Battle Action	nc/Dran								
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 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 Protection	Magical fire damage to 1 HP per round. Forge = 1d4 dmg.	Self	Self	2 Hours	2 Rounds	none	1
Battle Offen									
Lvl 1	Cost	Title Flash Of Fire!	Description	Range	AoE 1 Torget	Duration	RollOut	Save Col	Stack
End 4	4 pts		1d6 + ACU magical fire damage, no ToHit. Save to blind 5 rds.	4 Squares	1 Target	1 Round	Initiative	none	99
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
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	Heat Metal Armor	Four rounds cumulative: AC/Init/ToHIT @ -1.	12 Squares	1 Target	4 Rounds	Initiative	none	3
End 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
End 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 damage.	8 Squares	1 Target	1 Round	Initiative	none	99
Class Speci	altv								
Lvl	Cost	Title	Description	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
End 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		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
	·							•	
Communica 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
End 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
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
End	20 pts	Dead Spirit Conversation Circle	Speaks with up to 0 souls. Nequiles a fitual & tokens.	0 Oquales	ТОриц	Nollout	10 Militates	ONL Z	'
Enchantmer	nts								
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
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
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 Revo	eal								
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 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
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 16		Reveal True Name	This uses all the clues to find the True Name.	1 Square	1 Square	Permanent	12 Hours	none	99
Healing and	Doct								
Healing and 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 4	4 pts	Final Rites	Dead are pushed beyond this world. A diety must be named.	Touch	1 Body	Permanent	30 Min	none	99
4	4 pts	i iiidi i tites	Dead are pushed beyond this world. A diety must be named.	10001	i bouy	i Gilliandill	JU WIIII	110116	99

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End	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
End	'		1	,		,				
Light	•									
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	-1	pts	No Counter Available	X					none	
Light	and Da	rkness								
	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	ms									
	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	r									
	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		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		•		·		<u> </u>		,		
Sumr	non or							- Wa :		
	Lvl	Cost 4 pts	Title Invoke Temporary Imp	Description Image of mini caster. HP:12 Attks:x1x1 Dmg:1d2	Range	AoE PMP	Duration	RollOut 1 Hour	Save Col	Stack 1
	3		· · · · ·	Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8	8 Squares	1 Mark	1 day / Tier 2 Rounds	Initiative	RM 2 SKL 2	2
		4 pts	Conjure Native Beetles		4 Squares	PMP				1
	5	8 pts	Invoke Imp Partner (Year long) Create Arcane Beetles	Create an imp that can be scryed on. (automatic Cae'Em) Save to conjure. Attacks nearest enemy for 1d8 dmg. X2x2	30 Squares		End of Year 3 Rounds	2 Days (24 Hrs Initiative	none SKL 2	3
	U	o pis	Oreale Arcane Deelles	Save to conjune. Attacks nearest enemy for 100 ding. AZXZ	8 Squares	1 Square	3 Roullus	iiillalive	SNL Z	J
Utility	or Mis									
	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	Instant	Initiative	SKL 1	99