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Section	Battle-Action	ons								
THE Defense  Indignate Fire Immunity Target is immune to mundane fires cooler than a forge. I Target 1 Target 1 Target 1 Thour 5 Rounds none 1 Target 1 Targ				·						Stack
No.   Cont.   Title   Description   Processing   Process   Proce	5	8 pts	Fire Starter	Fire jumps from the hand to the target. 1d1 Dmg.	6 Sqaures	1 Item	Instant	Initiative	SKL 1	99
8   8   5  bly   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 Protection   Mundane fire damage to 1 HP per round. Furge = 144 dmg.   Self   Self   20 Minutes   Minutes   None   1	Battle-Defe	nse								
10   12 pts   Magical Fire Protection   Mundame fire damage to 1 HP per round. Forge = 164 dmg.   Self   Self   20 Minutes   2 Minutes   none   1	Lvl	Cost	Title	Description	Range		Duration	RollOut	Save Col	Stack
Let   Cast   Tide   Description   Description   Description   Let   Cast   Tide   Description   Let   Cast   Tide   Description   Let	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
Mark   Cost   Title   Description   Range   AcE   Durstone   Rollous   Save Col   Stack	and 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
1   4 pts   Flash Of Fire!   166 + ACU magical fire damage, no ToHit. Save to blind 5 rds.   4 Squares   1 Target   4 Rounds   Initiative   SKL 2   99	Battle-Offe	nse								
4 pts   Heat Mave Well   2d3+ACU Fire Dring will Meles. Save for 1/2 Dring.   Touch   1 Sq (1 Target)   5 Rounds   Initiative   XRL 2   1/Tile   2   4 pts   Scorching Skin   ToHL Divert magical dring 2d10 + ACU Save to dodge.   10 Squares   1 Target   3 Rounds   Initiative   ACI 2   99   2   4 pts   Scorching Skin   ToHL Divert magical dring 2d10 + ACU Save to dodge.   10 Squares   1 Target   3 Rounds   Initiative   ACI 2   99   3   4 pts   Scorching Skin   Forum Younds cumulative. ACINITO-HTT @ -1.   1 Target   3 Rounds   Initiative   None   99   3   4 pts   Scorching Skin   Touch   1 Target   3 Rounds   Initiative   None   99   3   4 pts   Scorching Skin   Touch   1 Target   4 Rounds   Initiative   None   99   3   4 pts   Scorching Skin   Touch   1 Target   3 Rounds   Initiative   None   99   3   4 pts   Scorching Skin   Touch   3 pts   Scorching Skin   1 Round   1 Rounds   Initiative   SKI. 2   2   2   2   2   2   2   2   2   2	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
Parameter   Para	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
2	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
3   Aps	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
4   4 pts   Conjure Native Beetles   Swam. HP:15, AC:12, Init-4, ToHIT-4, Hacksxx1st, Dmg:168   4 Squares   1 Mark   2 Rounds   Initiative   SkL 2   2   3   3   3 pts   Flame Strike   No ToHIT. Magical fire lobbed, Dmg 4d10 +ACU. Save for 1/2.   4 Squares   1 Square   1 Round   Initiative   SkL 2   3   3   3 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 pts   Circle - Dimensional Expulsion   Pass Save to expell a dimension creature/filten to Dimension.   Touch   3x3 Square   1 Round   1 Specs (2 Rd   MR 2   3   1 pts   Circle - Dimensional Expulsion   Pass Save to expell a dimension creature/filten to Dimension.   Touch   3x3 Square   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   1 Round   Initiative   RM 2   99   16   16 pts   Dokour Flame Attack   Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 dmg.   12 Squares   1 Round   Initiative   RM 2   99   16   16 pts   Dokour Flame Attack   Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 dmg.   12 Squares   1 Round   Initiative   RM 2   99   15   16 pts   Dokour Flame Attack   Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 dmg.   12 Squares   1 Round   Initiative   RM 2   99   15   16 pts   Dokour Flame Attack   Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 dmg.   12 Squares   1 Round   Initiative   RM 2   99   15   16 pts   Dokour Flame Attack   Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 dmg.   12 Squares   1 Round   Initiative   RM 2   99   14 pts   Dokour Flame Attack   Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 dmg.   12 Squares   1 Round   Initiative   RM 2   99   14 pts   Dokour Flame Attack   Range   AcE   Duration   Rolifout   Save Col   Stack   Range   AcE   Duration   Rolif	and 2	4 pts	Scorching Skin	1d6 +ACU dmg per round. Save for none. +4 to Dead.	Touch	1 Target	3 Rounds	Initiative	none	99
8 8 pts   Create Arcane Beetles   Save to conjure. Attacks nearest enemy for 1d8 dring, 2X-2   8 Squares   1 Square   3 Rounds   Initiative   SRL 2   3   8	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   Create Arcane Beetles   Save to conjure. Attacks nearest enemy for 108 dmg. X22.2 8 Squares   1 Square   3 Rounds   Initiative   Skl. 2 3 9 9 12 12 pts   Circle - Dimensional Expulsion   Pass Save to expell a dimension restureflem to Dimension. Touch   3x3 Square   1 Round   172 Secs (2 Rd   MR 2 9 9 12 12 pts   Circle - Dimensional Expulsion   Pass Save to expell a dimension restureflem to Dimension. Touch   3x3 Square   1 Round   172 Secs (2 Rd   MR 2 9 9 15   16 pts   Class Power Attack (FIRE)   Class Bolt Dimg 5d10+ACU. Save for 172 dmg   Fsame dass. 8 Squares   1 Target   1 Round   Initiative   RM 2 9 9 15   16 pts   Dokour Flame Attack   Direct dmg 5d8 +12 +ACU bonus. Target Save for 122 dmg   2 Squares   1 Target   1 Round   Initiative   RM 2 9 9 15   16 pts   Dokour Flame Attack   Direct dmg 5d8 +12 +ACU bonus. Target Save for 112 dmg age. 8 Squares   1 Target   1 Round   Initiative   RM 3 9 9 15   16 pts   Dokour Flame Attack   Direct dmg 5d8 +12 +ACU bonus. Target Save for 112 damage. 8 Squares   1 Target   1 Round   Initiative   RM 3 9 9 15   16 pts   Dokour Flame Attack   Direct dmg 5d8 +12 +ACU bonus. Target Save for 112 damage. 8 Squares   1 Target   1 Round   Initiative   RM 3 9 9 15   16 pts   Dokour Flame Attack   Direct dmg 5d8 +12 +ACU bonus. Target Save for 112 damage. 8 Squares   1 Target   1 Round   Initiative   RM 2 9 9 15   16 pts   Dokour Flame Attack   Direct dmg 5d8 +12 +ACU bonus. Target Save for 112 damage. 8 Squares   1 Target   1 Round   Initiative   RM 2 9 9 15   16 pts   Dokour Flame Attack   Direct dmg 5d8 +12 +ACU bonus. Target Save for 112 damage. 8 Squares   1 Target   1 Round   Initiative   RM 2 9 9 15   12 pts   Direct dmg 5d8 +12 +ACU bonus. Target Save for 112 damage. 8 Squares   1 Target   1 Round   Initiative   RM 2 9 9 14   12 pts   Dokour Flame Attack   Direct dmg 5d8 +12 +ACU bonus hours   1 Round   Direct dmg 5d8 +12 +ACU bonus hours   1 Round   Direct dmg 5d8 +12 +ACU bonus hours   1 Round   Direct dmg 5d8 +12 +ACU bonus hours   1 Round   Direct dmg 5d8	nd 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
8   8   5   Filame Strike	6	8 pts	Create Arcane Beetles	-		1 Square	3 Rounds	Initiative	SKL 2	3
12   12 pts   Circle - Dimensional Expulsion   Pass Save to expell a dimension creature/flem to Dimension.   Touch   3x3 Square   1 Round   Initiative   RM 3   3   12   12 pts   Class Power Attack (FIRE)   Class Bolt Dmg 5d10+ACU. Save for 1/2 dmg   Fasme class.   8 Squares   1 Target   1 Round   Initiative   RM 3   99   15   16 pts   Dokour Flame Attack   Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 dmg   2 Squares   1 Target   1 Round   Initiative   RM 3   99   1	end 8		Flame Strike	· · · · · · · · · · · · · · · · · · ·		·	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 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 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 12 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 12 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 12 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 12 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 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 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 all-Summon    Via	12	-		*						
13 16 pts   Fire Bombardment   Lobs magical fire, 6d10 + ACU dmg. 3 Sqs. Šave for 1/2 dmg. 12 Squares   1x3 Squares   1 Round   Initiative   RM 2   99   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    attile Previous   Squares   1 Round   Initiative   RM 2   99    attile Previous   Squares   1 Round   Initiative   RM 2   99    attile Previous   1 Round   Initiative   RM 3   99    attile Previous   Squares   1 Round   Initiative   RM 3   99    attile Previous   Squares   1 Round   Initiative   RM 3   99    attile Previous   Squares   1 Round   Initiative   RM 3   99    attile Previous   Squares   1 Round   Initiative   RM 3   99    attile Previous   Squares   1 Round   Initiative   RM 3   99    attile Previous   Squares   1 Round   Initiative   RM 3   99    attile Previous   Squares   Range   AoE   Duration   RollOut   Save Col   Stack   Squares   Range   AoE   Duration   RollOut   Squares   R				·		•		,		
Solution   Cost   Title   Description   Description   Description   Creatures of Dimension must Save to leave the containment.   Touch   3x3 Sq Radicus   4 Hours   10 Minutes   BRU 3   99			` '			~				
tattle-Prep  Lvt Cost Title Description Allows target audience a Save due to wreathe of flames. Self Self Self 2 Hours Initiative SNS 2 1 1 2 pts Dimensional Containment Creatures of Dimension must Save to leave the containment. Touch 3x 3 q Radius 4 Hours 10 Minutes BRU 4 1 12 12 pts Dimensional 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 1 2 lts Locat Title Description Range AsE Duration RollOut Save Col Stack 3 4 pts Invoke Imp Partner (Year long) Create an imp that can be scryed on. (automatic Cae'Em) 30 Squares PMP 1 day / Tier 1 Hour RM 2 1 1 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 Permanent 12 Hours SkL 3 99 Permanent 12 Hours SkL 3 99 Permanent 1 Title Description RollOut Save Col Stack 1 Provided						·				
Livi Cost Title Description Magical magma dmg 8d6. Double dmg if submerged.    Value Cost Title Description Magical magma dmg 8d6. Double dmg if submerged.   Sugares PMP   1 day   Title   Touch   18 display   19 d						. ranget				
7 8 pts   Profiled In Fire			Title	Description	Pango	AoE	Duration	PollOut	Savo Col	Stack
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 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 states.    Value	7									1
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	End Q			•						1
Magma Perimeter Magical magma dmg 8d6. Double dmg if submerged. Caster 2 Sq Wide Moat 6 Hours 30 Minutes none 1    April	-	•				·				00
Interview of the property label of the prope				·						1
Livi Cost Title Description Image of mini caster. HP:12 Attks:x1x1 Dmg:1d2 8 Squares PMP 1 day / Tier 1 Hour RM 2 1 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 Hr none 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  **Communication-**  Livi Cost Title Description 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 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  **Cost Title Description Range AoE Duration Rollout Save Col Stack 8 8 pts Dispel Magic DOK Caster and GM both roll the Save. Touch 1 Item Permanent 10 Minutes SKL 3 99  **Ind-Hide-Reveal**	ind II-	10 pts	iwagina i eninetei	Magical magnia ding odo. Double ding il submerged.	Castel	2 39 Wide Moat	0110015	30 Milliates	Hone	
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					_		-	- "-		
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 Hr none 1 1 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  **Communication				·	-					Stack
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    Communication				· · · · · · · · · · · · · · · · · · ·			•			1
Cost Title Description 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  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  Ereation-Meta  Livi Cost Title Description Range AoE Duration RollOut Save Col Stack 8 8 pts Dispel Magic DOK Caster and GM both roll the Save. Touch 1 Item Permanent 10 Minutes SKL 3 99  Ind-Hide-Reveal	-		, , ,	, , , , , , , , , , , , , , , , , , , ,				• (		00
LVI Cost Title Description 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 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  LVI Cost Title Description Range AoE Duration RollOut Save Col Stack 8 8 pts Dispel Magic DOK Caster and GM both roll the Save. Touch 1 Item Permanent 10 Minutes SKL 3 99  Ind-Hide-Reveal	11	30 pts	Summon Life From Death	Dead < 25 HIS. SKL.3 & -4 current HP, Permanent -5 HP from Max H	TOUCH	i body	Permanent	12 HOUIS	SNL 3	99
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 Speak with Dead Up to 100 years dead per Tier. Skull answers in common. Touch 1 Target 5 Questions 20 Minutes none 99 Speak To Dokour Target Talk to a previously identified target. 3 Marks 1 Recipient 1 Round / Tier 1 Hour SKL 1 7 Dead Spirit Conversation Circle Speaks with up to 6 souls. Requires a ritual & tokens. 6 Squares 1 Spirit Rollout 10 Minutes SKL 2 1 Stack 8 8 pts Dispel Magic DOK Caster and GM both roll the Save. Touch 1 Item Permanent 10 Minutes SKL 3 99 Stack SkL 2 Stack SkL 3 99 Stack SkL 4 Stack SkL 4 SkL 5 SkL 5 Skl 5 Skl 5 Skl 6 Skl 6 Skl 6 Skl 7 Skl 6 Skl 7 Skl 8 Skl 8 Skl 7 Skl 8 S										
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 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 8 8 pts Dispel Magic DOK Caster and GM both roll the Save. Touch 1 Item Permanent 10 Minutes SKL 3 99  **Ind-Hide-Reveal**				•						Stack
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 Streation-Meta  Lvl Cost Title Description Range AoE Duration RollOut Save Col Stack 8 8 pts Dispel Magic DOK Caster and GM both roll the Save. Touch 1 Item Permanent 10 Minutes SKL 3 99		- '								1
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    Cost   Title   Description   Range   AoE   Duration   RollOut   Save Col   Stack	0					-				99
Creation-Meta  LvI Cost Title Description Range AoE Duration RollOut Save Col Stack  8 8 pts Dispel Magic DOK Caster and GM both roll the Save. Touch 1 Item Permanent 10 Minutes SKL 3 99	/		- · · · · · · · · · · · · · · · · · · ·			·				/
Lvl Cost Title Description Range AoE Duration RollOut Save Col Stack 8 8 pts Dispel Magic DOK Caster and GM both roll the Save. Touch 1 Item Permanent 10 Minutes SKL 3 99  ind-Hide-Reveal	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
8 8 pts Dispel Magic DOK Caster and GM both roll the Save. Touch 1 Item Permanent 10 Minutes SKL 3 99  ind-Hide-Reveal										
ind-Hide-Reveal				·						
	8	8 pts	Dispel Magic DOK	Caster and GM both roll the Save.	Touch	1 Item	Permanent	10 Minutes	SKL 3	99
Lvl Cost Title Description Range AoE Duration RollOut Save Col Stack	Find-Hide-I	Reveal								
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack

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End	1	4 pts	Shadow Cover	Shadow surrounds the caster and their belongings.	Self	1 Suare	1 Hour	1 Minute	none	1
	5	8 pts	Detect Magic	Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind.	2 Squares	1-5 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
	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
	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	4 pts	Scry on Imp Spy	Can scry on your Imp within PMP.	Touch	1x2x2 Squares	4 Hours	1 Minute	none	3
	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-I	Life-D	Death								
	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
	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
	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
	6	8 pts	Cleansing Fire	1 hp Dmg per hour. Immune to Sickness/Disease.	Self	Self	12 Hours	30 Minutes	HLH 3	1
Other-C	Count	ter								
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0	pts	No Counter Available	X					none	
	0	pts	Unable To Continue	Х	0	0	0	0	none	0
Other-E	Enhan	ncement								
	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
Persona	al-Co	nnection	S							
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	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
Travel-F	Plane	s								
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	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
	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-F										
	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
<b>Utility-</b>										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	4	4 pts	Gathering The Darkness	Darkness centered just above caster.	Self	5 Sq Dia Sphere	1 Hour	Initiative	none	1

2 Squares

3 Sq x 3 Sq

1 Day

1 Minute

99

none

4 4 pts Shadow of the Magi - Duplicate

Default Light: Candle light