Battl	e Actio	ns/Prep								
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Reduce Fire Damage	Magical/mundane fire dmg is reduced by 2 per die, min 1.	Self	Caster	20 Minutes	5 Rounds	HTH 2	1
	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
	10	12 pts	-	Magical fire damage to 1 HP per round. Forge = 1d4 dmg.	Self	Self	2 Hours	2 Rounds	none	1
Battl	e Offen	se								
	Lvl	Cost	Title	Description T. H. C. T. H. L.	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Flash Of Fire!	1d6 + ACU magical fire damage, no ToHit. Save to blind 5 rds.	4 Squares	1 Target	1 Round	Initiative	none	99
	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
	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.	12 Squares	1 Target	4 Rounds	Initiative	none	3
	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	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	AGL 2	99
	15	16 pts	Dokour Flame Attack	Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 dmg.	8 Squares	1 Target	1 Round	Initiative	RM 2	99
End		-								
Class	s Speci	-								
	Lvl	Cost	Title	Description May rein of CR and to 20 CR year day.	Range	AoE	Duration	RollOut	Save Col	Stack
	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
	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
	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	RM3	99
Com	munica	tion								
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	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
	_	7 Pto					ZO Militatoo	Z Mourius	110116	
	6	8 pts	Speak with Dead	Up to 100 years dead per Tier. Skull answers in common.	Touch	1 Target	20 Minutes	1 Round	none	99
						1 Target 1 Spirit				99
End End	6	8 pts	Speak with Dead	Up to 100 years dead per Tier. Skull answers in common.	Touch	9	20 Minutes	1 Round	none	99
End Ench	6	8 pts 20 pts	Speak with Dead	Up to 100 years dead per Tier. Skull answers in common.	Touch	1 Spirit	20 Minutes	1 Round 10 Minutes	none SKL 2	99
End Ench	6 19 nantmer	8 pts 20 pts nts	Speak with Dead Dead Spirit Conversation Circle Title	Up to 100 years dead per Tier. Skull answers in common. Speaks with up to 6 souls. Requires a ritual & tokens. Description	Touch 6 Squares	1 Spirit	20 Minutes Rollout	1 Round 10 Minutes	none SKL 2	1 Stack
End Ench	6 19 nantmer	8 pts 20 pts	Speak with Dead Dead Spirit Conversation Circle	Up to 100 years dead per Tier. Skull answers in common. Speaks with up to 6 souls. Requires a ritual & tokens.	Touch 6 Squares	1 Spirit	20 Minutes Rollout	1 Round 10 Minutes	none SKL 2	1
	6 19 nantmer	8 pts 20 pts nts	Speak with Dead Dead Spirit Conversation Circle Title	Up to 100 years dead per Tier. Skull answers in common. Speaks with up to 6 souls. Requires a ritual & tokens. Description	Touch 6 Squares	1 Spirit	20 Minutes Rollout	1 Round 10 Minutes	none SKL 2	1 Stack
	6 19 nantmer	8 pts 20 pts tts Cost 8 pts	Speak with Dead Dead Spirit Conversation Circle Title	Up to 100 years dead per Tier. Skull answers in common. Speaks with up to 6 souls. Requires a ritual & tokens. Description	Touch 6 Squares	1 Spirit	20 Minutes Rollout	1 Round 10 Minutes	none SKL 2	1 Stack
	6 19 nantmer Lvl 8	8 pts 20 pts ts Cost 8 pts Shelters	Speak with Dead Dead Spirit Conversation Circle Title Dispel Magic Spell	Up to 100 years dead per Tier. Skull answers in common. Speaks with up to 6 souls. Requires a ritual & tokens. Description Caster and GM both roll the Save. Affected spells list in Full Descr.	Touch 6 Squares Range Touch	1 Spirit AoE 1 Target	20 Minutes Rollout Duration Permanent	1 Round 10 Minutes RollOut 6 Minutes	none SKL 2 Save Col SKL 3	Stack 99
	6 19 nantmer Lvl 8	8 pts 20 pts tts Cost 8 pts Shelters Cost	Speak with Dead Dead Spirit Conversation Circle Title Dispel Magic Spell Title	Up to 100 years dead per Tier. Skull answers in common. Speaks with up to 6 souls. Requires a ritual & tokens. Description Caster and GM both roll the Save. Affected spells list in Full Descr. Description	Touch 6 Squares Range Touch	1 Spirit AoE 1 Target	20 Minutes Rollout Duration Permanent Duration	1 Round 10 Minutes RollOut 6 Minutes	none SKL 2 Save Col SKL 3	Stack 99
Fenc End End	6 19 nantmer Lvl 8 Ees and Lvl 13 14	8 pts 20 pts tts Cost 8 pts Shelters Cost 16 pts 16 pts	Speak with Dead Dead Spirit Conversation Circle Title Dispel Magic Spell Title Circle of Containment	Up to 100 years dead per Tier. Skull answers in common. Speaks with up to 6 souls. Requires a ritual & tokens. Description Caster and GM both roll the Save. Affected spells list in Full Descr. Description Creatures from exiting its area. Must Save to Exit.	Touch 6 Squares Range Touch Range Touch	1 Spirit AoE 1 Target AoE 3 Sq Rad Circle	20 Minutes Rollout Duration Permanent Duration 4 Hours	1 Round 10 Minutes RollOut 6 Minutes RollOut 10 Minutes	none SKL 2 Save Col SKL 3	Stack 99
Fence End End	6 19 nantmer Lvl 8 ees and Lvl	8 pts 20 pts tts Cost 8 pts Cost 16 pts 16 pts	Speak with Dead Dead Spirit Conversation Circle Title Dispel Magic Spell Title Circle of Containment Magma Perimeter	Up to 100 years dead per Tier. Skull answers in common. Speaks with up to 6 souls. Requires a ritual & tokens. Description Caster and GM both roll the Save. Affected spells list in Full Descr. Description Creatures from exiting its area. Must Save to Exit. Magical magma dmg 8d6. Double dmg if submerged.	Touch 6 Squares Range Touch Range Touch Caster	AoE 1 Target AoE 3 Sq Rad Circle 4x4 Sq Island	20 Minutes Rollout Duration Permanent Duration 4 Hours	1 Round 10 Minutes RollOut 6 Minutes RollOut 10 Minutes 30 Minutes	save Col SKL 3	Stack 99 Stack 99
Fence End End	6 19 nantmer Lvi 8 ces and Lvi 13 14 or Reve	8 pts 20 pts tts Cost 8 pts Shelters Cost 16 pts 16 pts 16 pts Cost Cost	Speak with Dead Dead Spirit Conversation Circle Title Dispel Magic Spell Title Circle of Containment Magma Perimeter	Up to 100 years dead per Tier. Skull answers in common. Speaks with up to 6 souls. Requires a ritual & tokens. Description Caster and GM both roll the Save. Affected spells list in Full Descr. Description Creatures from exiting its area. Must Save to Exit. Magical magma dmg 8d6. Double dmg if submerged. Description	Touch 6 Squares Range Touch Range Touch Caster	AoE 1 Target AoE 3 Sq Rad Circle 4x4 Sq Island	20 Minutes Rollout Duration Permanent Duration 4 Hours 6 Hours Duration	1 Round 10 Minutes RollOut 6 Minutes RollOut 10 Minutes 30 Minutes	save Col SKL 3	Stack 99
Fence End End	nantmer LvI 8 ces and LvI 13 14 or Reve	8 pts 20 pts tts Cost 8 pts Cost 16 pts 16 pts 16 pts Cost 8 pts	Speak with Dead Dead Spirit Conversation Circle Title Dispel Magic Spell Title Circle of Containment Magma Perimeter Title Detect Magic	Up to 100 years dead per Tier. Skull answers in common. Speaks with up to 6 souls. Requires a ritual & tokens. Description Caster and GM both roll the Save. Affected spells list in Full Descr. Description Creatures from exiting its area. Must Save to Exit. Magical magma dmg 8d6. Double dmg if submerged. Description Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind.	Touch 6 Squares Range Touch Range Touch Caster Range 2 Squares	AoE 1 Target AoE 3 Sq Rad Circle 4x4 Sq Island AoE 1-5 item	20 Minutes Rollout Duration Permanent Duration 4 Hours 6 Hours Duration Instant	1 Round 10 Minutes RollOut 6 Minutes RollOut 10 Minutes 30 Minutes RollOut 5 Minutes	save Col SKL 3 Save Col BRU 3 none	Stack 99 Stack 99 1
Fenc End End	nantmer Lvl 8 Lvl 13 14 or Reve Lvl 5 9	8 pts 20 pts Cost 8 pts Shelters Cost 16 pts 16 pts Cost 8 pts 24 pts	Speak with Dead Dead Spirit Conversation Circle Title Dispel Magic Spell Title Circle of Containment Magma Perimeter Title Detect Magic Find Clues To True Name	Up to 100 years dead per Tier. Skull answers in common. Speaks with up to 6 souls. Requires a ritual & tokens. Description Caster and GM both roll the Save. Affected spells list in Full Descr. Description Creatures from exiting its area. Must Save to Exit. Magical magma dmg 8d6. Double dmg if submerged. Description Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind. Use of this spell will reveal clues about a True Name.	Range Touch Range Touch Caster Range 4 Squares	AoE 1 Target AoE 3 Sq Rad Circle 4x4 Sq Island AoE 1-5 item 1 Item	20 Minutes Rollout Duration Permanent Duration 4 Hours 6 Hours Duration Instant Permanent	1 Round 10 Minutes RollOut 6 Minutes RollOut 10 Minutes 30 Minutes RollOut 5 Minutes 2 Hours	save Col SKL 3 Save Col BRU 3 none	Stack 99 Stack 99
Fence End End	6 19 nantmer Lvi 8 Ees and Lvi 13 14 or Reve Lvi 5 9 9	8 pts 20 pts Cost 8 pts Cost 16 pts 16 pts 24 pts 12 pts	Speak with Dead Dead Spirit Conversation Circle Title Dispel Magic Spell Title Circle of Containment Magma Perimeter Title Detect Magic Find Clues To True Name Search for Focus Item	Up to 100 years dead per Tier. Skull answers in common. Speaks with up to 6 souls. Requires a ritual & tokens. Description Caster and GM both roll the Save. Affected spells list in Full Descr. Description Creatures from exiting its area. Must Save to Exit. Magical magma dmg 8d6. Double dmg if submerged. Description Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind. Use of this spell will reveal clues about a True Name. Detects focus item within range. Vibration/Audible/Visual.	Range Touch Range Touch Caster Range August Squares A Squares Self	AoE 1 Target AoE 3 Sq Rad Circle 4x4 Sq Island AoE 1-5 item 1 Item 1 Mark	20 Minutes Rollout Duration Permanent Duration 4 Hours 6 Hours Duration Instant Permanent 4 Hours	1 Round 10 Minutes RollOut 6 Minutes RollOut 10 Minutes 30 Minutes RollOut 5 Minutes 2 Hours 1 Day	save Col SKL 3 Save Col BRU 3 none	Stack 99 Stack 99 1
Fence End End	nantmer Lvl 8 Lvl 13 14 or Reve Lvl 5 9	8 pts 20 pts Cost 8 pts Shelters Cost 16 pts 16 pts Cost 8 pts 24 pts	Speak with Dead Dead Spirit Conversation Circle Title Dispel Magic Spell Title Circle of Containment Magma Perimeter Title Detect Magic Find Clues To True Name Search for Focus Item	Up to 100 years dead per Tier. Skull answers in common. Speaks with up to 6 souls. Requires a ritual & tokens. Description Caster and GM both roll the Save. Affected spells list in Full Descr. Description Creatures from exiting its area. Must Save to Exit. Magical magma dmg 8d6. Double dmg if submerged. Description Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind. Use of this spell will reveal clues about a True Name.	Range Touch Range Touch Caster Range 4 Squares	AoE 1 Target AoE 3 Sq Rad Circle 4x4 Sq Island AoE 1-5 item 1 Item	20 Minutes Rollout Duration Permanent Duration 4 Hours 6 Hours Duration Instant Permanent	1 Round 10 Minutes RollOut 6 Minutes RollOut 10 Minutes 30 Minutes RollOut 5 Minutes 2 Hours	save Col SKL 3 Save Col BRU 3 none	Stack 99 Stack 99 1
Fence End End Find	6 19 nantmer Lvi 8 Ees and Lvi 13 14 or Reve Lvi 5 9 9 9 16	8 pts 20 pts **Cost** 8 pts **Cost** 16 pts 16 pts **Cost** 16 pts 24 pts 24 pts 12 pts 64 pts	Speak with Dead Dead Spirit Conversation Circle Title Dispel Magic Spell Title Circle of Containment Magma Perimeter Title Detect Magic Find Clues To True Name Search for Focus Item	Up to 100 years dead per Tier. Skull answers in common. Speaks with up to 6 souls. Requires a ritual & tokens. Description Caster and GM both roll the Save. Affected spells list in Full Descr. Description Creatures from exiting its area. Must Save to Exit. Magical magma dmg 8d6. Double dmg if submerged. Description Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind. Use of this spell will reveal clues about a True Name. Detects focus item within range. Vibration/Audible/Visual.	Range Touch Range Touch Caster Range August Squares A Squares Self	AoE 1 Target AoE 3 Sq Rad Circle 4x4 Sq Island AoE 1-5 item 1 Item 1 Mark	20 Minutes Rollout Duration Permanent Duration 4 Hours 6 Hours Duration Instant Permanent 4 Hours	1 Round 10 Minutes RollOut 6 Minutes RollOut 10 Minutes 30 Minutes RollOut 5 Minutes 2 Hours 1 Day	save Col SKL 3 Save Col BRU 3 none	Stack 99 Stack 99 1
Fence End End Find	nantmer Lvi 8 ces and Lvi 13 14 or Revo	8 pts 20 pts tts Cost 8 pts Cost 16 pts 16 pts 24 pts 12 pts 64 pts Rest	Speak with Dead Dead Spirit Conversation Circle Title Dispel Magic Spell Title Circle of Containment Magma Perimeter Title Detect Magic Find Clues To True Name Search for Focus Item Reveal True Name	Up to 100 years dead per Tier. Skull answers in common. Speaks with up to 6 souls. Requires a ritual & tokens. Description Caster and GM both roll the Save. Affected spells list in Full Descr. Description Creatures from exiting its area. Must Save to Exit. Magical magma dmg 8d6. Double dmg if submerged. Description Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind. Use of this spell will reveal clues about a True Name. Detects focus item within range. Vibration/Audible/Visual. This uses all the clues to find the True Name.	Range Touch Range Touch Caster Range 2 Squares 4 Squares 5elf 1 Square	AoE 1 Target AoE 3 Sq Rad Circle 4x4 Sq Island AoE 1-5 item 1 Item 1 Mark 1 Square	20 Minutes Rollout Duration Permanent Duration 4 Hours 6 Hours Duration Instant Permanent 4 Hours Permanent	1 Round 10 Minutes RollOut 6 Minutes RollOut 10 Minutes 30 Minutes RollOut 5 Minutes 2 Hours 1 Day 12 Hours	save Col SKL 3 Save Col BRU 3 none Save Col RM 2 RM 2 SKL 2 none	Stack 99 Stack 99 1 Stack 1 99
Fence End End Find	nantmer Lvi 8 Lvi 13 14 or Revo Lvi 5 9 16 ing and	8 pts 20 pts tts Cost 8 pts Cost 16 pts 16 pts 24 pts 24 pts 12 pts 64 pts Rest Cost	Speak with Dead Dead Spirit Conversation Circle Title Dispel Magic Spell Title Circle of Containment Magma Perimeter Title Detect Magic Find Clues To True Name Search for Focus Item Reveal True Name	Up to 100 years dead per Tier. Skull answers in common. Speaks with up to 6 souls. Requires a ritual & tokens. Description Caster and GM both roll the Save. Affected spells list in Full Descr. Description Creatures from exiting its area. Must Save to Exit. Magical magma dmg 8d6. Double dmg if submerged. Description Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind. Use of this spell will reveal clues about a True Name. Detects focus item within range. Vibration/Audible/Visual. This uses all the clues to find the True Name.	Range Touch Range Touch Caster Range 2 Squares 4 Squares 5 Self 1 Square	AoE 1 Target AoE 3 Sq Rad Circle 4x4 Sq Island AoE 1-5 item 1 Item 1 Mark 1 Square	20 Minutes Rollout Duration Permanent Duration 4 Hours 6 Hours Duration Instant Permanent 4 Hours	1 Round 10 Minutes RollOut 6 Minutes RollOut 10 Minutes 30 Minutes RollOut 5 Minutes 2 Hours 1 Day 12 Hours	save Col SKL 3 Save Col BRU 3 none Save Col RM 2 RM 2 SKL 2 none	Stack 99 Stack 99 1
Fence End End Find	nantmer Lvi 8 ces and Lvi 13 14 or Revo	8 pts 20 pts tts Cost 8 pts Cost 16 pts 16 pts 24 pts 12 pts 64 pts Rest	Speak with Dead Dead Spirit Conversation Circle Title Dispel Magic Spell Title Circle of Containment Magma Perimeter Title Detect Magic Find Clues To True Name Search for Focus Item Reveal True Name	Up to 100 years dead per Tier. Skull answers in common. Speaks with up to 6 souls. Requires a ritual & tokens. Description Caster and GM both roll the Save. Affected spells list in Full Descr. Description Creatures from exiting its area. Must Save to Exit. Magical magma dmg 8d6. Double dmg if submerged. Description Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind. Use of this spell will reveal clues about a True Name. Detects focus item within range. Vibration/Audible/Visual. This uses all the clues to find the True Name.	Range Touch Range Touch Caster Range 2 Squares 4 Squares 5elf 1 Square	AoE 1 Target AoE 3 Sq Rad Circle 4x4 Sq Island AoE 1-5 item 1 Item 1 Mark 1 Square	20 Minutes Rollout Duration Permanent Duration 4 Hours 6 Hours Duration Instant Permanent 4 Hours Permanent Duration	1 Round 10 Minutes RollOut 6 Minutes RollOut 10 Minutes 30 Minutes RollOut 5 Minutes 2 Hours 1 Day 12 Hours	save Col SKL 3 Save Col BRU 3 none Save Col RM 2 RM 2 SKL 2 none	Stack 99 Stack 99 1 Stack 1 99 1

			-Dokour					10/15/20	024 6:34:43	3 PM
End	6	0 nto	2011001	1 hn Dwa nar haur Immuna ta Cialmaga/Diagga	Colf	Colf	10 Hours			
	6	8 pts	Cleansing Fire	1 hp Dmg per hour. Immune to Sickness/Disease.	Self	Self	12 Hours	30 Minutes	HLH 3	1
	11	36 pts	Summon Life From Death	Dead < 25 Hrs. SKL:3 & -4 current HP, Permanent -5 HP from Max H	Touch	1 Body	Permanent	12 Hours	SKL 3	99
Light	-									
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	-1	pts	No Counter Available	X					none	
Light	and Da	arkness								
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Light of Dokour Red	Default Light: Candle light	Self	Varies	4 Hours	Initiative	none	99
	1	4 pts	Shadow Cover	Shadow surrounds the caster and their belongings.	Self	1 Suare	1 Hour	1 Minute	none	1
	3	4 pts	The Darkness	Darkness centered just above caster.	Self	5 Sq Dia Sphere	4 Hours	Initiative	none	1
	4	4 pts	Profiled In Fire	Those in adjacent squares feel warmth from the magical fire.	12 Squares	Recipient	2 Hours	Initiative	none	1
	6	8 pts	Move Shadow to Shadow	Caster can jump from one shadow to another within range.	24 Squares	Caster	20 Minutes	2 Rounds	none	99
Nae'E	Ems									
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	7	8 pts	Direction To Dokour Target	Save Column varies to reveal alignments from 50 to 200.	Self	5 Marks Radius / Ti	Instant	1 Hour	RM Varies	1
	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
	8	8 pts	Portal To Nae'Em	portal can't be opened/created unless Nae'Em agrees to the portal.	Self	PMP	5 Minutes	30 Minutes	None	1
	8	4 pts	Scry on Imp Spy	Can scry on your Imp within PMP.	Touch	1x2x2 Squares	4 Hours	1 Minute	none	3
	15	16 pts	Create Permanent Location Tae'Em	Location becomes a teleport destination.	10 Squares	2x2 Sq Area	Permanent	1 Day	none	1
Plana	ar									
1 10110	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	4	4 pts	Veil of Shadows	Shadow muffles sound & hides those within. Night:SNS:4. Day:SNS:		4x4 Squares	12 Hours	6 Minutes	SNS 1-4	1
	5	8 pts	Dimension Quick Portal for 3	2d4 INTO or 2d6 OUT OF. Damage to use. Caster & 2 others	2 Squares	3 Civilized crtrs	2 Rounds	30 Minutes	none	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
	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
	9	12 pts	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
	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
	12	12 pts	Circle - Dimensional Expulsion	Pass Save to expell a dimension creature/item to Dimension.	Touch	2 x 2 Square	1 Round	12 Secs (2 Rd	MR 2	3
End	non or	Cand								
Sum	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	3	4 pts	Invoke Temporary Imp	Image of mini caster. HP:12 Attks:x1x1 Dmg:1d2	8 Squares	PMP	1 day / Tier	1 Hour	RM 2	1
	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
	5	8 pts	Invoke Imp Partner (Year long)	Create an imp that can be scryed on. (automatic Cae'Em)	30 Squares	PMP	End of Year	2 Days (24 Hrs	none	1
	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
				, , , ,						
Utility	y or Mis		Tial	Description	Davis	A = F	Dunatia	D-IIO. +	Cava C-1	Cto-li
	Lvl 2	Cost 4 pts	Title Fire Starter	Description Fire jumps from the hand to the target. 1d1 Dmg.	Range 6 Sqaures	AoE 1 Item	Duration Instant	RollOut Initiative	Save Col SKL 1	Stack 99
	۷	4 pts	i iie Otaitei	ווים שוווים וויסווו נוופ וומווע נט נוופ נמוטפנ. זעד טוווט.	o oqaules	1 1(CIII	motant	muauve	JIL I	33