

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			

 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			

 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	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
	Fire Starter			4 pts	6 Squares	1 Item	Initiative	Continuous			

 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

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			

 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

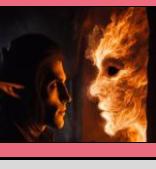
CREATE:Box Of Hot Rocks

COUNTER: None

ENHANCEMENTS:

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

LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
	NAE'EM			4 pts	PMP	2 Fires	2 Rounds	20 Minutes			

 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. The caster face will 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

Fragility

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Touch	1 Target	Initiative	3 Rounds	Health 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.

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:
				4 pts	1 Square	Target	Initiative	Instant	No Save

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 Sqs	8 SP
Lvl 16	Healing +4	10 SP

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Touch	1 Recipient	Initiative	Permanent	No Save

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

Light and Darkness

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Self	Varies	Initiative	6 Hours	No Save

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:
				4 pts	Self	1 Square	Initiative	1 Hour	No Save

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:
				4 pts	Self	5 Sq Dia Sphere	Initiative	4 Hours	No Save

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:
				4 pts	12 Squares	Recipient	Initiative	2 Hours	No Save

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 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)	
					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:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 18 Range X4 10 SP

Lvl 14 Duration X2 8 SP

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

Invoke Imp Partner (Year long)



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

Planar

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

Veil of Shadows



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