

Battle Actions/Prep

LEVEL5

STACK1

COST8 pts


RANGE1 Target

AREA OF EFFECT1 Target

ROLL OUT5 Rounds

DURATION1 Hour

SAVE: No Save



**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

LEVEL6

STACK99

COST8 pts


RANGE24 Squares

AREA OF EFFECTRecipient

ROLL OUT2 Rounds

DURATION1 Jump

SAVE: No Save



**Move Shadow to Shadow**

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

LEVEL10

STACK1

COST12 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUT2 Rounds

DURATION2 Hours

SAVE: No Save



**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

LEVEL1

STACK1/Tier

COST4 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUTInitiative

DURATION4 Rounds

SAVE: Resist (Skill/Non)



**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

Battle Offense

LEVEL1

STACK99

COST4 pts


RANGE8 Squares

AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION1 Round

SAVE: Agility Not Blinded



**Flash Of Fire!**

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

LEVEL2

STACK99

COST4 pts


RANGE10 Squares

AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION1 Round

SAVE: Agility 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

LEVEL3

STACK3

COST4 pts


RANGE12 Squares

AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION4 Rounds

SAVE: No Save



**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

# -Dokour

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

LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
						2.4 pts	10 Squares	1 Target	Initiative	1 Round		

Class Power Attack Duel

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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
						14.4 pts	10 Squares	1 Target	Initiative	1 Round	1/2 Damage	

Fire Class Power Attack

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	14			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
						16 pts	12 Squares	1 Target	Initiative	1 Round	1/2 Damage	

Dokour Flame Attack

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

LEVEL	16			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Agility	
						20 pts	12 Squares	Row: 1 sq / Tier	Initiative	1 Round	1/2 Dmg	

Fire Bombardment

Ruby colored flames cascade from the caster's hand into the sky and down to the AoE.  
Lobs dmg of 5d10+ACU to 2 Sqs (1 roll for 2 sqs). Each squares Saves separately.  
Can be lobbed (clearance needed) before hitting target w/o a ToHIT.  
One set of damage is rolled and applied fully to each of the squares in the AOE  
AoE is 3 squares. The first square must be within ranged.

COUNTER: None

ENHANCEMENTS:

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

## Class Specialty

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
						4 pts	6 Sqaures	1 Item	Initiative	Continuous		

Fire Starter

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

LEVEL	3			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						4 pts	Touch	9 Stones	2 Minutes	12 Hours		

Hot Rocks

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 Casting	4 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL

2

NAE'EM





STACK

1

COST

4 pts

RANGE

PMP

AREA OF EFFECT

2 Fires

ROLL OUT

2 Rounds


DURATION

20 Minutes

SAVE:

No Save

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. S

The caster face willll 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





Lvl 14 Duration X2

Lvl 9 Duration +50%

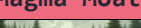




## Fences and Shelters

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
13		99	16 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours	Brute	
<b>Circle of Containment</b>									
	<p>A pattern of light encloses or marks the AoE. After Rollout the light fades.</p> <p>Creatures are able to easily enter the AoE. Those that are inside must Save to exit.</p> <p>Can be used in/as a trap with Rogues skill "Set Up Spell Release (TRAP)".</p> <p>Does NOT inhibit the Caster from leaving the circle.</p>								 <b>FOCUS:</b> Save Roll -20 <b>COUNTER:</b> Same Skill. Lvl:1 <b>ENHANCEMENTS:</b> Lvl 14    Duration X2                  8 SP Lvl 9     Duration +50%              6 SP Lvl 16    AoE X2                        16 SP

LEVEL	<b>15</b>		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: AGL	
<b>Magma Moat</b>					16 pts	Caster	3x3 Sq Island	30 Minutes	6 Hours	1/2 dmg &/or Out	



Bright magenta flames leaps 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
				8 pts	2 Squares	1-5 item	5 Minutes	Instant	Sight



## 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  

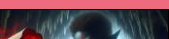
FOCUS: Save Roll +20 

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

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
1	99	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



Determine True Name

24 pts

4 Squares

1 Item

2 Hours

Permanent

success

Hello my name is

True

Meerrine

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

4 pts

RANGE

Touch

AREA OF EFFECT

1 Target

ROLL OUT

Initiative

DURATION

3 Rounds

SAVE: Health

no extra dmg

Burn Out Disease/Sickness.

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:Frailty 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

## Healing and Rest

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1		1						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

4 pts

RANGE

Touch

AREA OF EFFECT

1 Recipient

ROLL OUT

Initiative


DURATION

Permanent

SAVE

No Save

Healing Flames 1d4 HP per Tier



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

8 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT


2 Hours

DURATION


Permanent

SAVE: **Health**

Target cleansed




Cleansing Fire




Magenta flames engulf the caster during the RollOut then flames fade away.  
Removes friality 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





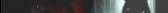

ENHANCEMENTS:


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>  <p>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.</p>												
										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		

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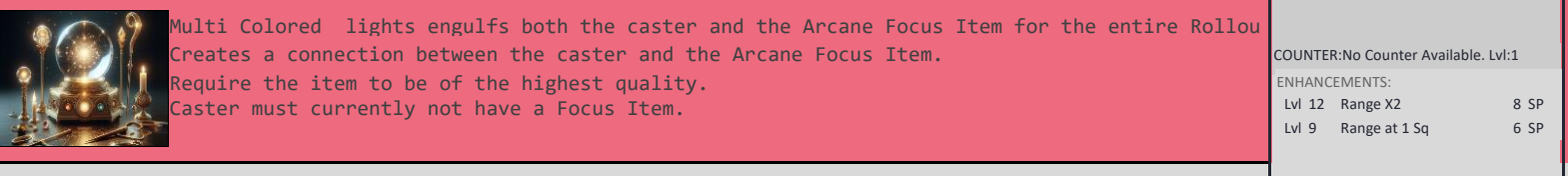
<b>LEVEL</b>	<b>3</b>	<b>STACK</b>	1	<b>COST</b>	4 pts	<b>RANGE</b>	Self	<b>AREA OF EFFECT</b>	5 Sq Dia Sphere	<b>ROLL OUT</b>	Initiative	<b>DURATION</b>	4 Hours	<b>SAVE:</b>	No Save		
<b>The Darkness</b>																	
		Stays fixed right above the caster. Darkness to continues for 4 hours. Caster to creates darkness that will stay centered above them. Can use this spell to create a bag of 'Dust Of Darkness'.														<b>FOCUS:</b> Not centered <b>COUNTER:</b> Dispel Magic. Lvl:1 	
																<b>ENHANCEMENTS:</b> 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		
				<p>Visible heat waves surround the casters's body for the duration.</p> <p>Surrounds and shrouds the caster in smoldering fire</p> <p>Those in adjacent squares feel warmth from the magical fire.</p> <p>Will not set items on fire due to Magical output.</p>							<div><div><div>CREATE: Aura Of Flames</div><div>FOCUS: warmth = 2x2 AoE</div><div>COUNTER: Dispel Magic. Lvl:1</div></div><div><div>ENHANCEMENTS:</div><div><div>Lvl 10 Rollout Halved</div><div>Lvl 18 Duration X4</div><div>Lvl 9 Duration +50%</div></div><div><div>6 SP</div><div>10 SP</div><div>6 SP</div></div></div></div>	



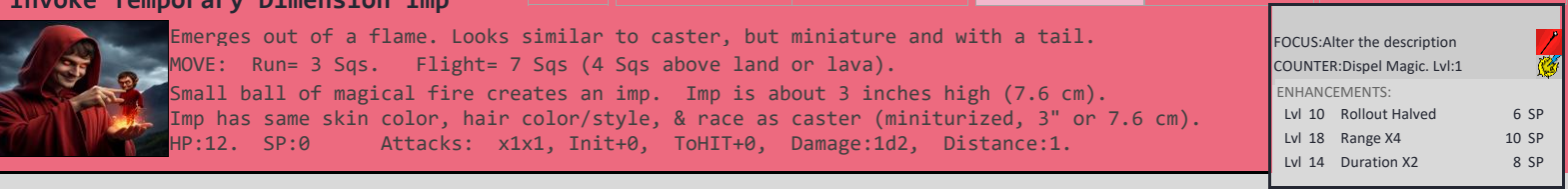
Nae'Ems											
11	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)



LEVEL	11	NAME	EM	TYPE	PRICE	COPIES	RANGE	AREA OF EFFECT	RELEASER	DURATION	SAVE: Resist (Skill/Non)
						1					
<b>Connect To An Arcane Focus Item</b>					36 pts		Touch	1 Item	4 Days	Permanent	Connected

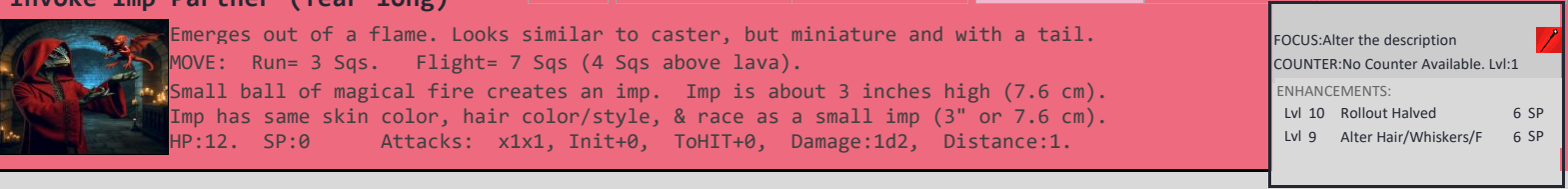




## Partner Cooperations

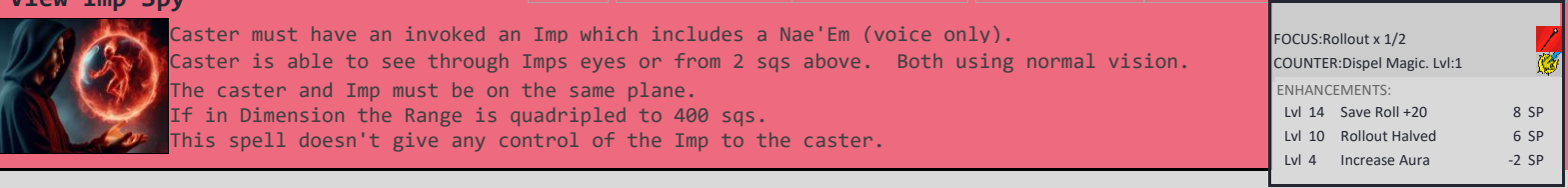
LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
Invoke Temporary Dimension Imp						4 pts	8 Squares	PMP	1 Hour	1 day / Tier	Imp appears	



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	

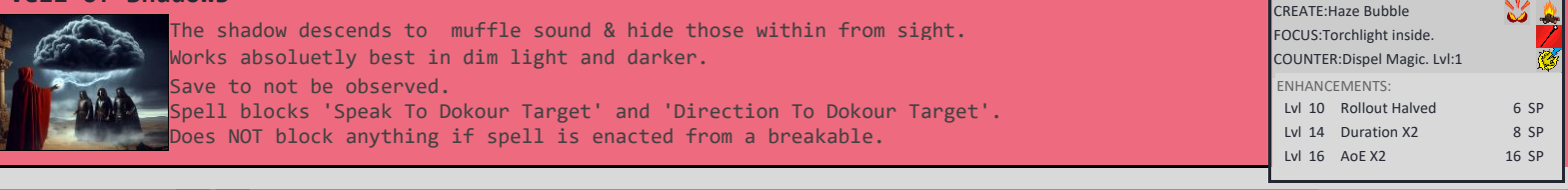




LEVEL	8	NAE'EM			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
View	Imp	Spv					6 pts	100 Squares	1x2x2 Squares	1 Minute	4 Hours	

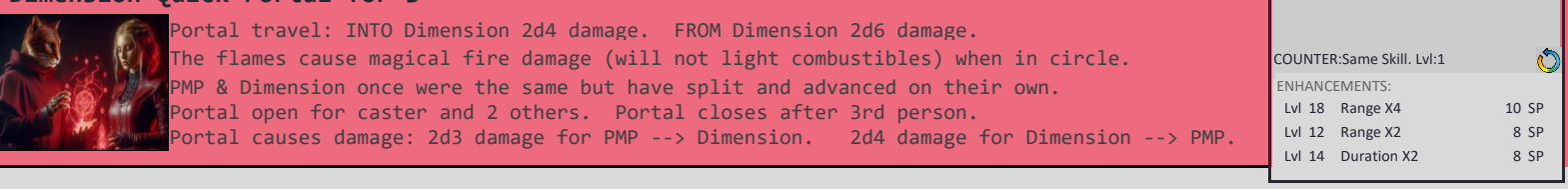




## Planar

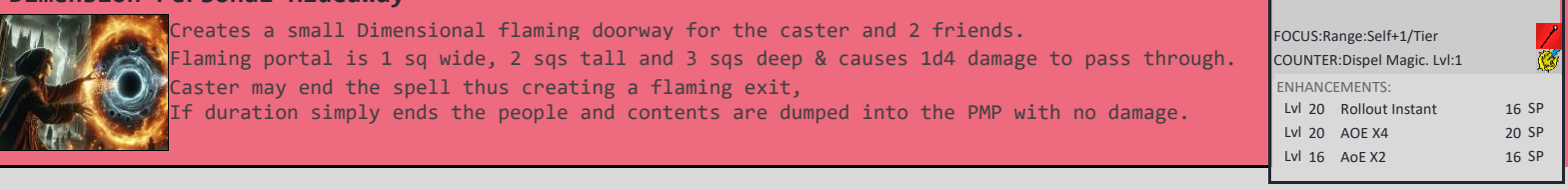
LEVEL: <b>4</b>	STACK: 1	COST: 4 pts	RANGE: Caster	AREA OF EFFECT: 4x4 Squares	ROLL OUT: 6 Minutes	DURATION: 12 Hours	SAVE: Skill	
<b>Veil of Shadows</b>		Noticed/Seen						




LEVEL	5	NA'E'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Dimension Quick Portal for 3							8 pts	2 Squares	3 Civilized crtrs	30 Minutes	2 Rounds	



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



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




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	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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.

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	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)
					12 pts	Touch	3x3 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.

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

LEVEL	13	<div></div> <div></div>	STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)
					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.

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 14	Save Roll -20	8 SP
Lvl 16	AoE X2	16 SP

Summon or Send											
LEVEL	6	<div></div> <div></div>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
					8 pts	8 Squares	1 Square	Initiative	3 Rounds		



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: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