

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	3	<input type="checkbox"/>	<input type="checkbox"/>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Hot Rocks				4 pts		Touch	9 Stones		2 Minutes	12 Hours		

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		

Find or Reveal

LEVEL	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
Dispel Magic (Doknec)				8 pts	Touch	1 Target	6 Minutes	Permanent			

Fragility

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Health
				4 pts	Touch	1 Target	Initiative	3 Rounds	no extra dmg	
Burn Out Disease/Sickness.										

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.

Healing and Rest

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Heal Fire Damage	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
	Healing Flames	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
	Cleansing Fire			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
	Red Light of Dokour			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
	Shadow Cover (AC +1)			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
	The Darkness			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
	Profiled In Fire			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		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	Resist (Skill/Non)	
Invoke Temporary Imp						4 pts		8 Squares		PMP		1 Hour		1 day / Tier			Imp appears	

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

Planar

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

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 crtrcs	30 Minutes	2 Rounds		

Summon or Send

LEVEL	6	STACK	3	COST	8 pts	RANGE	8 Squares	AREA OF EFFECT	1 Square	ROLL OUT	Initiative	DURATION	3 Rounds	SAVE:	Skill	
Conjure Arcane Beetles																Conjured
 <p>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</p>																 CREATE:Cinderroot powder  FOCUS:Save Roll +40  COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP