

Battle Actions/Prep

LEVEL5

STACK1

COST8 pts

RANGE1 Target


AREA OF EFFECT1 Target

ROLL OUT5 Rounds

DURATION4 Hours

SAVE:No Save

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

LEVEL1

STACK1/Tier

COST4 pts

RANGESelf


AREA OF EFFECTSelf

ROLL OUTInitiative

DURATION4 Rounds

SAVE:Resist (Skill/Non 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

LEVEL1

STACK99

COST4 pts

RANGE12 Squares


AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION2 Rounds

SAVE:Agility 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

LEVEL2

STACK99

COST4 pts

RANGE10 Squares


AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION1 Round

SAVE:Agility Spell missed

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

LEVEL3

STACK3

COST4 pts

RANGE12 Squares


AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION4 Rounds

SAVE:No Save

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

LEVEL7

STACK99

COST8 pts

RANGE12 Squares


AREA OF EFFECT1 Square

ROLL OUTInitiative

DURATION1 Round

SAVE:Agility 1/2 Damage

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

LEVEL6

STACK99

COST8 pts

RANGE24 Squares


AREA OF EFFECTRecipient

ROLL OUTInitiative

DURATIONInstant

SAVE:No Save

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

LEVEL2

STACK99

COST4 pts

RANGE6 Sqaures


AREA OF EFFECT1 Item

ROLL OUTInitiative

DURATIONContinuous

SAVE:Fire

SKL



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

LEVEL3

STACK3

COST4 pts


RANGETouch

AREA OF EFFECT9 Stones

ROLL OUT2 Minutes

DURATION12 Hours

SAVE:No Save



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

CREATE:Box Of Hot Rocks

COUNTER:None

ENHANCEMENTS:

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

Communication

LEVEL2

NAE'EM

STACK1

COST4 pts


RANGEPMP

AREA OF EFFECT2 Fires

ROLL OUT2 Rounds

DURATION20 Minutes

SAVE:No Save



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 willl be visible to the other side. A single 'speakers' face will be visible to the caster.

FOCUS:Small item passed

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

Find or Reveal

LEVEL5

STACK1

COST8 pts

RANGE2 Squares


AREA OF EFFECT1-5 item

ROLL OUT5 Minutes

DURATIONInstant

SAVE:Skill

Sight



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 is 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.

CREATE:Scroll of Detect Magic

FOCUS:Save Roll +20

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

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

LEVEL8

STACK99

COST8 pts


RANGETouch

AREA OF EFFECT1 Target

ROLL OUT6 Minutes

DURATIONPermanent

SAVE:Skill



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)

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

LEVEL2

STACK99

COST4 pts

RANGETouch


AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION3 Rounds

SAVE:Health

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
Heal Fire Damage 2d8												
 <p>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.</p>												
FOCUS:Die -4, Min 1. COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Range At 3 Sqs 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												
 <p>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.</p>												
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	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Health Target cleansed
Cleansing Fire												
 <p>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.</p>												
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												
 <p>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.</p>												
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)												
 <p>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.</p>												
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												
 <p>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'.</p>												
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												
 <p>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.</p>												
CREATE:Aura Of Flames FOCUS:warmth = 2x2 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

LEVEL3

NAE'EM



STACK1

COST4 pts

RANGE8 Squares


AREA OF EFFECTPMP


ROLL OUT1 Hour

DURATION1 day / Tier

SAVE:SKL

Imp appears





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

LEVEL4

NAE'EM



STACK1

COST4 pts


RANGE30 Squares


AREA OF EFFECTPMP

ROLL OUT24 Hours

DURATIONEnd of Year

SAVE:No Save





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

LEVEL8

NAE'EM



STACK1

COST6 pts


RANGE100 Squares


AREA OF EFFECT1x2x2 Squares

ROLL OUT1 Minute

DURATION4 Hours

SAVE:No Save





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 quadripled 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

LEVEL4



STACK1

COST4 pts

RANGECaster


AREA OF EFFECT4x4 Squares


ROLL OUT6 Minutes

DURATION12 Hours

SAVE:SNS

Noticed/Seen





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

LEVEL5

NAE'EM



STACK1

COST8 pts


RANGE2 Squares


AREA OF EFFECT1h x 2w Squares

ROLL OUT30 Minutes

DURATION2 Rounds

SAVE:No Save





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

LEVEL6



STACK99

COST6 pts


RANGESelf+2 persons


AREA OF EFFECT1wx2hx3d Squares

ROLL OUTInitiative

DURATION2 Hours

SAVE:No Save





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

LEVEL7



STACK1

COST8 pts


RANGE1 Square


AREA OF EFFECT2x2 Sq Perimeter

ROLL OUT4 Minutes

DURATION6 Hours

SAVE:No Save





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

LEVEL6

STACK3

COST8 pts


RANGE8 Squares

AREA OF EFFECT1 Square

ROLL OUTInitiative

DURATION1 Round

SAVE: Skill
Conjured



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

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