


-Dokour

Battle-Offense

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						4 pts	4 Squares	1 Target	Initiative	4 Rounds	Partial blindness		

Flash Of Fire!



Directs a small ball of magical fire to the target.
Must be a direct path and not lobbed. No ToHit needed.
Does 1d6 + casters Acumen bonus in damage.
Can be directed at a creature or a single square.

CREATE:Flash Bang!


COUNTER: None

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Duration X2	8 SP

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

Heat Wave Wall



Creates an inhibiting wall of heat vs those nearby (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.
Duration may be Initiative, but may be delayed due to fuel ignition.

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	
						4 pts	10 Squares	1 Target	Initiative	1 Round	Spell missed		

Flame Bolt



No ToHit. Direct magical fire dmg 2d10 +ACU bonus. 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:Col +1


COUNTER:Same Spell

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	
						4 pts	Touch	1 Target	Initiative	3 Rounds			

Scorching Skin



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

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	
						4 pts	12 Squares	1 Target	Initiative	4 Rounds			

Heat Metal Armor



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

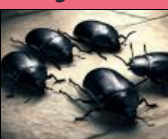
COUNTER:Same Spell

ENHANCEMENTS:

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

LEVEL	4			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						4 pts	4 Squares	1 Mark	Initiative	2 Rounds	Conjured		

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.
Save to conure.

CREATE:Beetleroot Granules

FOCUS:Save +1 Col

COUNTER:Same Spell


ENHANCEMENTS:

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

Call-Summon

LEVEL	3	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
						4 pts	8 Squares	PMP	1 Hour	1 day / Tier	Imp appears			

Invoke Temporary Imp



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: None

ENHANCEMENTS:


Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 14	Duration X2	8 SP

-Dokour


Communication-


LEVEL	2	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	PMP	2 Fires	2 Rounds	20 Minutes		
Hot Conversations											
 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 will be visible to the other side. A single 'speakers' face will be visible to the caster.											
										FOCUS:Item passed through COUNTER:Same Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 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		
Shadow Cover											
 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	

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		
Reduce Fire Damage											
 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		
Healing Flames 1d4 HP per Tier											
 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		
Repair Undead/Living Dead											
 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: None 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	2 Hours	Permanent		
Final Rites											
 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: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP	

-Dokour

Other-Counter

LEVEL	0			STACK		COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
						pts											
						DO NOT DELETE !!!! This is a counter										<div>COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</div>	

Unable To Continue

LEVEL	0			STACK	0	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
						pts		0		0		0		0			
						Missing from compact report COUNTER ACTION: Person is unable to continue xx										<div>COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</div>	

Utility-

LEVEL	4			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
						4 pts		Self		5 Sq Dia Sphere		Initiative		1 Hour			
						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'.										<div>FOCUS:Not centered COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP Lvl 12 AoE X2 6 SP</div>	

Shadow of the Magi - Duplicate

LEVEL	4			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
						4 pts		2 Squares		3 Sq x 3 Sq		1 Minute		1 Day			
						With a twirling of the fingers the caster brings about light! No Focus = Candle power. With Focus caster can set power as per Tier. With a twirling of the fingers the caster brings about light! Eolas can use as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)" Default Light: Candle light										<div>FOCUS:Brighter by Tier COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP</div>	