

Battle Actions/Prep

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	1 Target	1 Target	5 Rounds	4 Hours		

Mundane Fire Immunity

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

Battle Defense

LEVEL	1	STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)
				4 pts	Self	Self	Initiative	4 Rounds		1/2 Dmg

Heat Wave Wall

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
				4 pts	12 Squares	1 Target	Initiative	2 Rounds		Creature not affected

Flash Of Fire!

Direct attack, no lobbing. No ToHIT.

Can be directed at a creature to cause 1d6+ACU fire damage.

Lasts 2 rounds and has a Stack of 99. Can be cast again while a first casting is still in process.

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

Flame Bolt

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

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 Skill. Lvl:1

ENHANCEMENTS:

Lvl 12 Range X2 8 SP

Lvl 9 Range +50% 6 SP

Lvl 18 Duration X4 10 SP

Flame Strike

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

Battle Reaction

LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	24 Squares	Recipient	Initiative	Instant		

Move Shadow to Shadow

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 20 Rollout Instant 16 SP

Class Specialty

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL	
Fire Starter				4 pts	6 Squares	1 Item	Initiative	Continuous	Fire		
 <p>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).</p>											

LEVEL	3	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Hot Rocks				4 pts	Touch	9 Stones	2 Minutes	12 Hours			
 <p>Enchanted natural stones heat to just below a boil when activated. Flip up stones for ambient temperature, down to heat up. 20 rds to set water to boil. Will be at full heat after Rollout. Will continue for a maximum of 12 hours. Does 1 damage every round. Spell affects 9 stones. Creation makes 3 stones</p>											

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			
 <p>A fire to fire Vae'Em. A Vae'Em is a connection to a venue/location. Audio visual fire to fire Nae'Em. Small non-magical items may be passed through. Two separate fires must be in preset locations. S The caster face will be visible to the other side. A single 'speakers' face will be visible to the caster.</p>												

Find or Reveal

LEVEL	5		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
Detect Magic					8 pts	2 Squares	1-5 item	5 Minutes	Instant		Sight	
 <p>Caster attempts to find out if an item/object is magical. No Magic: No light means no magic found in/on item. (Best description in FULL report) Minor Magic: Dim light (candle) shines if it has lower powered effects. Major Magic: Bright light that dazes a character for 1 round if Save failed. Diety Magic: Blazing light that will blind a char for 4 hrs if Save failed.</p>												

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

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

Healing and Rest

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



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
				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 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
				8 pts	Self	Self	2 Hours	Permanent		Target cleansed
Cleansing Fire										



Magenta flames engulf the caster during the RollOut then flames fade away.
Removes frialty 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
				4 pts	Self	Varies	Initiative	6 Hours		
Red Light of Dokour										



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
				4 pts	Self	1 Square	Initiative	1 Hour		
Shadow Cover (AC +1)										



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
				4 pts	Self	5 Sq Dia Sphere	Initiative	4 Hours		
The Darkness										



Stays fixed right above the caster.
Darkness continues for 4 hours.
Caster 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
				4 pts	12 Squares	Recipient	Initiative	2 Hours		
Profiled In Fire										



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 6 Subtle Casting	4 SP
Lvl 10 Rollout Halved	6 SP
Lvl 9 Duration +50%	6 SP

Partner Cooperations

LEVEL	3	NAE'EM		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	SKL
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 (1 Year)						4 pts		30 Squares		PMP		24 Hours		End of Year			

Planar

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	1h x 2w Squares	30 Minutes	2 Rounds							

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.

LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Dimension Personal Hideaway		6 pts	Self+2 persons	1wx2hx3d Squares	Initiative	2 Hours				
	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								

Summon or Send

LEVEL	6	STACK	3	COST	8 pts	RANGE	8 Squares	AREA OF EFFECT	1 Square	ROLL OUT	Initiative	DURATION	1 Round	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, 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