

Battle Actions/Prep

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Mundane Fire Immunity			8 pts	1 Target	1 Target	5 Rounds	1 Hour		



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	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Move Shadow to Shadow			8 pts	24 Squares	Recipient	2 Rounds	1 Jump		



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 12 Rollout Init 12 SP
Lvl 10 Rollout Halved 6 SP

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



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)
	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 Not Blinded
	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 Spell missed
	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

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LEVEL	7	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility	1/2 Damage
Flame Strike				8 pts	12 Squares	1 Square	Initiative	1 Round			
									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	
LEVEL 11	BANG!	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
Class Power Attack Duel				2.4 pts	10 Squares	1 Target	Initiative	1 Round			
									COUNTER:None		
									ENHANCEMENTS:		
									Lvl 14 Save Roll -20	8 SP	
									Lvl 9 Range +50%	6 SP	
									Lvl 9 Damage +50%	8 SP	
LEVEL 11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
Fire Class Power Attack				14.4 pts	10 Squares	1 Target	Initiative	1 Round			
									FOCUS:+1d10 Damage		
									COUNTER:None		
									ENHANCEMENTS:		
									Lvl 12 Save Roll -20	8 SP	
									Lvl 9 Range +50%	6 SP	
									Lvl 9 Damage +50%	8 SP	
Class Specialty											
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			
									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			
									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											
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			
									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											
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			
									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	

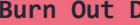
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LEVEL	8	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
Dispel Magic (Doknec)				8 pts	Touch	1 Target	6 Minutes	Permanent					

LEVEL	10	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Unskilled	
Determine True Name		24 pts	4 Squares	1 Item	2 Hours	Permanent	success						

Fragility

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

 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.

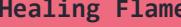
FOCUS:Fragility set to None
 COUNTER:Same Skill. Lvl:1
 ENHANCEMENTS:
 Lvl 14 Range At 3 Sqs 8 SP
 Lvl 14 Damage X2 12 SP
 Lvl 9 Damage +50% 8 SP

Healing and Rest

LEVEL	1	STACK	1	COST	4 pts	RANGE	1 Square	AREA OF EFFECT	Target	ROLL OUT	Initiative	DURATION	Instant	SAVE:	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:	No Save	
Healing Flames 1d4 HP per Tier		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 8 SP Lvl 9 Range at 1 Sq 6 SP Lvl 16 Healing +4 10 SP	 								

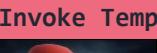
Light and Darkness

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LEVEL	4	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Profiled In Fire				4 pts	12 Squares	Recipient	Initiative	2 Hours		
	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 = 2x2 AoE COUNTER:Dispel Magic. Lvl:1	 							

Nae'ems

Partner Cooperations

LEVEL	3	NAME	Imp	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	Resist (Skill/Non)	
Invoke Temporary Imp						4 pts		8 Squares		PMP		1 Hour		1 day / Tier			Imp appears	
	Emerges out of a flame. Looks similar to caster, but miniature and with a tail.															FOCUS:Alter the description		
MOVE:	Run= 3 SqS.	Flight= 7 SqS (4 SqS above land or lava).														COUNTER:Dispel Magic, Lvl:1		
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.															ENHANCEMENTS:			
															Lvl 10 Rollout Halved	6 SP		
															Lvl 18 Range X4	10 SP		
															Lvl 14 Duration X2	8 SP		

Planar

LEVEL	NAME	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	NOTES
4	Veil of Shadows	1	4 pts	Caster	4x4 Squares	6 Minutes	12 Hours	Skill Noticed/Seen	
5	Dimension Quick Portal for 3	1	8 pts	2 Squares	3 Civilized crtrrs	30 Minutes	2 Rounds	No Save	
6	Dimension Personal Hideaway	99	6 pts	Self+2 persons	1wx2hx3d Squares	Initiative	2 Hours	No Save	
7	View Dimension	1	8 pts	1 Square	2x2 Sq Perimeter	4 Minutes	6 Hours	No Save	
9	Dimension Portal	1	12 pts	Touch	Portal Structure	1 Hour	2 Minutes	No Save	
9	Dimensional Containment	1	12 pts	Touch	3x3 Sq Radius	10 Minutes	4 Hours	Resist (Skill/Non)	
6	Conjure Arcane Beetles	3	8 pts	8 Squares	1 Square	Initiative	3 Rounds	Skill Conjured	

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

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

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

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

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

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

Summon or Send

LEVEL	NAME	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	NOTES
6	Conjure Arcane Beetles	3	8 pts	8 Squares	1 Square	Initiative	3 Rounds	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, Init+6, 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