


Battle Actions/Prep

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



Grants Target immunity to mundane fires cooler than a forge.
Forge fires or hotter break this spell.
Creates enough light to read by if within 2 squares of caster.
However, the user of this spell should be aware of the lack of oxygen,
A protected person could move about for a short bit in such an environment

CREATE:Normal Fire Protection


FOCUS:Warms those close.

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

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

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	24 Squares	Recipient	2 Rounds	1 Jump		



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


FOCUS:No light when cast

COUNTER: None

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP

LEVEL	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	Self	Self	2 Rounds	2 Hours		



Caster wraps themselves within a protective flame.
Limits magical fire damage to 1 HP per round.
Fires as hot as or hotter than a forge will end the spell.
If the fire is mundane in nature this spell has no protection to offer.

CREATE:Burn Reduction Breakable

FOCUS:Forge fire = 1 hp / Rd.


COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

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

Battle Defense

LEVEL	1			STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)
						4 pts	Self	Self	Initiative	4 Rounds		



Creates a wall of heat that causes damage to those who are attacking via Melee.
Heat wall around Caster delivers 2d3+ACU Bonus Fire Damage (Melee). Save for 1/2 dmg.
Casting, Ranged, and thrown attacks will pass through this wall with no issues.
Note casting which result in melee actions/damage is inhibited by this spell.

FOCUS:No concentration


COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 9	Duration +50%	6 SP
Lvl 14	Damage X2	12 SP
Lvl 6	AOE = Self +1	6 SP

Battle Offense

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility Not Blinded
						4 pts	8 Squares	1 Target	Initiative	1 Round		



Sends a small ball of fire directly at target for 1d6 +ACU. No ToHIT or lobbing.
Can be directed at a creature for damage or a single square to blind creatures.
When cast on a creature they take 1d6 +ACU damage and must Save or be blinded.
When cast only on a square all within 4 squares must Save or be blinded.
Failed Saves will result in 4 rounds of Lower AC (-4) and lower ToHits (-4).

CREATE:Flash Bang!


FOCUS:Save roll -20

COUNTER: None

ENHANCEMENTS:

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

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



Direct magical fire dmg 2d10 +ACU bonus. No ToHIT. Save to dodge.
Magical fire only damages target, not other people or items.
The flame bolt can not be lobbed or arc to the target.

CREATE:Flame Bolt Breakable


FOCUS:Target Save -20

COUNTER: None

ENHANCEMENTS:

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

LEVEL	3			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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 Skill. Lvl:1

ENHANCEMENTS:

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

-Dokour

LEVEL 7

STACK 99

COST8 pts


RANGE12 Squares

AREA OF EFFECT1 Square

ROLL OUTInitiative

DURATION1 Round

SAVE: Agility1/2 Damage




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 X28 SP
Lvl 9 Range +50%6 SP
Lvl 9 Damage +50%8 SP

LEVEL 11



STACK 99

COST2.4 pts

RANGE10 Squares

AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION1 Round

SAVE: Skill

Power Types: SYL:Ice, STM:Elect, ORX:Force, EOL:Acid, DOK:Fire
ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK.
Duel to be called AFTER this 'Class Power Attack' is mentioned & BEFORE damage is rolled.
The GM may have to make a call if the Class Power Attack proceeds too quickly.

COUNTER: None

LEVEL 11

STACK 99

COST14.4 pts


RANGE10 Squares

AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION1 Round

SAVE: Skill1/2 Damage



Sends a fire stream directly to the target. No lobbing.
Damage of 6d10 + ACU Bonus. Save for 1/2 damage. No ToHIT required.
Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments.
Another caster using the same power (Fire) may start a 'Class Power Attack Duel'.
Class Power Attack Duels force 2 casters into a head to head personal battle.

FOCUS:+1d10 Damage

COUNTER: None

ENHANCEMENTS:
Lvl 14 Save Roll -208 SP
Lvl 9 Range +50%6 SP
Lvl 9 Damage +50%8 SP

Class Specialty

LEVEL 2

STACK 99

COST4 pts


RANGE6 Squares

AREA OF EFFECT1 Item

ROLL OUTInitiative

DURATIONContinuous

SAVE: Resist (Skill/Non)



Ember strands wind around the hand. Fire jumps from the hand to the target.
Flammable objects take 1d1 damage per round. Save for objects on Targets.
Objects on Targets increase Save column by 1.
No secondary targets are considered. (i.e. wall behind the target).

FOCUS:A darkened fire bolt.

COUNTER: None

ENHANCEMENTS:
Lvl 12 Range X28 SP
Lvl 9 Range +50%6 SP
Lvl 14 Damage X212 SP

LEVEL 3

STACK 3

COST4 pts


RANGETouch

AREA OF EFFECT9 Stones

ROLL OUT2 Minutes

DURATION12 Hours

SAVE: No Save



Enchanted natural stones heat to just below a boil when activated.
Flip up stones for ambient temperature, down to heat up. 20 rds to set water to boil.
Will be at full heat after Rollout.
Will continue for a maximum of 12 hours. Does 1 damage every round.
Spell affects 9 stones. Creation makes 3 stones

CREATE:Box Of Hot Rocks


COUNTER: None

ENHANCEMENTS:
Lvl 6 Subtle Casting4 SP
Lvl 14 Duration X28 SP
Lvl 9 Duration +50%6 SP

Communication

LEVEL 2

NAE'EM



STACK 1

COST4 pts


RANGEPMP

AREA OF EFFECT2 Fires

ROLL OUT2 Rounds

DURATION20 Minutes

SAVE: No Save



A fire to fire Vae'Em. A Vae'Em is a connection to a venue/location.
Audio visual fire to fire Nae'Em. Small non-magical items may be passed through.
Two separate fires must be in preset locations. S
The caster face willl be visible to the other side.
A single 'speakers' face will be visible to the caster.

FOCUS:Small item passed

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP
Lvl 14 Duration X28 SP
Lvl 9 Duration +50%6 SP

Find or Reveal

LEVEL 5

STACK 1

COST8 pts


RANGE2 Squares

AREA OF EFFECT1-5 item

ROLL OUT5 Minutes

DURATIONInstant

SAVE: SkillSight



Caster attempts to find out if an item/object is magical.
No Magic: No light means no magic found in/on item. (Best description in FULL report)
Minor Magic: Dim light (candle) shines if is has lower powered effects.
Major Magic: Bright light that dazes a character for 1 round if Save failed.
Diety Magic: Blazing light that will blind a char for 4 hrs if Save failed.

CREATE:Scroll of Detect Magic


FOCUS:Save Roll +20

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:
Lvl 18 Range X410 SP
Lvl 12 Range X28 SP
Lvl 9 Range +50%6 SP

-Dokour

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
Dispel Magic (Doknec)						8 pts	Touch	1 Target	6 Minutes	Permanent			




Many spells can be temporarily halted or entirely stopped by a Dispel Magic. Dokour are able to Rollout this spell in 6 minutes (3 with the enhancement). Slowest :(The full description has the list. Also, there is a list in the players handbook (Spells chapter).

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

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

LEVEL	10	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Unskilled success	
Determine True Name						24 pts	4 Squares	1 Item	2 Hours	Permanent			



Caster attempts to locate clues to find a True Name. 100 minus all Clues: Current Nae'Ems (-5 pts) Mementos (-2 pts) Current Focus Items (-20 pts) Past True Names (-10 pts) Caster rolls 1d100, if higher than results from clues then True Name revealed. NOTE: Age of clues may lower point values AND Current Nae'Em/Past True Names are 1 use.


FOCUS:Rollout Halved.

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 14	Save Roll +20	8 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range +50%	6 SP

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Health no extra dmg	
Burn Out Disease/Sickness.						4 pts	Touch	1 Target	Initiative	3 Rounds			



Touch Attack uses a ToHIT vs Prone. Thus, Armor and coverings are not a concern. Damage per round: Infected:1d6+ACU, Non Mortal:1d6+ACU+4, Healthy:1d4. After 3 rounds removes all mundane (non-magical) Diseases and sicknesses. If Healed by another caster within Duration a Health Save is rolled. If Save fails the healing still works, but another rounds worth of damage is done.


FOCUS:Fragility set to None

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

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

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Heal Fire Damage 2d8						4 pts	1 Square	Target	Initiative	Instant			



Heals fire damage from living creatures. Heals 2d8 HP of damage caused by fire. Will not heal HP damage that has been caused by any other means. Will not heal non-living and/or non-corporeal creatures.


FOCUS:Die -4, Min 1.

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 14	Range At 3 Sqs	8 SP
Lvl 16	Healing +4	10 SP

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Healing Flames 1d4 HP per Tier						4 pts	Touch	1 Recipient	Initiative	Permanent			



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	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Health Target cleansed	
Cleansing Fire						8 pts	Self	Self	2 Hours	Permanent			



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:No Counter Available. Lvl:1

ENHANCEMENTS:

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

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Red Light of Dokour						4 pts	Self	Varies	Initiative	6 Hours			



With a twirling of the fingers the caster brings about light! No Focus = Candle power. With Focus caster can set power. This spell does stay fixed in relation to the caster, right above them. Use a Focus item for control of light brightness.

CREATE:Revealing Red Candle

FOCUS:Brighter by Tier


COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

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

-Dokour

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shadow Cover (AC +1)						4 pts	Self	1 Suare	Initiative	1 Hour		




Flames surrounds the caster then darkens the area as it fades to black.
Shadow surrounds the caster and their belongings. Caster can see out normally.
At night helps Dokour blend into darkness. Provides protection of AC +2
In daylight Dokour still in darkness, but is very obvious.
When using the enhancement 'Subtle Casting' shadow comes on without the flames.

FOCUS:Muffles caster in AOE.
COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl	6	Subtle Casting	4	SP
Lvl	12	Rollout Init	12	SP
Lvl	9	Duration +50%	6	SP

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




Stays fixed right above the caster.
Darkness to continues for 4 hours.
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. Lvl:1

ENHANCEMENTS:

Lvl	12	Range X2	8	SP
Lvl	9	Range at 1 Sq	6	SP
Lvl	16	AoE X2	16	SP

LEVEL	4			STACK	3	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:Dispel Magic. Lvl:1

ENHANCEMENTS:

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

Nae'Ems

LEVEL	11	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)
Connect To An Arcane Focus Item						36 pts	Touch	1 Item	4 Days	Permanent	Connected	



Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollou
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.


COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

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

Partner Cooperations

LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)
Invoke Temporary Imp						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:Dispel Magic. Lvl:1

ENHANCEMENTS:

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

LEVEL	4	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Invoke Imp Partner (Year long)						4 pts	30 Squares	PMP	24 Hours	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 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 a small imp (3" or 7.6 cm).
HP:12. SP:0 Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.

FOCUS:Alter the description
COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

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

LEVEL	8	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
View Imp Spy						6 pts	100 Squares	1x2x2 Squares	1 Minute	4 Hours		



Caster must have an invoked an Imp which includes a Nae'Em (voice only).
Caster is able to see through Imps eyes or from 2 sqs above. Both using normal vision.
The caster and Imp must be on the same plane.
If in Dimension the Range is quadripled to 400 sqs.
This spell doesn't give any control of the Imp to the caster.

FOCUS:Rollout x 1/2
COUNTER:Dispel Magic. Lvl:1


ENHANCEMENTS:

Lvl	14	Save Roll +20	8	SP
Lvl	10	Rollout Halved	6	SP
Lvl	4	Increase Aura	-2	SP

Planar

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
						4 pts	Caster	4x4 Squares	6 Minutes	12 Hours		Noticed/Seen	

Veil of Shadows



The shadow descends to muffle sound & hide those within from sight. Works absolutely best in dim light and darker. Save to not be observed. Spell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'. Does NOT block anything if spell is enacted from a breakable.

CREATE:Haze Bubble

FOCUS:Torchlight inside.


COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 16	AoE X2	16 SP

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			

Dimension Quick Portal for 3



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. Portal causes damage: 2d3 damage for PMP --> Dimension. 2d4 damage for Dimension --> PMP.


COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

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

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						6 pts	Self +2 persons	1wx2hx3d Squares	Initiative	2 Hours			

Dimension Personal Hideaway



Creates a small Dimensional flaming doorway for the caster and 2 friends. Flaming portal is 1 sq wide, 2 sqs tall and 3 sqs deep & causes 1d4 damage to pass through. Caster may end the spell thus creating a flaming exit, If duration simply ends the people and contents are dumped into the PMP with no damage.

FOCUS:Range:Self+1/Tier


COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
Lvl 20	AOE X4	20 SP
Lvl 16	AoE X2	16 SP

LEVEL	7			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	1 Square	2x2 Sq Perimeter	4 Minutes	6 Hours			

View Dimension



Creates a scrying area for the caster and others to view Dimension. Those within the AoE can see into the Dimension from their spot in the PMP. Can see a distance of 20 squares in daylight. Only 2 squares in moonlight. Caster cannot move the scry point, but can move around to see in other directions.

FOCUS:+5 Sqs Sight


COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

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

LEVEL	9	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						12 pts	Touch	Portal Structure	1 Hour	2 Minutes			

Dimension Portal



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:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 14	Save Roll +20	8 SP
Lvl 10	Rollout Halved	6 SP
Lvl 9	Duration +50%	6 SP

LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
						12 pts	Touch	3x3 Sq Radius	10 Minutes	4 Hours			

Dimensional Containment



Initially creates a visible 3 Square perimeter, After Rollout the perimeter disappears from view. Creatures of Dimension must Save to leave the containment. ONLY DIMENSIONAL MONSTERS ARE HELD. Specifically works against a Dokours Imp. Non-Dimension creatures may enter and exit at will.

FOCUS:Save roll -20

COUNTER:Same Skill. Lvl:1


ENHANCEMENTS:

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

Summon or Send

LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
						8 pts	8 Squares	1 Square	Initiative	3 Rounds		Conjured	

Conjure Arcane Beetles



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:Cinderrroot powder

FOCUS:Save Roll +40

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

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