 SP

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	<b>Healing Flames</b>	1d4 HP per Tier		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 Sq 8 SP  
Lvl 9 Range at 1 Sq 6 SP  
Lvl 16 Healing +4 10 SP

LEVEL	6	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Health
	<b>Cleansing Fire</b>			8 pts	Self	Self		2 Hours	Permanent	Target cleansed



Magenta flames engulf the caster during the RollOut then flames fade away.  
Removes fribalty 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:No Counter Available. Lvl:1  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 9 Range at 1 Sq 6 SP  
Lvl 14 Duration X2 8 SP

## Light and Darkness

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	<b>Red Light of Dokour</b>			4 pts	Self	Varies	Initiative	6 Hours		



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.

CREATE:Revealing Red Candle  
FOCUS:Brighter by Tier  
COUNTER:Dispel Magic. Lvl:1  
ENHANCEMENTS:  
Lvl 14 Duration X2 8 SP  
Lvl 9 Duration +50% 6 SP

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	<b>Shadow Cover (AC +1)</b>			4 pts	Self	1 Suare	Initiative	1 Hour		



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.

FOCUS:Muffles caster in AOE.  
COUNTER:Dispel Magic. Lvl:1  
ENHANCEMENTS:  
Lvl 6 Subtle Casting 4 SP  
Lvl 12 Rollout Init 12 SP  
Lvl 9 Duration +50% 6 SP

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



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'.

FOCUS:Not centered  
COUNTER:Dispel Magic. Lvl:1  
ENHANCEMENTS:  
Lvl 12 Range X2 8 SP  
Lvl 9 Range at 1 Sq 6 SP  
Lvl 16 AoE X2 16 SP

LEVEL	4	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	<b>Profiled In Fire</b>			4 pts	12 Squares	Recipient	Initiative	2 Hours		



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 = 2x AoE  
COUNTER:Dispel Magic. Lvl:1  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 18 Duration X4 10 SP  
Lvl 9 Duration +50% 6 SP

## Partner Cooperations

LEVEL	3	NAE'EM		STACK	1	COST	4 pts	RANGE	8 Squares	AREA OF EFFECT	PMP	ROLL OUT	1 Hour	DURATION	1 day / Tier	SAVE:	Resist (Skill/Non Imp appears)
<b>Invoke Temporary Imp</b>																	



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.

FOCUS:Alter the description

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 18 Range X4 10 SP

Lvl 14 Duration X2 8 SP

LEVEL	4	NAE'EM		STACK	1	COST	4 pts	RANGE	30 Squares	AREA OF EFFECT	PMP	ROLL OUT	24 Hours	DURATION	End of Year	SAVE:	No Save
<b>Invoke Imp Partner (Year long)</b>																	



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.

FOCUS:Alter the description

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 9 Alter Hair/Whiskers/F 6 SP

LEVEL	8	NAE'EM		STACK	3	COST	6 pts	RANGE	100 Squares	AREA OF EFFECT	1x2x2 Squares	ROLL OUT	1 Minute	DURATION	4 Hours	SAVE:	No Save
<b>View Imp Spy</b>																	



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 quadrupled to 400 sqs.

This spell doesn't give any control of the Imp to the caster.

FOCUS:Rollout x 1/2

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 14 Save Roll +20 8 SP

Lvl 10 Rollout Halved 6 SP

Lvl 4 Increase Aura -2 SP

## Planar

LEVEL	4			STACK	1	COST	4 pts	RANGE	Caster	AREA OF EFFECT	4x4 Squares	ROLL OUT	6 Minutes	DURATION	12 Hours	SAVE:	Skill Noticed/Seen
<b>Veil of Shadows</b>																	



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.

CREATE:Haze Bubble

FOCUS:Torchlight inside.

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 14 Duration X2 8 SP

Lvl 16 AoE X2 16 SP

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



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.

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 18 Range X4 10 SP

Lvl 12 Range X2 8 SP

Lvl 14 Duration X2 8 SP

LEVEL	6			STACK	99	COST	6 pts	RANGE	Self+2 persons	AREA OF EFFECT	1wx2h3d Squares	ROLL OUT	Initiative	DURATION	2 Hours	SAVE:	No Save
<b>Dimension Personal Hideaway</b>																	



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.

FOCUS:Range:Self+1/Tier

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 20 Rollout Instant 16 SP

Lvl 20 AOE X4 20 SP

Lvl 16 AoE X2 16 SP

LEVEL	7			STACK	1	COST	8 pts	RANGE	1 Square	AREA OF EFFECT	2x2 Sq Perimeter	ROLL OUT	4 Minutes	DURATION	6 Hours	SAVE:	No Save
<b>View Dimension</b>																	



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.

FOCUS:+5 SqS Sight

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 14 Duration X2 8 SP

Lvl 9 Duration +50% 6 SP

## Summon or Send

LEVEL 6

STACK 3

## COST

#### RANGE

## AREA OF EFFECT

ROLL OUT

## DURATION

SAVE: Skill



## 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

**CREATE:Cinderroot powder**

FOCUS:Save Roll +40



COUNTER:Same Skill, Lvl:1

#### **ENHANCEMENTS:**



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Lvl 12 Range X2



Lvl 14 Duration ×

Lvl 9      Damage +50%

ANSWER