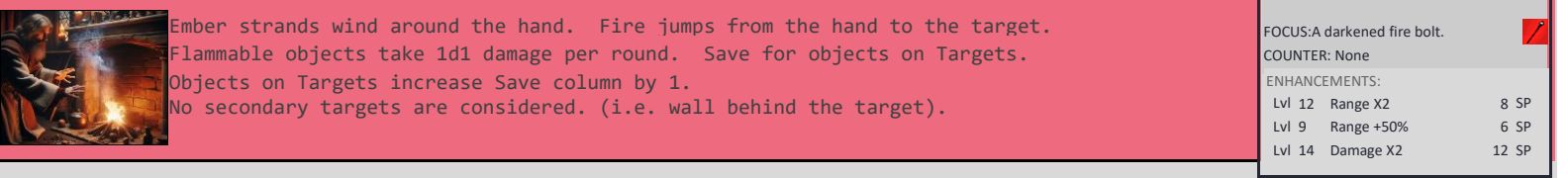


**-Dokour**

## Battle-Actions

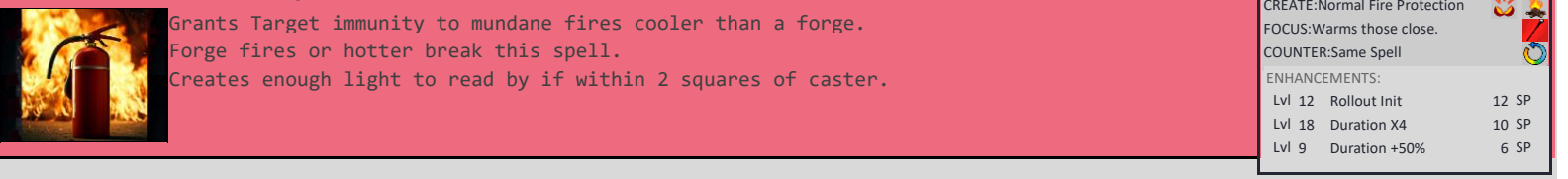
LEVEL	COST	RANGE	AREA OF EFFECT	ROLE COST	DURATION	SIDE:	SKE: 1
Fire Starter	4 pts	6 Sqaures	1 Item	Initiative	Instant		Ignite






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

## Battle-Defense

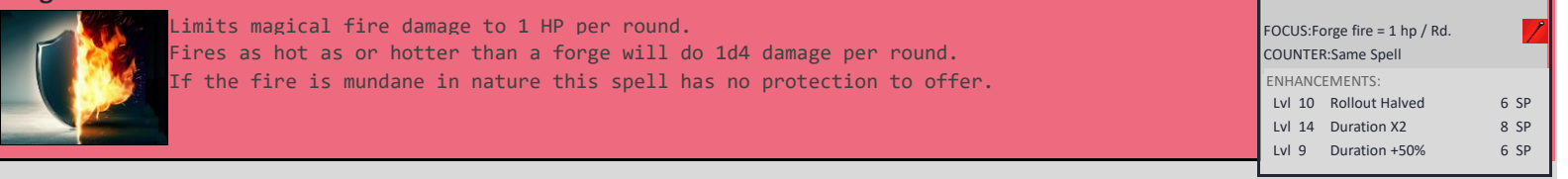
LEVEL	8	STOCK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Mundane	Fire Immunity	8 pts	1 Target	1 Target	5 Rounds	1 Hour				




CREATE: Normal Fire Protection   
 FOCUS: Warms those close.   
 COUNTER: Same Spell   
 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
Magical Fire Protection				12 pts	Self	Self	2 Rounds	2 Hours		



FOCUS: Forge fire = 1 hp / Rd. 

COUNTER: Same Spell

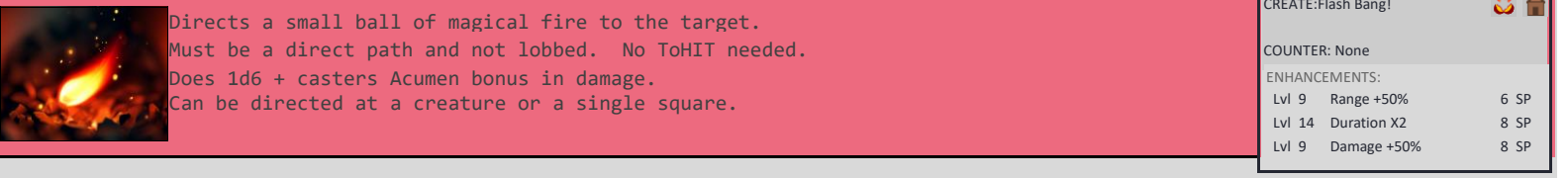
ENHANCEMENTS:

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

## Battle-Offense

LEVEL **1**   STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save

**Flash Of Fire!** 4 pts 4 Squares 1 Target Initiative 4 Rounds



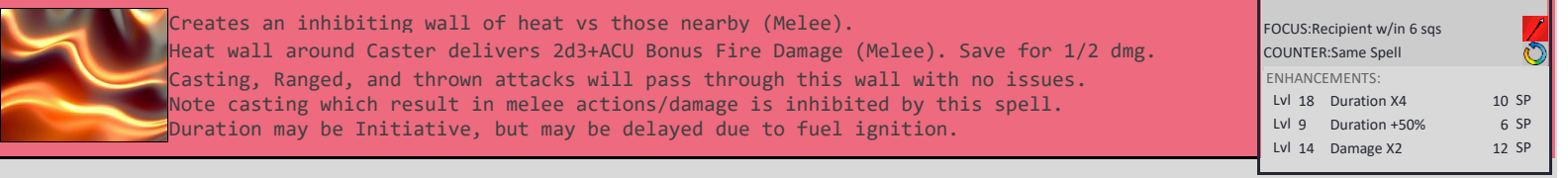
CREATE:Flash Bang!

COUNTER: None

ENHANCEMENTS:

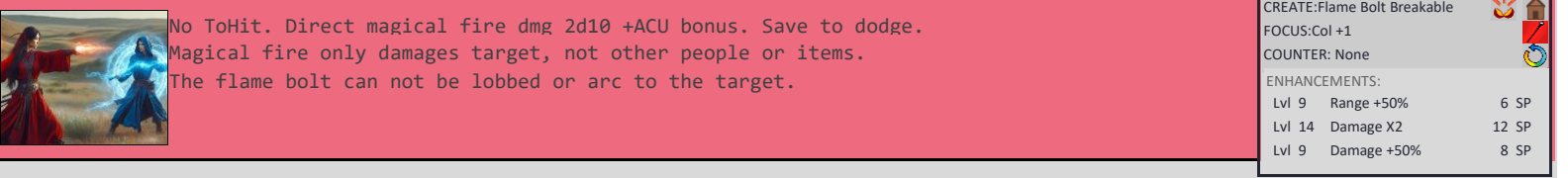
Lvl 9	Range +50%	6 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Damage +50%	8 SP

LEVEL	STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Heat Wave Wall			4 pts	Touch	1 Sq (1 Target)	Initiative	5 Rounds		1/2 Damage	



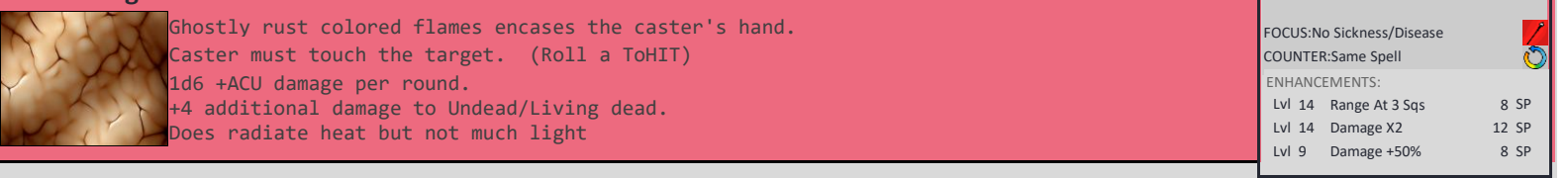
FOCUS: Recipient w/in 6 sqs  
 COUNTER: Same Spell  
 ENHANCEMENTS:  
 Lvl 18 Duration X4 10 SP  
 Lvl 9 Duration +50% 6 SP  
 Lvl 14 Damage X2 12 SP

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
Flame Bolt				4 pts	10 Squares	1 Target	Initiative	1 Round		Spell missed	



CREATE:Flame Bolt Breakable  
FOCUS:Col +1  
COUNTER: None  
ENHANCEMENTS:  
Lvl 9 Range +50% 6 SP  
Lvl 14 Damage X2 12 SP  
Lvl 9 Damage +50% 8 SP

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Scorching Skin						4 pts	Touch	1 Target	Initiative	3 Rounds		




FOCUS: No Sickness/Disease  
COUNTER: Same Spell

ENHANCEMENTS:

Lvl 14	Range At 3 Sqs	8 SP
Lvl 14	Damage X2	12 SP
Lvl 9	Damage +50%	8 SP

# -Dokour

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 Spell

ENHANCEMENTS:

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

LEVEL	4			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Conjured
Conjure Native Beetles						4 pts	4 Squares	1 Mark	Initiative	2 Rounds		



A swarm appears in a square adjacent to the target.

Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.

Will attack any living target. Even if the target is friendly to the caster.

Save to conure.

CREATE:Beetleroot Granules


FOCUS:Save +1 Col

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP

LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Conjured
Create Arcane Beetles						8 pts	8 Squares	1 Square	Initiative	3 Rounds		



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:SKL:>05

COUNTER:Interuption Of Duration Lvl:1

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Damage +50%	8 SP

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 1/2 Damage
Flame Strike						8 pts	4 Squares	1 Square	Initiative	1 Round		



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

LEVEL	12			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	MR: 2 Expulsion
Circle - Dimensional Expulsion						12 pts	Touch	2 x 2 Square	12 Secs (2 Rds)	1 Round		



Forces Dimension Creatures and items back to Dimension Plane.

This is cast using chalk outlined circle. Once spell starts outline fades to unseen.

Save for each creature/item. Pass to expell. Every Save attempt alerts the caster.


Range is for casting. Distance to caster does not matter after casting.

COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 12	AoE X2	6 SP

LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3 1/2 Dmg if same class
Class Power Attack (FIRE)						12 pts	8 Squares	1 Target	Initiative	1 Round		



The power surges outward impacting the enemy. No ToHIT required.

Bolt of power: Dmg 4d10+ACU Bonus.

Save for 1/2 dmg IF same class. Use comparison Save.

FOCUS:Knockback w/ RM:3


COUNTER: None

ENHANCEMENTS:

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

## Battle-Prep

LEVEL	4			STACK	1	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:Same Spell

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP

# -Dokour

LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 4	
						12 pts	Touch	3x3 Sq Radius	10 Minutes	4 Hours	Able to Exit		



Blood red aura lights up the perimeter before fading from view.  
Holds Dimensional creatures within AoE.  
Creatures of Dimension must Save to leave the containmentment.

FOCUS:Save = >95


COUNTER:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

## Call-Summon

LEVEL	3	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
						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.  
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:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 14	Duration X2	8 SP

LEVEL	5	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	30 Squares	PMP	2 Days (24 Hrs)	End of Year				



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:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Alter Hair/Whiskers/F	6 SP

LEVEL	11	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
						36 pts	Touch	1 Body	12 Hours	Permanent	Alive!			



Fire surrounds and restores the creature that is dead less than 25 hrs & passes the Save.  
Only one Nae'Em or divine connection remains... from the caster to the recipient.  
When brought back to life the creature has -4 HP.  
- Passing the Save takes 5 HP from the recipient Max HP, takes 8 HP with Focus Staff.  
- Passing the Save gives 1 HP to the Casters Max HP.

FOCUS:takes 8 HP off Max HP


COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Nae'Em Clues Remove	20 SP
Lvl 1	Fake Effort	-2 SP

## Communication-

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



Fire to fire Nae'Em.  
Audio visual fire to fire Nae'Em. Small item pass through.  
Two separate fires must be in preset location and lit.  
The caster face willl be visible to the other side.  
A single 'speakers' face will be visible to the caster.


FOCUS:Item passed through

COUNTER:Same Spell

ENHANCEMENTS:

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

LEVEL	6	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	Touch	1 Target	1 Round	20 Minutes				



Red flames extend from the caster to be infused into the skull of the target.  
Can be up to 100 years dead per Tier. Creates a temporary Nae'Em (Cae'Em).  
Requires full skull and a jawbone. Max of 5 questions within the rollout time.  
Spell will interpret older languages to the current common language.


FOCUS:Truthseer

COUNTER:Interruption Of Duration Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Range At 3 Sqs	8 SP
Lvl 9	Range at 1 Sq	6 SP

LEVEL	7	NAE'EM			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
						8 pts	3 Marks	1 Recipient	1 Hour	1 Round / Tier	Viewed			



Bright yellow ribbons encircle the recipient.  
An identified Dokour Target person becomes connected to the caster.  
Requires the target to be within Range and to have already been identified by the 'Direction To Dokour Target' spell.

FOCUS:SKL:>05

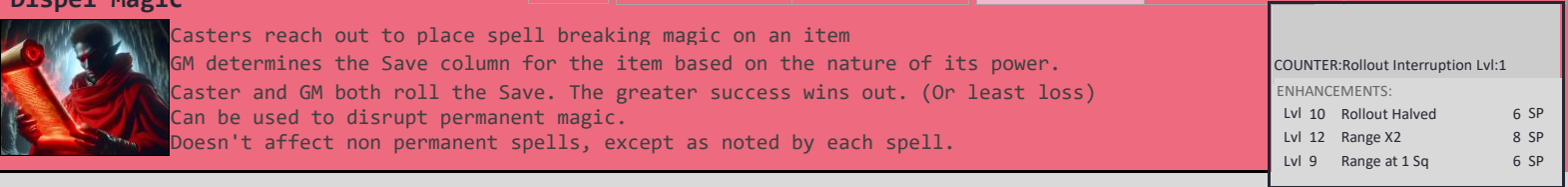
COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP

**-Dokour**

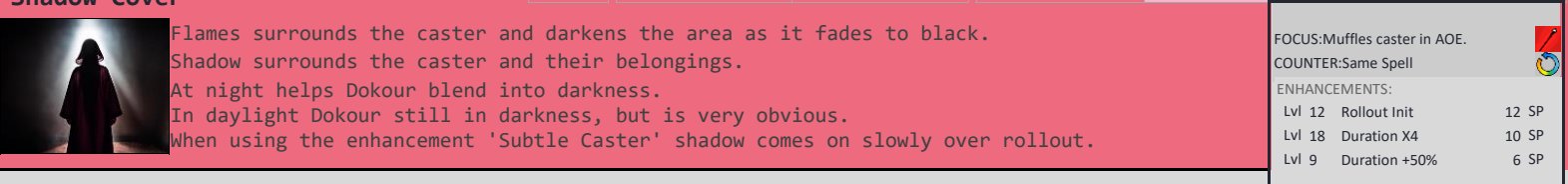
LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
8	99	8 pts	Touch	1 Target	6 Minutes	Permanent		Comparative	



ENHANCEMENTS:		
Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range at 1 Sq	6 SP

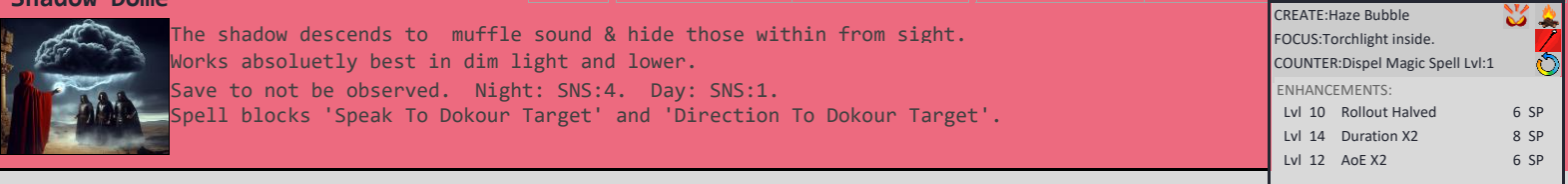
## Find-Hide-Reveal

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	1	4 pts	Self	1 Suare	1 Minute	1 Hour	No Save



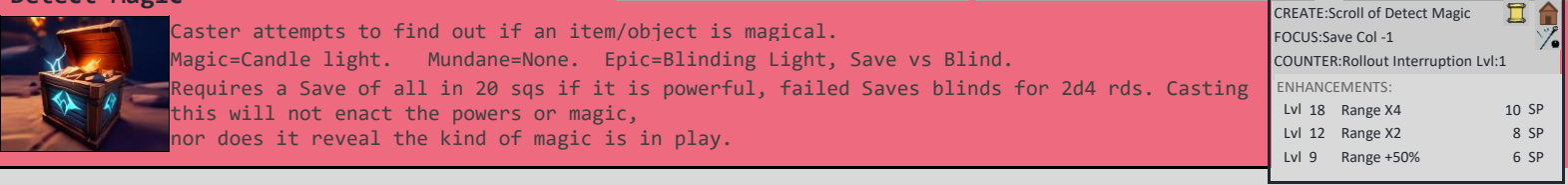
Lvl 12	Rollout Init	12 SP
Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 1-4	
Shadow Dome			4 pts	Caster	4x4 Squares	6 Minutes	12 Hours		Not so visible	



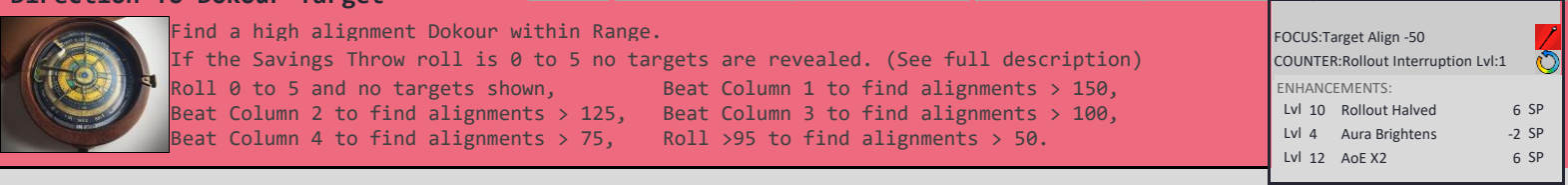
Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 12	AoE X2	6 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
5		8 pts	2 Squares	1-5 item	5 Minutes	Instant			Sight



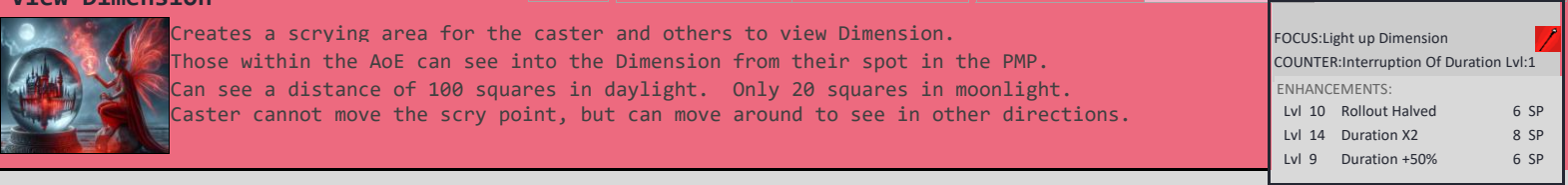
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL	7	NAME	EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: Vari	GM
Direction To Dokour Target						8 pts	Self	5 Marks Radius / Tier	1 Hour	Instant	Compass direction		



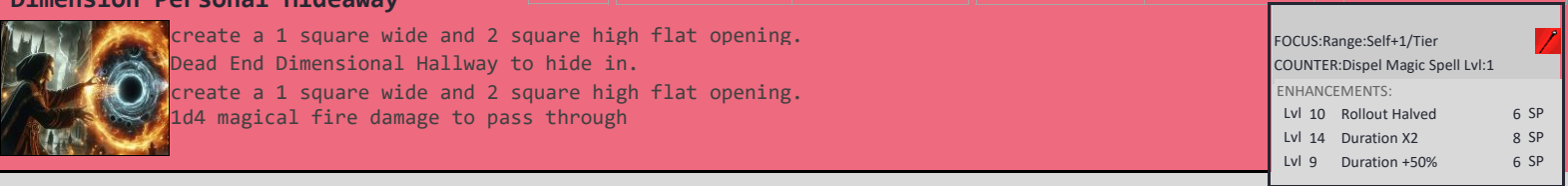
Lvl 10	Rollout Halved	6 SP
Lvl 4	Aura Brightens	-2 SP
Lvl 12	AoE X2	6 SP

LEVEL	7	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
View Dimension							8 pts	10 to 100 Sqs sight	2x2 Sq Perimeter	10 Minutes	6 Hours		



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


LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Dimension	Personal	Hideaway			8 pts	Self	1x2 Squares	10 Minutes	2 Hours		




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



# -Dokour

LEVEL	8	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1x2x2 Squares	1 Minute	4 Hours		



Requires the caster to have created an Imp previously.  
Imp Spy must be on the same PMP.  
Sees through Imp Spy's eyes with normal vision only.  
Does NOT communicate with Imp Spy

FOCUS:Send 1 command.


COUNTER:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 14	Range At 3 Sqs	8 SP
Lvl 4	Aura Brightens	-2 SP

## Health-Life-Death

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2
						4 pts	Self	Caster	5 Rounds	20 Minutes	Damage reduced	



surround the wound on the caster and stitch the skin together.  
Any magical/mundane fire dmg is reduced by 2 per die, minimum of 1.

CREATE:Burn Reduction


FOCUS:Total of 4 Pts Reduced.

COUNTER: None

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
						4 pts	Touch	1 Recipient	Initiative	Permanent	Healed self.	



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

LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						-2 pts	Touch	1 Target	1 Minute	Permanent		



Encasing the undead/living dead in flames for one full minute.  
"Heals" the target for 1d6 points while caster may gain 2 SP.  
Target must actually be at less than maximum points. Must have a need to be "healed".  
Has no effect on a corpse.  
Max gain of SP set to 20 SP per day.


FOCUS:no Sick/Disease to caster

COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 14	Range At 3 Sqs	8 SP

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1 Body	30 Min	Permanent		




Yellow flames creep across the body without burning it.  
Must be dead a month or less.  
The dead are sent beyond any connection that can be made from the known planes.  
To finish the spell a dieties name must be spoken aloud.

COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Range At 3 Sqs	8 SP

LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HLH: 3
						8 pts	Self	Self	30 Minutes	12 Hours	Target cleansed	



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.

FOCUS:Cast to another

COUNTER:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 14	Duration X2	8 SP

## Other-Counter

LEVEL	0			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						pts						



DO NOT DELETE !!!! This is a counter

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
-------	-----------------	------

# -Dokour

## Personal-Connections

LEVEL	9	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
						24 pts	4 Squares	1 Item	2 Hours	Permanent	success		

Bright Orange ribbons float to the object/person and fade as they surround them.  
Caster attempts to locate clues to find a True Name.

FOCUS:Rollout Halved.  
COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range +50%	6 SP

LEVEL	11	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
						36 pts	Touch	1 Item	3 Days	Permanent	Connected		

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.

FOCUS:No current Focus Item.  
COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range at 1 Sq	6 SP

## Travel-Planes

LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	2 Squares	3 Civilized crtrs	30 Minutes	2 Rounds			

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.

COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP

LEVEL	9	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
						12 pts	Touch	Portal Structure	1 Hour	2 Minutes	1/2 Damage		

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:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 10	Rollout Halved	6 SP
Lvl 9	Duration +50%	6 SP

## Travel-PMP

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	24 Squares	Caster	2 Rounds	20 Minutes			

Shining ruby colored flames Profile The Caster Then Dim To Nothing.  
Caster can jump from one shadow to another within range.  
This does work for the caster only on shadows that the caster can see and in Range.  
This dowoes allow more options at night when more shadows are available.

FOCUS:No light when cast  
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

## Utility-

LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Self	5 Sq Dia Sphere	Initiative	4 Hours			

Stays fixed right above the caster.  
Darkness to continues for one hour.  
Caster to 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 Spell Lvl:1

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 12	AoE X2	6 SP