

## Battle Actions/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
END	5	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 Protection	Magical fire damage to 1 HP per round. Forge = 1d4 dmg.	Self	Self	2 Hours	2 Rounds	none	1

## Battle Offense

	Lvl	Cost	Title	Description	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.	8 Squares	1 Target	1 Round	Initiative	AGL 2	99
	1	4 pts	Heat Wave Wall	2d3+ACU Fire Dmg vs Melee. Save for 1/2 Dmg.	Touch	1 Sq : Recipient	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	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
END	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. Magic fire lobbed. Dmg 4d10 +ACU. Save for 1/2.	10 Squares	1 Square	1 Round	Initiative	RM 2	99
END	12	12 pts	Class Power Attack (FIRE)	Class Bolt Dmg 5d10+ACU. Save for 1/2 dmg IF same class.	10 Squares	1 Target	1 Round	Initiative	RM 3	99
	13	16 pts	Dokour Flame Attack	Direct dmg 5d8 +10 +ACU bonus. Target Save for 1/2 dmg.	12 Squares	1 Target	1 Round	Initiative	RM 2	99
END	16	20 pts	Fire Bombardment	Lobs magical fire. 5d10 +ACU dmg. 3 Sqs. AGL:2 Save for 1/2 dmg.	12 Squares	1x2 Squares	1 Round	Initiative	AGL 2	99

## Class Specialty

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	2	4 pts	Fire Starter	Fire jumps from the hand to the target. 1d1 Dmg.	6 Sqaures	1 Item	Continuous	Initiative	SKL 1	99
END	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

## Communication

	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

## Fences and Shelters

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	13	16 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	14	16 pts	Magma Perimeter	Magical magma dmg 8d6. Double dmg if submerged.	Caster	4x4 Sq Island	6 Hours	30 Minutes	none	1

## Find or Reveal

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	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
END	8	8 pts	Dispel Magic Spell	Caster and GM both roll the Save. Affected spells list in Full Descr.	Touch	1 Target	Permanent	6 Minutes	SKL 3	99
	9	12 pts	Search for Focus Item	Detects focus item within range. Vibration/Audible/Visual.	Self	1 Mark	4 Hours	1 Day	SKL 2	1
END	10	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
	17	80 pts	Reveal True Name	This uses all the clues to find the True Name.	1 Square	1 Square	Permanent	12 Hours	none	99

## Healing and Rest

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	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	6	8 pts	Cleansing Fire	1 hp Dmg per hour. Immune to Sickness/Disease.	Self	Self	12 Hours	30 Minutes	HLH 3	1

## Light and Darkness

	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
END	1	4 pts	Shadow Cover	Shadow surrounds the caster and their belongings.	Self	1 Suare	1 Hour	1 Minute	none	1

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End	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
End	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'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
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
	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
	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
End	15	16 pts	Create Permanent Location Vae'Em	Location becomes a teleport destination.	10 Squares	2x2 Sq Area	Permanent	1 Day	none	1

## Planar

	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:	Caster	4x4 Squares	12 Hours	6 Minutes	SNS 1-4	1
End	5	8 pts	Dimension Quick Portal for 3	Dmg of 2d4 to pass thru.mage to use. Caster & 2 others.	2 Squares	3 Civilized ctrs	2 Rounds	30 Minutes	none	1
	6	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
End	7	8 pts	View Dimension	View the area of Dimension.	10 to 100 Sqs sight	2x2 Sq Perimeter	6 Hours	10 Minutes	none	1
	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
End	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

## Summon or Send

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	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
End	4	4 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
	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