

-Dokour

LEVEL

2

1

2

STACK

99

COST

4 pts

RANGE

6 Sqaures

AREA OF EFFECT

1 Item

ROLL OUT


Initiative

DURATION

Instant


SAVE:

SKL: 1



Ignite

Fire Starter



Ember strands wind around the hand. Fire jumps from the hand to the target.

Flammable objects take 1d1 damage per round. Save for objects on Targets.

Objects on Targets increase Save column by 1.

No secondary targets are considered. (i.e. wall behind the target).


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-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												
 <p>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.</p>															<p>CREATE:Flash Bang!</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Damage +50%</td><td>8 SP</td></tr></table>			Lvl 9	Range +50%	6 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Damage +50%	8 SP
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LEVEL

1

STACK 1/Tier

COST

4 pts

RANGE

Touch

AREA OF EFFECT

1 Sq (1 Target)

ROLL OUT

Initiative

DURATION


5 Rounds

SAVE:

SKL: 2

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

4 pts

RANGE

10 Squares

AREA OF EFFECT

1 Target

ROLL OUT

Initiative

DURATION

1 Round

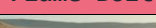
SAVE:

AGL: 2

Target

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

LEVEL		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Heat Metal Armor	3			4 pts	12 Squares	1 Target	Initiative	4 Rounds		
								CREATE: Enflame Metal Armor FOCUS: AC/Init/ToHit additional -1 COUNTER: Same Spell		
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							
								ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 18 Duration X4 10 SP		

LEVEL

4

STACK

2

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 2



Conjure Native Beetles


4 pts

4 Squares

1 Mark

Initiative

2 Rounds





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 conjure.



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

-Dokour



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> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>									Lvl 10	Rollout Halved	6 SP	Lvl 18	Duration X4	10 SP	Lvl 9	Duration +50%	6 SP
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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										
					<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, & 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> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table>	Lvl 10	Rollout Halved	6 SP	Lvl 18	Range X4	10 SP	Lvl 14	Duration X2	8 SP
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Communication-


LEVEL	2	NAE'EM		STACK	1	COST	4 pts	RANGE	PMP	AREA OF EFFECT	2 Fires	ROLL OUT	2 Rounds	DURATION	20 Minutes	SAVE:	No Save									
<h2>Hot Conversations</h2>																										
				<p>Fire to fire Nae'Em.</p> <p>Audio visual fire to fire Nae'Em. Small item pass through.</p> <p>Two separate fires must be in preset location and lit.</p> <p>The caster face will be visible to the other side.</p> <p>A single 'speakers' face will be visible to the caster.</p>																						
<div><div>FOCUS:Item passed through</div><div>COUNTER:Same Spell</div><div>ENHANCEMENTS:</div><table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table></div>																		Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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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.										<div>FOCUS:Muffles caster in AOE.</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 12</td><td>Rollout Init</td><td>12 SP</td></tr><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>	Lvl 12	Rollout Init	12 SP	Lvl 18	Duration X4	10 SP	Lvl 9	Duration +50%	6 SP
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LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 1-4										
Shadow Dome						4 pts	Caster	4x4 Squares	6 Minutes	12 Hours		SNS: 1-4	Not so visible									
				<p>The shadow descends to muffle sound & hide those within from sight. Works absolutly 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'.</p>									<div>CREATE:Haze Bubble</div> <div>FOCUS:Torchlight inside.</div> <div>COUNTER:Dispel Magic Spell Lvl:1</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 12</td><td>AoE X2</td><td>6 SP</td></tr></table>	Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP	Lvl 12	AoE X2	6 SP
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Lvl 12	AoE X2	6 SP																				

Health-Life-Death

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2										
Reduce Fire Damage						4 pts	Self	Caster	5 Rounds	20 Minutes		Damage reduced										
				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.									<div>CREATE:Burn Reduction</div> <div>FOCUS:Total of 4 Pts Reduced.</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 12</td><td>Rollout Init</td><td>12 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>	Lvl 12	Rollout Init	12 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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-Dokour

LEVEL	2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
Healing Flames 1d4 HP per Tier					4 pts	Touch	1 Recipient	Initiative	Permanent	Healed self.		



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	
Repair Undead/Living Dead					-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	
Final Rites					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

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
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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