

## 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

LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				12 pts	Self	Self	2 Rounds	2 Hours		

### Magical Fire Protection

 Caster wraps themselves within a protective flame.  
Limits magical fire damage to 1 HP per round.  
Fires as hot as or hotter than a forge will end the spell.  
If the fire is mundane in nature this spell has no protection to offer.

CREATE:Burn Reduction Breakable  
FOCUS:Forge fire = 1 hp / Rd.  
COUNTER:Same Skill. Lvl:1  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 14 Duration X2 8 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

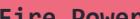
CREATE:Enflame Metal Armor  
FOCUS:AC/Init/ToHIT additional -1  
COUNTER:Same Skill. Lvl:1  
ENHANCEMENTS:  
Lvl 12 Range X2 8 SP  
Lvl 9 Range +50% 6 SP  
Lvl 18 Duration X4 10 SP

### 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

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LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
<b>Fire Power Attack</b>				18 pts	10 Squares	1 Target	Initiative	1 Round		1/2 Damage
									FOCUS:+1d10 Damage	

LEVEL	11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Power Attack Duel</b>			2.4 pts	10 Squares	1 Target	Initiative	1 Round			COUNTER:	None	

LEVEL	14	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
Dokour	Flame Attack			16 pts	12 Squares	1 Target	Initiative	1 Round		1/2 Damage	
	Flames erupt out of the casters hand heading directly to the target. (No ToHIT) Directs magical flame straight to the target. No lobbing. No mundane fire damage. Direct dmg 5d8 +10 +ACU bonus. Focus Staff adds 4 pt damage per die.										
									FOCUS:Dmg +4/die		
									COUNTER: None		
									ENHANCEMENTS:		
									Lvl 12 Range X2	8 SP	
									Lvl 9 Range +50%	6 SP	
									Lvl 9 Damage +50%	8 SP	

LEVEL	16	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility	
<b>Fire Bombardment</b>		20 pts	12 Squares	Row: 1 sq / Tier	Initiative	1 Round			1/2 Dmg		

# Battle Reaction

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

## Class Specialty

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		

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## Communication

LEVEL	<b>2</b>	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Hot Conversations</b>						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. S  
 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

## Fences and Shelters

LEVEL	13	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute
				16 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours	Exit Circle	
<b>Circle of Containment</b>										
	A pattern of light encloses or marks the AoE. After Rollout the light fades. Creatures are able to easily enter the AoE. Those that are inside must Save to exit. Can be used in/as a trap with Rogues skill "Set Up Spell Release (TRAP)". Does NOT inhibit the Caster from leaving the circle.									
FOCUS:Save Roll -20										
COUNTER:Same Skill. Lvl:1										
ENHANCEMENTS:										
Lvl 14	Duration X2			8 SP						
Lvl 9	Duration +50%			6 SP						
Lvl 16	AoE X2			16 SP						

**LEVEL 15**  
**Magma Moat**

 Bright magenta flames leap from the Caster's fingertips into a created moat.  
3x3 Square Island. 2 wide x2 deep Magma Moat. Magical damage of 8d6.  
Magma in moat causes 8d6 damage each round.  
Magma is 1 square deep. Submerged creatures have damage doubled.  
May attempt a Save for 1/2 damage.

FOCUS:5x5 Square Island  
COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 10 Rollout Halved	6 SP
Lvl 9 Duration +50%	6 SP
Lvl 16 AoE X2	16 SP

## Find or Reveal

LEVEL	5	STACK	1	COST	8 pts	RANGE	2 Squares	AREA OF EFFECT	1-5 item	ROLL OUT	5 Minutes	DURATION	Instant	SAVE:	Skill
<b>Detect Magic</b>															

LEVEL 8



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

LEVEL **10** NAE'EM  

	Caster attempts to locate clues to find a True Name. 100 minus all Clues:    Current Nae'Ems (-5 pts)              Mementos (-2 pts) Current Focus Items (-20 pts)      Past True Names (-10 pts) Caster rolls 1d100, if higher than results from clues then True Name revealed. NOTE: Age of clues may lower point values AND Current Nae'Em/Past True Names are 1 use.	FOCUS:Rollout Halved. COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll +20              8 SP Lvl 18 Range X4                    10 SP Lvl 9 Range +50%                  6 SP
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## Fragility

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

## Healing and Rest

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

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Healing Flames 1d4 HP per Tier</b>		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 Sqs Lvl 9 Range at 1 Sq Lvl 16 Healing +4								
		8 SP	6 SP	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
<b>Cleansing Fire</b>  Magenta flames engulf the caster during the RollOut then flames fade away. Removes frailty from the caster. Each hour (Max 12 hours): 1d6 hp Damage, Save to cleanse. If no sickness/disease then spell stops.											

## Light and Darkness

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Shadow Cover</b>	(AC +1)			4 pts	Self	1 Square	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	4	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Profiled In Fire</b>				4 pts	12 Squares	Recipient	Initiative	2 Hours		
 <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>										

## Nae'Ems

LEVEL	11	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)
<b>Connect to Focus Item</b>					36 pts	Touch	1 Item	4 Days	Permanent		Connected
 <p>Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollout Creates a connection between the caster and the Arcane Focus Item. Require the item to be of the highest quality. Caster must currently not have a Focus Item.</p>											COUNTER:No Counter Available. Lvl:1

## Partner Cooperations

LEVEL	3	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL
<b>Invoke Temporary Imp</b>					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. 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, &amp; race as caster (miniturized, 3" or 7.6 cm). HP:12. SP:0 Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.</p>											FOCUS:Alter the description COUNTER:Dispel Magic. Lvl:1

LEVEL	4	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Invoke Imp Partner (1 Year)</b>					4 pts	30 Squares	PMP	24 Hours	End of Year		
 <p>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, &amp; race as a small imp (3" or 7.6 cm). HP:12. SP:0 Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.</p>											FOCUS:Alter the description COUNTER:No Counter Available. Lvl:1

LEVEL	8	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>View Imp Spy</b>					6 pts	100 Squares	1x2x2 Squares	1 Minute	4 Hours		
 <p>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 quadrupled to 400 sqs. This spell doesn't give any control of the Imp to the caster.</p>											FOCUS:Rollout x 1/2 COUNTER:Dispel Magic. Lvl:1

## Planar

LEVEL	4		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS
<b>Veil of Shadows</b>					4 pts	Caster	4x4 Squares	6 Minutes	12 Hours		Noticed/Seen
 <p>The shadow descends to muffle sound &amp; 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.</p>											CREATE:Haze Bubble FOCUS:Torchlight inside. COUNTER:Dispel Magic. Lvl:1

LEVEL	5	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Dimension Quick Portal for 3</b>					8 pts	2 Squares	1h x 2w Squares	30 Minutes	2 Rounds		
 <p>Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage. The flames cause magical fire damage (will not light combustibles) when in circle. PMP &amp; 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 --&gt; Dimension. 2d4 damage for Dimension --&gt; PMP.</p>											COUNTER:Same Skill. Lvl:1

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LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Dimension Personal Hideaway</b>				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	
LEVEL	7	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>View Dimension</b>				8 pts	1 Square	2x2 Sq Perimeter	4 Minutes	6 Hours		
	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	
LEVEL	9	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
<b>Dimension Portal</b>				12 pts	Touch	Portal Structure	1 Hour	2 Minutes		No Save
	Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage. Flames cause magical fire damage (will not light combustibles) when in circle. PMP and Dimension once were the same but have split and advanced on their own.								FOCUS:+2d6 dmg except self COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP	
LEVEL	9		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
<b>Dimensional Enclosure</b>				12 pts	Touch	3 Sq Radius	10 Minutes	4 Hours	Resist (Skill/Non)	Enter or Exit
	Initially creates a visible 3 Square perimeter, After Rollout the perimeter disappears from view. Creatures of Dimension must Save to leave the containment. ONLY DIMENSIONAL MONSTERS ARE HELD. Specifically works against a Dokours Imp. Non-Dimension creatures may enter and exit at will.								FOCUS:Save roll -20 COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	
LEVEL	13		STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
<b>Dimensional Expulsion</b>				16 pts	Touch	2 x 2 Square	12 Secs (2 Rds)	1 Round	Resist (Skill/Non)	Stay in PMP
	Forces Dimension Creatures and items back to Dimension Plane. This is cast using chalk outlined circle. Once spell starts outline fades to unseen. Range is for casting. Distance to caster does not matter after casting. Requires each Dimension creature to Roll a Save, Casters use their Skill Save, all others use non-Skill Saves.								COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 16 AoE X2 16 SP	
<b>Summon or Send</b>										
LEVEL	6		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
<b>Conjure Arcane Beetles</b>				8 pts	8 Squares	1 Square	Initiative	1 Round	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	