

Battle Actions/Prep

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Mundane Fire Immunity			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
	Move Shadow to Shadow			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
	Magical Fire Protection			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)
	Heat Wave Wall			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
	Flash Of Fire!			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
	Flame Bolt			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
	Heat Metal Armor			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	11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
Class Power Attack	Duel			2.4 pts		10 Squares	1 Target		Initiative		1 Round	

LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
Fire Class	Power Attack			14.4 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	

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

Class Specialty

-Dokour

LEVEL	18	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Arcane Removal Burn (2 of 3)				60 pts	1 Square	1 Target	6 Hours	Permanent	Resist (Skill/Non) SP not removed
 <p>After all 3 spells are cast target has - 5 HP and 0 SP (No future growth of that class SP) DOES NOT PERMANENTLY REMOVE CLASS OR HP. DOES PERMANENTLY REMOVE CLASS SP. This is step 3 of process to permanently remove the class SP. Focus item is required. 1st the ORIX opens, 2nd the DOKOUR burns, then lastly the STRUMOS closes. Nae'Em between casters & target. Afterwards (failed or not) Nae'Em is permanently ends.</p>									

Communication

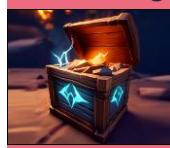
LEVEL	2	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Hot Conversations					4 pts	PMP	2 Fires	2 Rounds	20 Minutes	No Save
 <p>A fire to fire Vae'Em. A Vae'Em is a connection to a venue/location. Audio visual fire to fire Nae'Em. Small non-magical items may be passed through. Two separate fires must be in preset locations. S The caster face will be visible to the other side. A single 'speakers' face will be visible to the caster.</p>										FOCUS:Required. COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 14 Range at 3 SqS 8 SP Lvl 9 Range at 1 Sq 6 SP

Fences and Shelters

LEVEL	13	Stack	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
Circle of Containment				16 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours	Brute Exit Circle	
 <p>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.</p>										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

LEVEL	15	Stack	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
Magma Moat				16 pts	Caster	3x3 Sq Island	30 Minutes	6 Hours	AGL 1/2 dmg &/or Out	
 <p>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.</p>										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:	
Detect Magic				8 pts	2 Squares	1-5 item	5 Minutes	Instant	Skill Sight	
 <p>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.</p>										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	8	Stack	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
Dispel Magic (Doknec)				8 pts	Touch	1 Target	6 Minutes	Permanent	Skill GM	
 <p>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).</p>										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:
Determine True Name					24 pts	4 Squares	1 Item	2 Hours	Permanent	Unskilled success
 <p>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.</p>										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:
				4 pts	Touch	1 Target	Initiative	3 Rounds	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: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

Healing and Rest

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

Heal Fire Damage 2d8



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:
				4 pts	Touch	1 Recipient	Initiative	Permanent	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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	Self	Self	2 Hours	Permanent	Health Target cleansed

Cleansing Fire



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:
				4 pts	Self	Varies	Initiative	6 Hours	No Save

Red Light of Dokour



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:
				4 pts	Self	1 Suare	Initiative	1 Hour	No Save

Shadow Cover (AC +1)



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:
				4 pts	Self	5 Sq Dia Sphere	Initiative	4 Hours	No Save

The Darkness



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		
 <p>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.</p>										

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
 <p>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.</p>											COUNTER:No Counter Available. Lvl:1

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
 <p>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.</p>											FOCUS:Alter the description COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 9 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		
 <p>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.</p>											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		
 <p>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 quadrupled to 400 sqs. This spell doesn't give any control of the Imp to the caster.</p>											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 Noticed/Seen
Veil of Shadows					4 pts	Caster	4x4 Squares	6 Minutes	12 Hours		
 <p>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.</p>											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
Dimension Quick Portal for 3					8 pts	2 Squares	3 Civilized crtrs	30 Minutes	2 Rounds		
 <p>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.</p>											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
Dimension Personal Hideaway				6 pts	Self +2 persons	1wx2hx3d Squares	Initiative	2 Hours		
	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
View Dimension				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	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.								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) 
Dimensional Containment				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	STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non) 
Circle, 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.								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	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Conjured 
Conjure Arcane Beetles				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	