

## 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	4 Hours		

### Mundane Fire Immunity

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

### Magical Fire Protection

 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	1/2 Dmg	

### Heat Wave Wall

 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

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility
				4 pts	12 Squares	1 Target	Initiative	2 Rounds		Creature not affected

### Flash Of Fire!

 Direct attack, no lobbing. No ToHIT.  
Can be directed at a creature to cause 1d6+ACU fire damage.  
Lasts 2 rounds and has a Stack of 99. Can be cast again while a first casting is still in process.

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
				4 pts	10 Squares	1 Target	Initiative	1 Round		Spell missed

### Flame Bolt

 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		

### Heat Metal Armor

 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

LEVEL	7	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility
				8 pts	12 Squares	1 Square	Initiative	1 Round	1/2 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 X2 8 SP  
Lvl 9 Range +50% 6 SP  
Lvl 9 Damage +50% 8 SP

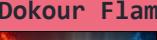
-Dokour

LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
<b>Fire Power Attack</b>				18 pts	10 Squares	1 Target	Initiative	1 Round		1/2 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 -20      8 SP Lvl 9 Range +50%      6 SP Lvl 9 Damage +50%      8 SP								

LEVEL	11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Power Attack Duel</b>			2.4 pts	10 Squares	1 Target	Initiative	1 Round				

Power Types: SYL:Ice, STM:Elect, ORX:Force, EOL:Acid, DOK:Fire  
ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK.  
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	14	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
Dokour	Flame Attack			16 pts	12 Squares	1 Target	Initiative	1 Round		1/2 Damage	
	Flames erupt out of the casters hand heading directly to the target. (No ToHIT) Directs magical flame straight to the target. No lobbing. No mundane fire damage. Direct dmg 5d8 +10 +ACU bonus. Focus Staff adds 4 pt damage per die.										
									FOCUS:Dmg +4/die		
									COUNTER: None		
									ENHANCEMENTS:		
									Lvl 12 Range X2	8 SP	
									Lvl 9 Range +50%	6 SP	
									Lvl 9 Damage +50%	8 SP	

## Battle Reaction

LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Move Shadow to Shadow				8 pts	24 Squares	Recipient	Initiative	Instant		

## Class Specialty

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL	
<b>Fire Starter</b>				4 pts	6 Squares	1 Item	Initiative	Continuous		Fire	
	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 X2	8 SP									
	Lvl 9 Range +50%	6 SP									
	Lvl 14 Damage X2	12 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		

### Hot Conversations



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.  
The caster face will 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 Halved	6 SP
	Lvl 14	Duration X2	8 SP
	Lvl 9	Duration +50%	6 SP

## Fences and Shelters

LEVEL	13		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute Exit Circle
					16 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours		

### Circle of Containment



A pattern of light encloses or marks the AoE. After Rollout the light fades.  
Creatures are able to easily enter the AoE. Those that are inside must Save to exit.  
Can be used in/as a trap with Rogues skill "Set Up Spell Release (TRAP)".  
Does NOT inhibit the Caster from leaving the circle.

FOCUS:Save Roll -20  
COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:	Lvl 14	Duration X2	8 SP
	Lvl 9	Duration +50%	6 SP
	Lvl 16	AoE X2	16 SP

### Magma Moat



Bright magenta flames leap from the Caster's fingertips into a created moat.  
3x3 Square Island. 2 wide x2 deep Magma Moat. Magical damage of 8d6.  
Magma in moat causes 8d6 damage each round.  
Magma is 1 square deep. Submerged creatures have damage doubled.  
May attempt a Save for 1/2 damage.

FOCUS:5x5 Square Island  
COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:	Lvl 10	Rollout Halved	6 SP
	Lvl 9	Duration +50%	6 SP
	Lvl 16	AoE X2	16 SP

## Find or Reveal

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

### Detect Magic



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

### Dispel Magic



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).  
(Doknec)

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

### Determine True Name



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

## Fragility

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

### Burn To Health



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

## Healing and Rest

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



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 Sq	8 SP
Lvl 16 Healing +4	10 SP

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



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 Sq	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
				8 pts	Self	Self	2 Hours	Permanent		Target cleansed
<b>Cleansing Fire</b>										



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

## Light and Darkness

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



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

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



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
				4 pts	Self	5 Sq Dia Sphere	Initiative	4 Hours		
<b>The Darkness</b>										



Stays fixed right above the caster.  
Darkness continues for 4 hours.  
Caster 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
				4 pts	12 Squares	Recipient	Initiative	2 Hours		
<b>Profiled In Fire</b>										



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 = 2x AoE	
COUNTER:Dispel Magic. Lvl:1	
ENHANCEMENTS:	
Lvl 6 Subtle Casting	4 SP
Lvl 10 Rollout Halved	6 SP
Lvl 9 Duration +50%	6 SP

## Nae'Em's

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



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.

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 4 pts	RANGE 8 Squares	AREA OF EFFECT PMP	ROLL OUT 1 Hour	DURATION 1 day / Tier	SAVE: SKL Imp appears
<b>Invoke Temporary Imp</b>								



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 4 pts	RANGE 30 Squares	AREA OF EFFECT PMP	ROLL OUT 24 Hours	DURATION End of Year	SAVE: No Save
<b>Invoke Imp Partner (1 Year)</b>								



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 1	COST 6 pts	RANGE 100 Squares	AREA OF EFFECT 1x2x2 Squares	ROLL OUT 1 Minute	DURATION 4 Hours	SAVE: No Save
<b>View Imp Spy</b>								



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 4 pts	RANGE Caster	AREA OF EFFECT 4x4 Squares	ROLL OUT 6 Minutes	DURATION 12 Hours	SAVE: SNS Noticed/Seen
<b>Veil of Shadows</b>								



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 8 pts	RANGE 2 Squares	AREA OF EFFECT 1h x 2w Squares	ROLL OUT 30 Minutes	DURATION 2 Rounds	SAVE: No Save
<b>Dimension Quick Portal for 3</b>								



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 6 pts	RANGE Self +2 persons	AREA OF EFFECT 1wx2hx3d Squares	ROLL OUT Initiative	DURATION 2 Hours	SAVE: No Save
<b>Dimension Personal Hideaway</b>								



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

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LEVEL	7	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:				
View Dimension	8 pts	1 Square	2x2 Sq Perimeter	4 Minutes	6 Hours	No Save							
 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.													
LEVEL	9	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save		
Dimension Portal	12 pts	Touch	Portal Structure	1 Hour	2 Minutes								
 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.													
LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)		
Dimensional Enclosure	12 pts	Touch	3 Sq Radius	10 Minutes	4 Hours								
 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.													
LEVEL	13			STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)		
Dimensional Expulsion	16 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. Range is for casting. Distance to caster does not matter after casting. Requires each Dimension creature to Roll a Save, Casters use their Skill Save, all others use non-Skill Saves.													
Summon or Send	LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Conjured	
Conjure Arcane Beetles	8 pts	8 Squares	1 Square	Initiative	1 Round								
 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, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8													
CREATE:Cinderroot 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												