EARTHDAWN SPELL TABLE

The following Earthdawn Spell Table lists Circle 1 through Circle 15 spells, arranged by Discipline.
Full descriptions of the spells appear in the following dawn books: 1ED rulebook, 2ED Companion, 3Magic: A Manual of Mystic Secrets, and 4Arcane Mys

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ELEMENTALIST SPELLS			Weaving			Casting	
	Circle	Threads	Difficulty	Range	Effect	Difficulty	Duration
Air Armor4	1	0	NA/10	Touch	+3 armor, +3 steps	Target's Spell Defense	5 + Rank minutes
Air Blast1	4	1	10/16	60 yards	for heat exhaustion Willforce + 9	2	1 round
Air Fortress2	10	Variable	17/23	Touch	Willforce + 12	2	Rank x 10 hours
Air Mattress4	2	1	7/17	Touch	Creates air cushion	5	10 hours
Astral Sense							
(Discipline)1, 3	3	2	5/15	60 yards	Willforce + 6	6 (see Astral Sense spell,	10 + Rank minutes
						p. 183, ED)	
Balloons of Mist4	5	3	8/15	25 yards	Willforce + 4	2	5 + Rank minutes
Beastform4	7	2	16/23	Self	Transforms caster into an animal	Spellcaster's Spell Defense	5 + Rank minutes
Behind Eye1	3	2	6/16	Touch	Step 4 Perception to rear	Target's Spell Defense	30 + Rank minutes
Billowing Cloak4	2	1	6/14	Touch	Willforce + 5	Target's Spell Defense	3 + Rank rounds
Blade Fury1	8	2	13/20	Touch	Willforce + 10	Target's Spell Defense	3 + Rank rounds
Blizzard Sphere1	4	2	10/17	100 yards	Willforce + 8	Target's Spell Defense	3 + Rank rounds
Boil Water1	2	2	7/13	Touch	Boils 1 quart of water	2	3 + Rank minutes
Burning Water4	9	5	15/25	20 yards	Creates flammable water	6	Rank minutes
Call Forth							
the Maelstrom4 Calm Water1	15 7	6 4	25/33 8/19	Unlimited	Creates a natural disaster Willforce + 9	10	Rank hours 1 + Rank hours
Cloud Banish2	9	3	15/20	500 yards 1 mile	Willforce + 8	6 or higher (see text) 8 or higher (see text)	1 + Rank hours
Cloud Summon1	7	3	12/20	1 mile	Willforce + 7	8 or higher (see text)	1 + Rank hours
Cold Embers4	9	4	18/25	60 yards	Extinguishes open flames	4	1 round
Council of the Forest4	14	9	18/32	1-mile radius	Summons tree and	10	1 day
					other plant spirits		
Crop Blight4	12	8	21/26	Touch	Destroys crops (plants)	5	1 year and 1 day
Crunch Climb1	1	1	6/14	Touch	+3 steps to	Target's Spell Defense	5 + Rank minutes
Cruching Hand					Climbing Tests		
Crushing Hand of Earth4	8	4	14/21	60 yards	Willforce + 6	Target's Spell Defense	3 + Rank rounds
Death Rain1	7	1	15/18	75 yards	Willforce + 5	Target's Spell Defense	12 + Rank rounds
Doddiritairi	•		.07.10	70 Julus	(see text)	(see text)	12 Trank rounds
Detect (Discipline)					, , , ,	, ,	
Magic3	2	2	5/15	60 yards	Willforce + 6	6 (see Astral Sense spell,	10 + Rank minutes
						p. 183, ED)	
Dispel (Discipline)							
Magic3	3	1	6/13	60 yards	Willforce	2	1 round
Dispel Magic	_						
(Discipline)3	5 9	1 3	6/13 15/20	60 yards	Willforce Willforce + 12	2 Target's Spell Defense	1 round 1 round
Dragon's Breath2 Drastic Temperature1	6	2	11/19	50 yards 100 yards	Willforce + 12 Willforce + 3	1 arget's Spell Derense	3 + Rank rounds
Earth and Air2	10	3	16/20	120 yards	Willforce + 10	2 or higher (see text)	1 + Rank hours
Earth Blend1	1	None	NA/7	Touch	Willforce + 7	Target's Spell Defense	Rank + 5 minutes
Earth Darts1	1	1	5/12	30 yards	Willforce + 6	Target's Spell Defense	1 round
Earth Q'wril4	7	4	16/18	Self	See text	Target's Spell Defense	10 + Rank minutes
Earth Staff1	5	1	11/18	Touch	Strength + 10	2	5 + Rank minutes
Earth Surfing4	7	4	10/22	1 yard	Creates earth wave	6	1 hour
Earth Wall1	8	3	12/20	50 yards	Willforce + 12	2	1 + Rank hours
Ease Passage1 Elemental Merchant2	6 10	1 3	11/17 15/19	Touch 50 yards	Willforce + 10 Willforce + 5	Target's Spell Defense 10 (Spell Defense	6 + Rank hours 1 + Rank days
Liernentai werchantz	10	3	13/14	50 yarus	Willion Ce + 5	of the spirit)	I + Kalik days
Engulf (Element)4	7	2	13/20	10 yards	Willforce	Target's Spell Defense	Rank rounds
Falcon's Cloak4	4	2	10/20	Self	Turns caster into a falcon	Target's Spell Defense	Rank hours
Fingers of Wind4	3	1	7/15	20 yards	Willforce	6	5 + Rank minutes
Fire and Water2	10	3	17/20	120 yards	Willforce + 9	2 or higher (see text)	1 + Rank hours
Fireball1	5	1	12/20	100 yards	Willforce + 8	Target's Spell Defense	1 round
E	_		40.00			(see text)	
Fire Hounds4	7	2+ (see text)	13/20	10 yards	Summons fire hounds	7	5 + Rank minutes
Fire Wall2	9	4	14/20	50 yards	Willforce +10	2	1 + Rank hours
Fireweave4	6	2	12/19	Touch	Willforce	Target's Spell Defense	Rank minutes
Fire Whip4	4	1	10/20	3 yards	Willforce + 6	4	5 + Rank rounds
Flame Darts4	7	2	13/23	40 yards	Willforce + 7	Target's Spell Defense	1 round
						(see text)	
Flameweapon1	1	2	5/14	10 yards	+1D4 to weapon's	Target weapon's	10 + Rank rounds
Floreschoud	,	4	10 (17	100	Damage step	Spell Defense	1 . Double
Flameshaw1 Flame Strike3	6 2	4 0	10/17 NA/11	100 yards	Willforce + 7 Willforce + 6	2 (see text) Target' Spell Defense	1 + Rank hours 1 round
Frame Strike3 Frozen Harbor4	10	5	NA/11 16/29	30 yards 30 yards	Freezes an expanse	1 arget: Spell Detense	1 round 1 round
110ZCITTIdi BOL4	10	3	10/2/	30 yarus	of water	,	riodila
Fuel Flame4	3	0	NA/15	10 yards	Willforce + 3	4	Rank rounds
Gills1	2	2	4/13	Touch	Allows breathing	Target's Spell Defense	10 + Rank minutes
					underwater		
Great Sticky Vines4	4	2	11/20	25 yards	Willforce + 4	2/Target's Spell Defense	Rank minutes
						(see text)	
Grasping Hand							
of Earth4	7	3	13/20	60 yards	Willforce + 6	Target's Spell Defense	3 + Rank rounds
Grounding4	3	2	4/12	Touch	+12 to armor against elementalist	Target's Spell Defense	Rank minutes
Haunted Forest3					comomanst		
(Multi-Discipline)	8	2	15/24	1 mile	Transforms a woodland	12	Rank hours
Heat Food1	1	1	5/7	Touch	Heat rejuvenating food	2	10 + Rank minutes
Hunter's Sense4	2	0	NA/14	25 yards	Willforce + 5	Target's Spell Defense	3 + Rank minutes
Ice Mace and Chain1	3	None	NA/15	40 yards	Willforce + 5	Target's Spell Defense	2 rounds
Ice Spear1	2	1	7/14	120 yards	Willforce + 3	Target's Spell Defense	1 round
Icy Surface1	2	None	NA/8	Touch	Creates a slippery,	2	3 + Rank minutes
Inflama C 'S'	_		0.45	0.15	icy surface	T# 0 # 0 :	4 5
Inflame Self4 Ironwood4	5 E	3	8/15	Self	Willforce + 8	Target's Spell Defense	1 + Rank rounds
Ironwood4 Lighten Load1	5 4	3 1	11/18 9/16	Touch 10 yards	Transforms wood Willforce + 3	6 Target's Spell Defense	Rank hours 7 + Rank hours
Lighton Load I	-+		// 10	10 yaius	WINIORCE T 3	rarger's open belense	/ + Natik Hours

Lightning Bolt4	3	1	10/15	25 yards	Willforce + 5	Target's Spell Defense	1 round
Lightning Shield1	4	None	NA/16	Touch	Willforce + 3	Target's Spell Defense	7 + Rank rounds
Lightning's						(see text)	
Arcing Pops4	4	3	10/17	Self	Willforce + 2	Target's Spell Defense	3 + Rank rounds
Liquid Arrow4	4	1	10/17	80 yards	Willforce + 9	Target's Spell Defense	1 round
Living Wall4	6 4	2	12/22	15 yards	Willforce + 3 Willforce + 3	6	3 + Rank minutes
Lodestone's Touch4 Metal Scream1	5	1	13/17 11/17	10 yards 100 yards	Willforce + 5	Target's Spell Defense Target's Spell Defense	5 + Rank minutes 1 + Rank rounds
Metal Wings1	5	2	8/18	Touch	Flight, + 5 steps	(see text) Target's Spell Defense	20 + Rank minutes
					to lifting Strength		
Moon Glow4 Moon Shadow2	1	0 5	NA/10 16/22	10 yards 100 yards	Creates light Willforce +10	4 Target's Spell Defense	5 + Rank months 1 month
Nutritious	,	3	10/22	100 yarus	Willion CC + 10	rarget's open belefise	i monti
Earth4	5	4	8/15	Touch	Makes land fertile	Target's Spell Defense	1 year and 1 day
Path Home1	2	2	7/14	60 yards	Shows a path home	5	20 + Rank minutes
Perimeter Alarm1	8	3	10/20	Rank yards	Willforce + 12	2	4 + Rank hours
Petrify4 Plant Feast1	10 3	4	19/26 6/16	20 yards 25 yards	Willforce + 5 Willforce + 8	Target's Spell Defense 2	Rank days 1 + Rank hours
Plant Talk1	1	None	NA/7	Self	Converse with	2	10 + Rank minutes
					plant spirits		
Porter1	3	2	9/15	15 yards	Willforce	2	Rank days
Puddle Deep1 Purify Earth4	3 1	1 1	7/15 5/13	15 yards 10 yards	Willforce Purifies earth and soil	2 5 or higher (see text)	3 + Rank minutes 1 round
Purify Forest4	15	12	28/33	10 yards	See text	Target's Spell Defense	1 round
Purify Water1	1	1	5/13	Touch	Purifies Willforce + 8	(see text) 2 or higher (see text)	1 round
Repair1	3	1	9/16	Touch	quarts of liquid Willforce + 5	2	3 + Rank months
Resist Cold1	1	None	NA/7	Touch	+3 Armor Points	Target's Spell Defense	6 + Rank minutes
Resist Fire1	1	None	NA/7	Touch	against cold damage +3 Armor Points	Target's Spell Defense	6 + Rank minutes
Resist Poison4	5	2	11/01	Tours	against fire damage	Target's Spell Defense	Rank hours
Resist Poison4 Ricochet Attack1	6	2 Variable	11/21 12/19	Touch 75 yards	+8 steps to resist poison Willforce + 12	Target's Spell Defense	1 round
Root Trap4	4	0	NA/20	10 yards	Willforce + 2	4	5 + Rank rounds
Rust4	3	0	NA	30 yards	-5 steps	Target's Spell Defense	1 round
Shattering Stone4	5	1	11/21	25 yards	Willforce + 6	Target's Spell Defense	1 round
Shield of Warping4	4	1	10/17	Touch	Willforce + 6	Target's Spell Defense	5 + Rank rounds
Shield Willow4	2	1	6/14	Touch	+6 to Shatter Threshold, Ratings	Target's Spell Defense	Rank minutes
Silence Metal1	8	3	13/20	Touch	Willforce + 7	Target's Spell Defense	1 + Rank hours
Silver Shadow1	8	3	12/19	100 yards	Willforce + 3	Target's Spell Defense	1 + Rank hours
Sky Lattice1 Slow Metal Weapon1	3 2	3 1	8/17 9/13	120 yards 60 yards	Willforce + 3 -3 steps to damage	Target's Spell Defense	10 + Rank minutes 8 + Rank rounds
Small Slayer4	2	1	6/14	-	Summons a	(see text) Target's Spell Defense	3 + Rank rounds
•			0/14	25 yards	poisonous creature	rarget's Spell Deletise	3 + Raik founds
Smoke Cloud4	3	1	10/15	10 yards	-5 rank penalty	6	8 + Rank rounds
					to actions		
Snuff4	3	2	7/15	Touch	to actions Willforce + 5	Spell Defense of fire or its creator	Instant
Spear (Element)4	3	2	7/15 7/14	Touch 40 yards		Spell Defense of fire or its creator Target's Spell Defense	Instant 1 round
					Willforce + 5	or its creator	
Spear (Element)4 Spirits of Death's Sea4 Sterilize Object1	4 4 2	1 3 1	7/14 10/17 5/14	40 yards Touch 10 yards	Willforce + 6 Willforce + 6 Willforce + 6 Willforce + 7	or its creator Target's Spell Defense 10 2	1 round Rank hours 1 round
Spear (Element)4 Spirits of Death's Sea4	4	1	7/14 10/17	40 yards Touch	Willforce + 5 Willforce + 6 Willforce + 6	or its creator Target's Spell Defense 10 2 Target's Spell Defense	1 round Rank hours
Spear (Element)4 Spirits of Death's Sea4 Sterilize Object1	4 4 2	1 3 1	7/14 10/17 5/14	40 yards Touch 10 yards	Willforce + 6 Willforce + 6 Willforce + 6 Willforce + 7	or its creator Target's Spell Defense 10 2	1 round Rank hours 1 round
Spear (Element)4 Spirits of Death's Sea4 Sterilize Object1 Stick Together1	4 4 2 2	1 3 1	7/14 10/17 5/14 5/13	40 yards Touch 10 yards 25 yards	Willforce + 5 Willforce + 6 Willforce + 6 Willforce + 7 Willforce + 7	or its creator Target's Spell Defense 10 2 Target's Spell Defense (see text)	1 round Rank hours 1 round 3 + Rank minutes
Spear (Element)4 Spirits of Death's Sea4 Sterilize Object1 Stick Together1 Stone Cage1 Stone Rain4 Storm Manacles1	4 4 2 2 5 6 7	1 3 1 1 2 2	7/14 10/17 5/14 5/13 11/19 15/22 12/18	Touch 10 yards 25 yards 60 yards 30 yards 60 yards	Willforce + 5 Willforce + 6 Willforce + 6 Willforce + 7 Willforce + 7 Willforce + 5 Willforce + 4 Willforce + 5	or its creator Target's Spell Defense 10 2 Target's Spell Defense (see text) Target's Spell Defense Target's Spell Defense Target's Spell Defense Target's Spell Defense	1 round Rank hours 1 round 3 + Rank minutes 10 + Rank rounds Rank rounds 12 + Rank rounds
Spear (Element)4 Spirits of Death's Sea4 Sterilize Object1 Stick Together1 Stone Cage1 Stone Rain4	4 4 2 2 5 6	1 3 1 1	7/14 10/17 5/14 5/13 11/19 15/22	Touch 10 yards 25 yards 60 yards 30 yards	Willforce + 5 Willforce + 6 Willforce + 7 Willforce + 7 Willforce + 7 Willforce + 5 Willforce + 4 Willforce + 5 Suffocates and	or its creator Target's Spell Defense 10 2 Target's Spell Defense (see text) Target's Spell Defense Target's Spell Defense	1 round Rank hours 1 round 3 + Rank minutes 10 + Rank rounds Rank rounds
Spear (Element)4 Spirits of Death's Sea4 Sterilize Object1 Stick Together1 Stone Cage1 Stone Rain4 Storm Manacles1 Suffocating Paste1	4 4 2 2 5 6 7 4	1 3 1 1 2 2	7/14 10/17 5/14 5/13 11/19 15/22 12/18 9/18	Touch 10 yards 25 yards 60 yards 30 yards 60 yards	Willforce + 5 Willforce + 6 Willforce + 7 Willforce + 7 Willforce + 5 Willforce + 5 Willforce + 5 Suffocates and blinds target	or its creator Target's Spell Defense 10 2 Target's Spell Defense (see text) Target's Spell Defense Target's Spell Defense Target's Spell Defense Target's Spell Defense	1 round Rank hours 1 round 3 + Rank minutes 10 + Rank rounds Rank rounds 12 + Rank rounds Willforce rounds
Spear (Element)4 Spirits of Death's Sea4 Sterilize Object1 Stick Together1 Stone Cage1 Stone Rain4 Storm Manacles1	4 4 2 2 5 6 7	1 3 1 1 2 2 2	7/14 10/17 5/14 5/13 11/19 15/22 12/18	Touch 10 yards 25 yards 60 yards 30 yards 60 yards 25 yards	Willforce + 5 Willforce + 6 Willforce + 7 Willforce + 7 Willforce + 7 Willforce + 5 Willforce + 4 Willforce + 5 Suffocates and	or its creator Target's Spell Defense 10 2 Target's Spell Defense (see text) Target's Spell Defense Target's Spell Defense Target's Spell Defense Target's Spell Defense	1 round Rank hours 1 round 3 + Rank minutes 10 + Rank rounds Rank rounds 12 + Rank rounds
Spear (Element)4 Spirits of Death's Sea4 Sterilize Object1 Stick Together1 Stone Cage1 Stone Rain4 Storm Manacles1 Suffocating Paste1 Sunlight4 Thrive4 Throne of Air1	4 4 2 2 5 6 7 4	1 3 1 1 1 2 2 2 2	7/14 10/17 5/14 5/13 11/19 15/22 12/18 9/18 10/15	Touch 10 yards 25 yards 60 yards 30 yards 60 yards 25 yards 10 yards 1 yards Self	Willforce + 5 Willforce + 6 Willforce + 7 Willforce + 7 Willforce + 7 Willforce + 5 Willforce + 4 Willforce + 5 Suffocates and blinds target Creates bright light Accelerates plant growth Willforce + 7	or its creator Target's Spell Defense 10 2 Target's Spell Defense (see text) Target's Spell Defense 6 8 2	1 round Rank hours 1 round 3 + Rank minutes 10 + Rank rounds Rank rounds 12 + Rank rounds Willforce rounds 5 + Rank minutes 1 round 10 + Rank minutes
Spear (Element)4 Spirits of Death's Sea4 Sterilize Object1 Stick Together1 Stone Cage1 Stone Rain4 Storm Manacles1 Suffocating Paste1 Sunlight4 Throne of Air1 Thunderclap4	4 4 2 2 5 6 7 4 3 3 3 7	1 3 1 1 1 1 2 2 2 2 2 1 1 2 3 3	7/14 10/17 5/14 5/13 11/19 15/22 12/18 9/18 10/15 7/15 8/17 13/17	Touch 10 yards 25 yards 60 yards 30 yards 60 yards 25 yards 10 yards 1 yard Self 60 yards	Willforce + 5 Willforce + 6 Willforce + 6 Willforce + 7 Willforce + 7 Willforce + 5 Willforce + 4 Willforce + 4 Willforce + 5 Suffocates and blinds target Creates bright light Accelerates plant growth Willforce + 7 -8 steps, deafness	or its creator Target's Spell Defense 10 2 Target's Spell Defense (see text) Target's Spell Defense 6 8 2 Target's Spell Defense	Rank hours 1 round 3 + Rank minutes 10 + Rank rounds Rank rounds 12 + Rank rounds Willforce rounds 5 + Rank minutes 1 round 10 + Rank minutes 1 round
Spear (Element)4 Spirits of Death's Sea4 Sterilize Object1 Stick Together1 Stone Cage1 Stone Rain4 Storm Manacles1 Suffocating Paste1 Sunlight4 Thrive4 Throne of Air1 Thunderclap4 Tossing Earth1	4 4 2 2 5 6 7 4 3 3 3 7 6	1 3 1 1 1 2 2 2 2 2 1 2 2 3 3 3	7/14 10/17 5/14 5/13 11/19 15/22 12/18 9/18 10/15 7/15 8/17 13/17 11/17	Touch 10 yards 25 yards 60 yards 30 yards 60 yards 25 yards 10 yards 1 yard Self 60 yards 100 yards	Willforce + 5 Willforce + 6 Willforce + 7 Willforce + 7 Willforce + 7 Willforce + 4 Willforce + 5 Suffocates and blinds target Creates bright light Accelerates plant growth Willforce + 7 -8 steps, deafness Willforce + 1	or its creator Target's Spell Defense 10 2 Target's Spell Defense (see text) Target's Spell Defense 6 8 2 Target's Spell Defense	1 round Rank hours 1 round 3 + Rank minutes 10 + Rank rounds Rank rounds 12 + Rank rounds Willforce rounds 5 + Rank minutes 1 round 10 + Rank minutes 1 round 1 + Rank hours
Spear (Element)4 Spirits of Death's Sea4 Sterilize Object1 Stick Together1 Stone Cage1 Stone Rain4 Storm Manacles1 Suffocating Paste1 Sunlight4 Thrive4 Throne of Air1 Thunderclap4 Tossing Earth1 Tree Merge4	4 4 2 2 5 6 7 4 3 3 3 7	1 3 1 1 1 1 2 2 2 2 2 1 1 2 3 3	7/14 10/17 5/14 5/13 11/19 15/22 12/18 9/18 10/15 7/15 8/17 13/17 11/17 16/23	Touch 10 yards 25 yards 60 yards 30 yards 60 yards 10 yards 1 yard Self 60 yards 1 yard Self 60 yards	Willforce + 5 Willforce + 6 Willforce + 7 Willforce + 7 Willforce + 7 Willforce + 5 Willforce + 4 Willforce + 5 Suffocates and blinds target Creates bright light Accelerates plant growth Willforce + 7 -8 steps, deafness Willforce + 1 See text	or its creator Target's Spell Defense 10 2 Target's Spell Defense (see text) Target's Spell Defense 2 Target's Spell Defense	1 round Rank hours 1 round 3 + Rank minutes 10 + Rank rounds Rank rounds 12 + Rank rounds Willforce rounds 5 + Rank minutes 1 round 10 + Rank minutes 1 round 1 + Rank hours 6 + Rank hours
Spear (Element)4 Spirits of Death's Sea4 Sterilize Object1 Stick Together1 Stone Cage1 Stone Rain4 Storm Manacles1 Suffocating Paste1 Sunlight4 Thrive4 Throne of Air1 Thunderclap4 Tossing Earth1 Tree Merge4 Uneven Ground1	4 4 2 2 5 6 7 4 3 3 3 7 6 6 4	1 3 1 1 1 2 2 2 2 2 1 2 3 3 3 3 1	7/14 10/17 5/14 5/13 11/19 15/22 12/18 9/18 10/15 7/15 8/17 13/17 11/17 16/23 11/18	Touch 10 yards 25 yards 60 yards 30 yards 60 yards 25 yards 10 yards 1 yard Self 60 yards 100 yards 1 yard Self 50 yards	Willforce + 5 Willforce + 6 Willforce + 6 Willforce + 7 Willforce + 7 Willforce + 5 Willforce + 4 Willforce + 5 Suffocates and blinds target Creates bright light Accelerates plant growth Willforce + 7 -8 steps, deafness Willforce + 1 See text Penalty to enemy character actions	or its creator Target's Spell Defense 10 2 Target's Spell Defense (see text) Target's Spell Defense Target's Spell Defense Target's Spell Defense Target's Spell Defense 6 8 2 Target's Spell Defense 2 Target's Spell Defense 12 Target's Spell Defense 2 Target's Spell Defense (see text)	Rank hours 1 round 3 + Rank minutes 10 + Rank rounds Rank rounds 12 + Rank rounds Willforce rounds 5 + Rank minutes 1 round 10 + Rank minutes 1 round 1 + Rank hours 4 + Rank hours
Spear (Element)4 Spirits of Death's Sea4 Sterilize Object1 Stick Together1 Stone Cage1 Stone Rain4 Storm Manacles1 Suffocating Paste1 Sunlight4 Thrive4 Throne of Air1 Thunderclap4 Tossing Earth1 Tree Merge4 Uneven Ground1	4 4 2 2 5 6 7 4 3 3 3 7 6 6 4 4 8	1 3 1 1 1 2 2 2 2 3 3 3 3 1 1 2 2	7/14 10/17 5/14 5/13 11/19 15/22 12/18 9/18 10/15 7/15 8/17 13/17 11/17 16/23 11/18 14/21	Touch 10 yards 25 yards 60 yards 30 yards 60 yards 25 yards 10 yards 1 yard Self 60 yards 25 yards 1 mile	Willforce + 5 Willforce + 6 Willforce + 6 Willforce + 7 Willforce + 7 Willforce + 5 Willforce + 5 Suffocates and blinds target Creates bright light Accelerates plant growth Willforce + 7 -8 steps, deafness Willforce + 1 See text Penalty to enemy	or its creator Target's Spell Defense 10 2 Target's Spell Defense (see text) Target's Spell Defense Target's Spell Defense Target's Spell Defense Target's Spell Defense 6 8 2 Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense Target's Spell Defense	1 round Rank hours 1 round 3 + Rank minutes 10 + Rank rounds Rank rounds 12 + Rank rounds Willforce rounds 5 + Rank minutes 1 round 10 + Rank minutes 1 round 1 + Rank hours 6 + Rank hours
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Spear (Element)4 Spirits of Death's Sea4 Sterilize Object1 Stick Together1 Stone Cage1 Stone Rain4 Storm Manacles1 Suffocating Paste1 Sunlight4 Throne of Air1 Thunderclap4 Tossing Earth1 Tree Merge4 Uneven Ground1 Water Spout4 Water Wall2 Weapon Back1 Weather Change2 Whirlwind1 Winds of Deflection4 Wood Blade4 ILLUSIONIST SPELLS Afterlife2 Alarm1 And Then I Woke Up4	4 4 2 2 5 6 7 4 3 3 7 6 6 4 8 9 4 10 7 3 11 Circle 10 3	1 3 1 1 1 2 2 2 1 1 2 3 3 3 1 2 4 2 5 2 1 4 2 Threads 5 1	7/14 10/17 5/14 5/13 11/19 15/22 12/18 9/18 10/15 7/15 8/17 13/17 11/17 16/23 11/18 14/21 14/20 5/16 13/20 12/18 8/15 22/28 Weaving Difficulty 16/21 8/17 10/15	Touch 10 yards 25 yards 60 yards 30 yards 60 yards 25 yards 10 yards 1 yard Self 60 yards 1 yard Self 25 yards 1 mile 50 yards 40 yards 10 miles 60 yards Self Touch Range 25 yards 50 yards	Willforce + 5 Willforce + 6 Willforce + 7 Willforce + 7 Willforce + 7 Willforce + 7 Willforce + 5 Willforce + 4 Willforce + 5 Suffocates and blinds target Creates bright light Accelerates plant growth Willforce + 7 -8 steps, deafness Willforce + 1 See text Penalty to enemy character actions Willforce + 15 Willforce + 15 Willforce + 6 Willforce + 6 Willforce + 6 Willforce + 6 Willforce + 16 Effect Willforce + 14 Willforce + 4 +8 steps to Perception + 3 steps against	or its creator Target's Spell Defense 10 2 Target's Spell Defense (see text) Target's Spell Defense Target's Spell Defense Target's Spell Defense Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense (see text) Target's Spell Defense (see text) 2 Zarget's Spell Defense (see text) 2 Zarget's Spell Defense (see text) 4 Casting Difficulty Target's Spell Defense Target's Spell Defense Larget's Spell Defense	Rank hours 1 round 3 + Rank minutes 10 + Rank rounds 12 + Rank rounds 12 + Rank rounds 12 + Rank rounds 13 + Rank minutes 1 round 10 + Rank minutes 1 round 1 + Rank hours 6 + Rank rounds 1 round 1 + Rank hours 5 + Rank rounds 1 + Rank hours 3 + Rank rounds 5 + Rank rounds 10 + Rank hours 6 + Rank hours 6 + Rank hours 6 + Rank rounds 5 + Rank rounds 5 + Rank rounds 8 + Rank hours 6 + Rank minutes 6 + Rank minutes 6 + Rank minutes
Spear (Element)4 Spirits of Death's Sea4 Sterilize Object1 Stick Together1 Stone Cage1 Stone Rain4 Storm Manacles1 Suffocating Paste1 Sunlight4 Throne of Air1 Thunderclap4 Tossing Earth1 Tree Merge4 Uneven Ground1 Water Spoul4 Water Wall2 Weapon Back1 Weather Change2 Whirlwind1 Winds of Deflection4 Wood Blade4 ILLUSIONIST SPELLS Afterlife2 Alarm1 And Then I Woke Up4 Assuring Touch1 Astral Materialization2 Astral Nightmare1	4 4 2 2 5 6 7 4 3 3 3 7 6 6 4 8 9 4 10 7 3 11 Circle 10 3 1	1 3 1 1 1 2 2 2 2 1 1 2 3 3 3 1 1 2 2 4 4 2 5 5 2 1 4 4 4 4 Threads 5 1 1 None	7/14 10/17 5/14 5/13 11/19 15/22 12/18 9/18 10/15 7/15 8/17 13/17 11/17 16/23 11/18 14/20 5/16 13/20 12/18 8/15 22/28 Weaving Difficulty 16/21 8/17 10/15 NA/7	Touch 10 yards 25 yards 60 yards 30 yards 60 yards 25 yards 11 yard 11 yard 12 yards 10 miles 10 yards 10 miles 10 yards 10 miles 10 yards 10 miles 10 yards 10 yards 10 miles 10 yards	Willforce + 5 Willforce + 6 Willforce + 6 Willforce + 7 Willforce + 7 Willforce + 7 Willforce + 5 Willforce + 5 Suffocates and bilinds target Creates bright light Accelerates plant growth Willforce + 7 -8 steps, deafness Willforce + 1 See text Penalty to enemy character actions Willforce + 15 Willforce + 15 Willforce + 6 Willforce + 9 Willforce + 6 Willforce + 16	or its creator Target's Spell Defense 10 2 Target's Spell Defense (see text) Target's Spell Defense 8 2 Target's Spell Defense 2 Target's Spell Defense Target's Spell Defense (see text) 2 Target's Spell Defense (see text) 2 Target's Spell Defense (see text) 4 Casting Difficulty Target's Spell Defense	Rank hours 1 round 3 + Rank minutes 10 + Rank rounds 12 + Rank rounds 12 + Rank rounds 12 + Rank rounds 11 + Rank round 10 + Rank minutes 1 round 11 + Rank hours 1 + Rank nours 1 + Rank rounds 1 + Rank hours 3 + Rank rounds 10 + Rank hours 6 + Rank rounds 10 + Rank hours 6 + Rank rounds 5 + Rank rounds 5 + Rank rounds 5 + Rank minutes 6 + Rank minutes 1 round 12 + Rank rounds
Spear (Element) 4 Spirits of Death's Sea4 Sterilize Object1 Stick Together1 Stone Cage1 Stone Rain4 Storm Manacles1 Suffocating Paste1 Sunlight4 Thrive4 Throne of Air1 Thunderclap4 Trossing Earth1 Tree Merge4 Uneven Ground1 Water Spout4 Water Wall2 Weapon Back1 Weather Change2 Whirtwind1 Winds of Deflection4 Wood Blade4 ILLUSIONIST SPELLS Afterlife2 Alarm1 And Then I Woke Up4 Assuring Touch1 Astral Materialization2	4 4 2 2 5 6 7 4 3 3 7 6 6 4 8 9 4 10 7 3 11 Circle 10 3 1 10	1 3 1 1 1 2 2 2 2 1 1 2 3 3 3 3 1 1 2 2 4 2 5 2 1 4 4 2 Threads 5 1 1 None 4	7/14 10/17 5/14 5/13 11/19 15/22 12/18 9/18 10/15 7/15 8/17 13/17 11/17 16/23 11/18 14/21 14/20 5/16 13/20 12/18 8/15 22/28 Weaving Difficulty 16/21 8/17 10/15 NA/7	Touch 10 yards 25 yards 60 yards 30 yards 60 yards 25 yards 10 yards 1 yard Self 60 yards 1 yard Self 50 yards 10 yards 10 yards 10 yards 10 yards 10 yards 10 yards Self 25 yards 1 mile 50 yards 10 miles 60 yards Self Touch Range 25 yards 50 yards 50 yards	Willforce + 5 Willforce + 6 Willforce + 7 Willforce + 7 Willforce + 7 Willforce + 7 Willforce + 5 Willforce + 4 Willforce + 5 Suffocates and blinds target Creates bright light Accelerates plant growth Willforce + 7 -8 steps, deafness Willforce + 1 See text Penalty to enemy character actions Willforce + 15 Willforce + 10 Willforce + 6 Willforce + 6 Willforce + 6 Willforce + 6 Willforce + 16 Effect Willforce + 14 Willforce + 4 +8 steps to Perception +3 steps against fear-causing attacks Willforce + 13	or its creator Target's Spell Defense 10 2 Target's Spell Defense (see text) Target's Spell Defense Target's Spell Defense Target's Spell Defense Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense Target's Spell Defense (see text) Target's Spell Defense (see text) 2 Target's Spell Defense (see text) 4 Casting Difficulty Target's Spell Defense 4 Casting Difficulty Target's Spell Defense Target's Spell Defense Target's Spell Defense (see text) 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Rank hours 1 round 3 + Rank minutes 10 + Rank rounds 12 + Rank rounds 12 + Rank rounds 12 + Rank minutes 1 round 10 + Rank minutes 1 round 11 + Rank hours 6 + Rank nours 4 + Rank rounds 1 round 15 + Rank hours 6 + Rank nours 7 + Rank rounds 1 + Rank hours 8 + Rank rounds 10 + Rank hours 6 + Rank rounds 10 + Rank hours 6 + Rank rounds 10 + Rank hours 6 + Rank rounds 11 + Rank hours 12 + Rank rounds 12 + Rank rounds 13 + Rank rounds 14 + Rank minutes 15 + Rank minutes 16 + Rank minutes 17 + Rank minutes 18 + Rank minutes 18 + Rank rounds 19 + Rank rounds 10 + Rank minutes 10 + Rank minutes 10 + Rank minutes 11 + Rank rounds 11 + Rank rounds 12 + Rank rounds 11 + Rank rounds 11 + Rank rounds 12 + Rank rounds 11 + Rank rounds 12 + Rank rounds 11 + Rank rounds 11 + Rank rounds 12 + Rank rounds 11 + Rank rounds 11 + Rank rounds 12 + Rank rounds 12 + Rank rounds 13 + Rank rounds 14 + Rank rounds 15 + Rank rounds 16 + Rank rounds 17 + Rank rounds 17 + Rank rounds 18 + Rank rounds 18 + Rank rounds 18 + Rank rounds
Spear (Element) 4 Spirits of Death's Sea4 Sterilize Object1 Stick Together1 Stone Cage1 Stone Rain4 Storm Manacles1 Suffocating Paste1 Sunlight4 Thrive4 Throne of Air1 Thunderclap4 Tossing Earth1 Tree Merge4 Uneven Ground1 Water Wall2 Weapon Back1 Weather Change2 Whirlwind1 Winds of Deflection4 Wood Blade4 ILLUSIONIST SPELLS Afterlife2 Alarm1 And Then I Woke Up4 Assuring Touch1 Astral Materialization2 Astral Nightmare1 Astral Sense	4 4 2 2 5 6 7 4 3 3 7 6 6 4 8 9 4 10 7 3 11 Circle 10 3 3 1 10 8	1 3 1 1 1 2 2 2 2 1 2 3 3 3 1 1 2 4 2 2 5 5 2 1 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	7/14 10/17 5/14 5/13 11/19 15/22 12/18 9/18 10/15 7/15 8/17 13/17 11/17 16/23 11/18 14/21 14/20 5/16 13/20 12/18 8/15 22/28 Weaving Difficulty 16/21 8/17 10/15 NA/7	Touch 10 yards 25 yards 60 yards 30 yards 60 yards 25 yards 10 yards 11 yard Self 60 yards 10 yards 10 yards 10 yards 10 yards 10 yards Self 25 yards 10 miles 10 yards 10 yar	Willforce + 5 Willforce + 6 Willforce + 6 Willforce + 7 Willforce + 7 Willforce + 7 Willforce + 5 Willforce + 4 Willforce + 5 Suffocates and blinds target Creates bright light Accelerates plant growth Willforce + 7 -8 steps, deafness Willforce + 1 See text Penalty to enemy character actions Willforce + 15 Willforce + 15 Willforce + 6 Willforce + 6 Willforce + 6 Willforce + 16	or its creator Target's Spell Defense 10 2 Target's Spell Defense (see text) Target's Spell Defense 8 2 Target's Spell Defense Target's Spell Defense Target's Spell Defense (see text) 2 Target's Spell Defense (see text) 2 Target's Spell Defense (see text) 4 Casting Difficulty Target's Spell Defense Target's Spell Defense 4 Casting Difficulty Target's Spell Defense	Rank hours 1 round 3 + Rank minutes 10 + Rank rounds 12 + Rank rounds 12 + Rank rounds 12 + Rank rounds 110 + Rank minutes 1 round 10 + Rank minutes 1 round 1 + Rank hours 6 + Rank hours 4 + Rank rounds 1 round 1 + Rank hours 5 + Rank rounds 1 round 1 + Rank hours 6 + Rank hours 6 + Rank hours 7 + Rank rounds 10 + Rank hours 6 + Rank hours 6 + Rank minutes 1 round 12 + Rank rounds 1 round 12 + Rank rounds 1 round 13 + Rank rounds

Aura4	4	1	10/16	10 yards	Willforce + 2	Target's Spell Defense	3 + Rank rounds
Awaken4	5	2	11/18	Touch	Willforce + 6	Target's Spell Defense	1 round
Bellow of							
the Thundras4	1	0	NA/15	60 yards	Allows the subject's	Target's Spell Defense	5 + Rank minutes
					voice to be heard within the spell's range		
Best Face1	1	2	5/14	Touch	Charisma + 5	Target's Spell Defense	8 + Rank minutes
Blazing Fists							
of Rage4	1	0	NA/16	Touch	Willforce + 5	Target's Spell Defense	4 + Rank rounds
Bleeding Edge4	4	1	10/20	Touch	+5 steps	Target's Spell Defense	1 round
Blindness4	2	1	8/14	25 yards	to weapon damage Blinds the target	Target's Spell Defense	5 + Rank minutes
Blinding Glare4	3	1	10/20	30 yards	Willforce + 6	Target's Spell Defense	1 round
Bond of Silence4	5	3	11/18	20 yards	Willforce + 4	Target's Spell Defense	Rank minutes
Bouncing Blaster1	6	4	9/20	Touch	Willforce + 8	Target's Spell Defense	3 + Rank days
Cataguant	1	1	5/10	Touch	Grants low-light vision	(see text) Target's Spell Defense	3 + Rank minutes
Catseyes4 Chosen Path1	6	3	10/18	60 yards	Willforce + 8	2	3 + Rank hours
Circle of Well Being1	4	3	8/17	Touch	Willforce	2	Rank x 10 minutes
Clarion Call1	4	1	8/17	100 yards	Willforce + 4	Target's Spell Defense	12 + Rank rounds
	_					(see text)	
Clothing Gone4	5	3	11/21	60 yards	 -4 step penalty to all actions 	Target's Spell Defense	5 rounds
Conceal Tracks4	4	2	10/20	Touch	Conceals tracks	Target's Spell Defense	Rank hours
Crafty Thought1	2	1	6/14	2 yards	Willforce + 5	Target's Spell Defense	Rank minutes
Dampen Karma1	3	1	8/17	60 yards	-4 to target's	Target's Spell Defense	6 + Rank rounds
Deceles District	,	2	7/10	75	Karma dice	Township Could Defense	7 . Donali
Dancing Disks1	6	3	7/19	75 yards	Willforce + 6	Target's Spell Defense (see text)	7 + Rank rounds
Detect (Discipline)						(See text)	
Magic3	3	2	5/15	60 yards	Willforce + 6	6 (see Astral Sense spell,	10 + Rank minutes
						p. 183, ED)	
Disaster4	2	1	9/17	10 yards	Willforce + 6	Target's Spell Defense	5 + Rank rounds
Disguise Metal1	1	1	7/14	Touch	Changes appearance	(see text) Target's Spell Defense	Willforce Test +
Disguise Metal I			77.14	Toucii	of metal	rarget's Spell Deletise	7 minutes
Dispel (Discipline)							
Magic3	3	1	6/13	60 yards	Willforce	2	1 round
Displace Image1	1	1	7/15	Touch	Projects image	Target's Spell Defense	7 + Rank in rounds
Dispel Magic					3 yards away		
(Discipline)3	5	1	6/13	60 yards	Willforce	2	1 round
Do Unto Others4	9	3	14/20	15 yards	See text	See text	Rank rounds
Dream Realm3							
(Multi-Discipline)	9	2-3	17/25	1 mile	Willforce + 2	Target's Spell Defense	5 + Rank minutes
Dreamsend4	8 7	3	11/24	1 mile	Willforce + 6	Target's Spell Defense	5 + Rank minutes
Dream Sight4 Drunken Stagger4	7	3 4	13/23 13/20	1 mile Touch	Willforce + 8 Step penalty	Target's Spell Defense Target's Spell Defense	8 + Rank minutes 5 + Rank days
Dramor olagger i	•		10,20	roderr	to target's actions	raiget 5 open Belense	o i nam dayo
Eclipse2	10	6	15/21	NA	Willforce + 8	2	Rank days
Egress and Exit4	5	3	11/21	60 yards	Shows the most direct	6	5 + Rank minutes
					entrance and exit to a place		
Enonunt 4	2	0	NIA /11	20 verde	Willforce . 4	Torrect's Coall Defence	Donk hours
Encrypt4	2	0	NA/11	20 yards	Willforce + 4	Target's Spell Defense (see text)	Rank hours
Encrypt4 Ephemeral Bolt1	2	0 None	NA/11 NA/9		Willforce + 4 Willforce + 7	Target's Spell Defense (see text) Target's Spell Defense	Rank hours 1 round
				20 yards 60 yards		(see text)	
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline)	2	None 2	NA/9 16/24	60 yards 30 yards	Willforce + 7 Willforce + 3	(see text) Target's Spell Defense Target's Spell Defense	1 round Rank rounds
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2	2	None 2 5	NA/9 16/24 18/21	60 yards 30 yards NA	Willforce + 7 Willforce + 3 Willforce + 8	(see text) Target's Spell Defense	1 round Rank rounds Rank days
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1	2 8 10 4	None 2 5 3	NA/9 16/24 18/21 7/17	60 yards 30 yards NA 60 yards	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4	(see text) Target's Spell Defense Target's Spell Defense 2 2	1 round Rank rounds Rank days 1 + Rank minutes
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2	2	None 2 5	NA/9 16/24 18/21	60 yards 30 yards NA	Willforce + 7 Willforce + 3 Willforce + 8	(see text) Target's Spell Defense Target's Spell Defense	1 round Rank rounds Rank days
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1	2 8 10 4	None 2 5 3	NA/9 16/24 18/21 7/17	60 yards 30 yards NA 60 yards	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps	(see text) Target's Spell Defense Target's Spell Defense 2 2	1 round Rank rounds Rank days 1 + Rank minutes
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1	2 8 10 4 5	None 2 5 3 1	NA/9 16/24 18/21 7/17 11/18 8/20 7/17	60 yards 30 yards NA 60 yards Self Touch Touch	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +D8 Sensing Difficulty Willforce + 3	(see text) Target's Spell Defense Target's Spell Defense 2 2 Target's Spell Defense 2 (see text) 2	1 round Rank rounds Rank days 1 + Rank minutes 5 + Rank minutes 7 + Rank days 1 + Rank hours
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4	2 8 10 4 5	None 2 5 3 1	NA/9 16/24 18/21 7/17 11/18	60 yards 30 yards NA 60 yards Self	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +DB Sensing Difficulty Willforce + 3 -2 steps to target's	(see text) Target's Spell Defense Target's Spell Defense 2 2 Target's Spell Defense 2 (see text)	1 round Rank rounds Rank days 1 + Rank minutes 5 + Rank minutes 7 + Rank days
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1 Flesh Eater4	2 8 10 4 5 7 3 5	None 2 5 3 1 5 2 2	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21	60 yards 30 yards NA 60 yards Self Touch Touch	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +D8 Sensing Difficulty Willforce + 3 -2 steps to target's step numbers	(see text) Target's Spell Defense Target's Spell Defense 2 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense	1 round Rank rounds Rank days 1 + Rank minutes 5 + Rank minutes 7 + Rank days 1 + Rank hours 5 + Rank rounds
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1	2 8 10 4 5	None 2 5 3 1	NA/9 16/24 18/21 7/17 11/18 8/20 7/17	60 yards 30 yards NA 60 yards Self Touch Touch	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +DB Sensing Difficulty Willforce + 3 -2 steps to target's	(see text) Target's Spell Defense Target's Spell Defense 2 2 Target's Spell Defense 2 (see text) 2	1 round Rank rounds Rank days 1 + Rank minutes 5 + Rank minutes 7 + Rank days 1 + Rank hours
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1 Flesh Eater4 Fying Carpet1 Foresseeing4 Form Exchange1	2 8 10 4 5 7 3 5 5 6 8	None 2 5 3 1 5 2 2 4	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18	60 yards 30 yards NA 60 yards Self Touch Touch Touch Touch Self 25 yards	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +DB Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 3 Willforce + 10	(see text) Target's Spell Defense 2 2 Target's Spell Defense 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense 7 9 Target's Spell Defense	Rank rounds Rank days 1 + Rank minutes 5 + Rank minutes 7 + Rank days 1 + Rank hours 5 + Rank rounds 1 + Rank hours 1 round 7 + Rank minutes
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1 Flesh Eater4 Flying Carpet1 Foreseeing4	2 8 10 4 5 7 3 5	None 2 5 3 1 5 2 2 3 2	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18 12/22	60 yards 30 yards NA 60 yards Self Touch Touch Touch Touch Self	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +D8 Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 3 Willforce + 10 Creates/alters illusions	(see text) Target's Spell Defense Target's Spell Defense 2 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense 7 9 Target's Spell Defense Spell Defense	1 round Rank rounds Rank days 1 + Rank minutes 5 + Rank minutes 7 + Rank days 1 + Rank hours 5 + Rank rounds 1 + Rank hours 1 round
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1 Flesh Eater4 Flying Carpet1 Foreseeing4 Form Exchange1 Fun With Doors4	2 8 10 4 5 7 3 5 5 6 8 1	None 2 5 3 1 5 2 2 4 2	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18 12/22 11/21 5/10	60 yards NA 60 yards Self Touch Touch Touch Touch Self 25 yards 20 yards	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +D8 Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 10 Creates/alters illusions involving doors	(see text) Target's Spell Defense 2 2 Target's Spell Defense 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense 7 9 Target's Spell Defense Spell Defense of targeted door	Rank rounds Rank days 1 + Rank minutes 5 + Rank minutes 7 + Rank days 1 + Rank hours 5 + Rank rounds 1 + Rank hours 1 round 7 + Rank minutes 1 + Rank minutes 1 + Rank minutes
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1 Flesh Eater4 Fying Carpet1 Foresseeing4 Form Exchange1	2 8 10 4 5 7 3 5 5 6 8	None 2 5 3 1 5 2 2 4	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18 12/22 11/21	60 yards 30 yards NA 60 yards Self Touch Touch Touch Touch Self 25 yards	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +D8 Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 3 Willforce + 10 Creates/alters illusions	(see text) Target's Spell Defense Target's Spell Defense 2 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense 7 9 Target's Spell Defense Spell Defense	Rank rounds Rank days 1 + Rank minutes 5 + Rank minutes 7 + Rank days 1 + Rank hours 5 + Rank rounds 1 + Rank hours 1 round 7 + Rank minutes
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1 Flesh Eater4 Flying Carpet1 Foreseeing4 Form Exchange1 Fun With Doors4	2 8 10 4 5 7 3 5 5 6 8 1	None 2 5 3 1 5 2 2 4 2	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18 12/22 11/21 5/10	60 yards NA 60 yards Self Touch Touch Touch Touch Self 25 yards 20 yards	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 + 10 steps to Perception Tests +D8 Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 3 Willforce + 10 Creates/alters illusions involving doors -2 step penalty	(see text) Target's Spell Defense 2 2 Target's Spell Defense 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense 7 9 Target's Spell Defense Spell Defense of targeted door	Rank rounds Rank days 1 + Rank minutes 5 + Rank minutes 7 + Rank days 1 + Rank hours 5 + Rank rounds 1 + Rank hours 1 round 7 + Rank minutes 1 + Rank minutes 1 + Rank minutes
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1 Flesh Eater4 Flying Carpet1 Foreseeing4 Form Exchange1 Fun With Doors4 Great Weapon4 Grim Reaper2 Haunted House2	2 8 10 4 5 7 3 5 5 6 8 8 1	None 2 5 3 1 5 2 2 3 2 4 2 1 5 5 5	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18 12/22 11/21 5/10	60 yards 30 yards NA 60 yards Self Touch Touch Touch Touch Self 25 yards 20 yards Touch	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +D8 Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 3 Willforce + 10 Creates/alters illusions involving doors -2 step penalty to Attack Tests	(see text) Target's Spell Defense 2 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense 7 9 Target's Spell Defense 5pell Defense of targeted door Target's Spell Defense Target's Spell Defense	Rank rounds Rank days 1 * Rank minutes 5 * Rank minutes 7 * Rank days 1 * Rank hours 5 * Rank rounds 1 * Rank hours 1 * Rank hours 1 * Rank minutes 2 * Rank minutes
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1 Flesh Eater4 Flying Carpet1 Foreseeing4 Form Exchange1 Fun With Doors4 Great Weapon4 Grim Reaper2	2 8 10 4 5 7 3 5 5 6 8 1	None 2 5 3 1 5 2 2 4 2 1 5	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18 12/22 11/21 5/10 13/20	60 yards 30 yards NA 60 yards Self Touch Touch Touch Touch 25 yards 20 yards Touch Touch	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +D8 Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 3 Willforce + 10 Creates/alters illusions involving doors -2 step penalty to Attack Tests Willforce + 13 Willforce + 13 Willforce + 11 Causes or diminishes	(see text) Target's Spell Defense 2 2 Target's Spell Defense 2 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense 7 9 Target's Spell Defense Spell Defense of targeted door Target's Spell Defense Target's Spell Defense	Rank rounds Rank days 1 + Rank minutes 5 + Rank minutes 7 + Rank days 1 + Rank hours 5 + Rank rounds 1 + Rank hours 1 round 7 + Rank minutes 1 + Rank minutes 2 + Rank rounds Rank x 10 minutes
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1 Flesh Eater4 Flying Carpet1 Foreseeing4 Form Exchange1 Fun With Doors4 Great Weapon4 Grim Reaper2 Haunted House2 Hunger4	2 8 10 4 5 7 3 5 5 6 8 1 1 4	None 2 5 3 1 5 2 2 3 2 4 2 1 5 5 3 3	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18 12/22 11/21 5/10 13/20 13/21 15/20 10/17	60 yards NA 60 yards NA 60 yards Self Touch Touch Touch Self 25 yards 20 yards Touch Touch Touch	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +D8 Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 3 Willforce + 10 Creates/alters illusions involving doors -2 step penalty to Attack Tests Willforce + 11 Causes or diminishes hunger in a single target	(see text) Target's Spell Defense 2 2 Target's Spell Defense 2 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense 7 9 Target's Spell Defense Spell Defense of targeted door Target's Spell Defense Target's Spell Defense 2 Target's Spell Defense	Rank rounds Rank days 1 + Rank minutes 5 + Rank minutes 7 + Rank days 1 + Rank hours 5 + Rank rounds 1 + Rank hours 1 round 7 + Rank minutes 1 + Rank minutes 2 + Rank rounds Rank x 10 minutes Rank days Rank days
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1 Flesh Eater4 Flying Carpet1 Foreseeing4 Form Exchange1 Fun With Doors4 Great Weapon4 Grim Reaper2 Haunted House2 Hunger4 Illusion3	2 8 10 4 5 7 3 5 5 6 8 1 4 9 10 4	None 2 5 3 1 5 2 2 4 2 1 5 5 3 2 4 2 2	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18 12/22 11/21 5/10 13/20 13/21 15/20 10/17	60 yards 30 yards NA 60 yards Self Touch Touch Touch Touch Self 25 yards 20 yards Touch Touch Touch 30 yards	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +D8 Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 5 Willforce + 10 Creates/alters illusions involving doors -2 step penalty to Attack Tests Willforce + 13 Willforce + 13 Willforce + 11 Causes or diminishes hunger in a single target Creates illusion	(see text) Target's Spell Defense 2 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense 7 9 Target's Spell Defense 7 9 Target's Spell Defense of targeted door Target's Spell Defense Target's Spell Defense 2 Target's Spell Defense	Rank rounds Rank days 1 + Rank minutes 5 + Rank minutes 7 + Rank days 1 + Rank hours 5 + Rank rounds 1 + Rank hours 1 round 7 + Rank minutes 1 + Rank minutes 2 + Rank rounds Rank x 10 minutes Rank days Rank days Rank days Fank minutes 5 + Rank minutes
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1 Flesh Eater4 Flying Carpet1 Foreseeing4 Form Exchange1 Fun With Doors4 Great Weapon4 Grim Reaper2 Haunted House2 Hunger4	2 8 10 4 5 7 3 5 5 6 8 1 1 4	None 2 5 3 1 5 2 2 3 2 4 2 1 5 5 3 3	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18 12/22 11/21 5/10 13/20 13/21 15/20 10/17	60 yards NA 60 yards NA 60 yards Self Touch Touch Touch Self 25 yards 20 yards Touch Touch Touch	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +D8 Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 3 Willforce + 10 Creates/alters illusions involving doors -2 step penalty to Attack Tests Willforce + 11 Causes or diminishes hunger in a single target	(see text) Target's Spell Defense 2 2 Target's Spell Defense 2 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense 7 9 Target's Spell Defense Spell Defense of targeted door Target's Spell Defense Target's Spell Defense 2 Target's Spell Defense	Rank rounds Rank days 1 + Rank minutes 5 + Rank minutes 7 + Rank days 1 + Rank hours 5 + Rank rounds 1 + Rank hours 1 round 7 + Rank minutes 1 + Rank minutes 2 + Rank rounds Rank x 10 minutes Rank days Rank days
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1 Flesh Eater4 Flying Carpet1 Foreseeing4 Form Exchange1 Fun With Doors4 Great Weapon4 Grim Reaper2 Haunted House2 Hunger4 Illusion3 Illusory Missiles1 Illusory Spell4	2 8 10 4 5 7 3 5 5 6 8 1 4 9 10 4 5	None 2 5 3 1 5 2 2 3 2 4 2 1 5 5 3 3 2 4 2 (see text)	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18 12/22 11/21 5/10 13/20 13/21 15/20 10/17 11/21 12/15 14+/24 (see text)	30 yards NA 60 yards Self Touch Touch Self 25 yards 20 yards Touch Touch Touch 30 yards	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +D8 Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 3 Willforce + 10 Creates/alters illusions involving doors -2 step penalty to Attack Tests Willforce + 11 Causes or diminishes hunger in a single target Creates Illusion Willforce + 11	(see text) Target's Spell Defense 2 2 Target's Spell Defense 2 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense 7 9 Target's Spell Defense Spell Defense of targeted door Target's Spell Defense 1 Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 1 Target's Spell Defense 2 Target's Spell Defense 1 Target's Spell Defense	Rank rounds Rank days 1 + Rank minutes 5 + Rank minutes 7 + Rank days 1 + Rank hours 5 + Rank nounds 1 + Rank hours 1 round 7 + Rank minutes 1 + Rank minutes 2 + Rank minutes Rank days Rank days Rank days 5 + Rank minutes 1 round 1 round
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1 Flesh Eater4 Flying Carpet1 Foreseeing4 Form Exchange1 Fun With Doors4 Great Weapon4 Grim Reaper2 Haunted House2 Hunger4 Illusion3 Illusory Missiles1 Illusory Spell4 Impossible Lock1	2 8 10 4 5 7 3 5 5 6 8 1 4 9 10 4 5 6 8 8 1 8 1 9 1 9 1 9 1 9 1 9 1 9 1 9 1 9	None 2 5 3 1 5 2 2 4 2 1 5 5 3 2 4 2 (see text) 2	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18 12/22 11/21 5/10 13/20 13/21 15/20 10/17 11/21 12/15 14+/24 (see text) 7/15	60 yards 30 yards NA 60 yards Self Touch Touch Touch Touch Self 25 yards 20 yards Touch Touch 30 yards 120 yards 120 yards	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +D8 Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 5 Willforce + 10 Creates/alters illusions involving doors -2 step penalty to Attack Tests Willforce + 13 Willforce + 11 Causes or diminishes hunger in a single target Creates Illusion Willforce + 11 Willforce + 11 Willforce + 12	(see text) Target's Spell Defense 2 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense 7 9 Target's Spell Defense 7 Target's Spell Defense of targeted door Target's Spell Defense 1 Target's Spell Defense 2 Target's Spell Defense 1 Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense	Rank rounds Rank days 1 + Rank minutes 5 + Rank minutes 7 + Rank days 1 + Rank hours 5 + Rank rounds 1 + Rank hours 1 round 7 + Rank minutes 1 + Rank minutes 2 + Rank rounds Rank x 10 minutes Rank days Rank days Rank days 1 round 1 round 1 + Rank minutes
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1 Flesh Eater4 Flying Carpet1 Foreseeing4 Form Exchange1 Fun With Doors4 Great Weapon4 Grim Reaper2 Haunted House2 Hunger4 Illusion3 Illusory Missiles1 Illusory Spell4 Impossible Lock1 Impossible Lock1 Impossible Knot4	2 8 10 4 5 7 3 5 5 6 8 1 4 9 10 4 5 8 10 4 5 8 8 10 8 10 8 10 8 10 8 10 8 10 8 10	None 2 5 3 1 5 2 2 4 2 1 5 3 2 4 2 1 (see text) 2 2	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18 12/22 11/21 5/10 13/20 13/21 15/20 10/17 11/21 12/15 14+/24 (see text) 7/15 6/14	60 yards 30 yards NA 60 yards Self Touch Touch Touch Touch Self 25 yards 20 yards Touch Touch 30 yards 120 yards 120 yards	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +DB Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 5 Willforce + 10 Creates/alters illusions involving doors -2 step penalty to Attack Tests Willforce + 13 Willforce + 13 Willforce + 11 Causes or diminishes hunger in a single target Creates illusion Willforce + 11 Willforce + 12 +D6 to Sensing Difficulty Willforce + 4	(see text) Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense 7 9 Target's Spell Defense 5pell Defense of targeted door Target's Spell Defense Target's Spell Defense 2 Target's Spell Defense	Rank rounds Rank days 1 + Rank minutes 5 + Rank minutes 7 + Rank days 1 + Rank hours 5 + Rank rounds 1 + Rank hours 1 round 7 + Rank minutes 1 + Rank minutes 2 + Rank rounds Rank x 10 minutes Rank days Rank days 5 + Rank minutes 1 round 1 round 1 round 1 round
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1 Flesh Eater4 Flying Carpet1 Foreseeing4 Form Exchange1 Fun With Doors4 Great Weapon4 Grim Reaper2 Haunted House2 Hunger4 Illusion3 Illusory Missiles1 Illusory Spell4 Impossible Lock1	2 8 10 4 5 7 3 5 5 6 8 1 4 9 10 4 5 6 8 8 1 8 1 9 1 9 1 9 1 9 1 9 1 9 1 9 1 9	None 2 5 3 1 5 2 2 4 2 1 5 5 3 2 4 2 (see text) 2	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18 12/22 11/21 5/10 13/20 13/21 15/20 10/17 11/21 12/15 14+/24 (see text) 7/15	60 yards 30 yards NA 60 yards Self Touch Touch Touch Touch Self 25 yards 20 yards Touch Touch 30 yards 120 yards 120 yards	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +D8 Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 5 Willforce + 10 Creates/alters illusions involving doors -2 step penalty to Attack Tests Willforce + 13 Willforce + 11 Causes or diminishes hunger in a single target Creates Illusion Willforce + 11 Willforce + 11 Willforce + 12	(see text) Target's Spell Defense 2 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense 7 9 Target's Spell Defense 7 Target's Spell Defense of targeted door Target's Spell Defense 1 Target's Spell Defense 2 Target's Spell Defense 1 Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense	Rank rounds Rank days 1 + Rank minutes 5 + Rank minutes 7 + Rank days 1 + Rank hours 5 + Rank rounds 1 + Rank hours 1 round 7 + Rank minutes 1 + Rank minutes 2 + Rank rounds Rank x 10 minutes Rank days Rank days Rank days 1 round 1 round 1 + Rank minutes
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1 Flesh Eater4 Flying Carpet1 Foreseeing4 Form Exchange1 Fun With Doors4 Great Weapon4 Grim Reaper2 Haunted House2 Hunger4 Illusion3 Illusory Missiles1 Illusory Spell4 Impossible Lock1 Impossible Lock1 Impossible Knot4 Improve Karma1	2 8 10 4 5 7 3 5 5 6 8 1 1 4 9 10 4 5 6 8 8 1 1 9 1 9 1 9 1 9 1 9 1 9 1 9 1 9 1	None 2 5 3 1 5 2 2 3 2 4 2 1 5 5 3 2 2 2+ (see text) 2 2 3	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18 12/22 11/21 5/10 13/20 13/21 15/20 10/17 11/21 12/15 14+/24 (see text) 7/15 6/14 8/18	60 yards 30 yards NA 60 yards Self Touch Touch Touch Self 25 yards 20 yards Touch Touch 30 yards 120 yards 120 yards	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +D8 Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 3 Willforce + 10 Creates/alters illusions involving doors -2 step penalty to Attack Tests Willforce + 11 Causes or diminishes hunger in a single target Creates illusion Willforce + 11 Willforce + 11 Willforce + 12 +D6 to Sensing Difficulty Willforce + 4 +5 steps to Karma dice	(see text) Target's Spell Defense 2 2 Target's Spell Defense 2 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense 7 9 Target's Spell Defense Spell Defense of targeted door Target's Spell Defense 2 Target's Spell Defense	Rank rounds Rank days 1 + Rank minutes 5 + Rank minutes 7 + Rank minutes 7 + Rank hours 5 + Rank nounds 1 + Rank hours 1 round 7 + Rank minutes 1 + Rank minutes 2 + Rank rounds Rank x 10 minutes Rank days Rank days Fank minutes 1 round 1 round 1 + Rank minutes 1 + Rank minutes 6 + Rank rounds
Ephemeral Bolt1 Ephemeral Maglc3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1 Flesh Eater4 Flying Carpet1 Foreseeing4 Form Exchange1 Fun With Doors4 Great Weapon4 Grim Reaper2 Haunted House2 Hunger4 Illusory Missiles1 Illusory Spell4 Impossible Lock1 Impossible Knot4 Improve Karma1 Improve Karma1 Improve Alarm1 Innocent Activity1 Leaping Lizards1	2 8 10 4 5 7 3 5 5 6 8 1 1 4 9 10 4 5 6 8 8 1 2 5 6 6 8 8 8 1 8 1 8 1 8 1 8 1 8 1 8 1 8 1	None 2 5 3 1 5 2 2 3 2 4 2 1 5 5 3 2 2 2 + (see text) 2 2 3 3 1 3	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18 12/22 11/21 5/10 13/20 13/21 15/20 10/17 11/21 12/15 14+/24 (see text) 7/15 6/14 8/18 8/19 6/14 9/21	60 yards 30 yards NA 60 yards Self Touch Touch Touch Self 25 yards 20 yards Touch Touch 30 yards 120 yards 120 yards 120 yards 120 yards 120 yards	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +D8 Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 3 Willforce + 10 Creates/alters illusions involving doors -2 step penalty to Attack Tests Willforce + 13 Willforce + 11 Causes or diminishes hunger in a single target Creates Illusion Willforce + 11 Willforce + 12 +D6 to Sensing Difficulty Willforce + 4 +5 steps to Karma dice Willforce + 5 Covers up true activity Willforce + 7	(see text) Target's Spell Defense 2 2 Target's Spell Defense 2 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense 7 9 Target's Spell Defense spell Defense of targeted door Target's Spell Defense Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense	Rank rounds Rank days 1 * Rank minutes 5 * Rank minutes 7 * Rank days 1 * Rank hours 5 * Rank nounds 1 * Rank hours 1 * Rank hours 1 * Rank minutes 2 * Rank minutes 2 * Rank rounds Rank x 10 minutes Rank days Rank days Fank minutes 1 * Rank minutes 1 * Rank minutes 4 * Rank rounds 1 * Rank hours 1 * Rank nounds 1 * Rank rounds 1 * Rank rounds
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Fioor1 Flesh Eater4 Flying Carpet1 Foreseeing4 Form Exchange1 Fun With Doors4 Great Weapon4 Grim Reaper2 Haunted House2 Hunger4 Illusion3 Illusory Missiles1 Illusory Spell4 Impossible Lock1 Impossible Lock1 Impossible Knot4 Improve Karma1 Improved Alarm1 Innocent Activity1	2 8 10 4 5 7 3 5 5 6 8 1 4 9 10 4 5 6 8 8 1 8 9 10 4 9 10 10 10 10 10 10 10 10 10 10 10 10 10	None 2 5 3 1 5 2 2 4 2 1 5 5 3 2 2 4 2 2 4 2 1 5 5 3 1 2 2 2 4 (see text) 2 2 3 3 1	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18 12/22 11/21 5/10 13/20 13/21 15/20 10/17 11/21 12/15 14+/24 (see text) 7/15 6/14 8/18 8/19 6/14	60 yards 30 yards NA 60 yards Self Touch Touch Touch Self 25 yards 20 yards Touch Touch 30 yards 120 yards 120 yards 170 yards	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +D8 Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 5 Willforce + 10 Creates/alters illusions involving doors -2 step penalty to Attack Tests Willforce + 13 Willforce + 13 Willforce + 11 Causes or diminishes hunger in a single target Creates illusion Willforce + 11 Willforce + 12 +D6 to Sensing Difficulty Willforce + 4 +5 steps to Karma dice Willforce + 5 Covers up true activity	(see text) Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense 7 9 Target's Spell Defense 5 spell Defense of targeted door Target's Spell Defense 1 Target's Spell Defense 2 Target's Spell Defense 1 Target's Spell Defense 2 Target's Spell Defense 1 Target's Spell Defense 2 Target's Spell Defense 1 Target's Spell Defense	Rank rounds Rank days 1 * Rank minutes 5 * Rank minutes 7 * Rank days 1 * Rank hours 5 * Rank rounds 1 * Rank hours 1 * Rank hours 1 * Rank minutes 2 * Rank minutes 2 * Rank rounds Rank x 10 minutes Rank days Rank days Rank days 1 * round 1 * Rank minutes 1 * round 1 * Rank hours 1 * Rank rounds 1 * Rank rounds 1 * Rank rounds Rank minutes Willpower Test *
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1 Flesh Eater4 Flying Carpet1 Foreseeing4 Form Exchange1 Fun With Doors4 Great Weapon4 Grim Reaper2 Haunted House2 Hunger4 Illuson3 Illusory Missiles1 Illusory Spell4 Impossible Lock1 Impossible Lock1 Impossible Lock1 Impossible Lock1 Improve Aarma1 Improved Alarm1 Innocent Activity1 Leaping Lizards1 Light1	2 8 10 4 5 7 3 5 5 6 8 1 4 9 10 4 5 6 8 3 2 5 6 8 8 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	None 2 5 3 1 5 2 2 4 2 1 5 5 3 2 4 2 1 5 5 3 3 1 3 1 1 3 1	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18 12/22 11/21 5/10 13/20 13/21 15/20 10/17 11/21 12/15 14+/24 (see text) 7/15 6/14 8/18 8/19 6/14 9/21 6/14	60 yards 30 yards NA 60 yards Self Touch Touch Touch Touch 25 yards 20 yards Touch 30 yards 120 yards Touch Touch 100 yards 100 yards 100 yards 100 yards 100 yards 100 yards	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +D8 Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 5 Willforce + 3 Willforce + 10 Creates/alters illusions involving doors -2 step penalty to Attack Tests Willforce + 11 Causes or diminishes hunger in a single target Creates illusion Willforce + 11 Willforce + 12 +D6 to Sensing Difficulty Willforce + 4 +5 steps to Karma dice Willforce + 5 Covers up true activity Willforce + 7 Summons light	(see text) Target's Spell Defense 2 2 Target's Spell Defense 2 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense 7 9 Target's Spell Defense of targeted door Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 1 2 Target's Spell Defense 1 2 Target's Spell Defense	Rank rounds Rank days 1 + Rank minutes 5 + Rank minutes 7 + Rank days 1 + Rank hours 5 + Rank ninutes 7 + Rank hours 1 round 7 + Rank ninutes 1 + Rank minutes 2 + Rank minutes 2 + Rank minutes 1 + Rank minutes 1 + Rank minutes 1 round 1 - Rank days Rank days 6 + Rank minutes 1 round 1 + Rank hours 12 + Rank rounds Rank minutes Willipower Test + 5 minutes
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1 Flesh Eater4 Flying Carpet1 Foresseing4 Form Exchange1 Fun With Doors4 Great Weapon4 Grim Reaper2 Haunted House2 Hunger4 Illusion3 Illusory Missiles1 Illusory Spell4 Impossible Lock1 Impossible Lock1 Impossible Knot4 Improve Karma1 Improve Karma1 Improved Alarm1 Innocent Activity1 Leaping Lizards1	2 8 10 4 5 7 3 5 5 6 8 1 1 4 9 10 4 5 6 8 8 1 2 5 6 6 8 8 8 1 8 1 8 1 8 1 8 1 8 1 8 1 8 1	None 2 5 3 1 5 2 2 3 2 4 2 1 5 5 3 2 2 2 + (see text) 2 2 3 3 1 3	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18 12/22 11/21 5/10 13/20 13/21 15/20 10/17 11/21 12/15 14+/24 (see text) 7/15 6/14 8/18 8/19 6/14 9/21	60 yards 30 yards NA 60 yards Self Touch Touch Touch Self 25 yards 20 yards Touch Touch 30 yards 120 yards 120 yards 120 yards 120 yards 120 yards	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +D8 Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 3 Willforce + 10 Creates/alters illusions involving doors -2 step penalty to Attack Tests Willforce + 13 Willforce + 11 Causes or diminishes hunger in a single target Creates Illusion Willforce + 11 Willforce + 12 +D6 to Sensing Difficulty Willforce + 4 +5 steps to Karma dice Willforce + 5 Covers up true activity Willforce + 7	(see text) Target's Spell Defense 2 2 Target's Spell Defense 2 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense 7 9 Target's Spell Defense spell Defense of targeted door Target's Spell Defense Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense	Rank rounds Rank days 1 + Rank minutes 5 + Rank minutes 7 + Rank days 1 + Rank hours 5 + Rank rounds 1 + Rank hours 1 round 7 + Rank minutes 1 + Rank minutes 2 + Rank rounds Rank x 10 minutes Rank days Rank days Rank days Rank days 1 round 1 + Rank minutes 1 round 1 + Rank minutes 1 round 2 + Rank minutes 1 round 1 + Rank hours 1 + Rank rounds 1 + Rank rounds Rank minutes Willpower Test +
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1 Flesh Eater4 Flying Carpet1 Foresseeing4 Form Exchange1 Fun With Doors4 Great Weapon4 Grim Reaper2 Haunted House2 Hunger4 Illusion3 Illusory Missiles1 Illusory Spell4 Impossible Lock1 Impossible Knot4 Improve Karma1 Improved Alarm1 Innocent Activity1 Leaping Lizards1 Light1 Massive Missiles1	2 8 10 4 5 7 3 5 5 6 8 1 4 9 10 4 5 6 8 8 1 2 5 6 8 8 1 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	None 2 5 3 1 5 2 2 3 2 4 2 1 5 5 3 2 2 2+ (see text) 2 2 3 3 1 3 1 4	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18 12/22 11/21 5/10 13/20 13/21 15/20 10/17 11/21 12/15 14+/24 (see text) 7/15 6/14 8/18 8/19 6/14 9/21 6/14 12/21	60 yards 30 yards NA 60 yards Self Touch Touch Touch Touch Self 25 yards 20 yards Touch 120 yards	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +D8 Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 5 Willforce + 10 Creates/alters illusions involving doors -2 step penalty to Attack Tests Willforce + 13 Willforce + 11 Causes or diminishes hunger in a single target Creates illusion Willforce + 11 Willforce + 12 +D6 to Sensing Difficulty Willforce + 4 +5 steps to Karma dice Willforce + 5 Covers up true activity Willforce + 7 Summons light	(see text) Target's Spell Defense 2 2 Target's Spell Defense 2 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense 7 9 Target's Spell Defense spell Defense of targeted door Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense	Rank rounds Rank days 1 * Rank minutes 5 * Rank minutes 7 * Rank days 1 * Rank hours 5 * Rank rounds 1 * Rank hours 1 * Rank minutes 1 * Rank minutes 2 * Rank rounds Rank x 10 minutes 2 * Rank rounds Rank days Rank days 5 * Rank minutes 1 * round 1 * round 1 * round 1 * round 1 * Rank minutes 1 * Rank minutes 1 * Rank minutes 1 * Rank hours 1 * Rank hours 1 * Rank rounds 1 * Rank rounds 1 * Rank rounds 1 * Rank rounds 3 * Rank rounds 3 * Rank rounds
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1 Flesh Eater4 Flying Carpet1 Foresseeing4 Form Exchange1 Fun With Doors4 Great Weapon4 Grim Reaper2 Haunted House2 Hunger4 Illusion3 Illusory Missiles1 Illusory Spell4 Impossible Lock1 Impossible Knot4 Improve Karma1 Improved Alarm1 Innocent Activity1 Leaping Lizards1 Light1 Massive Missiles1 Memory Blank4 Memory Scribe4 Mind Fog1	2 8 10 4 5 7 3 5 5 6 8 1 4 9 10 4 5 6 8 8 1 8 1 8 8 1 8 8 8 8 1 8 8 8 8 8 8	None 2 5 3 1 5 2 2 4 2 1 5 5 3 2 2 4 2 1 5 5 3 1 4 2 2 1 4 2 1 4 2 1 3 1 1 4 2 3 1	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18 12/22 11/21 5/10 13/20 13/21 15/20 10/17 11/21 12/15 14+/24 (see text) 7/15 6/14 8/18 8/19 6/14 9/21 6/14 12/21 10/17 12/21 12/21 10/17 12/21 12/21 10/17 12/19 8/15	60 yards 30 yards NA 60 yards Self Touch Touch Touch Self 25 yards 20 yards Touch Touch Touch Touch Touch Touch Touch Touch 120 yards 130 yards 140 yards 150 yards 150 yards 170 yards 180 yards 190 yards 190 yards 190 yards 190 yards 190 yards	Willforce + 7 Willforce + 8 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +DB Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 5 Willforce + 10 Creates/alters illusions involving doors -2 step penalty to Attack Tests Willforce + 13 Willforce + 13 Willforce + 11 Causes or diminishes hunger in a single target Creates illusion Willforce + 11 Willforce + 12 +D6 to Sensing Difficulty Willforce + 4 +5 steps to Karma dice Willforce + 5 Covers up true activity Willforce + 7 Summons light Willforce + 12 Willforce + 12 Willforce + 12 Willforce + 14 Willforce + 14 Willforce + 15 Willforce + 15 Willforce + 16 Willforce + 6 Willforce + 6	(see text) Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 7 9 Target's Spell Defense 5 Target's Spell Defense 7 Target's Spell Defense 6 Target's Spell Defense 7 Target's Spell Defense 1 Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 1 Target's Spell Defense 2 Target's Spell Defense 1 Target's Spell Defense 2 Target's Spell Defense 1 Target's Spell Defense	Rank rounds Rank days 1 + Rank minutes 5 + Rank minutes 7 + Rank days 1 + Rank hours 5 + Rank rounds 1 + Rank hours 1 round 7 + Rank minutes 1 + Rank minutes 2 + Rank rounds Rank x 10 minutes Rank days S + Rank minutes 1 round 1 round 1 round 1 round 1 round 1 + Rank hours 1 + Rank rounds 1 + Rank rounds 1 + Rank minutes 1 round 1 round 1 + Rank nours 1 + Rank hours 1 + Rank hours 1 + Rank hours 1 + Rank rounds Rank minutes Willpower Test + 5 minutes 3 + Rank rounds 1 + Rank hours 1 + Rank rounds
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1 Flesh Eater4 Flying Carpet1 Foreseeing4 Form Exchange1 Fun With Doors4 Great Weapon4 Grim Reaper2 Haunted House2 Hunger4 Illusion3 Illusory Missiles1 Illusory Spell4 Impossible Lock1 Impossible Lock1 Impossible Knot4 Improve Karma1 Improved Alarm1 Innocent Activity1 Leaping Lizards1 Light1 Massive Missiles1 Massive Missiles1 Memory Blank4 Memory Scribe4	2 8 10 4 5 7 3 5 6 8 1 4 9 10 4 5 6 8 3 2 5 4 2 8 8 1 8 8 8 8 1 8 8 8 8 8 8 8 8 8 8 8	None 2 5 3 1 5 2 2 3 2 4 2 1 5 5 3 2 2 4 2 1 5 5 3 3 1 4 2 3 1 4 2 3	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18 12/22 11/21 5/10 13/20 13/21 15/20 10/17 11/21 12/15 14+/24 (see text) 7/15 6/14 8/18 8/19 6/14 9/21 6/14 12/21 10/17 12/19	60 yards 30 yards NA 60 yards Self Touch Touch Touch Self 25 yards 20 yards Touch 75 yards 120 yards 130 yards 14 yard 150 yards 150 yards 16 yards 17 yard 17 yard	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +D8 Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 3 Willforce + 10 Creates/alters illusions involving doors -2 step penalty to Attack Tests Willforce + 13 Willforce + 11 Causes or diminishes hunger in a single target Creates illusion Willforce + 11 Willforce + 12 +D6 to Sensing Difficulty Willforce + 4 +5 steps to Karma dice Willforce + 5 Covers up true activity Willforce + 7 Summons light Willforce + 12 Willforce + 4 Willforce + 6 Increases combat	(see text) Target's Spell Defense 2 2 Target's Spell Defense 2 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense 7 9 Target's Spell Defense Spell Defense of targeted door Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 1 Target's Spell Defense 2 Target's Spell Defense 1 Target's Spell Defense	Rank rounds Rank days 1 + Rank minutes 5 + Rank minutes 7 + Rank days 1 + Rank hours 5 + Rank rounds 1 + Rank hours 1 + Rank hours 1 round 7 + Rank minutes 1 + Rank minutes 2 + Rank rounds Rank x 10 minutes Rank days Rank days 5 + Rank minutes 1 round 1 round 1 + Rank hours 1 + Rank hours 1 + Rank rounds Rank minutes Willpower Test + 5 minutes 3 + Rank rounds 1 + Rank hours Rank rounds Willforce Test +
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1 Flesh Eater4 Flying Carpet1 Foreseeing4 Form Exchange1 Fun With Doors4 Great Weapon4 Grim Reaper2 Haunted House2 Hunger4 Illusion3 Illusory Missiles1 Illusory Spell4 Impossible Lock1 Impossible Lock1 Impossible Knot4 Improved Alarm1 Innocent Activity1 Leaping Lizards1 Light1 Massive Missiles1 Memory Blank4 Memory Scribe4 Mind Fog1 Monstrous Mantle1	2 8 10 4 5 7 3 5 5 6 8 1 1 4 9 10 4 5 6 8 3 2 2 5 4 2 8 1 8 8 1 8 8 8 1 8 8 8 1 8 8 8 1 8 8 8 1 8 8 8 1 8 8 1 8 8 8 1 8 8 8 1 8 8 1 8 8 1 8 8 1 8 8 1 8 8 1 8 8 1 8 8 1 8 8 1 8 8 1 8 8 1 8 8 1 8 1 8 8 1 8 8 1 8 8 1 8 8 8 1 8 8 1 8 8 8 8 1 8 8 8 8 1 8 8 8 1 8 8 8 8 1 8 8 1 8 8 8 1 8 8 1 8 8 1 8 8 8 8 1 8 8 1 8 8 8 8 1 8 8 1 8	None 2 5 3 1 5 2 2 4 2 1 5 5 5 3 2 2 4 2 1 5 5 5 3 1 4 2 2 3 3 1 4 2 3 1 1 2	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18 12/22 11/21 5/10 13/20 13/21 15/20 10/17 11/21 12/15 14+/24 (see text) 7/15 6/14 8/18 8/19 6/14 9/21 6/14 12/21 10/17 12/19 8/15 8/13	60 yards 30 yards NA 60 yards Self Touch Touch Touch Self 25 yards 20 yards Touch Touch 75 yards 120 yards 130 yards 140 yards 150 yards 150 yards 150 yards 150 yards 150 yards 150 yards 170 yards 180 yards	Willforce + 7 Willforce + 8 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +D8 Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 3 Willforce + 10 Creates/alters illusions involving doors -2 step penalty to Attack Tests Willforce + 11 Causes or diminishes hunger in a single target Creates illusion Willforce + 11 Willforce + 11 Willforce + 12 +D6 to Sensing Difficulty Willforce + 4 +5 steps to Karma dice Willforce + 5 Covers up true activity Willforce + 7 Summons light Willforce + 4 Willforce + 4 Willforce + 6 Willforce + 6 Willforce + 6 Increases combat prowess	(see text) Target's Spell Defense 2 Target's Spell Defense 2 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense 7 9 Target's Spell Defense Spell Defense of targeted door Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 1 2 Target's Spell Defense 1 2 4 Target's Spell Defense 1 2 2 (see text) Target's Spell Defense 1 3 1 3 2 2 (see text) Target's Spell Defense 1 3 3 3 3 3 4 5 5 6 6 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	Rank rounds Rank days 1 * Rank minutes 5 * Rank minutes 7 * Rank days 1 * Rank hours 5 * Rank rounds 1 * Rank hours 1 * round 7 * Rank minutes 1 * Rank minutes 2 * Rank rounds Rank x 10 minutes Rank days Rank days Rank days 5 * Rank minutes 1 * round 1 * round 1 * Rank hours 1 * Rank rounds 1 * Rank hours 1 * Rank hours 1 * Rank hours 1 * Rank rounds
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Fioor1 Flesh Eater4 Flying Carpet1 Foreseeing4 Form Exchange1 Fun With Doors4 Great Weapon4 Grim Reaper2 Haunted House2 Hunger4 Illusion3 Illusory Missiles1 Illusory Spell4 Impossible Lock1 Impossible Lock1 Impossible Knot4 Improve Karma1 Improved Alarm1 Innocent Activity1 Leaping Lizards1 Light1 Massive Missiles1 Memory Blank4 Memory Scribe4 Mind Fog1	2 8 10 4 5 7 3 5 5 6 8 1 4 9 10 4 5 6 8 8 1 8 1 8 8 1 8 8 8 8 1 8 8 8 8 8 8	None 2 5 3 1 5 2 2 4 2 1 5 5 3 2 2 4 2 1 5 5 3 1 4 2 2 1 4 2 1 4 2 1 3 1 1 4 2 3 1	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18 12/22 11/21 5/10 13/20 13/21 15/20 10/17 11/21 12/15 14+/24 (see text) 7/15 6/14 8/18 8/19 6/14 9/21 6/14 12/21 10/17 12/21 12/21 10/17 12/21 12/21 10/17 12/19 8/15	60 yards 30 yards NA 60 yards Self Touch Touch Touch Self 25 yards 20 yards Touch Touch Touch Touch Touch Touch Touch Touch 120 yards 130 yards 140 yards 150 yards 150 yards 170 yards 180 yards 190 yards 190 yards 190 yards 190 yards 190 yards	Willforce + 7 Willforce + 3 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +D8 Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 3 Willforce + 10 Creates/alters illusions involving doors -2 step penalty to Attack Tests Willforce + 13 Willforce + 11 Causes or diminishes hunger in a single target Creates illusion Willforce + 11 Willforce + 12 +D6 to Sensing Difficulty Willforce + 4 +5 steps to Karma dice Willforce + 5 Covers up true activity Willforce + 7 Summons light Willforce + 12 Willforce + 4 Willforce + 6 Increases combat	(see text) Target's Spell Defense 2 2 Target's Spell Defense 2 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense 7 9 Target's Spell Defense Spell Defense of targeted door Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 1 Target's Spell Defense 2 Target's Spell Defense 1 Target's Spell Defense	Rank rounds Rank days 1 + Rank minutes 5 + Rank minutes 7 + Rank days 1 + Rank hours 5 + Rank rounds 1 + Rank hours 1 round 7 + Rank minutes 2 + Rank minutes 2 + Rank rounds Rank x 10 minutes Rank days Rank days 5 + Rank minutes 1 round 1 round 1 + Rank hours 1 + Rank rounds 1 + Rank rounds 1 + Rank rounds 1 + Rank rounds 1 + Rank hours 1 + Rank hours 1 + Rank rounds 1 + Rank hours 1 + Rank hours 1 + Rank hours 1 + Rank rounds 1 + Rank hours Rank rounds Willforce Test + 5 rounds Rank rounds
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1 Flesh Eater4 Flying Carpet1 Foreseeing4 Form Exchange1 Fun With Doors4 Great Weapon4 Grim Reaper2 Haunted House2 Hunger4 Illusion3 Illusory Missiles1 Illusory Spell4 Impossible Lock1 Impossible Lock1 Impossible Knot4 Improved Alarm1 Innocent Activity1 Leaping Lizards1 Light1 Massive Missiles1 Memory Blank4 Memory Scribe4 Mind Fog1 Monstrous Mantle1	2 8 10 4 5 7 3 5 5 6 8 1 1 4 9 10 4 5 6 8 3 2 2 5 4 2 8 1 8 8 1 8 8 8 1 8 8 8 1 8 8 8 1 8 8 8 1 8 8 8 1 8 8 1 8 8 8 1 8 8 8 1 8 8 1 8 8 1 8 8 1 8 8 1 8 8 1 8 8 1 8 8 1 8 8 1 8 8 1 8 8 1 8 8 1 8 1 8 8 1 8 8 1 8 8 1 8 8 8 1 8 8 1 8 8 8 8 1 8 8 8 8 1 8 8 8 1 8 8 8 8 1 8 8 1 8 8 8 1 8 8 1 8 8 1 8 8 8 8 1 8 8 1 8 8 8 8 1 8 8 1 8	None 2 5 3 1 5 2 2 4 2 1 5 5 5 3 2 2 4 2 1 5 5 5 3 1 4 2 2 3 3 1 4 2 3 1 1 2	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18 12/22 11/21 5/10 13/20 13/21 15/20 10/17 11/21 12/15 14+/24 (see text) 7/15 6/14 8/18 8/19 6/14 9/21 6/14 12/21 10/17 12/19 8/15 8/13	60 yards 30 yards NA 60 yards Self Touch Touch Touch Self 25 yards 20 yards Touch Touch 75 yards 120 yards 130 yards 140 yards 150 yards 150 yards 150 yards 150 yards 150 yards 150 yards 170 yards 180 yards	Willforce + 7 Willforce + 8 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +D8 Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 3 Willforce + 10 Creates/alters illusions involving doors -2 step penalty to Attack Tests Willforce + 11 Causes or diminishes hunger in a single target Creates illusion Willforce + 11 Willforce + 11 Willforce + 12 +D6 to Sensing Difficulty Willforce + 4 +5 steps to Karma dice Willforce + 5 Covers up true activity Willforce + 7 Summons light Willforce + 4 Willforce + 4 Willforce + 6 Willforce + 6 Willforce + 6 Increases combat prowess	(see text) Target's Spell Defense 2 Target's Spell Defense 2 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense 7 9 Target's Spell Defense Spell Defense of targeted door Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 1 2 Target's Spell Defense 1 2 4 Target's Spell Defense 1 2 2 (see text) Target's Spell Defense 1 3 1 3 2 2 (see text) Target's Spell Defense 1 3 3 3 3 3 4 5 5 6 6 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	Rank rounds Rank days 1 * Rank minutes 5 * Rank minutes 7 * Rank days 1 * Rank hours 5 * Rank rounds 1 * Rank hours 1 * round 7 * Rank minutes 1 * Rank minutes 2 * Rank rounds Rank x 10 minutes Rank days Rank days Rank days 5 * Rank minutes 1 * round 1 * round 1 * Rank hours 1 * Rank rounds 1 * Rank hours 1 * Rank hours 1 * Rank hours 1 * Rank rounds
Ephemeral Bolt1 Ephemeral Magic3 (Multi-Discipline) Eternal Day2 Eyes Have It1 Eye of Truth4 False Enchantment1 False Floor1 Flesh Eater4 Flying Carpet1 Foresseeing4 Form Exchange1 Fun With Doors4 Great Weapon4 Grim Reaper2 Haunted House2 Hunger4 Illusion3 Illusory Missiles1 Illusory Spell4 Impossible Lock1 Impossible Lock1 Impossible Knot4 Improve Karma1 Improve Karma1 Innocent Activity1 Leaping Lizards1 Light1 Massive Missiles1 Memory Blank4 Memory Scribe4 Mind Fog1 Monstrous Mantle1 Multi-Missile1	2 8 10 4 5 7 3 5 5 6 8 1 1 4 9 10 4 5 6 8 3 2 2 5 4 2 8 1 8 8 1 8 8 8 1 8 8 8 1 8 8 8 1 8 8 8 1 8 8 8 1 8 8 1 8 8 8 1 8 8 8 1 8 8 1 8 8 1 8 8 1 8 8 1 8 8 1 8 8 1 8 8 1 8 8 1 8 8 1 8 8 1 8 8 1 8 1 8 8 1 8 8 1 8 8 1 8 8 8 1 8 8 1 8 8 8 8 1 8 8 8 8 1 8 8 8 1 8 8 8 8 1 8 8 1 8 8 8 1 8 8 1 8 8 1 8 8 8 8 1 8 8 1 8 8 8 8 1 8 8 1 8	None 2 5 3 1 5 2 2 4 2 1 5 5 5 3 2 2 4 2 1 5 5 5 3 1 4 2 2 3 3 1 4 2 3 1 1 2	NA/9 16/24 18/21 7/17 11/18 8/20 7/17 14/21 10/18 12/22 11/21 5/10 13/20 13/21 15/20 10/17 11/21 12/15 14+/24 (see text) 7/15 6/14 8/18 8/19 6/14 9/21 6/14 12/21 10/17 12/19 8/15 8/13	60 yards 30 yards NA 60 yards Self Touch Touch Touch Self 25 yards 20 yards Touch Touch 75 yards 120 yards 130 yards 140 yards 150 yards 150 yards 150 yards 150 yards 150 yards 150 yards 170 yards 180 yards	Willforce + 7 Willforce + 8 Willforce + 8 Willforce + 4 +10 steps to Perception Tests +D8 Sensing Difficulty Willforce + 3 -2 steps to target's step numbers Willforce + 5 Willforce + 3 Willforce + 10 Creates/alters illusions involving doors -2 step penalty to Attack Tests Willforce + 11 Causes or diminishes hunger in a single target Creates illusion Willforce + 11 Willforce + 11 Willforce + 12 +D6 to Sensing Difficulty Willforce + 4 +5 steps to Karma dice Willforce + 5 Covers up true activity Willforce + 7 Summons light Willforce + 4 Willforce + 4 Willforce + 6 Willforce + 6 Willforce + 6 Increases combat prowess	(see text) Target's Spell Defense 2 2 Target's Spell Defense 2 2 Target's Spell Defense 2 (see text) 2 Target's Spell Defense 7 9 Target's Spell Defense Spell Defense of targeted door Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 2 Target's Spell Defense 1 Target's Spell Defense 2 Target's Spell Defense 1 Target's Spell Defense	Rank rounds Rank days 1 + Rank minutes 5 + Rank minutes 7 + Rank days 1 + Rank hours 5 + Rank rounds 1 + Rank hours 1 round 7 + Rank minutes 2 + Rank minutes 2 + Rank rounds Rank x 10 minutes Rank days Rank days 5 + Rank minutes 1 round 1 round 1 + Rank hours 1 + Rank rounds 1 + Rank rounds 1 + Rank rounds 1 + Rank rounds 1 + Rank hours 1 + Rank hours 1 + Rank rounds 1 + Rank hours 1 + Rank hours 1 + Rank hours 1 + Rank rounds 1 + Rank hours Rank rounds Willforce Test + 5 rounds Rank rounds

Noble Manner1	5	None	NA/10	Touch	+5 steps to	Target's Spell Defense	3 + Rank minutes
Nobody Here1	3	1	10/18	10 yards	Charisma Tests Willforce + 8	Target's Spell Defense	8 + Rank minutes
One of the Crowd2	9	5	14/21	1E vordo	Willforce + 10	(see text) Target's Spell Defense	1 + Rank hours
Other Place1	8	3	9/21	15 yards 1 mile	Links two doorways	Target's Spell Defense	3 + Rank hours
Pauper's Purse1	1	None	NA/ 7	Touch	Willforce + 4	Target's Spell Defense	1 + Rank minutes
Phantom Warrior4	3	1	7/15	10 yards	Creates 3 images of target	Subject's Spell Defense	Rank + 3 rounds
Pleasant Visions1	5	1	9/18	60 yards	Pleasant visions prevent action	Target's Spell Defense (see text)	3 + Rank minutes
Rebel Limb1	7	1	16/18	60 yards	Willforce + 4	Target's Spell Defense	10 + Rank rounds
Remove Shadow4	2	1	6/14	Touch	Removes the subject's shadow and reflection	Target's Spell Defense	5 + Rank minutes
Restore Pattern4	13	3	20/31	Touch	Willforce + 15	Target's Spell Defense	1 round
Reversal of Passion4	7	2	13/20	30 yards	Willforce + 8	Target's Spell Defense	3 + Rank rounds
Revulsion2	9	4	15/21	Touch	Willforce + 13	Target's Spell Defense	1 + Rank minutes
Rope Guide1	1	None	NA/ 7	25 yards	Willforce + 4	Target's Spell Defense	3 + Rank rounds
See the Unseen4	3	1	7/15	Touch	+8 steps for	(usually 2) Target's Spell Defense	5 + Rank minutes
					Perception Tests		
Shadow Palace4 Shadow Spell4	14 8	6 2	21/32 14/21	Touch 60 yards	Willforce + 10 Willforce + 12	8 Target's Spell Defense	Rank hours 1 + Rank rounds
Shift Walls2	9	5	15/21	15 yards	Willforce + 9	Target's Spell Defense	3 + Rank hours
Soothe the	,	3	13/21	15 yarus	Willion CC + 7	rarget's Spell Deletise	5 + Rank Hours
Savage Beast4	3	1	7/15	10 yards	Hypnotizes a single animal	Target's Spell Defense	3 + Rank minutes
Spotlight1	6	2	11/20	100 yards	Willforce + 8	Target's Spell Defense (see text)	7 + Rank rounds
Stampede4	7	4	12/17	120 yards	-2 step penalty	Target's Spell Defense	1 + Rank rounds
			10.00		to target's actions Willforce + 6	(see text)	
Stench4 Stop Right There1	6 4	3 None	12/22 NA/9	40 yards 60 yards	Willforce + 3	Target's Spell Defense	3 + Rank rounds Rank rounds
Suffocation1	3	3	7/18	120 yards	Willforce + 8	Target's Spell Defense Target's Spell Defense	3 + Rank rounds
						(see text)	
Switch4	5	5	NA/18	10 yards	Switches appearance	Target's Spell Defense	Rank minutes
Tailor1	2	2	6/7	Touch	of illusionist and target Willforce + 4	Target's Spell Defense	Rank x 10 minutes
Thundering Walls2	9	3	15/21	75 yards	Willforce + 9	2	7 + Rank rounds
Time Flies4	7	4	10/23	60 yards	Willforce + 3	2	Rank hours
True Blazing Fists							
of Rage4	1	0	NA/16	Touch	Willforce + 2	Target's Spell Defense	4 + Rank rounds
True Ephemeral Bolt1	2	None	NA/8	60 yards	Willforce + 3	Target's Spell Defense	1 round
Twisted Tongues1	7	1	14/18	60 yards	Jumbles speech	Target's Spell Defense (see text)	3 + Rank minutes
Unfireball4	5	1	11/21	100 yards	Willforce + 8	Target's Spell Defense	1 round
Unmask4	4	1	10/20	20 yards	Willforce + 6	Target's Spell Defense	3 + Rank minutes
Unseen Voices1	1	None	NA/7	40 yards	Creates up to	Target's Spell Defense	15 + Rank rounds
Vertigo1	7	3	12/16	75 yards	rank illusory voices Cancels up to	Target's Spell Defense	7 + Rank rounds
Walk Through1	7	1	13/17	Touch	D10 Action dice Creates temporary	Target's Spell Defense	6 + Rank rounds
-					pathway		
Wall of Unfire1	5	3	7/15	60 yards	Willforce + 8	2 (see text)	3 + Rank minutes
Weather Cloak1 You Got Me4	2	1 1	6/9 6/14	Touch Self	Willforce + 3 +6 steps to Charisma	Target's Spell Defense 6	Rank x 10 minutes 6 + Rank minutes
Tod Got Mic+	_		0/14	3611	+0 steps to charisma	0	0 + Rank minutes
NETHERMANCER SPELLS							
			Weaving		F	Casting	
Alter Life3	Circle 11	Threads	Difficulty	Range	Effect Alters a life form's pattern	Difficulty	Duration
Animate Dead3			21/26	Touch			7 + Dank years
Animate Skeleton1		Variable 3	21/26 10/15	Touch Touch		Target's Spell Defense Target's Spell Defense	7 + Rank years 5 + Rank davs
Allitiate Skeletolli	10	3 2	21/26 10/15 7/18	Touch Touch 100 yards	Creates cadaver men Animates skeletons	Target's Spell Defense 5	7 + Rank years 5 + Rank days 8 + Rank minutes
Animate Spirit Object1	10	3	10/15	Touch	Creates cadaver men	Target's Spell Defense	5 + Rank days
Animate Spirit Object1 Arrow of Night4	10 4 5 3	3 2 3 1	10/15 7/18 10/19 7/15	Touch 100 yards 25 yards Touch	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test	Target's Spell Defense 5 Target's Spell Defense (9) 6	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round
Animate Spirit Object1 Arrow of Night4 Astral Beacon4	10 4 5 3 7	3 2 3 1 3	10/15 7/18 10/19 7/15 13/23	Touch 100 yards 25 yards Touch 40 yards	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 1 round
Animate Spirit Object1 Arrow of Night4 Astral Beacon4 Astral Flare1	10 4 5 3 7 4	3 2 3 1 3 2	10/15 7/18 10/19 7/15 13/23 7/17	Touch 100 yards 25 yards Touch 40 yards 25 yards	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text Willforce + 6	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense 2	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 1 round 5 + Rank rounds
Animate Spirit Object1 Arrow of Night4 Astral Beacon4 Astral Flare1 Astral Horror1	10 4 5 3 7 4 5	3 2 3 1 3 2 3	10/15 7/18 10/19 7/15 13/23 7/17 9/19	Touch 100 yards 25 yards Touch 40 yards 25 yards 120 yards	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text Willforce + 6 Willforce + 6	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense 2 Target's Spell Defense (12)	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 1 round 5 + Rank rounds 1 + Rank minutes
Animate Spirit Object1 Arrow of Night4 Astral Beacon4 Astral Flare1 Astral Horror1 Astral Maw4	10 4 5 3 7 4 5	3 2 3 1 3 2 3 2	10/15 7/18 10/19 7/15 13/23 7/17 9/19 13/17	Touch 100 yards 25 yards Touch 40 yards 25 yards 120 yards 25 yards	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text Willforce + 6 Willforce + 6 Willforce + 10	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense 2 Target's Spell Defense (12) 8	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 1 round 5 + Rank rounds 1 + Rank minutes 3 + Rank rounds
Animate Spirit Object1 Arrow of Night4 Astral Beacon4 Astral Flare1 Astral Horror1 Astral Maw4 Astral Mount4 Astral Sense	10 4 5 3 7 4 5 7	3 2 3 1 3 2 3 2 2 or 4	10/15 7/18 10/19 7/15 13/23 7/17 9/19 13/17 11/17	Touch 100 yards 25 yards Touch 40 yards 25 yards 120 yards 120 yards 25 yards 1 yard	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text Willforce + 6 Willforce + 6 Willforce + 10 See text	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense 2 Target's Spell Defense (12) 8 8	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 1 round 5 + Rank rounds 1 + Rank minutes 3 + Rank rounds 1 + Rank hours
Animate Spirit Object1 Arrow of Night4 Astral Beacon4 Astral Flare1 Astral Horror1 Astral Maw4 Astral Mount4 Astral Sense (Discipline)1, 3	10 4 5 3 7 4 5 7 5	3 2 3 1 3 2 3 2 2 or 4	10/15 7/18 10/19 7/15 13/23 7/17 9/19 13/17 11/17	Touch 100 yards 25 yards Touch 40 yards 25 yards 120 yards 120 yards 1 yard 60 yards	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text Willforce + 6 Willforce + 6 Willforce + 10 See text Willforce + 10	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense 2 Target's Spell Defense (12) 8 8 6 (see Astral Sense spell, p. 183, ED)	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 1 round 5 + Rank rounds 1 + Rank minutes 3 + Rank rounds 1 + Rank hours
Animate Spirit Object1 Arrow of Night4 Astral Beacon4 Astral Flare1 Astral Horror1 Astral Maw4 Astral Mount4 Astral Sense (Discipline)1, 3 Astral Slice4	10 4 5 3 7 4 5 7 5 3	3 2 3 1 3 2 2 3 2 2 or 4 2 5	10/15 7/18 10/19 7/15 13/23 7/17 9/19 13/17 11/17 5/15	Touch 100 yards 25 yards Touch 40 yards 25 yards 120 yards 1 yard 60 yards 80 yards	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text Willforce + 6 Willforce + 6 Willforce + 10 See text Willforce + 6 Willforce + 10	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense 2 Target's Spell Defense (12) 8 8 6 (see Astral Sense spell, p. 183, ED) Target's Spell Defense	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 1 round 5 + Rank rounds 1 + Rank minutes 3 + Rank rounds 1 + Rank hours
Animate Spirit Object1 Arrow of Night4 Astral Beacon4 Astral Flare1 Astral Horror1 Astral Maw4 Astral Mount4 Astral Sense (Discipline)1, 3 Astral Slice4 Astral Spear4	10 4 5 3 7 4 5 7 5 3	3 2 3 1 3 2 2 3 2 2 or 4 2 5 1	10/15 7/18 10/19 7/15 13/23 7/17 9/19 13/17 11/17 5/15	Touch 100 yards 25 yards Touch 40 yards 25 yards 120 yards 25 yards 1 yard 60 yards 80 yards	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text Willforce + 6 Willforce + 6 Willforce + 10 See text Willforce + 15 Willforce + 15 Willforce + 6	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense 2 Target's Spell Defense (12) 8 8 6 (see Astral Sense spell, p. 183, ED) Target's Spell Defense Target's Spell Defense	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 1 round 5 + Rank rounds 1 + Rank minutes 3 + Rank rounds 1 + Rank hours 10 + Rank minutes 1 round 1 round
Animate Spirit Object1 Arrow of Night4 Astral Beacon4 Astral Flare1 Astral Horror1 Astral Maw4 Astral Mount4 Astral Sense (Discipline)1, 3 Astral Slice4	10 4 5 3 7 4 5 7 5 3	3 2 3 1 3 2 2 3 2 2 or 4 2 5	10/15 7/18 10/19 7/15 13/23 7/17 9/19 13/17 11/17 5/15	Touch 100 yards 25 yards Touch 40 yards 25 yards 120 yards 1 yard 60 yards 80 yards	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text Willforce + 6 Willforce + 6 Willforce + 10 See text Willforce + 6 Willforce + 6 Willforce + 6 Willforce + 6 Willforce + 8 Eliminates hunger	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense 2 Target's Spell Defense (12) 8 8 6 (see Astral Sense spell, p. 183, ED) Target's Spell Defense	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 1 round 5 + Rank rounds 1 + Rank minutes 3 + Rank rounds 1 + Rank hours
Animate Spirit Object1 Arrow of Night4 Astral Beacon4 Astral Flare1 Astral Horror1 Astral Maw4 Astral Mount4 Astral Sense (Discipline)1, 3 Astral Slice4 Astral Whisper4 Banquet of Dis4	10 4 5 3 7 4 5 7 5 3 10 1 5 7	3 2 3 1 3 2 2 2 or 4 2 2 5 1 2 2 3 3	10/15 7/18 10/19 7/15 13/23 7/17 9/19 13/17 11/17 5/15 13/26 6/12 11/18 10/17	Touch 100 yards 25 yards Touch 40 yards 25 yards 120 yards 1 yard 60 yards 80 yards 120 yards Self Touch	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text Willforce + 6 Willforce + 6 Willforce + 10 See text Willforce + 6 Willforce + 6 Willforce + 15 Willforce + 6 Willforce + 8 Eliminates hunger and fatigue	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense 2 Target's Spell Defense (12) 8 8 6 (see Astral Sense spell, p. 183, ED) Target's Spell Defense Target's Spell Defense Target's Spell Defense	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 1 round 5 + Rank rounds 1 + Rank minutes 3 + Rank rounds 1 + Rank hours 10 + Rank minutes 1 round 1 round 3 + Rank minutes Rank days
Animate Spirit Object1 Arrow of Night4 Astral Beacon4 Astral Flare1 Astral Horror1 Astral Maw4 Astral Mount4 Astral Sense (Discipline)1, 3 Astral Slice4 Astral Spear4 Astral Whisper4 Banquet of Dis4 Blessed Light1	10 4 5 3 7 4 5 7 5 3 10 1 5 7	3 2 3 1 1 3 2 2 2 or 4 2 2 5 1 2 3 3 1	10/15 7/18 10/19 7/15 13/23 7/17 9/19 13/17 11/17 5/15 13/26 6/12 11/18 10/17 8/18	Touch 100 yards 25 yards Touch 40 yards 25 yards 120 yards 120 yards 1 yard 60 yards 80 yards 120 yards 5elf Touch	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text Willforce + 6 Willforce + 10 See text Willforce + 6 Willforce + 6 Willforce + 8 Eliminates hunger and fatigue Willforce + 4	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense 2 Target's Spell Defense (12) 8 8 6 (see Astral Sense spell, p. 183, ED) Target's Spell Defense Target's Spell Defense Target's Spell Defense 3	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 1 round 5 + Rank rounds 1 + Rank minutes 3 + Rank rounds 1 + Rank minutes 1 + Rank minutes 10 + Rank minutes 1 round 3 + Rank minutes Rank days 15 + Rank minutes
Animate Spirit Object1 Arrow of Night4 Astral Beacon4 Astral Flare1 Astral Horror1 Astral Maw4 Astral Sense (Discipline)1, 3 Astral Slice4 Astral Whisper4 Banquet of Dis4	10 4 5 3 7 4 5 7 5 3 10 1 5 7	3 2 3 1 3 2 2 2 or 4 2 2 5 1 2 2 3 3	10/15 7/18 10/19 7/15 13/23 7/17 9/19 13/17 11/17 5/15 13/26 6/12 11/18 10/17 8/18 7/17	Touch 100 yards 25 yards Touch 40 yards 25 yards 120 yards 120 yards 1 yard 60 yards 80 yards 120 yards 5elf Touch	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text Willforce + 6 Willforce + 6 Willforce + 10 See text Willforce + 6 Willforce + 6 Willforce + 8 Eliminates hunger and fatigue Willforce + 4 Creates blood servitor	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense 2 Target's Spell Defense (12) 8 8 6 (see Astral Sense spell, p. 183, ED) Target's Spell Defense Target's Spell Defense 1 arget's Spell Defense 3 8	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 1 round 5 + Rank rounds 1 + Rank minutes 3 + Rank rounds 1 + Rank hours 10 + Rank minutes 1 round 1 round 3 + Rank minutes Rank days
Animate Spirit Object1 Arrow of Night4 Astral Beacon4 Astral Flare1 Astral Horror1 Astral Maw4 Astral Mount4 Astral Sense (Discipline)1, 3 Astral Slice4 Astral Spear4 Astral Whisper4 Banquet of Dis4 Blessed Light1 Blood Servitor4	10 4 5 3 7 4 5 7 5 3 10 1 5 7	3 2 3 1 3 2 2 2 or 4 2 5 1 2 3 3 1 2 2 3 3 1 2 2 3 3 1 2 2 3 3 1 2 2 3 3 1 2 2 3 3 1 2 2 3 3 1 2 2 3 3 1 2 2 3 3 1 2 2 3 3 3 3	10/15 7/18 10/19 7/15 13/23 7/17 9/19 13/17 11/17 5/15 13/26 6/12 11/18 10/17 8/18	Touch 100 yards 25 yards Touch 40 yards 25 yards 120 yards 25 yards 1 yard 60 yards 25 yards Touch 15 yards Self Touch 15 yards Self 20 yards	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text Willforce + 6 Willforce + 10 See text Willforce + 6 Willforce + 6 Willforce + 8 Eliminates hunger and fatigue Willforce + 4	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense 2 Target's Spell Defense (12) 8 8 6 (see Astral Sense spell, p. 183, ED) Target's Spell Defense Target's Spell Defense Target's Spell Defense 3	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 1 round 5 + Rank rounds 1 + Rank minutes 3 + Rank rounds 1 + Rank minutes 10 + Rank minutes 1 round 3 + Rank minutes Rank days
Animate Spirit Object1 Arrow of Night4 Astral Beacon4 Astral Flare1 Astral Horror1 Astral Mount4 Astral Mount4 Astral Sense (Discipline)1, 3 Astral Slice4 Astral Spear4 Astral Spear4 Banquet of Dis4 Blessed Light1 Blood Servitor4 Blind4	10 4 5 3 7 4 5 7 5 3 10 1 5 7	3 2 3 1 3 2 2 2 or 4 2 2 5 1 2 3 3 1 2 3 3 3 1 2 3 3 3 1 2 3 3 3 1 2 3 3 3 1 2 3 3 3 1 2 3 3 3 1 2 3 3 3 1 2 3 3 3 1 2 3 3 3 1 3 3 3 3	10/15 7/18 10/19 7/15 13/23 7/17 9/19 13/17 11/17 5/15 13/26 6/12 11/18 10/17 8/18 7/17 11/15	Touch 100 yards 25 yards Touch 40 yards 25 yards 120 yards 120 yards 1 yard 60 yards 80 yards 120 yards 5elf Touch	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text Willforce + 6 Willforce + 6 Willforce + 10 See text Willforce + 6 Willforce + 8 Eliminates hunger and fatigue Willforce + 4 Creates blood servitor Willforce + 8	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense 2 Target's Spell Defense (12) 8 8 6 (see Astral Sense spell, p. 183, ED) Target's Spell Defense Target's Spell Defense 4 Target's Spell Defense 3 8 Spell Defense	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 1 round 5 + Rank rounds 1 + Rank minutes 3 + Rank rounds 1 + Rank hours 10 + Rank minutes 1 round 1 round 3 + Rank minutes Rank days 15 + Rank minutes Rank hours
Animate Spirit Object1 Arrow of Night4 Astral Beacon4 Astral Flare1 Astral Horror1 Astral Maw4 Astral Sense (Discipline)1, 3 Astral Slice4 Astral Whisper4 Banquet of Dis4 Blessed Light1 Blood Servitor4 Blind4 Bone Circle1	10 4 5 3 7 4 5 7 5 3 10 1 5 7 6 4 4 5 7	3 2 3 1 3 2 2 2 or 4 2 2 5 1 2 2 3 3 3 3 3	10/15 7/18 10/19 7/15 13/23 7/17 9/19 13/17 11/17 5/15 13/26 6/12 11/18 10/17 8/18 7/17 11/15 6/17	Touch 100 yards 25 yards Touch 40 yards 25 yards 120 yards 1 yard 60 yards 80 yards 120 yards Self Touch 15 yards 5 yards 5 yards	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text Willforce + 6 Willforce + 6 Willforce + 10 See text Willforce + 6 Willforce + 6 Willforce + 8 Willforce + 8 Eliminates hunger and fatigue Willforce + 4 Creates blood servitor Willforce + 8 Willforce + 8 Willforce + 5 Willforce + 4 Inflicts 6 Wounds	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense 2 Target's Spell Defense (12) 8 8 6 (see Astral Sense spell, p. 183, ED) Target's Spell Defense Target's Spell Defense Target's Spell Defense 3 8 Spell Defense 9	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 1 round 5 + Rank rounds 1 + Rank minutes 3 + Rank rounds 1 + Rank hours 10 + Rank minutes 1 round 1 round 3 + Rank minutes Rank days 15 + Rank minutes Rank hours 5 + Rank rounds 3 + Rank mounts
Animate Spirit Object1 Arrow of Night4 Astral Beacon4 Astral Flare1 Astral Horror1 Astral Maw4 Astral Mount4 Astral Sense (Discipline)1, 3 Astral Slice4 Astral Spear4 Astral Whisper4 Banquet of Dis4 Blessed Light1 Blood Servitor4 Blind4 Bone Circle1 Bone Dance1	10 4 5 3 7 4 5 7 5 3 10 1 5 7	3 2 3 1 3 2 2 2 or 4 2 2 5 1 2 3 3 3 3 1 1	10/15 7/18 10/19 7/15 13/23 7/17 9/19 13/17 11/17 5/15 13/26 6/12 11/18 10/17 8/18 7/17 11/15	Touch 100 yards 25 yards Touch 40 yards 25 yards 120 yards 25 yards 1 yard 60 yards 80 yards 120 yards Self Touch 15 yards Self 20 yards 5 yards 5 yards	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text Willforce + 6 Willforce + 6 Willforce + 10 See text Willforce + 6 Willforce + 6 Willforce + 8 Eliminates hunger and fatigue Willforce + 4 Creates blood servitor Willforce + 8 Willforce + 5 Willforce + 5	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense 2 2 Target's Spell Defense (12) 8 8 6 (see Astral Sense spell, p. 183, ED) Target's Spell Defense Target's Spell Defense 6 Target's Spell Defense 3 8 Spell Defense 9 Target's Spell Defense	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 1 round 5 + Rank rounds 1 + Rank minutes 3 + Rank rounds 1 + Rank minutes 10 + Rank minutes 1 round 3 + Rank minutes Rank days 15 + Rank minutes Rank hours 5 + Rank mounts 3 + Rank mounts 3 + Rank rounds
Animate Spirit Object1 Arrow of Night4 Astral Beacon4 Astral Flare1 Astral Horror1 Astral Maw4 Astral Sense (Discipline)1, 3 Astral Slice4 Astral Whisper4 Astral Whisper4 Banquet of Dis4 Blood Servitor4 Blind4 Bone Circle1 Bone Dance1 Bone Pudding4	10 4 5 3 7 4 5 7 5 3 10 1 5 7 6 4 5 7	3 2 3 1 3 2 2 2 or 4 2 2 5 1 2 3 3 1 1 2 3 3 3 1 1 3 3	10/15 7/18 10/19 7/15 13/23 7/17 9/19 13/17 11/17 5/15 13/26 6/12 11/18 10/17 8/18 7/17 11/15 6/17 7/15 12/20	Touch 100 yards 25 yards Touch 40 yards 25 yards 120 yards 25 yards 1 yard 60 yards 120 yards 120 yards 120 yards 120 yards 120 yards 5 yards 5 yards 5 yards 5 yards 5 yards 10 yards	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text Willforce + 6 Willforce + 6 Willforce + 10 See text Willforce + 6 Willforce + 6 Willforce + 8 Eliminates hunger and fatigue Willforce + 4 Creates blood servitor Willforce + 8 Willforce + 4 Unifforce + 5 Willforce + 4 Inflicts 6 Wounds to target	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense 2 Target's Spell Defense (12) 8 8 6 (see Astral Sense spell, p. 183, ED) Target's Spell Defense Target's Spell Defense 4 Target's Spell Defense 3 8 Spell Defense 9 Target's Spell Defense Target's Spell Defense	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 1 round 5 + Rank rounds 1 + Rank minutes 3 + Rank rounds 1 + Rank hours 10 + Rank minutes 1 round 1 round 3 + Rank minutes Rank days 15 + Rank minutes Rank hours 5 + Rank mounds 3 + Rank mounds 1 round
Animate Spirit Object1 Arrow of Night4 Astral Beacon4 Astral Flare1 Astral Horror1 Astral Maw4 Astral Mount4 Astral Sense (Discipline)1, 3 Astral Slice4 Astral Spear4 Astral Whisper4 Banquet of Dis4 Blessed Light1 Blood Servitor4 Blind4 Bone Circle1 Bone Dance1 Bone Pudding4 Bone Puppet4	10 4 5 3 7 4 5 7 5 3 10 1 5 7 6 4 5 7 7	3 2 3 1 3 2 2 2 or 4 2 2 5 1 2 3 3 1 3 3 1 3 3 3 3 3 3	10/15 7/18 10/19 7/15 13/23 7/17 9/19 13/17 11/17 5/15 13/26 6/12 11/18 10/17 8/18 7/17 11/15 6/17 7/15 12/20 8/15	Touch 100 yards 25 yards Touch 40 yards 25 yards 120 yards 25 yards 1 yard 60 yards 80 yards 120 yards Self Touch 15 yards Self 20 yards 5 yards 25 yards	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text Willforce + 6 Willforce + 6 Willforce + 10 See text Willforce + 6 Willforce + 6 Willforce + 8 Eliminates hunger and fatigue Willforce + 4 Creates blood servitor Willforce + 8 Willforce + 4 Inflicts 6 Wounds to target Willforce + 4 Inflicts 6 Wounds	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense 2 Target's Spell Defense (12) 8 8 6 (see Astral Sense spell, p. 183, ED) Target's Spell Defense Target's Spell Defense 6 Target's Spell Defense 3 8 Spell Defense 9 Target's Spell Defense 1 Target's Spell Defense 7 Target's Spell Defense	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 1 round 5 + Rank rounds 1 + Rank minutes 3 + Rank rounds 1 + Rank minutes 10 + Rank minutes 1 round 3 + Rank minutes Rank days 15 + Rank minutes Rank hours 5 + Rank mouths 3 + Rank mouths 1 round 3 + Rank mouths Rank hours 5 + Rank rounds 1 round 6 + Rank rounds
Animate Spirit Object1 Arrow of Night4 Astral Beacon4 Astral Flare1 Astral Horror1 Astral Maw4 Astral Mount4 Astral Sense (Discipline)1, 3 Astral Slice4 Astral Spear4 Astral Whisper4 Banquet of Dis4 Blessed Light1 Blood Servitor4 Blind4 Bone Circle1 Bone Dance1 Bone Pudding4 Bone Puppet4 Bone Shatter1	10 4 5 3 7 4 5 7 5 7 5 3 10 1 5 7 6 4 5 7	3 2 3 1 3 2 2 2 or 4 2 2 5 1 2 3 3 1 1 3 3 2 2 3 3 3 1 3 3 2 2 3 3 3 1 3 3 2 2 3 3	10/15 7/18 10/19 7/15 13/23 7/17 9/19 13/17 11/17 5/15 13/26 6/12 11/18 10/17 8/18 7/17 11/15 6/17 7/15 12/20 8/15	Touch 100 yards 25 yards Touch 40 yards 25 yards 120 yards 25 yards 1 yard 60 yards 80 yards 120 yards Self Touch 15 yards Self 20 yards 5 yards 5 yards 5 yards 60 yards	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text Willforce + 6 Willforce + 6 Willforce + 10 See text Willforce + 6 Willforce + 8 Willforce + 8 Eliminates hunger and fatigue Willforce + 4 Creates blood servitor Willforce + 8 Willforce + 5 Willforce + 5 Willforce + 4 Inflicts 6 Wounds to target Willforce + 4 Willforce + 4 Willforce + 4	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense 2 Target's Spell Defense (12) 8 8 6 (see Astral Sense spell, p. 183, ED) Target's Spell Defense Target's Spell Defense 3 8 Spell Defense 9 Target's Spell Defense Target's Spell Defense 18 3 8 Spell Defense 9 Target's Spell Defense Target's Spell Defense Target's Spell Defense Target's Spell Defense	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 1 round 5 + Rank rounds 1 + Rank minutes 3 + Rank rounds 1 + Rank minutes 10 + Rank minutes 1 round 3 + Rank minutes Rank days 15 + Rank minutes Rank hours 5 + Rank rounds 3 + Rank rounds 1 round 4 rank rounds 1 round 6 + Rank rounds 1 round
Animate Spirit Object1 Arrow of Night4 Astral Beacon4 Astral Flare1 Astral Horror1 Astral Maw4 Astral Mount4 Astral Sense (Discipline)1, 3 Astral Slice4 Astral Spear4 Astral Whisper4 Banquet of Dis4 Blessed Light1 Blood Servitor4 Blind4 Bone Circle1 Bone Dance1 Bone Pudding4 Bone Puppet4 Bone Shatter1 Bone Walker4	10 4 5 3 7 4 5 7 5 7 5 3 10 1 5 7 6 4 5 7	3 2 3 1 3 2 2 2 or 4 2 5 5 1 2 2 3 3 1 2 2 3 3 3 1 3 3 2 2	10/15 7/18 10/19 7/15 13/23 7/17 9/19 13/17 11/17 5/15 13/26 6/12 11/18 10/17 8/18 7/17 11/15 6/17 7/15 12/20 8/15	Touch 100 yards 25 yards Touch 40 yards 25 yards 120 yards 25 yards 1 yard 60 yards 80 yards 120 yards Self Touch 15 yards Self 20 yards 5 yards 5 yards 5 yards 60 yards	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text Willforce + 6 Willforce + 6 Willforce + 10 See text Willforce + 6 Willforce + 6 Willforce + 15 Willforce + 8 Eliminates hunger and fatigue Willforce + 4 Creates blood servitor Willforce + 8 Willforce + 5 Willforce + 5 Willforce + 4 Inflicts 6 Wounds to target Willforce + 4 Willforce + 8 Creates bone walker	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense 2 Target's Spell Defense (12) 8 8 6 (see Astral Sense spell, p. 183, ED) Target's Spell Defense Target's Spell Defense 3 8 Spell Defense 9 Target's Spell Defense Target's Spell Defense 18 3 8 Spell Defense 9 Target's Spell Defense Target's Spell Defense Target's Spell Defense Target's Spell Defense	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 1 round 5 + Rank rounds 1 + Rank minutes 3 + Rank rounds 1 + Rank minutes 10 + Rank minutes 1 round 3 + Rank minutes Rank days 15 + Rank minutes Rank hours 5 + Rank rounds 3 + Rank rounds 1 round 4 rank rounds 1 round 6 + Rank rounds 1 round
Animate Spirit Object1 Arrow of Night4 Astral Beacon4 Astral Flare1 Astral Horror1 Astral Maw4 Astral Sense (Discipline)1, 3 Astral Slice4 Astral Whisper4 Banquet of Dis4 Blessed Light1 Blood Servitor4 Blind4 Bone Circle1 Bone Pudding4 Bone Pudding4 Bone Puppet4 Bone Pudding4 Circle of	10 4 5 3 7 4 5 7 5 7 5 3 10 1 5 7 6 4 5 2 1 7	3 2 3 1 3 2 2 2 or 4 2 2 5 1 2 3 3 1 3 3 2 3 3 3 2 3 3 8 2 2	10/15 7/18 10/19 7/15 13/23 7/17 9/19 13/17 11/17 5/15 13/26 6/12 11/18 10/17 8/18 7/17 11/15 6/17 7/15 12/20 8/15 12/20 12/18 21/29 6/15	Touch 100 yards 25 yards Touch 40 yards 25 yards 120 yards 25 yards 1 yard 60 yards 80 yards 120 yards Self Touch 15 yards Self 20 yards 5 yards 10 yards 5 yards 10 yards 5 yards 10 yards 5 yards 10 yards	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text Willforce + 6 Willforce + 6 Willforce + 10 See text Willforce + 6 Willforce + 6 Willforce + 8 Eliminates hunger and fatigue Willforce + 4 Creates blood servitor Willforce + 8 Willforce + 4 Creates blood servitor Willforce + 4 Unifficts 6 Wounds to target Willforce + 4 Willforce + 4 Willforce + 8 Creates bone walker Summons cadaver men Step 4 Damage when in circle	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense 2 Target's Spell Defense (12) 8 8 6 (see Astral Sense spell, p. 183, ED) Target's Spell Defense Target's Spell Defense 3 8 Spell Defense 9 Target's Spell Defense 1arget's Spell Defense 5 Target's Spell Defense 1arget's Spell Defense 5 Target's Spell Defense 1arget's Spell Defense Target's Spell Defense 1arget's Spell Defense 1b	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 1 round 5 + Rank rounds 1 + Rank minutes 3 + Rank rounds 1 + Rank minutes 10 + Rank minutes 1 round 3 + Rank minutes Rank days 15 + Rank minutes Rank hours 5 + Rank months 3 + Rank months 3 + Rank rounds 1 round 6 + Rank rounds 1 round 2 + Rank days Rank days Rank days Ank days Ank days Ank days Ank days Ank days Ank minutes Rank days Ank days Ank days Ank days Ank minutes
Animate Spirit Object1 Arrow of Night4 Astral Beacon4 Astral Flare1 Astral Horror1 Astral Maw4 Astral Sense (Discipline)1, 3 Astral Slice4 Astral Spear4 Astral Whisper4 Banquet of Dis4 Blessed Light1 Blood Servitor4 Blind4 Bone Circle1 Bone Dance1 Bone Pudding4 Bone Pudding4 Bone Walker4 Call Forth the Army of Decay4 Chilling Circle1 Circle of Astral Protection1	10 4 5 3 7 4 5 7 5 7 5 3 10 1 5 7 6 4 5 7 7 6 4 1 7	3 2 3 1 3 2 2 2 or 4 2 5 1 2 3 3 1 3 3 2 3 3 3 3 2 3 3 8 2 3 3 3 3 3 3 3 3	10/15 7/18 10/19 7/15 13/23 7/17 9/19 13/17 11/17 5/15 13/26 6/12 11/18 10/17 8/18 7/17 11/15 6/17 7/15 12/20 8/15 12/20 12/18 21/29 6/15	Touch 100 yards 25 yards Touch 40 yards 25 yards 120 yards 25 yards 1 yard 60 yards 80 yards 120 yards Self Touch 15 yards Self 20 yards 5 yards 5 yards 60 yards 5 yards 5 yards 5 yards 7 yards 5 yards 5 yards 7 yards 5 yards 7 yards	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text Willforce + 6 Willforce + 6 Willforce + 10 See text Willforce + 6 Willforce + 6 Willforce + 8 Eliminates hunger and fatigue Willforce + 8 Creates blood servitor Willforce + 8 Willforce + 4 Creates blood servitor Willforce + 4 Willforce + 4 Unifficts 6 Wounds to target Willforce + 4 Willforce + 8 Creates bone walker Summons cadaver men Step 4 Damage when in circle Willforce + 8	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense 2 Target's Spell Defense (12) 8 8 6 (see Astral Sense spell, p. 183, ED) Target's Spell Defense Target's Spell Defense 6 Target's Spell Defense 3 8 Spell Defense 9 Target's Spell Defense Target's Spell Defense Target's Spell Defense 1 arget's Spell Defense Target's Spell Defense	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 1 round 5 + Rank rounds 1 + Rank minutes 3 + Rank rounds 1 + Rank minutes 10 + Rank minutes 1 round 3 + Rank minutes Rank days 15 + Rank minutes Rank hours 5 + Rank rounds 3 + Rank rounds 1 round 2 + Rank rounds 1 round 4 + Rank rounds 1 round 5 + Rank months 1 round 6 + Rank rounds 1 round 6 + Rank rounds 1 round 7 + Rank days Rank days 8 - Rank minutes
Animate Spirit Object1 Arrow of Night4 Astral Beacon4 Astral Flare1 Astral Horror1 Astral Maw4 Astral Sense (Discipline)1, 3 Astral Slice4 Astral Spear4 Astral Whisper4 Banquet of Dis4 Blessed Light1 Blood Servitor4 Blind4 Bone Circle1 Bone Dance1 Bone Pudding4 Bone Puppet4 Bone Shatter1 Bone Walker4 Call Forth the Army of Decay4 Chilling Circle1 Circle of Astral Protection1 Cold Storage4	10 4 5 3 7 4 5 7 5 3 10 1 1 5 7 6 4 5 2 1 7 6 6 6 1 1 7	3 2 3 3 1 3 2 2 2 or 4 2 5 1 1 2 3 3 3 1 3 3 3 2 2 3 3 3 8 2 2 3 3 8 8 2 2 3 3 8 8 2 2	10/15 7/18 10/19 7/15 13/23 7/17 9/19 13/17 11/17 5/15 13/26 6/12 11/18 10/17 8/18 7/17 11/15 6/17 7/15 12/20 8/15 12/20 12/18 21/29 6/15	Touch 100 yards 25 yards Touch 40 yards 25 yards 120 yards 12 yards 1 yard 60 yards 80 yards 120 yards 120 yards 15 yards 10 yards 5 self Touch 15 yards 5 yards 5 yards 10 yards 5 yards 5 yards 10 yards 5 yards 10 yards	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text Willforce + 6 Willforce + 6 Willforce + 10 See text Willforce + 6 Willforce + 6 Willforce + 15 Willforce + 8 Eliminates hunger and fatigue Willforce + 4 Creates blood servitor Willforce + 8 Willforce + 5 Willforce + 4 Inflicts 6 Wounds to target Willforce + 4 Willforce + 8 Creates bone walker Summons cadaver men Step 4 Damage when in circle Willforce + 8 Preserves organic matter	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense 2 Target's Spell Defense (12) 8 8 6 (see Astral Sense spell, p. 183, ED) Target's Spell Defense Target's Spell Defense 3 8 Spell Defense 3 8 Spell Defense 9 Target's Spell Defense Target's Spell Defense Target's Spell Defense 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 1 round 5 + Rank rounds 1 + Rank minutes 3 + Rank rounds 1 + Rank hours 10 + Rank minutes 1 round 3 + Rank minutes Rank days 15 + Rank minutes Rank hours 5 + Rank minutes Rank hours 4 + Rank rounds 1 round 2 + Rank rounds 1 round 6 + Rank rounds 1 round 6 + Rank rounds 1 round
Animate Spirit Object1 Arrow of Night4 Astral Beacon4 Astral Flare1 Astral Horror1 Astral Maw4 Astral Sense (Discipline)1, 3 Astral Slice4 Astral Whisper4 Banquet of Dis4 Blessed Light1 Blood Servitor4 Blind4 Bone Circle1 Bone Pudding4 Bone Pudding4 Bone Pupdtl Bone Shatter1 Bone Walker4 Call Forth the Army of Decay4 Chilling Circle1 Circle of Astral Protection1 Cold Storage4 Command Nightflyer1	10 4 5 3 7 4 5 7 5 3 10 1 5 7 6 4 5 2 1 7 6 6 6 6	3 2 3 3 1 3 2 2 2 or 4 2 2 5 1 2 2 3 3 3 1 1 3 3 2 2 3 3 8 2 2 3 3 8 8 2 2 3 3 8 8 1	10/15 7/18 10/19 7/15 13/23 7/17 9/19 13/17 11/17 5/15 13/26 6/12 11/18 10/17 8/18 7/17 11/15 6/17 7/15 12/20 8/15 12/20 12/18 21/29 6/15	Touch 100 yards 25 yards Touch 40 yards 25 yards 120 yards 25 yards 1 yard 60 yards 80 yards 120 yards 5 yards 10 yards 10 yards 10 yards 5 yards 5 yards 5 yards 5 yards 10 yards 5 yards 10 yards 5 yards 10 yards	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text Willforce + 6 Willforce + 6 Willforce + 10 See text Willforce + 15 Willforce + 6 Willforce + 8 Eliminates hunger and fatigue Willforce + 8 Creates blood servitor Willforce + 8 Willforce + 5 Willforce + 4 Inflicts 6 Wounds to target Willforce + 4 Willforce + 8 Creates bone walker Summons cadaver men Step 4 Damage when in circle Willforce + 8 Preserves organic matter Willforce + 8	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense 2 Target's Spell Defense (12) 8 8 6 (see Astral Sense spell, p. 183, ED) Target's Spell Defense Target's Spell Defense 3 8 Spell Defense 4 Target's Spell Defense 7 Target's Spell Defense 1 Target's Spell Defense 1 Target's Spell Defense 7 Target's Spell Defense 10 Target's Spell Defense Target's Spell Defense	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 1 round 5 + Rank rounds 1 + Rank minutes 3 + Rank rounds 1 + Rank minutes 1 round 3 + Rank minutes Rank days 15 + Rank minutes Rank days 15 + Rank mours 5 + Rank rounds 3 + Rank mourts 4 + Rank moutes Rank days 5 + Rank moutes Rank days 6 + Rank rounds 1 round
Animate Spirit Object1 Arrow of Night4 Astral Beacon4 Astral Flare1 Astral Horror1 Astral Maw4 Astral Sense (Discipline)1, 3 Astral Slice4 Astral Spear4 Astral Whisper4 Banquet of Dis4 Blessed Light1 Blood Servitor4 Blind4 Bone Circle1 Bone Dance1 Bone Pudding4 Bone Pudding4 Bone Walker4 Call Forth the Army of Decay4 Chilling Circle1 Circle of Astral Protection1 Cold Storage4	10 4 5 3 7 4 5 7 5 3 10 1 1 5 7 6 4 5 2 1 7 6 6 6 1 1 7	3 2 3 3 1 3 2 2 2 or 4 2 5 1 1 2 3 3 3 1 3 3 3 2 2 3 3 3 8 2 2 3 3 8 8 2 2 3 3 8 8 2 2	10/15 7/18 10/19 7/15 13/23 7/17 9/19 13/17 11/17 5/15 13/26 6/12 11/18 10/17 8/18 7/17 11/15 6/17 7/15 12/20 8/15 12/20 12/18 21/29 6/15	Touch 100 yards 25 yards Touch 40 yards 25 yards 120 yards 25 yards 1 yard 60 yards 80 yards 120 yards Self Touch 15 yards Self 20 yards 5 yards 10 yards 5 yards 15 yards 5 yards 5 yards 15 yards 5 yards 16 yards 7 ouch 5-mile radius Touch Touch Touch 120 yards 25 yards	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text Willforce + 6 Willforce + 6 Willforce + 10 See text Willforce + 6 Willforce + 6 Willforce + 15 Willforce + 8 Eliminates hunger and fatigue Willforce + 4 Creates blood servitor Willforce + 8 Willforce + 5 Willforce + 4 Inflicts 6 Wounds to target Willforce + 4 Willforce + 8 Creates bone walker Summons cadaver men Step 4 Damage when in circle Willforce + 8 Preserves organic matter	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense 2 Target's Spell Defense (12) 8 8 6 (see Astral Sense spell, p. 183, ED) Target's Spell Defense Target's Spell Defense 6 Target's Spell Defense 9 Target's Spell Defense 18 8 Spell Defense 9 Target's Spell Defense	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 1 round 5 + Rank rounds 1 + Rank minutes 3 + Rank rounds 1 + Rank hours 10 + Rank minutes 1 round 3 + Rank minutes Rank days 15 + Rank minutes Rank hours 5 + Rank minutes Rank hours 4 + Rank rounds 1 round 2 + Rank rounds 1 round 6 + Rank rounds 1 round 6 + Rank rounds 1 round
Animate Spirit Object1 Arrow of Night4 Astral Beacon4 Astral Flare1 Astral Horror1 Astral Maw4 Astral Mount4 Astral Sense (Discipline)1, 3 Astral Slice4 Astral Whisper4 Banquet of Dis4 Blessed Light1 Blood Servitor4 Blind4 Bone Circle1 Bone Dance1 Bone Pudding4 Bone Pudding4 Bone Walker4 Call Forth the Army of Decay4 Chilling Circle1 Circle of Astral Protection1 Cold Storage4 Command Nightflyer1 Constrict Heart11	10 4 5 3 7 4 5 7 5 3 10 1 5 7 6 4 5 2 1 7 6 6 6 6	3 2 3 1 3 2 2 2 or 4 2 2 5 1 2 3 3 1 3 3 2 3 3 8 2 2 3 3 8 8 2 1 None	10/15 7/18 10/19 7/15 13/23 7/17 9/19 13/17 11/17 5/15 13/26 6/12 11/18 10/17 8/18 7/17 11/15 6/17 7/15 12/20 8/15 12/20 12/18 21/29 6/15	Touch 100 yards 25 yards Touch 40 yards 25 yards 120 yards 25 yards 1 yard 60 yards 80 yards 120 yards 5 yards 10 yards 10 yards 10 yards 5 yards 5 yards 5 yards 5 yards 10 yards 5 yards 10 yards 5 yards 10 yards	Creates cadaver men Animates skeletons Willforce + 5 +8 steps to Damage Test See text Willforce + 6 Willforce + 6 Willforce + 10 See text Willforce + 6 Willforce + 6 Willforce + 8 Eliminates hunger and fatigue Willforce + 4 Creates blood servitor Willforce + 8 Willforce + 8 Creates bond servitor Willforce + 8 Willforce + 4 Inflicts 6 Wounds to target Willforce + 4 Willforce + 4 Willforce + 4 Willforce + 4 Willforce + 6 Willforce + 8 Creates bone walker Summons cadaver men Step 4 Damage when in circle Willforce + 8 Preserves organic matter Willforce + 2 Willforce + 2 Willforce + 6	Target's Spell Defense 5 Target's Spell Defense (9) 6 Target's Spell Defense 2 Target's Spell Defense (12) 8 8 6 (see Astral Sense spell, p. 183, ED) Target's Spell Defense Target's Spell Defense 3 8 Spell Defense 4 Target's Spell Defense 7 Target's Spell Defense 1 Target's Spell Defense 1 Target's Spell Defense 7 Target's Spell Defense 10 Target's Spell Defense Target's Spell Defense	5 + Rank days 8 + Rank minutes Rank x 10 minutes 1 round 5 + Rank rounds 1 + Rank minutes 3 + Rank rounds 1 + Rank minutes 10 + Rank minutes 10 + Rank minutes A round 3 + Rank minutes Rank days 15 + Rank minutes Rank hours 5 + Rank months 3 + Rank months 1 round 2 + Rank days Rank days 1 + Rank minutes Rank days 1 + Rank minutes Rank days 3 + Rank minutes Rank days 4 + Rank minutes Rank months 3 + Rank minutes Rank minutes Rank minutes Rank minutes 3 + Rank minutes

Damage Shift4	7	2	13/20	Self	Allows the nethermancer	Target's Spell Defense	1 round
					to shift damage taken	3	
Damage Transfer2	10	3	14/19	100 yards	to another person Willforce + 10	Target's Spell Defense	1 round
Damage Transici 2	10	3	14/17	100 yarus	Willionee + 10	(see text)	Tround
Dark Messenger4	3	1	7/15	Touch	Conveys a message	Target's Spell Defense	Rank hours
Dark Spy4	4	1	10/20	10 yards	Caster can see through a nightflyer's eyes	Target's Spell Defense	Rank minutes
Dark Sword2	9	6	15/19	Touch	Willforce + 8	Target's Spell Defense	Rank days
						(see text)	
Death's Head1 Death Trance4	3	None 2	NA/9 7/12	Self Touch	Willforce + 5	Target's Spell Defense	5 + Rank rounds 3 + Rank hours
Death Trance4 Detect (Discipline)	3	2	1/12	Touch	Makes subject hibernate	Target's Spell Defense	3 + Rank nours
Magic3	2	2	5/15	60 yards	Willforce + 6	6 (see Astral Sense spell,	10 + Rank minutes
						p. 183, ED)	
Detect Undead1 Dispel (Discipline)	1	None	NA/7	25 yards	Willforce + 5	Target's Spell Defense	3 + Rank minutes
Magic3	3	1	6/13	60 yards	Willforce	2	1 round
Dispel Magic							
(Discipline)3 Disrupt Magic4	5 9	1 2	6/13 12/19	60 yards 60 yards	Willforce Willforce	2 Target's Spell Defense	1 round 1 round
Disrupt Wagic4	7	2	12/17	oo yarus	Willionce	(see text)	i round
Dream Realm3							
(Multi-Discipline)	9	2-3	17/25	1 mile	Willforce + 2	Target's Spell Defense	5 + Rank minutes
Dry and Wet1 Dust to Dust4	1 6	1 Variable	7/8 12/22	15 yards 60 yards	Willforce + 4 Willforce + 11	Target's Spell Defense Target's Spell Defense	1 round 1 round
Erase Horror Mark						3	
(13th Circle+)4	13	6	17/22	Touch	Removes Horror mark	Target's Spell Defense (see text)	1 round
Eternal Youth4	13	6	17/31	Self	Stops aging	12	Rank years
Ethereal Darkness1	2	1	8/16	Touch	Darkness,	2	Willpower + D10 rounds
Evil Evo1	4	2	7/17	2E	Spell Defense 12	Target's Chall Deferre	10 - Donk rous de
Evil Eye1 Experience Death1	4 1	2 1	7/17 6/12	25 yards 20 yards	-5 steps to all tests Willforce + 5	Target's Spell Defense Target's Spell Defense	10 + Rank rounds 3 + Rank rounds
Fatal Food1	4	3	9/17	10 yards	Willforce + 6	Target's Spell Defense	10 + Rank minutes
Fog Ghost1	2	2	6/15	25 yards	Summons fog ghost	8	3 + Rank rounds
Fog of Fear1	3	2 7	8/18	60 yards	Willforce + 5	2 (see text)	6 + Rank rounds
Forge Falsemen4	12	/	20/29	Touch	Creates falsemen	Target's Spell Defense (see text)	Rank years
Foul Vapors1	6	1	11/19	25 yards	Willforce + 5	2	6 + Rank rounds
Fragile Pattern2	10	7	14/23	100 yards	Willforce + 12	Target's Spell Defense	1 round
Friendly Darkness1	6	3	9/20	15 yards	+4 steps to rank characters	2	1 round
Friend or Foe4	4	2	10/20	10 yards	Willforce + 6	Target's Spell Defense	5 + Rank rounds
Gadfly4	1	1	6/14	30 yards	-3 steps to	4	4 + Rank rounds
					target's actions		
Gateway2	10	5	12/19	5,000 miles	Willforce + 10	Target's Spell Defense (see text)	Rank rounds
Globe of Silence4	8	3	14/20	40 yards	Willforce + 8	6	2 + Rank minutes
Grave Message1	3	4	7/19	100 miles	Sends message	See text	Rank days
					to nethermancer		
Haunted Forest3 (Multi-Discipline)	8	2	15/24	1 mile	Transforms a woodland	12	Rank hours
Horror Call1	8	6	13/22	10 yards	Willforce + 16	Target's Spell Defense	Rank hours
Incessant Talking4	5	3	14/18	40 yards	Forces target to babble	Target's Spell Defense	1 + Rank minutes
Insect Repellent1	1	1	6/7	Touch	Willforce + 5	2	3 + Rank minutes
Last Chance4 Life Circle of One1	4 2	1 2	7/17 6/15	Touch Touch	+8 steps to Recovery Test	Target's Spell Defense 2 (see text)	1 round 3 + Rank minutes
Marathon Run4	7	3	13/20	80 yards	Willforce + 5 Forces target to flee	Target's Spell Defense	1 + Rank minutes
Mystic Vessel4	9	3	15/23	Touch	Willforce + 10	Target's Spell Defense	1 + Rank hours
Netherblade4	8	2	14/17	Touch	Willforce + 8	Target's Spell Defense	6 + Rank rounds
Nightflyer's Cloak4	4	2	7/17	Self	Transforms the caster	Caster's Spell Defense	Rank + 10 minutes
Pack Bags1 Pain1	3	1 None	7/11 NA/11	5 yards 10 yards	Willforce - 1 Step 4 damage,	2 Target's Spell Defense	1 round 3 + Rank rounds
raiiii	3	None	INAV I I	10 yarus	immobilization	rarget's Spell Deletise	3 + Raik rounds
Pass Ward1	5	5 (6,7)	13/21	Touch	Willforce + 12	2	Rank weeks
							(up to Rank years)
Pervert Emotion4 Pocket Guardian1	12 2	10 3	23/29 7/13	Touch Self	See text Summons pocket quardian	Target's Spell Defense 7	1 + Rank days 1 + Rank days
Preserve4	3	2	7/13	Touch	Prevents the subject from	2	Rank days
					decaying or spoiling		-
Preserve Food3	3	3	7/18	Touch	Prevents food from spoiling	2	Rank days
Putrefy1 Recovery1	1 6	None 3	NA/9 9/20	25 yards Touch	Putrefies food Willforce + 15	2 (see text) Target's Spell Defense	1 round 1 round
Recovery1 Repel Animal1	6	2	9/20 6/13	5 yards	Willforce + 15 Willforce + 6	1 arget's Spell Defense	1 round 1 + Rank hours
Restrain Entity1	7	2	14/20	25 yards	Willforce + 12	Target's Spell Defense	3 + Rank minutes
Restrain Horror1		1	13/19	25 yards	Willforce + 16	Target's Spell Defense	Rank rounds
	8		11/18	Touch	Willforce + 7	2	3 + Rank rounds
Reverse Withering1	7	3		10	A stone to etc-145		
Reverse Withering1 Sculpt Darkness4		2	11/18	10 yards	+4 steps to stealth and related abilities	6	4 + Rank minutes
	7			10 yards 30 yards	+4 steps to stealth and related abilities Willforce + 8		
Sculpt Darkness4 Sense Horror4 Shadow Hunter4	7 5 5 5	2 2 3	11/18 11/18 11/18	30 yards 10 yards	and related abilities Willforce + 8 Summons shadow hunter	6 6 10	4 + Rank minutes 5 + Rank minutes 1 + Rank hours
Sculpt Darkness4 Sense Horror4 Shadow Hunter4 Shadow Meld4	7 5 5 5 3	2 2 3 2	11/18 11/18 11/18 7/15	30 yards 10 yards Touch	and related abilities Willforce + 8 Summons shadow hunter Willforce + 6	6 10 Target's Spell Defense	4 + Rank minutes 5 + Rank minutes 1 + Rank hours Rank minutes
Sense Horror4 Shadow Hunter4 Shadow Meld4 Shadow Tether1	7 5 5 5 3 8	2 2 3 2 2	11/18 11/18 11/18 7/15 16/19	30 yards 10 yards Touch 50 yards	and related abilities Willforce + 8 Summons shadow hunter Willforce + 6 Willforce + 7	6 10 Target's Spell Defense Target's Spell Defense	4 + Rank minutes 5 + Rank minutes 1 + Rank hours Rank minutes 10 + Rank minutes
Sculpt Darkness4 Sense Horror4 Shadow Hunter4 Shadow Meld4	7 5 5 5 3	2 2 3 2	11/18 11/18 11/18 7/15	30 yards 10 yards Touch	and related abilities Willforce + 8 Summons shadow hunter Willforce + 6	6 10 Target's Spell Defense	4 + Rank minutes 5 + Rank minutes 1 + Rank hours Rank minutes
Sculpt Darkness4 Sense Horror4 Shadow Hunter4 Shadow Meld4 Shadow Tether1 Shadow's Whisper4 Shatter Pattern3	7 5 5 5 3 8 1	2 3 2 2 1 7	11/18 11/18 11/18 7/15 16/19 6/11 Target's Spell Defense/23	30 yards 10 yards Touch 50 yards 100 yards Touch	and related abilities Willforce + 8 Summons shadow hunter Willforce + 6 Willforce + 7 Willforce + 6 Willforce + 6	6 10 Target's Spell Defense Target's Spell Defense 4 Target's Spell Defense	4 + Rank minutes 5 + Rank minutes 1 + Rank hours Rank minutes 10 + Rank minutes 3 + Rank minutes See text
Sculpt Darkness4 Sense Horror4 Shadow Hunter4 Shadow Meld4 Shadow Tether1 Shadow's Whisper4 Shatter Pattern3 Shield Mist1	7 5 5 5 3 8 1 111	2 2 3 2 2 1 7	11/18 11/18 11/18 7/15 16/19 6/11 Target's Spell Defense/23 6/13	30 yards 10 yards Touch 50 yards 100 yards Touch	and related abilities Willforce + 8 Summons shadow hunter Willforce + 6 Willforce + 6 Willforce + 15 Willforce + 6	6 10 Target's Spell Defense Target's Spell Defense 4 Target's Spell Defense Target's Spell Defense	4 + Rank minutes 5 + Rank minutes 1 + Rank hours Rank minutes 10 + Rank minutes 3 + Rank minutes See text 3 + Rank rounds
Sculpt Darkness4 Sense Horror4 Shadow Hunter4 Shadow Meld4 Shadow Tether1 Shadow's Whisper4 Shatter Pattern3 Shield Mist1 Shift Skin2	7 5 5 5 3 8 1 111 2	2 2 3 2 2 1 7	11/18 11/18 11/18 7/15 16/19 6/11 Target's Spell Defense/23 6/13 17/18	30 yards 10 yards Touch 50 yards 100 yards Touch Self Touch	and related abilities Willforce + 8 Summons shadow hunter Willforce + 6 Willforce + 6 Willforce + 15 Willforce + 6 Willforce + 6 Willforce + 6	6 10 Target's Spell Defense Target's Spell Defense 4 Target's Spell Defense Target's Spell Defense Target's Spell Defense	4 + Rank minutes 5 + Rank minutes 1 + Rank hours Rank minutes 10 + Rank minutes 3 + Rank minutes See text 3 + Rank rounds Rank rounds
Sculpt Darkness4 Sense Horror4 Shadow Hunter4 Shadow Meld4 Shadow Tether1 Shadow's Whisper4 Shatter Pattern3 Shield Mist1	7 5 5 5 3 8 1 111	2 2 3 2 2 1 7	11/18 11/18 11/18 7/15 16/19 6/11 Target's Spell Defense/23 6/13	30 yards 10 yards Touch 50 yards 100 yards Touch	and related abilities Willforce + 8 Summons shadow hunter Willforce + 6 Willforce + 6 Willforce + 15 Willforce + 6	6 10 Target's Spell Defense Target's Spell Defense 4 Target's Spell Defense Target's Spell Defense	4 + Rank minutes 5 + Rank minutes 1 + Rank hours Rank minutes 10 + Rank minutes 3 + Rank minutes See text 3 + Rank rounds
Sculpt Darkness4 Sense Horror4 Shadow Hunter4 Shadow Meld4 Shadow Tether1 Shadow's Whisper4 Shatter Pattern3 Shield Mist1 Shift Skin2 Silent Darkness4	7 5 5 5 3 8 1 111 2 9	2 2 3 2 2 1 7	11/18 11/18 11/18 7/15 16/19 6/11 Target's Spell Defense/23 6/13 17/18 15/22	30 yards 10 yards Touch 50 yards 100 yards Touch Self Touch 40 yards	and related abilities Willforce + 8 Summons shadow hunter Willforce + 6 Willforce + 7 Willforce + 6 Willforce + 6 Willforce + 6 Willforce + 4 Willforce + 8 +08 to Mystic Armor Traps the soul of a	6 10 Target's Spell Defense Target's Spell Defense 4 Target's Spell Defense Target's Spell Defense Target's Spell Defense	4 + Rank minutes 5 + Rank minutes 1 + Rank hours Rank minutes 10 + Rank minutes 3 + Rank minutes See text 3 + Rank rounds Rank rounds 5 + Rank rounds
Sculpt Darkness4 Sense Horror4 Shadow Hunter4 Shadow Meld4 Shadow Tether1 Shadows Whisper4 Shatter Pattern3 Shield Mist1 Shift Skin2 Silent Darkness4 Soul Armor1 Soul Trap4	7 5 5 5 3 8 1 111 2 9 9 6 10	2 2 3 2 2 1 7 1 2 3 3 1 6	11/18 11/18 11/18 7/15 16/19 6/11 Target's Spell Defense/23 6/13 17/18 15/22 7/17 13/23	30 yards 10 yards Touch 50 yards 100 yards Touch Self Touch 40 yards Touch Touch	and related abilities Willforce + 8 Summons shadow hunter Willforce + 6 Willforce + 7 Willforce + 6 Willforce + 15 Willforce + 6 Willforce + 4 Willforce + 4 Willforce + 8 +D8 to Mystic Armor Traps the soul of a body	6 10 Target's Spell Defense Target's Spell Defense 4 Target's Spell Defense	4 + Rank minutes 5 + Rank minutes 1 + Rank hours Rank minutes 10 + Rank minutes 3 + Rank minutes See text 3 + Rank rounds Rank rounds 5 + Rank rounds 15 + Rank minutes Rank hours
Sculpt Darkness4 Sense Horror4 Shadow Hunter4 Shadow Meld4 Shadow Tether1 Shadow's Whisper4 Shatter Pattern3 Shield Mist1 Shift Skin2 Silent Darkness4 Soul Armor1 Soul Trap4 Spirit Bolt4	7 5 5 5 3 8 8 1 111 2 9 9 6 10 7 7	2 2 3 2 2 1 7 1 2 3 1 6	11/18 11/18 11/18 7/15 16/19 6/11 Target's Spell Defense/23 6/13 17/18 15/22 7/17 13/23	30 yards 10 yards Touch 50 yards 100 yards Touch Self Touch 40 yards Touch Touch 60 yards	and related abilities Willforce + 8 Summons shadow hunter Willforce + 6 Willforce + 7 Willforce + 6 Willforce + 15 Willforce + 4 Willforce + 4 Willforce + 8 +D8 to Mystic Armor Traps the soul of a body Willforce + 12	6 10 Target's Spell Defense Target's Spell Defense 4 Target's Spell Defense Target's Spell Defense Target's Spell Defense 6 Target's Spell Defense Target's Spell Defense Target's Spell Defense Target's Spell Defense	4 + Rank minutes 5 + Rank minutes 1 + Rank hours Rank minutes 10 + Rank minutes 3 + Rank minutes See text 3 + Rank rounds Rank rounds 5 + Rank rounds 15 + Rank minutes Rank hours
Sculpt Darkness4 Sense Horror4 Shadow Hunter4 Shadow Meld4 Shadow Tether1 Shadows Whisper4 Shatter Pattern3 Shield Mist1 Shift Skin2 Silent Darkness4 Soul Armor1 Soul Trap4	7 5 5 5 3 8 1 111 2 9 9 6 10	2 2 3 2 2 1 7 1 2 3 3 1 6	11/18 11/18 11/18 7/15 16/19 6/11 Target's Spell Defense/23 6/13 17/18 15/22 7/17 13/23	30 yards 10 yards Touch 50 yards 100 yards Touch Self Touch 40 yards Touch Touch	and related abilities Willforce + 8 Summons shadow hunter Willforce + 6 Willforce + 7 Willforce + 6 Willforce + 15 Willforce + 6 Willforce + 4 Willforce + 4 Willforce + 8 +D8 to Mystic Armor Traps the soul of a body	6 10 Target's Spell Defense Target's Spell Defense 4 Target's Spell Defense	4 + Rank minutes 5 + Rank minutes 1 + Rank hours Rank minutes 10 + Rank minutes 3 + Rank minutes See text 3 + Rank rounds Rank rounds 5 + Rank rounds 15 + Rank minutes Rank hours
Sculpt Darkness4 Sense Horror4 Shadow Hunter4 Shadow Meld4 Shadow Tether1 Shadow's Whisper4 Shatter Pattern3 Shield Mist1 Shift Skin2 Silent Darkness4 Soul Armor1 Soul Trap4 Spirit Bolt4 Spirit Dart4	7 5 5 5 3 8 1 111 2 9 9 6 10	2 2 3 2 2 1 7 1 2 3 1 6	11/18 11/18 11/18 7/15 16/19 6/11 Target's Spell Defense/23 6/13 17/18 15/22 7/17 13/23 NA/7	30 yards 10 yards Touch 50 yards 100 yards Touch Self Touch 40 yards Touch Touch 60 yards 25 yards	and related abilities Willforce + 8 Summons shadow hunter Willforce + 6 Willforce + 7 Willforce + 6 Willforce + 15 Willforce + 4 Willforce + 4 Willforce + 8 +D8 to Mystic Armor Traps the soul of a body Willforce + 12 Willforce + 2	6 10 Target's Spell Defense Target's Spell Defense 4 Target's Spell Defense	4 + Rank minutes 5 + Rank minutes 1 + Rank hours Rank minutes 10 + Rank minutes 3 + Rank minutes See text 3 + Rank rounds Rank rounds 5 + Rank rounds 15 + Rank minutes Rank hours 1 round 1 round
Sculpt Darkness4 Sense Horror4 Shadow Hunter4 Shadow Meld4 Shadow Tether1 Shadow's Whisper4 Shatter Pattern3 Shield Mist1 Shift Skin2 Silent Darkness4 Soul Armor1 Soul Trap4 Spirit Bolt4 Spirit Dart4	7 5 5 5 3 8 1 111 2 9 9 6 10	2 2 3 2 2 1 7 1 2 3 1 6	11/18 11/18 11/18 7/15 16/19 6/11 Target's Spell Defense/23 6/13 17/18 15/22 7/17 13/23 NA/7	30 yards 10 yards Touch 50 yards 100 yards Touch Self Touch 40 yards Touch Touch 60 yards 25 yards	and related abilities Willforce + 8 Summons shadow hunter Willforce + 6 Willforce + 6 Willforce + 6 Willforce + 6 Willforce + 4 Willforce + 8 +08 to Mystic Armor Traps the soul of a body Willforce + 12 Willforce + 2 Creates spirit double	6 10 Target's Spell Defense Target's Spell Defense 4 Target's Spell Defense	4 + Rank minutes 5 + Rank minutes 1 + Rank hours Rank minutes 10 + Rank minutes 3 + Rank minutes See text 3 + Rank rounds Rank rounds 5 + Rank rounds 15 + Rank minutes Rank hours 1 round 1 round

Spirit Portal1	7	4	14/19	Touch	Willforce + 10	2	Rank x 10 minutes
Spirit Servant1	4	3	8/20	Touch	Summons spirit servant	9	3 + Rank days
Spirit Tempest4	10	4	16/23	25 yards	Willforce + 5	10	Rank rounds
Spiritual Guidance4 Star Shower4	5 5	3 1	8/18 11/17	Self 10 yards	Summons spirit guide Willforce + 9	12 Target's Spell Defense	30 minutes 1 round
Steal Strength4	7	3	13/23	Touch	Willforce + 4	2/Target's Spell Defense	5 + Rank minutes
Step Through	_		10/01	0.15		(see text)	
Shadow4	7	3	12/24	Self	Creates an astral passageway	Target's Spell Defense	3 + Rank rounds
Strong Pattern2 Summon	10	6	18/23	Touch	Willforce + 12	Target's Spell Defense	7 + Rank years
Bone Ghost4 Talent Reaver3	3	1	7/15	10 yards	Summons a bone spirit	9	1 + Rank minutes
(Multi-Discipline)	12	1-2	23/35	30 yards	Willforce	Target's Spell Defense	Varies (see text)
Talent Shredder2	9	1	17/19	100 yards	Willforce	Target's Spell Defense	1 round
Tap Horror Karma2 Target Portal1	10 5	2 4	18/20 10/19	50 yards 1,000 yards	Willforce + 10 Willforce + 7	Target's Spell Defense Target's Spell Defense	1 round Rank minutes
Tears of the Scourge4	5	2	11/21	10 yards	Willforce + 4	Target's Spell Defense	Rank rounds
Translator Spirit1	8	4	11/19	10 yards	Willforce + 5	2	Rank x 10 minutes
Jndead Struggle1	1	None	NA/7	10 yards	Willforce + 4	Target's Spell Defense	3 + Rank rounds
Jnnatural Life4	11	7	19/25	Touch	Restores a target to "unnatural" life	Target's Spell Defense	Rank years
Viewpoint1 Visions of Death1	4	1 1	9/17 9/17	Touch 100 yards	Willpower + 9 Immobilizes character	2 Target's Spell Defense	6 + Rank minutes 6 + Rank rounds
Visit Death4	8	4	11/24	Touch	in horror and fear Step penalty	Target's Spell Defense	1 + Rank days
Void Wave4	9	4	15/22	100 yards	to target's actions Willforce + 13	Target's Spell Defense	1 round
Walking Dead2	9	4	13/19	Touch	Willforce	Target's Spell Defense (see text)	Rank days
Wall of Bones4	8	4	14/21	20 yards	Creates a wall of bones	7	3 + Rank minutes
Wall of Darkness4 Whisper Through	6	2	12/19	10 yards	Willforce + 6	6	3 + Rank rounds
the Night4	5	1	11/18	10 yards	Willforce + 6	Target's Spell Defense	1 + Rank rounds
Wit Friend1	7	2	8/19	Touch	Willforce + 5	Target's Spell Defense	10 + Rank minutes
Wither Away4	8	5	11/21	Touch	Willforce	Target's Spell Defense	Rank months
Wither Limb1	5	3	8/19	60 yards	Willforce + 8	Target's Spell Defense	1 round
WIZARD SPELLS			Weaving			Casting	
	Circle	Threads	Difficulty	Range	Effect	Difficulty	Duration
Absorbing Sphere2	9	3	13/19	60 yards	Willforce + 8	Target's Spell Defense	12 + Rank rounds
lter Form4 .nd His Money1	12 2	8 1	16/26 7/16	Touch 10 yards	See text -4 to target's	Target's Spell Defense Target's Spell Defense	1 round 3 + Rank in minutes
Astral Gift4	7	3	13/23	30 yards	Social Defense Gives target	Target's Spell Defense	5 rounds
Astral Sense1	1	2	5/15	60 yards	astral-sensitive sight Willforce + 6	6 (see text)	10 + Rank minutes
Astral Shield1	2	None	NA/7	Touch	+3 to Spell Defense	Target's Spell Defense	7 + Rank rounds
Aura Strike4 Ball of String1	3 4	1 3	7/12 10/15	40 yards Variable	Willforce + 8 Willforce + 6	Target's Spell Defense 2	1 round 3 + Rank hours
Bedazzling Display	1	0	NA/7	Self	Charlema . 4	Tornatia Chall Dafanaa	Donk minutes
of Logical Analysis4 Binding Threads4	1 4	2	10/17	40 yards	Charisma + 6 Willforce + 8	Target's Spell Defense Target's Spell Defense	Rank minutes 2 + Rank minutes
Block Magic4	11	4	16/25	40 yards	-10 steps to magic-based tests	10	3 + Rank minutes
Blood Boil1	7	3	12/17	60 yards	Willforce + 9	Target's Spell Defense	4 rounds
Blood Lost4	6	3	12/22	Touch	Target cannot	Target's Spell Defense	1 + Rank days
Buoyancy4	4	1	13/20	Self	heal Wounds +2 step bonus to	Target's Spell Defense	Rank hours
					target's Swimming Tests	- '	
Catch Spell4 Cat's Cradle1	8	2	14/21 12/20	Self 25 yards	Willforce + 12 Shared spellcasting	Target's Spell Defense Target's Spell Defense	Rank rounds Rank minutes
Catwalk4	3	1	7/12	Touch	+6 steps to Climbing and Balance Tests	Target's Spell Change	8 + Rank rounds
Channel Raw Magic4							
	9	2	12/25	25 yards	Channels astral energy	Target's Spell Defense	3 rounds
City in a Bottle4	9 15	2	12/25	25 yards 25 miles	Channels astral energy through target Captures terrain	Target's Spell Defense	3 rounds 1 + Rank days
Clean1				-	through target		
Clean1 Cleanse	15	8	18/33	25 miles	through target Captures terrain	12	1 + Rank days
Clean1 Cleanse Astral Space4	15 2	8	18/33 5/13	25 miles Touch	through target Captures terrain Willforce + 4	12 Target's Spell Defense	1 + Rank days 1 minute
clean1 Cleanse Istral Space4 Combat Fury1 Compression Bubble1	15 2 13 3	8 2 5	18/33 5/13 20/28	25 miles Touch Touch	through target Captures terrain Willforce + 4 Willforce + 12 +4 steps to Attack	12 Target's Spell Defense 10	1 + Rank days 1 minute 1 round
clean1 Cleanse Istral Space4 Combat Fury1 Compression Bubble1	15 2 13 3	8 2 5 1	18/33 5/13 20/28 9/16	25 miles Touch Touch Touch	through target Captures terrain Willforce + 4 Willforce + 12 +4 steps to Attack and Damage Tests	12 Target's Spell Defense 10 Target's Spell Defense Target's Spell Defense Target's Spell Defense	1 + Rank days 1 minute 1 round 7 + Rank rounds
Idean1 Ideanse Stral Space4 Sombat Fury1 Compression Bubble1 Confusing Weave1	15 2 13 3	8 2 5 1	18/33 5/13 20/28 9/16	25 miles Touch Touch Touch 75 yards 60 yards	through target Captures terrain Willforce + 4 Willforce + 12 +4 steps to Attack and Damage Tests Willforce + 10	12 Target's Spell Defense 10 Target's Spell Defense Target's Spell Defense Target's Spell Defense (see text)	1 + Rank days 1 minute 1 round 7 + Rank rounds 7 + Rank rounds
Cleans Cleanse Sistral Space4 Sombat Fury1 Compression Bubble1 Confusing Weave1	15 2 13 3 8 7	8 2 5 1 3 1	18/33 5/13 20/28 9/16 15/22 13/20	25 miles Touch Touch Touch 75 yards	through target Captures terrain Willforce + 4 Willforce + 12 +4 steps to Attack and Damage Tests Willforce + 10 Willforce + 3	12 Target's Spell Defense 10 Target's Spell Defense Target's Spell Defense Target's Spell Defense	1 + Rank days 1 minute 1 round 7 + Rank rounds 7 + Rank rounds 1 round
Jean1 Jeanse Stral Space4 Jeanse Jean	15 2 13 3 8 7 5 1	8 2 5 1 3 1 None 1 3	18/33 5/13 20/28 9/16 15/22 13/20 NA/11 8/16 13/22	25 miles Touch Touch Touch 75 yards 60 yards 15 yards 120 yards Touch	through target Captures terrain Willforce + 4 Willforce + 12 +4 steps to Attack and Damage Tests Willforce + 10 Willforce + 3 Willforce + 5 Willforce + 5 Willforce + 10	12 Target's Spell Defense 10 Target's Spell Defense Target's Spell Defense Target's Spell Defense (see text) Target's Spell Defense Target's Spell Defense Target's Spell Defense Target's Spell Defense	1 + Rank days 1 minute 1 round 7 + Rank rounds 7 + Rank rounds 1 round 10 + Rank rounds 1 round Rank weeks
Jean1 Jeanse Jea	15 2 13 3 8 7 5 1 10 8	8 2 5 1 3 1 None 1 3 2	18/33 5/13 20/28 9/16 15/22 13/20 NA/11 8/16 13/22 14/20	25 miles Touch Touch Touch 75 yards 60 yards 15 yards 120 yards Touch	through target Captures terrain Willforce + 4 Willforce + 12 +4 steps to Attack and Damage Tests Willforce + 10 Willforce + 3 Willforce + 5 Willforce + 5 Willforce + 10 Willforce + 10 Willforce + 15	12 Target's Spell Defense 10 Target's Spell Defense Target's Spell Defense Target's Spell Defense (see text) Target's Spell Defense (see text)	1 + Rank days 1 minute 1 round 7 + Rank rounds 7 + Rank rounds 1 round 10 + Rank rounds 1 round
lean1 leanse stral Space4 ombat Fury1 ompression Bubble1 onfusing Weave1 ounterspell1 rushing Will1 leath Vow2 lelay Blow1 listodge Spell4	15 2 13 3 8 7 5 1 100 8 7	8 2 5 1 3 1 None 1 3 2 1	18/33 5/13 20/28 9/16 15/22 13/20 NA/11 8/16 13/22 14/20	25 miles Touch Touch Touch 75 yards 60 yards 15 yards 120 yards Touch Touch 60 yards	through target Captures terrain Willforce + 4 Willforce + 12 +4 steps to Attack and Damage Tests Willforce + 10 Willforce + 3 Willforce + 5 Willforce + 5 Willforce + 10 Willforce + 15 Willforce + 15	12 Target's Spell Defense 10 Target's Spell Defense Target's Spell Defense Target's Spell Defense (see text) Target's Spell Defense	1 + Rank days 1 minute 1 round 7 + Rank rounds 7 + Rank rounds 1 round 10 + Rank rounds 1 round Rank weeks 10 + Rank rounds (until used)
Idean1 Ideanse	15 2 13 3 8 7 5 1 100 8 7 1	8 2 5 1 3 1 None 1 3 2 1 1	18/33 5/13 20/28 9/16 15/22 13/20 NA/11 8/16 13/22 14/20 9/22 6/13	25 miles Touch Touch Touch 75 yards 60 yards 15 yards 120 yards Touch Touch 60 yards 60 yards	through target Captures terrain Willforce + 4 Willforce + 12 +4 steps to Attack and Damage Tests Willforce + 10 Willforce + 3 Willforce + 5 Willforce + 5 Willforce + 10 Willforce + 15 Willforce + 10	Target's Spell Defense 10 Target's Spell Defense Target's Spell Defense Target's Spell Defense (see text) Target's Spell Defense	1 + Rank days 1 minute 1 round 7 + Rank rounds 7 + Rank rounds 1 round 10 + Rank rounds 1 round Rank weeks 10 + Rank rounds (until used) 1 round 1 round
lean1 leanse stral Space4 ombat Fury1 ompression Bubble1 onfusing Weave1 ounterspell1 rushing Will1 eath Vow2 lelay Blow1 lislodge Spell4 sispel Magic1 lisplace Self1	15 2 13 3 8 7 5 1 100 8 7	8 2 5 1 3 1 None 1 3 2 1	18/33 5/13 20/28 9/16 15/22 13/20 NA/11 8/16 13/22 14/20	25 miles Touch Touch Touch 75 yards 60 yards 15 yards 120 yards Touch Touch 60 yards	through target Captures terrain Willforce + 4 Willforce + 12 +4 steps to Attack and Damage Tests Willforce + 10 Willforce + 3 Willforce + 5 Willforce + 5 Willforce + 10 Willforce + 15 Willforce + 15	12 Target's Spell Defense 10 Target's Spell Defense Target's Spell Defense Target's Spell Defense (see text) Target's Spell Defense (see text) Target's Spell Defense 2 Target's Spell Defense	1 + Rank days 1 minute 1 round 7 + Rank rounds 7 + Rank rounds 1 round 10 + Rank rounds 1 round Rank weeks 10 + Rank rounds (until used)
Jean1 Jeanse Jeanse Stral Space4 Jeombat Fury1 Jeompression Bubble1 Jeonfusing Weave1 Jeounterspell1 Jeounterspell1 Jeant Vow2 Jeolay Blow1 Jeolispel Magic1 Jispalace Self1 Jivine Aura1	15 2 13 3 8 7 5 1 100 8 7 1 6	8 2 5 1 3 1 None 1 3 2 1 1 2	18/33 5/13 20/28 9/16 15/22 13/20 NA/11 8/16 13/22 14/20 9/22 6/13 9/16	25 miles Touch Touch Touch 75 yards 60 yards 15 yards 120 yards Touch Touch 60 yards Self	through target Captures terrain Willforce + 4 Willforce + 12 +4 steps to Attack and Damage Tests Willforce + 10 Willforce + 3 Willforce + 5 Willforce + 5 Willforce + 10 Willforce Willforce + 7	Target's Spell Defense 10 Target's Spell Defense Target's Spell Defense Target's Spell Defense (see text) Target's Spell Defense	1 + Rank days 1 minute 1 round 7 + Rank rounds 7 + Rank rounds 1 round 10 + Rank rounds 1 round Rank weeks 10 + Rank rounds (until used) 1 round 1 round 5 + Rank rounds
lean1 leanse stral Space4 ombat Fury1 ompression Bubble1 onfusing Weave1 ounterspell1 rushing Will1 leath Vow2 lelay Blow1 lislodge Spell4 lispelace Self1 lisplace Self1 livine Aura1 odge Boost1	15 2 13 3 8 7 5 1 10 8 8 7 1 6 1 1	8 2 5 1 3 1 None 1 3 2 1 1 1 2 1	18/33 5/13 20/28 9/16 15/22 13/20 NA/11 8/16 13/22 14/20 9/22 6/13 9/16 6/14	25 miles Touch Touch Touch 75 yards 60 yards 15 yards 120 yards Touch Touch 60 yards 60 yards Self 25 yards	through target Captures terrain Willforce + 4 Willforce + 12 +4 steps to Attack and Damage Tests Willforce + 10 Willforce + 5 Willforce + 5 Willforce + 10 Willforce + 10 Willforce + 10 Willforce + 10 Willforce + 7 Willforce + 7 Willforce + 7	12 Target's Spell Defense 10 Target's Spell Defense Target's Spell Defense Target's Spell Defense (see text) Target's Spell Defense (see text) Target's Spell Defense 2 Target's Spell Defense 12 Target's Spell Defense 2 Target's Spell Defense Target's Spell Defense	1 + Rank days 1 minute 1 round 7 + Rank rounds 7 + Rank rounds 1 round 10 + Rank rounds 1 round Rank weeks 10 + Rank rounds (until used) 1 round 1 round 5 + Rank rounds 5 + Rank rounds 5 + Rank minutes
Clean1 Cleanse Sistral Space4 Combat Fury1 Compression Bubble1 Confusing Weave1 Counterspell1 Crushing Will1 Death Vow2 Clelay Blow1 Dislodge Spell4 Dispel Magic1 Divine Aura1 Doodge Boost1 Doom Missile1 Draining Eye2	15 2 13 3 8 7 5 1 100 8 7 1 6 1 2 6 6 9	8 2 5 1 1 3 1 1 None 1 3 2 1 1 None 3 4	18/33 5/13 20/28 9/16 15/22 13/20 NA/11 8/16 13/22 14/20 9/22 6/13 9/16 6/14 NA/8 10/21 14/15	25 miles Touch Touch Touch 75 yards 60 yards 15 yards 120 yards Touch Touch 60 yards 60 yards Self 25 yards Self 100 yards 60 yards	through target Captures terrain Willforce + 4 Willforce + 12 +4 steps to Attack and Damage Tests Willforce + 10 Willforce + 3 Willforce + 5 Willforce + 5 Willforce + 10 Willforce + 10 Willforce + 10 Willforce + 10 Willforce + 7 Willforce + 7 Willforce + 5 +3 steps to Avoid Blow Willforce + 5	12 Target's Spell Defense 10 Target's Spell Defense Target's Spell Defense Target's Spell Defense (see text) Target's Spell Defense (see text) Target's Spell Defense	1 + Rank days 1 minute 1 round 7 + Rank rounds 7 + Rank rounds 1 round 10 + Rank rounds 1 round Rank weeks 10 + Rank rounds (until used) 1 round 1 round 5 + Rank rounds 5 + Rank minutes 5 + Rank rounds Rank rounds Rank rounds Rank rounds
Clean1 Cleanse Skstral Space4 Combat Fury1 Compression Bubble1 Confusing Weave1 Counterspell1 Crushing Will1 Cleath Vow2 Delay Blow1 Dispel Magic1 Dispel Magic1 Dispel Magic1 Divine Aura1 Dodge Boost1 Doom Missile1 Draining Eye2 Draw and Quarter4	15 2 13 3 8 7 5 1 100 8 7 1 6 6 1 2 6 6 9 10	8 2 5 1 None 1 3 2 1 None 3 4 4	18/33 5/13 20/28 9/16 15/22 13/20 NA/11 8/16 13/22 14/20 9/22 6/13 9/16 6/14 NA/8 10/21 14/15 16/26	25 miles Touch Touch Touch 75 yards 60 yards 15 yards 120 yards Touch Touch 60 yards 60 yards Self 25 yards Self 100 yards 60 yards Touch 100 yards	through target Captures terrain Willforce + 4 Willforce + 12 +4 steps to Attack and Damage Tests Willforce + 10 Willforce + 3 Willforce + 5 Willforce + 5 Willforce + 10 Willforce + 10 Willforce + 10 Willforce + 7 Willforce + 7 Willforce + 5 +3 steps to Avoid Blow Willforce + 5 Willforce + 5 Willforce + 5 Willforce + 5 Willforce + 10 Willforce + 10 Willforce + 10 Willforce + 10	12 Target's Spell Defense 10 Target's Spell Defense Target's Spell Defense Target's Spell Defense (see text) Target's Spell Defense 2 Target's Spell Defense	1 + Rank days 1 minute 1 round 7 + Rank rounds 7 + Rank rounds 1 round 10 + Rank rounds 1 round Rank weeks 10 + Rank rounds (until used) 1 round 1 round 5 + Rank rounds 5 + Rank minutes 5 + Rank rounds Rank rounds Rank minutes 1 round
Clean1 Cleanse Astral Space4 Combat Fury1 Compression Bubble1 Confusing Weave1 Counterspell1 Crushing Will1 Death Vow2 Delay Blow1 Dispel Magic1 Dispel Magic1 Displace Self1 Divine Aura1 Doom Missile1 Draining Eye2 Draw and Quarter4	15 2 13 3 8 7 5 1 100 8 7 1 6 1 2 6 6 9	8 2 5 1 1 3 1 1 None 1 3 2 1 1 None 3 4	18/33 5/13 20/28 9/16 15/22 13/20 NA/11 8/16 13/22 14/20 9/22 6/13 9/16 6/14 NA/8 10/21 14/15	25 miles Touch Touch Touch 75 yards 60 yards 15 yards 120 yards Touch Touch 60 yards 60 yards Self 25 yards Self 100 yards 60 yards	through target Captures terrain Willforce + 4 Willforce + 12 +4 steps to Attack and Damage Tests Willforce + 10 Willforce + 5 Willforce + 5 Willforce + 5 Willforce + 10 Willforce + 10 Willforce + 15 Willforce + 15 Willforce + 5 Willforce + 10 Willforce + 5 +3 steps to Avoid Blow Willforce + 5 Willforce + 10 Willforce + 10 Willforce + 10 Willforce + 10 Willforce + 15 2 steps to actions requiring sight, hearing,	12 Target's Spell Defense 10 Target's Spell Defense Target's Spell Defense Target's Spell Defense (see text) Target's Spell Defense (see text) Target's Spell Defense	1 + Rank days 1 minute 1 round 7 + Rank rounds 7 + Rank rounds 1 round 10 + Rank rounds 1 round Rank weeks 10 + Rank rounds (until used) 1 round 1 round 5 + Rank rounds 5 + Rank minutes 5 + Rank rounds Rank rounds Rank rounds Rank rounds
Clean1 Cleanse Astral Space4 Combat Fury1 Compression Bubble1 Confusing Weave1 Counterspell1 Crushing Will1 Death Vow2 Delay Blow1 Dislodge Spell4 Dispel Magic1 Divine Aura1 Doorge Boost1 Doorg Missile1 Draining Eye2 Draw and Quarter4 Dust Devill1	15 2 13 3 8 7 5 1 100 8 7 1 6 6 1 2 6 6 9 10	8 2 5 1 None 1 3 2 1 None 3 4 4	18/33 5/13 20/28 9/16 15/22 13/20 NA/11 8/16 13/22 14/20 9/22 6/13 9/16 6/14 NA/8 10/21 14/15 16/26	25 miles Touch Touch Touch 75 yards 60 yards 15 yards 120 yards Touch Touch 60 yards 60 yards Self 25 yards Self 100 yards 60 yards Touch 100 yards	through target Captures terrain Willforce + 4 Willforce + 12 +4 steps to Attack and Damage Tests Willforce + 10 Willforce + 3 Willforce + 5 Willforce + 5 Willforce + 10 Willforce + 10 Willforce + 7 Willforce + 7 Willforce + 7 Willforce + 5 +3 steps to Avoid Blow Willforce + 5 Willforce + 10 Willforce + 5 Ullforce + 10 Willforce + 5 Seps to Avoid Blow Willforce + 10 Willforce + 10 Willforce + 10 Willforce + 10 Willforce + 15	12 Target's Spell Defense 10 Target's Spell Defense Target's Spell Defense Target's Spell Defense (see text) Target's Spell Defense 2 Target's Spell Defense	1 + Rank days 1 minute 1 round 7 + Rank rounds 7 + Rank rounds 1 round 10 + Rank rounds 1 round Rank weeks 10 + Rank rounds (until used) 1 round 1 round 5 + Rank rounds 5 + Rank minutes 5 + Rank rounds Rank rounds Rank minutes 1 round
Cleans Cleanse Astral Space4 Combat Fury1 Compression Bubble1 Confusing Weave1 Counterspell1 Crushing Will1 Death Vow2 Delay Blow1 Displace Self1 Displace Self1 Divine Aura1 Dodge Boost1 Dom Missile1 Draw and Quarter4 Dust Devil1 Ephemeral Magic3 (Multi-Discipline)	15 2 13 3 8 7 5 1 10 8 8 7 1 6 6 9 10 4 8 8	8 2 5 1 1 3 1 1 None 1 3 2 1 1 None 3 4 4 2 2	18/33 5/13 20/28 9/16 15/22 13/20 NA/11 8/16 13/22 14/20 9/22 6/13 9/16 6/14 NA/8 10/21 14/15 16/26 9/13	25 miles Touch Touch Touch 75 yards 60 yards 15 yards 120 yards Touch Touch 60 yards 60 yards Self 25 yards Self 100 yards 60 yards Oyards 90 yards 30 yards	through target Captures terrain Willforce + 4 Willforce + 12 +4 steps to Attack and Damage Tests Willforce + 10 Willforce + 3 Willforce + 5 Willforce + 10 Willforce + 10 Willforce + 10 Willforce + 7 Willforce + 7 Willforce + 7 Willforce + 5 +3 steps to Avoid Blow Willforce + 5 Willforce + 10 Willforce + 10 Willforce + 5 Seps to Avoid Blow Willforce + 5 Willforce + 10 Willforce	Target's Spell Defense 10 Target's Spell Defense Target's Spell Defense Target's Spell Defense (see text) Target's Spell Defense (see text) Target's Spell Defense 2 Target's Spell Defense	1 + Rank days 1 minute 1 round 7 + Rank rounds 7 + Rank rounds 1 round 10 + Rank rounds 1 round Rank weeks 10 + Rank rounds (until used) 1 round 1 round 5 + Rank rounds 5 + Rank rounds
City in a Bottle4 Clean1 Cleanse Astral Space4 Combat Fury1 Compression Bubble1 Confusing Weave1 Counterspell1 Crushing Will1 Death Yow2 Delay Blow1 Dislodge Spell4 Displace Self1 Divine Aura1 Dodge Boost1 Doom Missile1 Doraining Eye2 Draw and Quarter4 Dust Dewil1 Ephemeral Magic3 (Multi-Discipline) False Aura4 False Aura4 False Aura4 False Aura4 False False False Aura4 False False Aura4 False False Aura4 False False Aura4 False False False Aura4 False False False False Aura4 False False False False Aura4 False	15 2 13 3 8 7 5 1 100 8 7 1 6 6 1 2 6 9 100 4	8 2 5 1 None 1 3 2 1 None 3 4 4 2 2	18/33 5/13 20/28 9/16 15/22 13/20 NA/11 8/16 13/22 14/20 9/22 6/13 9/16 6/14 NA/8 10/21 14/15 16/26 9/13	25 miles Touch Touch Touch 75 yards 60 yards 15 yards 120 yards Touch Touch 60 yards 60 yards Self 25 yards Self 100 yards 60 yards Touch 80 yards	through target Captures terrain Willforce + 4 Willforce + 12 +4 steps to Attack and Damage Tests Willforce + 10 Willforce + 5 Willforce + 5 Willforce + 10 Willforce + 15 Willforce + 10 Willforce + 15 Willforce + 10 Willforce + 15 Willforce + 5 Villforce + 10 Villforce + 15 Villforce + 10 Villforc	Target's Spell Defense 10 Target's Spell Defense Target's Spell Defense Target's Spell Defense (see text) Target's Spell Defense 2 Target's Spell Defense	1 + Rank days 1 minute 1 round 7 + Rank rounds 7 + Rank rounds 1 round 10 + Rank rounds 1 round Rank weeks 10 + Rank rounds (until used) 1 round 5 + Rank rounds 5 + Rank minutes 5 + Rank rounds Rank rounds Rank rounds Rank minutes 1 round 5 + Rank rounds

Glowing Swarm4	9	4	12/22	10 yards	and Toughness Creates a swarm	8	Rank + 3 rounds
lair Frenzy4	4	0	NA/20	25 yards	of glowing insects -2 step penalty	Target's Spell Defense	5 + Rank rounds
Healing Sleep4	3	2	7/12	Touch	to target's actions Doubles Recovery Tests	Target's Spell Defense	8 hours
					and adds 4 steps		
Heat Metal4	5	2	11/18	10 yards	Willforce + 5	Target's Spell Defense	7 + Rank rounds
Hold Pattern2	10 4	6 1	14/23 7/12	Touch Self	Willforce + 8	2	Rank days
cy Fingers4 dentify Magic4	4	1	10/20	80 yards	Reduces fire damage See text	Target's Spell Defense Target's Spell Defense	5 + Rank minutes 1 round
dentify Spell4	3	0	NA/12	60 yards	See text	Target's Spell Defense	1 round
deritiny open i						(see text)	
gnite1	1	None	NA/11	5 yards	Ignites flammable objects	Target's Spell Defense	1 round
nventory1	4	4	9/18	25 yards	Willforce + 8	Target's Spell Defense	1 minute
nvigorate1 Iron Hand1	5 1	2 1	9/17 5/13	Touch Touch	+5 steps to Recovery Tests +3 steps to	Target's Spell Defense Target's Spell Defense	1 + Rank hours 10 + Rank rounds
TOTI Halla I	1	'	5/13	Touch	Melee Weapons damage	rarget's Spell Deletise	10 + Rank Tourius
Journey to Life2	10	7	14/15	Touch	Willpower + 15	Target's Spell Defense (see text)	Rank days
Juggler's Touch4	4	2	10/17	30 yards	Willforce + 6	2/Target's Spell Defense (see text)	Rank rounds
Karma Cancel1	6	2	11/18	100 yards	Prevents Karma use	Target's Spell Defense	8 + Rank rounds
Karmic Connection4	4	1	10/17	Touch	Willforce + 10	Target's Spell Defense	1 round
Leaps and Bounds1	3	None	NA/9	Touch	Target's Willforce + 7	Target's Spell Defense	5 + Rank rounds
_evitate1	3	1	8/18	100 yards	Levitate up to	Target's Spell Defense	5 + Wizard's
John Jan Glavilla	_		40/20	100	2,000 pounds	(see text)	Rank minutes
ightning Cloud1	7	4	12/18	120 yards	Willforce + 10	Target's Spell Defense (see text)	5 + Rank rounds
Liquid Eyes4	7	3	13/23	40 yards	Blinds target	Target's Spell Defense	Rank rounds
Loan Spell4	6	2	11/15	Touch	Loans spell	Target's Spell Defense	4 + Rank minutes
Mage Armor1	5	1	12/16	Touch	+4 to Physical	Target's Spell Defense	7 + Rank minutes
Makeshift Missile1	5	1	9/15	Touch	Armor Rating Willforce + 6	See text	2 + Rank rounds
Makeshift Weapon1	6	1	10/15	Touch	Willforce + 8	Target's Spell Defense	5 + Rank rounds
Mental Library4	6	3	12/19	Self	+10 ranks to	6	Rank hours
•					Book Memory talent		
Mind Dagger1	1	None	NA/7	40 yards	Willforce + 2	Target's Spell Defense	1 round
Move On Through1	7	None	NA/17	120 yards	Willforce + 4	Target's Spell Defense	1 round
Multi-Mind Dagger3	6	Variable	9/22	30 yards	Willforce + 2	Target's Spell Defense (see text)	1 round
Mystic Net4	7	3	13/20	40 yards	Willforce + 8	Target's Spell Defense	2 + Rank minutes
Mystic Shock4	5	2	11/21	10 yards (see text)	Willforce + 10	Target's Spell Defense	1 round
Notice Not1	3	1	7/15	Touch	+3 to tests for stealthy actions	Target's Spell Defense	1 + Rank minutes
Observe Event2	9	5	14/15	5 yards	Willforce + 3	Target's Spell Defense	Variable
Onion Blood2	10	4	16/19	100 yards	Willforce + 6	Target's Spell Defense	Rank rounds
Peace Bond4	8	3	11/21	Touch	Willforce + 10	Target's Spell Defense	5 + Rank minutes
Quicken Pace1	3	2	10/13	Touch	Willforce + 4	Target's Spell Defense	4 + Rank hours
Razor Orb1 Reattach Limb2	6 9	2 6	11/19 15/15	100 yards Touch	Willforce + 15 Willforce	Target's Spell Defense Target's Spell Defense	1 round 1 round
Relax1	4	3	9/13	Touch	Willforce + 2	Target's Spell Defense	1 round
Rope Ladder1	2	2	6/14	50 yards	Create ladder from rope	2	Rank minutes
Safe Opening1	8	2	12/19	5 yards	Willforce + 8	Target's Spell Defense	5 + Rank rounds
Sanctuary4	5	3	11/18	Touch	Willforce + 8	6	10 + Rank minutes
Seal4	2	1	6/11	20 yards	Willforce + 6	4	8 + Rank minutes
Seeking Sight1	3	1	7/15	Touch	+3 steps to missile weapon attacks	Target's Spell Defense	1 + Rank minutes
Shatter Lock1	3	2	6/13	5 yards	Willforce + 8	Target's Spell Defense	1 round
Silent Converse4	1	1	5/13	100 yards	Willforce + 4	4	5 + Rank minutes
Sleep1	6	2	9/17	60 yards	Puts rank characters asleep	Target's Spell Defense (see text)	10 + Rank rounds
Slow1	5	2	7/15	Touch	Movement halved,	Target's Spell Defense	5 + Rank rounds
Sala Ellahad	_	2	7/10	6 15	-5 steps to Dexterity Tests	Township Co. III S. C	45 Peril 1 1
Solo Flight1 Spell Cage1	5 7	2	7/18 11/19	Self 100 yards	Grants power of flight	Target's Spell Defense Target's Spell Defense	15 + Rank minutes 8 + Rank rounds
эрен Саде і	,	3	11/19	100 yards	 -5 steps to all Spellcasting Tests 	rargers open Derense	o + Kank rounds
Spell Fusion4	10	4	16/26	40 yards	Willforce + 3	7	3 rounds
Spell Snatcher4	8	2	14/24	60 yards	Willforce + 10	Target's Spell Defense	1 round (see text)
Spellstore4 Study Thread4	6 5	2	12/19 11/15	Touch 10 yards	Willforce + 6 Willforce + 5	6 Target's Spell Defense	Rank hours Rank minutes
Talent Reaver3				-			
(Multi-Discipline)	12	1-2	23/35	30 yards	Willforce	Target's Spell Defense	Varies (see text)
Γell Tale2	9	3	12/15	Touch	Gain answer from object	Target's Spell Defense	1 minute
he Call4	7	2	10/17	100 miles	Delivers a message	Target's Spell Defense	1 round
horny Retreat1 riangulate4	4 1	1 0	11/13 NA/10	Touch 500 yards	Willforce + 2 See text	2 Target's Spell Defense	7 + Rank rounds 1 round
riangulate4 rust1	4	1	13/17	500 yards 50 yards	Willforce + 3	Target's Spell Defense	Rank minutes
rust i /ines1	2	1	6/15	50 yards	Willforce + 4	Target's Spell Defense	3 + Rank rounds
Vake-Up Call1	2	4	6/15	Touch	Sets alarm to go off	Target's Spell Defense	Up to 24 hours
Wall Walker1	1	1	6/14	Touch	at specified time Target's Willforce + 5	Target's Spell Defense	10 + Rank in rounds
Warp Astral Space2	10	3	17/23	50 yards	-8 to Spellcasting step	15	5 + Rank in rounds
Water Wings4	3	1	7/15	Touch	Waterproofs	Target's Spell Defense	Rank hours
	9	Variable	12/22	60 yards	windling wings Willforce + 12	Target's Spell Defense	1 round
Vine Matrices4	7						
Nipe Matrices4 Nizard's Cloak4	4	2	10/17	Touch	Willforce + 8	larget's Spell Detense	5 + Rank minutes
Nipe Matrices4 Nizard's Cloak4 Nizard Mark4	4	2	10/17 6/15	Touch Touch	Willforce + 8 Willforce + 6	Target's Spell Defense Target's Spell Defense	5 + Rank minutes 1 + Rank hours