

Altered Reality

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.1	15% Max	TIRO: Beauty Contestant:2nd Prize	Recipient becomes more attractive by their race's standards.	Self	Self	12 Hours	5 Minutes	none	99
End	0.1	20% Max	TIRO: Pie Fight!	Blocks vision with Save.	4 Squares	1 Target	1 Round	Initiative	RM 1	99
	0.3	10% Max	TIRO: 2 Rope Image	Roll Save to create illusion of a cut rope now 1 rope.	1 Rope	1 Rope	2 Hours	1 Minute	SKL 1	1

Battle-Actions

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	5	8 pts	Fire Starter	Fire jumps from the hand to the target. 1d1 Dmg.	6 Sqaures	1 Item	Instant	Initiative	SKL 1	99

Battle-Defense

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	8	8 pts	Mundane Fire Immunity	Target is immune to mundane fires cooler than a forge.	1 Target	1 Target	1 Hour	5 Rounds	none	1
End	10	12 pts	Magical Fire Protection	Mundane fire damage to 1 HP per round. Forge = 1d4 dmg.	Self	Self	20 Minutes	2 Minutes	none	1

Battle-Offense

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.2	20% Max	TIRO: Fire Crack!	ToHit required. 1d3 Dmg. Metal armor requires Save.	6 Squares	1 Target	Instant	Initiative	RM 1	99
End	0.4	30% Max	TIRO: Quick Flash Fire	ToHit needed. 1d12 Dmg. Save for no damage.	12 Squares	1 Target	Instant	Initiative	AGL 2	99
	1	4 pts	Flash Of Fire!	1d6 + ACU magical fire damage, no ToHit. Save to blind 5 rds.	4 Squares	1 Target	4 Rounds	Initiative	SKL 2	99
End	1	4 pts	Heat Wave Wall	2d3+ACU Fire Dmg vs Melee. Save for 1/2 Dmg.	Touch	1 Sq (1 Target)	5 Rounds	Initiative	SKL 2	1/Tier
	2	4 pts	Flame Bolt	No ToHit. Direct magical dmg 2d10 +ACU. Save to dodge.	10 Squares	1 Target	1 Round	Initiative	AGL 2	99
End	2	4 pts	Scorching Skin	1d6 +ACU dmg per round. Save for none. +4 to Dead.	Touch	1 Target	3 Rounds	Initiative	none	99
	3	4 pts	Heat Metal Armor	Four rounds cumulative: AC/Init/ToHit @ -1.	6 Squares	1 Target	4 Rounds	Initiative	none	3
End	4	4 pts	Conjure Native Beetles	Swarm. HP:15, AC:12, Init+4, ToHit+4, Attacks:x1x1, Dmg: 1d8	4 Squares	1 Mark	2 Rounds	Initiative	SKL 2	2
	6	8 pts	Create Arcane Beetles	Save to conjure. Attacks nearest enemy for 1d8 dmg. X2x2	8 Squares	1 Square	3 Rounds	Initiative	SKL 2	3
End	8	8 pts	Flame Strike	No ToHit. Magical fire lobbed. Dmg 4d10 +ACU. Save for 1/2.	4 Squares	1 Square	1 Round	Initiative	RM 2	99
	12	12 pts	Circle - Dimensional Expulsion	Pass Save to expell a dimension creature/item to Dimension.	Touch	3x3 Square	1 Round	12 Secs (2 Rd	MR 2	3
End	12	12 pts	Class Power Attack (FIRE)	Class Bolt Dmg 5d10+ACU. Save for 1/2 dmg IF same class.	8 Squares	1 Target	1 Round	Initiative	RM 3	99
	13	16 pts	Fire Bombardment	Lobs magical fire. 6d10 +ACU dmg. 3 Sqs. Save for 1/2 dmg.	12 Squares	1x3 Squares	1 Round	Initiative	RM 2	99
End	15	16 pts	Dokour Flame Attack	Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 damage.	8 Squares	1 Target	1 Round	Initiative	RM 3	99

Battle-Prep

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.3	30% Max	TIRO: Armor of Light	AC = 16. Bright, sparkly magic armor around Caster.	Self	Self	4 Hours	1 Minute	none	99
End	7	8 pts	Profiled In Fire	Allows target audience a Save due to wreath of flames.	Self	Self	2 Hours	Initiative	SNS 2	1
	9	12 pts	Dimensional Containment	Creatures of Dimension must Save to leave the containment.	Touch	3x3 Sq Radius	4 Hours	10 Minutes	BRU 4	1
End	12	12 pts	Circle of Containment	Creatures from exiting its area. Must Save to Exit.	Touch	3 Sq Rad Circle	4 Hours	10 Minutes	BRU 3	99
	14	16 pts	Magma Perimeter	Magical magma dmg 8d6. Double dmg if submerged.	Caster	2 Sq Wide Moat	6 Hours	30 Minutes	none	1

Call-Summon

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.3	30% Max	TIRO: I Have Your Item!	snatches item. Mgc armor: -1 Col.	4 Sqs	1 Item	1 Round	Initiative	RM 1	99
End	3	4 pts	Invoke Temporary Imp	Image of mini caster. HP:12 Attk:x1x1 Dmg:1d2	8 Squares	PMP	1 day / Tier	1 Hour	RM 2	1
	5	8 pts	Invoke Imp Partner (Year long)	Brings in imp (large insect size). Can be scryed on.	30 Squares	PMP	End of Year	2 Days (24 Hrs	none	1

Communication-

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.2	20% Max	TIRO: Amplify Own Speech	Amplifies caster's voice to range of 1d20+4 Squares.	Self	3x3x3 Sq	5 Minutes	Initiative	none	99

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End	0.3	15% Max	TIRO: Colored Signal Flare	Random flare between Red, Blue, Yellow, and Green.	20 Squares	1 Flare	1 Minute	Initiative	none	0
	0.4	25% Max	TIRO: Sloppy Spying	1d5 for Taste, Smell, Hearing, Sight, or Touch to spy.	12 Squares	3x3x3 Sqs	5 Minutes	Initiative	none	99
End	2	4 pts	Hot Conversations	Audio visual fire to fire Nae'Em. Small item pass through.	PMP	2 Fires	20 Minutes	2 Rounds	none	1
	6	8 pts	Speak with Dead	Up to 100 years dead per Tier. Skull answers in common.	Touch	1 Target	5 Questions	20 Minutes	none	99
End	7	8 pts	Speak To Dokour Target	Talk to a previously identified target.	3 Marks	1 Recipient	1 Round / Tier	1 Hour	SKL 1	7
	19	20 pts	Dead Spirit Conversation Circle	Speaks with up to 6 souls. Requires a ritual & tokens.	6 Squares	1 Spirit	Rollout	10 Minutes	SKL 2	1

Creation-Meta

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.1	20% Max	TIRO: Water From A Plant	The caster enchants a plant to pour water. 1/2 skin.	1 Square	1 Plant	10 Minutes	Initiative	none	3
End	8	8 pts	Dispel Magic DOK	Caster and GM both roll the Save.	Touch	1 Item	Permanent	10 Minutes	SKL 3	99

Find-Hide-Reveal

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Shadow Cover	Shadow surrounds the caster and their belongings.	Self	1 Suare	1 Hour	1 Minute	none	1
End	5	8 pts	Detect Magic	Mgc=Candle. Mundane=None. Epic=Blinding. Save vs Blind.	2 Squares	1 item	Instant	5 Minutes	RM 2	1
	6	8 pts	Attention Avoidance	Bubble: 1 HP, 5 AC. Muffles sound. Deters Dokour detection.	Caster	4x4 Squares	4 Hours	6 Minutes	SNS 2	1
End	7	8 pts	Direction To Dokour Target	Save Column varies to reveal alignments from 50 to 200.	Self	7 Mark/Tier Radius	Instant	1 Hour	RM Varies	1
	7	8 pts	View Dimension	View the area of Dimension.	10 to 100 Sqs sight	2x2 Sq Perimeter	6 Hours	10 Minutes	none	1
End	8	8 pts	Dimension Personal Hideaway	1d4 dmg to enter 1 wide/deep x 2 high. Caster only.	Self	1x2 Squares	2 Hours	10 Minutes	none	99
	8	8 pts	Scry on Imp Spy	Can scry on your Imp within PMP.	Touch	1x2x2 Squares	4 Hours	1 Minute	none	3
End	16	64 pts	Reveal True Name	This uses all the clues to find the True Name.	1 Square	1 Square	Permanent	12 Hours	none	99

Health-Life-Death

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.1	30% Max	TIRO: Healing Bolus	1d12 HP healing.	1 Square	Recipient	Permanent	Initiative	none	99
End	1	4 pts	Reduce Fire Damage	Magical/mundane fire dmg is reduced by 1 per die, min 1.	Self	Caster	20 Minutes	5 Rounds	HTH 2	1
	2	4 pts	Healing Flames 1d4 HP per Tier	Roll 1d4. Flame damage x2. Healing x3. Save if self heal.	Touch	1 Recipient	Permanent	Initiative	SKL 3	99
End	3	-2 pts	Repair Undead/Living Dead	Max gain of SP set to 20 SP per day.	Touch	1 Target	Permanent	1 Minute	none	99
	4	4 pts	Final Rites	Dead are pushed beyond this world. A diety must be named.	Touch	1 Body	Permanent	2 Hours	none	99
End	6	8 pts	Cleansing Fire	1 hp Dmg per hour. Immune to Sickness/Disease.	Self	Self	12 Hours	30 Minutes	none	1

Light-

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.4	10% Max	TIRO: Aural Spark	random color of sparks for 1d20 minutes.	10 Squares	2x2 Sqs	1d20 Minutes	Initiative	none	99

Other-Enhancement

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	18	60 pts	Arcane Removal (2 of 3)	2nd of 3 castings made by separate casters to remove power.	Touch	1 Target	Permanent	6 Hours	RM 3	99

Personal-Connections

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.2	40% Max	TIRO: Random Friendship	Potentially makes someone more tolerant of the caster.	10 Squares	1 Target	Special	Initiative	SKL 3	99
End	9	24 pts	Find Clues To True Name	Use of this spell will reveal clues about a True Name.	4 Squares	1 Item	Permanent	2 Hours	RM 2	99
	11	36 pts	Connect To An Arcane Focus Item	Creates connection between caster and a Arcane Focus Item.	Touch	1 Item	Permanent	3 Days	RM 3	1

Shelter-Rest-Protection

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.2	20% Max	TIRO: Garish Pup Tent	xThe Caster creates a colorful tent.	8 Squares	1x2 Squares	8 Hours	1 Minute	none	99

Tracking-

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
0.4	30% Max	TIRO: Tracking	Find and follow a trail while leaving an obvious trail.	Self	1 Trail	1 Hour	Initiative	none	99

Travel-Planes

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
0.1	20% Max	TIRO: Quick Jump	1d6 squares in direction indicated. Distance rolled.	1d6 Squares	Self	Instant	Initiative	none	99
0.3	40% Max	TIRO: Quick Push!	Caster moves an ally to a random spot 4 squares away.	4 Squares	1 Recipient	Instant	Initiative	BRU 2	99
5	8 pts	Dimension Quick Portal for 2	2d4 INTO or 2d6 OUT OF. Damage to use. Only 2 people.	2 Squares	3 Civilized crtrs	2 Rounds	30 Minutes	none	1
9	12 pts	PMP To/From Dimension Portal	2d4 INTO or 2d6 OUT OF. Dmg to use, Save for 1/2.	Touch	Portal Structure	2 Minutes	1 Hour	RM 2	1

Travel-PMP

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
6	8 pts	Travel Shadow to Shadow	Caster can jump from one shadow to another within range.	24 Squares	Caster	20 Minutes	2 Rounds	none	99

Utility-

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
0.4	25% Max	TIRO: Tasty Cumber Meals	1d12 meals appear at waist height in front of the Caster	Touch	Varies	1 Hour	1 Minute	none	99
4	4 pts	Gathering The Darkness	Darkness centered just above caster.	Self	5 Sq Dia Sphere	1 Hour	Initiative	none	1
4	4 pts	Shadow of the Magi - Duplicate	Default Light: Candle light	2 Squares	3 Sq x 3 Sq	1 Day	1 Minute	none	99