

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

ELEMENTALIST SPELLS

	Circle	Threads	Weaving Difficulty	Range	Effect	Casting Difficulty	Duration
Air Armor4	1	0	NA/10	Touch	+3 armor, +3 steps for heat exhaustion	Target's Spell Defense	5 + Rank minutes
Air Blast1	4	1	10/16	60 yards	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, p. 183, ED)	10 + Rank minutes
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	15	6	25/33	Unlimited	Creates a natural disaster	10	Rank hours
Calm Water1	7	4	8/19	500 yards	Willforce + 9	6 or higher (see text)	1 + Rank hours
Cloud Banish2	9	3	15/20	1 mile	Willforce + 8	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 other plant spirits	10	1 day
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 Climbing Tests	Target's Spell Defense	5 + Rank minutes
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 (see text)	Target's Spell Defense (see text)	12 + Rank rounds
Detect (Discipline) Magic3	2	2	5/15	60 yards	Willforce + 6	6 (see Astral Sense spell, p. 183, ED)	10 + Rank minutes
Dispel (Discipline) Magic3	3	1	6/13	60 yards	Willforce	2	1 round
Dispel Magic (Discipline)3	5	1	6/13	60 yards	Willforce	2	1 round
Dragon's Breath2	9	3	15/20	50 yards	Willforce + 12	Target's Spell Defense	1 round
Drastic Temperature1	6	2	11/19	100 yards	Willforce + 3	2	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'wrl4	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	6	1	11/17	Touch	Willforce + 10	Target's Spell Defense	6 + Rank hours
Elemental Merchant2	10	3	15/19	50 yards	Willforce + 5	10 (Spell Defense of the spirit)	1 + Rank 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 (see text)	1 round
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 (see text)	1 round
Flameweapon1	1	2	5/14	10 yards	+1D4 to weapon's Damage step	Target weapon's Spell Defense	10 + Rank rounds
Flameshaw1	6	4	10/17	100 yards	Willforce + 7	2 (see text)	1 + Rank hours
Flame Strike3	2	0	NA/11	30 yards	Willforce + 6	Target's Spell Defense	1 round
Frozen Harbor4	10	5	16/29	30 yards	Freezes an expanse of water	9	1 round
Fuel Flame4	3	0	NA/15	10 yards	Willforce + 3	4	Rank rounds
Gills1	2	2	4/13	Touch	Allows breathing underwater	Target's Spell Defense	10 + Rank minutes
Great Sticky Vines4	4	2	11/20	25 yards	Willforce + 4	2/Target's Spell Defense (see text)	Rank minutes
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 (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, icy surface	2	3 + Rank minutes
Inflame Self4	5	3	8/15	Self	Willforce + 8	Target's Spell Defense	1 + Rank rounds
Ironwood4	5	3	11/18	Touch	Transforms wood	6	Rank hours
Lighten Load1	4	1	9/16	10 yards	Willforce + 3	Target's Spell Defense	7 + Rank 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 (see text)	7 + Rank rounds
Lightning's							
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	2	12/22	15 yards	Willforce + 3	6	3 + Rank minutes
Lodestone's Touch4	4	2	13/17	10 yards	Willforce + 3	Target's Spell Defense	5 + Rank minutes
Metal Scream1	5	1	11/17	100 yards	Willforce + 5	Target's Spell Defense (see text)	1 + Rank rounds
Metal Wings1	5	2	8/18	Touch	Flight, + 5 steps to lifting Strength	Target's Spell Defense	20 + Rank minutes
Moon Glow4	1	0	NA/10	10 yards	Creates light	4	5 + Rank months
Moon Shadow2	9	5	16/22	100 yards	Willforce +10	Target's Spell Defense	1 month
Nutritious							
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	10	4	19/26	20 yards	Willforce + 5	Target's Spell Defense	Rank days
Plant Feast1	3	3	6/16	25 yards	Willforce + 8	2	1 + Rank hours
Plant Talk1	1	None	NA/7	Self	Converse with plant spirits	2	10 + Rank minutes
Porter1	3	2	9/15	15 yards	Willforce	2	Rank days
Puddle Deep1	3	1	7/15	15 yards	Willforce	2	3 + Rank minutes
Purify Earth4	1	1	5/13	10 yards	Purifies earth and soil	5 or higher (see text)	1 round
Purify Forest4	15	12	28/33	10 yards	See text	Target's Spell Defense (see text)	1 round
Purify Water1	1	1	5/13	Touch	Purifies Willforce + 8 quarts of liquid	2 or higher (see text)	1 round
Repair1	3	1	9/16	Touch	Willforce + 5	2	3 + Rank months
Resist Cold1	1	None	NA/7	Touch	+3 Armor Points against cold damage	Target's Spell Defense	6 + Rank minutes
Resist Fire1	1	None	NA/7	Touch	+3 Armor Points against fire damage	Target's Spell Defense	6 + Rank minutes
Resist Poison4	5	2	11/21	Touch	+8 steps to resist poison	Target's Spell Defense	Rank hours
Ricochet Attack1	6	Variable	12/19	75 yards	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 rounds
Silver Shadow1	8	3	12/19	100 yards	Willforce + 3	Target's Spell Defense	1 + Rank hours
Sky Lattice1	3	3	8/17	120 yards	Willforce + 3	2	10 + Rank minutes
Slow Metal Weapon1	2	1	9/13	60 yards	-3 steps to damage	Target's Spell Defense (see text)	8 + Rank rounds
Small Slayer4	2	1	6/14	25 yards	Summons a poisonous creature	Target's Spell Defense	3 + Rank rounds
Smoke Cloud4	3	1	10/15	10 yards	-5 rank penalty to actions	6	8 + Rank rounds
Snuff4	3	2	7/15	Touch	Willforce + 5	Spell Defense of fire or its creator	Instant
Spear (Element)4	4	1	7/14	40 yards	Willforce + 6	Target's Spell Defense	1 round
Spirits of							
Death's Sea4	4	3	10/17	Touch	Willforce + 6	10	Rank hours
Sterilize Object1	2	1	5/14	10 yards	Willforce + 7	2	1 round
Stick Together1	2	1	5/13	25 yards	Willforce + 7	Target's Spell Defense (see text)	3 + Rank minutes
Stone Cage1	5	1	11/19	60 yards	Willforce + 5	Target's Spell Defense	10 + Rank rounds
Stone Rain4	6	2	15/22	30 yards	Willforce + 4	Target's Spell Defense	Rank rounds
Storm Manacles1	7	2	12/18	60 yards	Willforce + 5	Target's Spell Defense	12 + Rank rounds
Suffocating Paste1	4	2	9/18	25 yards	Suffocates and blinds target	Target's Spell Defense	Willforce rounds
Sunlight4	3	2	10/15	10 yards	Creates bright light	6	5 + Rank minutes
Thrive4	3	1	7/15	1 yard	Accelerates plant growth	8	1 round
Throne of Air1	3	2	8/17	Self	Willforce + 7	2	10 + Rank minutes
Thunderclap4	7	3	13/17	60 yards	-8 steps, deafness	Target's Spell Defense	1 round
Tossing Earth1	6	3	11/17	100 yards	Willforce + 1	2	1 + Rank hours
Tree Merge4	6	3	16/23	Self	See text	Target's Spell Defense	6 + Rank hours
Uneven Ground1	4	1	11/18	25 yards	Penalty to enemy character actions	Target's Spell Defense (see text)	4 + Rank rounds
Waterspout4	8	2	14/21	1 mile	Willforce + 15	Target's Spell Defense (see text)	1 round
Water Wall2	9	4	14/20	50 yards	Willforce + 10	2	1 + Rank hours
Weapon Back1	4	2	5/16	40 yards	Willforce + 6	Target's Spell Defense (see text)	3 + Rank rounds
Weather Change2	10	5	13/20	10 miles	Willforce + 8	2	10 + Rank hours
Whirlwind1	7	2	12/18	60 yards	Willforce + 9	2/Target's Spell Defense (see text)	6 + Rank rounds
Winds of Deflection4	3	1	8/15	Self	Willforce + 6	Target's Spell Defense	5 + Rank rounds
Wood Blade4	11	4	22/28	Touch	Willforce + 16	4	8 + Rank hours

ILLUSIONIST SPELLS

	Circle	Threads	Weaving Difficulty	Range	Effect	Casting Difficulty	Duration
Afterlife2	10	5	16/21	25 yards	Willforce + 14	Target's Spell Defense	Rank minutes
Alarm1	3	1	8/17	50 yards	Willforce + 4	Target's Spell Defense	6 + Rank minutes
And Then I							
Woke Up4	3	1	10/15	Self	+8 steps to Perception	Target's Spell Defense	1 round
Assuring Touch1	1	None	NA/7	Touch	+3 steps against fear-causing attacks	Target's Spell Defense	12 + Rank rounds
Astral Materialization2	10	4	15/22	25 yards	Willforce + 13	Target's Spell Defense	1 round
Astral Nightmare1	8	4	12/21	25 yards	Willforce + 10	Target's Spell Defense	3 + Rank minutes
Astral Sense (Discipline)1, 3	3	2	5/15	60 yards	Willforce + 6	6 (see Astral Sense spell, p. 183, ED)	10 + Rank minutes
Astral Shadow4	6	2	12/17	Touch	Willforce + 4	Target's Spell Defense	3 + Rank minutes

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 voice to be heard within the spell's range	Target's Spell Defense	5 + Rank minutes	
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 to weapon damage	Target's Spell Defense	1 round	
Blindness4	2	1	8/14	25 yards	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 (see text)	3 + Rank days	
Catseyes4	1	1	5/10	Touch	Grants low-light vision	Target's Spell Defense	3 + Rank minutes	
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 (see text)	12 + Rank rounds	
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 Karma dice	Target's Spell Defense	6 + Rank rounds	
Dancing Disks1	6	3	7/19	75 yards	Willforce + 6	Target's Spell Defense (see text)	7 + Rank rounds	
Detect (Discipline) Magic3	3	2	5/15	60 yards	Willforce + 6	6 (see Astral Sense spell, p. 183, ED)	10 + Rank minutes	
Disaster4	2	1	9/17	10 yards	Willforce + 6	Target's Spell Defense (see text)	5 + Rank rounds	
Disguise Metal1	1	1	7/14	Touch	Changes appearance of metal	Target's Spell Defense	Willforce Test + 7 minutes	
Dispel (Discipline) Magic3	3	1	6/13	60 yards	Willforce	2	1 round	
Displace Image1	1	1	7/15	Touch	Projects image 3 yards away	Target's Spell Defense	7 + Rank in rounds	
Dispel Magic (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	3	11/24	1 mile	Willforce + 6	Target's Spell Defense	5 + Rank minutes	
Dream Sight4	7	3	13/23	1 mile	Willforce + 8	Target's Spell Defense	8 + Rank minutes	
Drunken Stagger4	7	4	13/20	Touch	Step penalty to target's actions	Target's Spell Defense	5 + Rank days	
Eclipse2	10	6	15/21	NA	Willforce + 8	2	Rank days	
Egress and Exit4	5	3	11/21	60 yards	Shows the most direct entrance and exit to a place	6	5 + Rank minutes	
Encrypt4	2	0	NA/11	20 yards	Willforce + 4	Target's Spell Defense (see text)	Rank hours	
Ephemeral Bolt1	2	None	NA/9	60 yards	Willforce + 7	Target's Spell Defense	1 round	
Ephemeral Magic3 (Multi-Discipline)	8	2	16/24	30 yards	Willforce + 3	Target's Spell Defense	Rank rounds	
Eternal Day2	10	5	18/21	NA	Willforce + 8	2	Rank days	
Eyes Have It1	4	3	7/17	60 yards	Willforce + 4	2	1 + Rank minutes	
Eye of Truth4	5	1	11/18	Self	+10 steps to Perception Tests	Target's Spell Defense	5 + Rank minutes	
False Enchantment1	7	5	8/20	Touch	+D8 Sensing Difficulty	2 (see text)	7 + Rank days	
False Floor1	3	2	7/17	Touch	Willforce + 3	2	1 + Rank hours	
Flesh Eater4	5	2	14/21	Touch	-2 steps to target's step numbers	Target's Spell Defense	5 + Rank rounds	
Flying Carpet1	5	3	10/18	Touch	Willforce + 5	7	1 + Rank hours	
Foreseeing4	6	2	12/22	Self	Willforce + 3	9	1 round	
Form Exchange1	8	4	11/21	25 yards	Willforce + 10	Target's Spell Defense	7 + Rank minutes	
Fun With Doors4	1	2	5/10	20 yards	Creates/alters illusions involving doors	Spell Defense of targeted door	1 + Rank minutes	
Great Weapon4	4	1	13/20	Touch	-2 step penalty to Attack Tests	Target's Spell Defense	2 + Rank rounds	
Grim Reaper2	9	5	13/21	Touch	Willforce + 13	Target's Spell Defense	Rank x 10 minutes	
Haunted House2	10	5	15/20	75 yards	Willforce + 11	2	Rank days	
Hunger4	4	3	10/17	Touch	Causes or diminishes hunger in a single target	Target's Spell Defense	Rank days	
Illusion3	5	2	11/21	30 yards	Creates illusion	2	5 + Rank minutes	
Illusory Missiles1	6	2	12/15	120 yards	Willforce + 11	Target's Spell Defense	1 round	
Illusory Spell4	8	2+	14+/24	120 yards	Willforce + 12	Target's Spell Defense	1 round	
Impossible Lock1	3	2	(see text)	7/15	Touch	+D6 to Sensing Difficulty	2	1 + Rank hours
Impossible Knot4	2	2	6/14	Touch	Willforce + 4	4	1 + Rank days	
Improve Karma1	5	3	8/18	Touch	+5 steps to Karma dice	Target's Spell Defense	6 + Rank rounds	
Improved Alarm1	4	3	8/19	120 yards	Willforce + 5	Target's Spell Defense	1 + Rank hours	
Innocent Activity1	2	1	6/14	Touch	Covers up true activity	Target's Spell Defense	12 + Rank rounds	
Leaping Lizards1	8	3	9/21	150 yards	Willforce + 7	2	Rank minutes	
Light1	1	1	6/14	10 yards	Summons light	2 (see text)	Willpower Test + 5 minutes	
Massive Missiles1	8	4	12/21	250 yards	Willforce + 12	Target's Spell Defense	3 + Rank rounds	
Memory Blank4	4	2	10/17	1 yard	Willforce + 4	Target's Spell Defense	1 + Rank hours	
Memory Scribe4	6	3	12/19	1 yard	Willforce + 6	Target's Spell Defense	1 + Rank hours	
Mind Fog1	3	1	8/15	60 yards	Willforce + 6	Target's Spell Defense	Rank rounds	
Monstrous Mantle1	2	2	8/13	Touch	Increases combat prowess	Target's Spell Defense	Willforce Test + 5 rounds	
Multi-Missile1	4	2	8/17	Touch	+4 missiles	Target's Spell Defense (see text)	Rank rounds (1 missile)	
Nightmare of Foreboding4	4	5	10/17	20 yards	-8 to Wound Threshold	Target's Spell Defense	Rank days	

Noble Manner1	5	None	NA/10	Touch	+5 steps to Charisma Tests	Target's Spell Defense	3 + Rank minutes
Nobody Here1	3	1	10/18	10 yards	Willforce + 8	Target's Spell Defense (see text)	8 + Rank minutes
One of the Crowd2	9	5	14/21	15 yards	Willforce + 10	Target's Spell Defense	1 + Rank hours
Other Place1	8	3	9/21	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
Revelusion2	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 (usually 2)	3 + Rank rounds
See the Unseen4	3	1	7/15	Touch	+8 steps for Perception Tests	Target's Spell Defense	5 + Rank minutes
Shadow Palace4	14	6	21/32	Touch	Willforce + 10	8	Rank hours
Shadow Spell4	8	2	14/21	60 yards	Willforce + 12	Target's Spell Defense	1 + Rank rounds
Shift Walls2	9	5	15/21	15 yards	Willforce + 9	Target's Spell Defense	3 + Rank hours
Soothe the 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 to target's actions	Target's Spell Defense (see text)	1 + Rank rounds
Stench4	6	3	12/22	40 yards	Willforce + 6	Target's Spell Defense	3 + Rank rounds
Stop Right There1	4	None	NA/9	60 yards	Willforce + 3	Target's Spell Defense	Rank rounds
Suffocation1	3	3	7/18	120 yards	Willforce + 8	Target's Spell Defense (see text)	3 + Rank rounds
Switch4	5	5	NA/18	10 yards	Switches appearance of illusionist and target	Target's Spell Defense	Rank minutes
Tailor1	2	2	6/7	Touch	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 rank illusory voices	Target's Spell Defense	15 + Rank rounds
Vertigo1	7	3	12/16	75 yards	Cancels up to D10 Action dice	Target's Spell Defense	7 + Rank rounds
Walk Through1	7	1	13/17	Touch	Creates temporary pathway	Target's Spell Defense	6 + Rank rounds
Wall of Unfire1	5	3	7/15	60 yards	Willforce + 8	2 (see text)	3 + Rank minutes
Weather Cloak1	2	1	6/9	Touch	Willforce + 3	Target's Spell Defense	Rank x 10 minutes
You Got Me4	2	1	6/14	Self	+6 steps to Charisma	6	6 + Rank minutes

NETHERMANCER SPELLS

	Circle	Threads	Weaving Difficulty	Range	Effect	Casting Difficulty	Duration
Alter Life3	11	Variable	21/26	Touch	Alters a life form's pattern	Target's Spell Defense	7 + Rank years
Animate Dead3	10	3	10/15	Touch	Creates cadaver men	Target's Spell Defense	5 + Rank days
Animate Skeleton1	4	2	7/18	100 yards	Animates skeletons	5	8 + Rank minutes
Animate Spirit Object1	5	3	10/19	25 yards	Willforce + 5	Target's Spell Defense (9)	Rank x 10 minutes
Arrow of Night4	3	1	7/15	Touch	+8 steps to Damage Test	6	1 round
Astral Beacon4	7	3	13/23	40 yards	See text	Target's Spell Defense	1 round
Astral Flare1	4	2	7/17	25 yards	Willforce + 6	2	5 + Rank rounds
Astral Horror1	5	3	9/19	120 yards	Willforce + 6	Target's Spell Defense (12)	1 + Rank minutes
Astral Maw4	7	2	13/17	25 yards	Willforce + 10	8	3 + Rank rounds
Astral Mount4	5	2 or 4	11/17	1 yard	See text	8	1 + Rank hours
Astral Sense (Discipline)1, 3	3	2	5/15	60 yards	Willforce + 6	6 (see Astral Sense spell, p. 183, ED)	10 + Rank minutes
Astral Slice4	10	5	13/26	80 yards	Willforce + 15	Target's Spell Defense	1 round
Astral Spear4	1	1	6/12	120 yards	Willforce + 6	Target's Spell Defense	1 round
Astral Whisper4	5	2	11/18	Self	Willforce + 8	6	3 + Rank minutes
Banquet of Dis4	7	3	10/17	Touch	Eliminates hunger and fatigue	Target's Spell Defense	Rank days
Blessed Light1	6	1	8/18	15 yards	Willforce + 4	3	15 + Rank minutes
Blood Servitor4	4	2	7/17	Self	Creates blood servitor	8	Rank hours
Blind4	5	3	11/15	20 yards	Willforce + 8	Spell Defense	5 + Rank rounds
Bone Circle1	2	3	6/17	5 yards	Willforce + 5	9	3 + Rank months
Bone Dance1	1	1	7/15	25 yards	Willforce + 4	Target's Spell Defense	3 + Rank rounds
Bone Pudding4	7	3	12/20	10 yards	Inflicts 6 Wounds to target	Target's Spell Defense	1 round
Bone Puppet4	6	3	8/15	25 yards	Willforce + 4	Target's Spell Defense	6 + Rank rounds
Bone Shatter1	6	2	12/20	60 yards	Willforce + 8	Target's Spell Defense	1 round
Bone Walker4	6	3	12/18	Touch	Creates bone walker	6	2 + Rank days
Call Forth the Army of Decay4	14	8	21/29	5-mile radius	Summons cadaver men	10	Rank days
Chilling Circle1	1	2	6/15	Touch	Step 4 Damage when in circle	Target's Spell Defense	6 + Rank minutes
Circle of Astral Protection1	5	3	11/19	Touch	Willforce + 8	Target's Spell Defense	1 + Rank minutes
Cold Storage4	7	8	10/20	Touch	Preserves organic matter	8	Rank months
Command Nightflyer1	1	1	5/13	120 yards	Willforce + 2	Target's Spell Defense	3 + Rank minutes
Constrict Hear1	7	None	NA/18	25 yards	Willforce + 6	Target's Spell Defense	3 + Rank rounds
Control Being1	8	3	14/20	25 yards	Willforce + 6	Target's Spell Defense	10 + Rank minutes
Create Life2	9	Variable	21/26	Touch	Creates a life form	Target's Spell Defense	7 + Rank years

Damage Shift4	7	2	13/20	Self	Allows the nethermancer to shift damage taken to another person	Target's Spell Defense	1 round
Damage Transfer2	10	3	14/19	100 yards	Willforce + 10	Target's Spell Defense (see text)	1 round
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 (see text)	Rank days
Death's Head1	3	None	NA/9	Self	Willforce + 5	Target's Spell Defense	5 + Rank rounds
Death Trance4	3	2	7/12	Touch	Makes subject hibernate	Target's Spell Defense	3 + Rank hours
Detect (Discipline) Magic3	2	2	5/15	60 yards	Willforce + 6	6 (see Astral Sense spell, p. 183, ED)	10 + Rank minutes
Detect Undead1	1	None	NA/7	25 yards	Willforce + 5	Target's Spell Defense	3 + Rank minutes
Dispel (Discipline) Magic3	3	1	6/13	60 yards	Willforce	2	1 round
Dispel Magic (Discipline)3	5	1	6/13	60 yards	Willforce	2	1 round
Disrupt Magic4	9	2	12/19	60 yards	Willforce	Target's Spell Defense (see text)	1 round
Dream Realm3 (Multi-Discipline)	9	2-3	17/25	1 mile	Willforce + 2	Target's Spell Defense	5 + Rank minutes
Dry and Wet1	1	1	7/8	15 yards	Willforce + 4	Target's Spell Defense	1 round
Dust to Dust4	6	Variable	12/22	60 yards	Willforce + 11	Target's Spell Defense	1 round
Erase Horror Mark (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, Spell Defense 12	2	Willpower + D10 rounds
Evil Eye1	4	2	7/17	25 yards	-5 steps to all tests	Target's Spell Defense	10 + Rank rounds
Experience Death1	1	1	6/12	20 yards	Willforce + 5	Target's Spell Defense	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	8/18	60 yards	Willforce + 5	2 (see text)	6 + Rank rounds
Forge Falsemen4	12	7	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 target's actions	4	4 + Rank rounds
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 to nethermancer	See text	Rank days
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	4	1	7/17	Touch	+8 steps to Recovery Test	Target's Spell Defense	1 round
Life Circle of One1	2	2	6/15	Touch	Willforce + 5	2 (see text)	3 + Rank minutes
Marathon Run4	7	3	13/20	80 yards	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	3	1	7/11	5 yards	Willforce - 1	2	1 round
Pain1	3	None	NA/11	10 yards	Step 4 damage, immobilization	Target's Spell Defense	3 + Rank rounds
Pass Ward1	5	5 (6,7)	13/21	Touch	Willforce + 12	2	Rank weeks (up to Rank years)
Pervert Emotion4	12	10	23/29	Touch	See text	Target's Spell Defense	1 + Rank days
Pocket Guardian1	2	3	7/13	Self	Summons pocket guardian	7	1 + Rank days
Preserve4	3	2	7/12	Touch	Prevents the subject from decaying or spoiling	2	Rank days
Preserve Food3	3	3	7/18	Touch	Prevents food from spoiling	2	Rank days
Putrefy1	1	None	NA/9	25 yards	Putrefies food	2 (see text)	1 round
Recovery1	6	3	9/20	Touch	Willforce + 15	Target's Spell Defense	1 round
Repel Animal1	2	2	6/13	5 yards	Willforce + 6	2	1 + Rank hours
Restrain Entity1	7	2	14/20	25 yards	Willforce + 12	Target's Spell Defense	3 + Rank minutes
Restrain Horror1	8	1	13/19	25 yards	Willforce + 16	Target's Spell Defense	Rank rounds
Reverse Withering1	7	3	11/18	Touch	Willforce + 7	2	3 + Rank rounds
Sculpt Darkness4	5	2	11/18	10 yards	+4 steps to stealth and related abilities	6	4 + Rank minutes
Sense Horror4	5	2	11/18	30 yards	Willforce + 8	6	5 + Rank minutes
Shadow Hunter4	5	3	11/18	10 yards	Summons shadow hunter	10	1 + Rank hours
Shadow Meld4	3	2	7/15	Touch	Willforce + 6	Target's Spell Defense	Rank minutes
Shadow Tether1	8	2	16/19	50 yards	Willforce + 7	Target's Spell Defense	10 + Rank minutes
Shadow's Whisper4	1	1	6/11	100 yards	Willforce + 6	4	3 + Rank minutes
Shatter Pattern3	11	7	Target's Spell Defense/23	Touch	Willforce + 15	Target's Spell Defense	See text
Shield Mist1	2	1	6/13	Self	Willforce + 6	Target's Spell Defense	3 + Rank rounds
Shift Skin2	9	2	17/18	Touch	Willforce + 4	Target's Spell Defense	Rank rounds
Silent Darkness4	9	3	15/22	40 yards	Willforce + 8	6	5 + Rank rounds
Soul Armor1	6	1	7/17	Touch	+D8 to Mystic Armor	Target's Spell Defense	15 + Rank minutes
Soul Trap4	10	6	13/23	Touch	Traps the soul of a body	Target's Spell Defense	Rank hours
Spirit Bolt4	7	1	13/23	60 yards	Willforce + 12	Target's Spell Defense	1 round
Spirit Dart4	1	0	NA/7	25 yards	Willforce + 2	Target's Spell Defense	1 round
Spirit Double1	3	1	11/19	Touch	Creates spirit double of nethermancer	10	10 + Rank rounds
Spirit Grip1	1	None	NA/7	Touch	Willforce + 6	Target's Spell Defense	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	5	3	8/18	Self	Summons spirit guide	12	30 minutes
Star Shower4	5	1	11/17	10 yards	Willforce + 9	Target's Spell Defense	1 round
Steal Strength4	7	3	13/23	Touch	Willforce + 4	2/Target's Spell Defense (see text)	5 + Rank minutes
Step Through 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	3	1	7/15	10 yards	Summons a bone spirit	9	1 + Rank minutes
Talent Reaver3 (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	10	2	18/20	50 yards	Willforce + 10	Target's Spell Defense	1 round
Target Portal1	5	4	10/19	1,000 yards	Willforce + 7	Target's Spell Defense	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
Undead Struggle1	1	None	NA/7	10 yards	Willforce + 4	Target's Spell Defense	3 + Rank rounds
Unnatural Life4	11	7	19/25	Touch	Restores a target to "unnatural" life	Target's Spell Defense	Rank years
Viewpoint1	4	1	9/17	Touch	Willpower + 9	2	6 + Rank minutes
Visions of Death1	4	1	9/17	100 yards	Immobilizes character in horror and fear	Target's Spell Defense	6 + Rank rounds
Visit Death4	8	4	11/24	Touch	Step penalty to target's actions	Target's Spell Defense	1 + Rank days
Void Wave4	9	4	15/22	100 yards	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	6	2	12/19	10 yards	Willforce + 6	6	3 + Rank rounds
Whisper Through 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							
	Circle	Threads	Weaving Difficulty	Range	Effect	Casting Difficulty	Duration
Absorbing Sphere2	9	3	13/19	60 yards	Willforce + 8	Target's Spell Defense	12 + Rank rounds
Alter Form4	12	8	16/26	Touch	See text	Target's Spell Defense	1 round
And His Money1	2	1	7/16	10 yards	-4 to target's Social Defense	Target's Spell Defense	3 + Rank in minutes
Astral Gift4	7	3	13/23	30 yards	Gives target astral-sensitive sight	Target's Spell Defense	5 rounds
Astral Sense1	1	2	5/15	60 yards	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	3	1	7/12	40 yards	Willforce + 8	Target's Spell Defense	1 round
Ball of String1	4	3	10/15	Variable	Willforce + 6	2	3 + Rank hours
Bedazzling Display of Logical Analysis4	1	0	NA/7	Self	Charisma + 6	Target's Spell Defense	Rank minutes
Binding Threads4	4	2	10/17	40 yards	Willforce + 8	Target's Spell Defense	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 heal Wounds	Target's Spell Defense	1 + Rank days
Buoyancy4	4	1	13/20	Self	+2 step bonus to target's Swimming Tests	Target's Spell Defense	Rank hours
Catch Spell4	8	2	14/21	Self	Willforce + 12	Target's Spell Defense	Rank rounds
Cat's Cradle1	8	4	12/20	25 yards	Shared spellcasting	Target's Spell Defense	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 through target	Target's Spell Defense	3 rounds
City in a Bottle4	15	8	18/33	25 miles	Captures terrain	12	1 + Rank days
Clean1	2	2	5/13	Touch	Willforce + 4	Target's Spell Defense	1 minute
Cleanse							
Astral Space4	13	5	20/28	Touch	Willforce + 12	10	1 round
Combat Fury1	3	1	9/16	Touch	+4 steps to Attack and Damage Tests	Target's Spell Defense	7 + Rank rounds
Compression Bubble1	8	3	15/22	75 yards	Willforce + 10	Target's Spell Defense	7 + Rank rounds
Confusing Weave1	7	1	13/20	60 yards	Willforce + 3	Target's Spell Defense (see text)	1 round
Counterspell1	5	None	NA/11	15 yards	Willforce + 5	Target's Spell Defense	10 + Rank rounds
Crushing Will1	1	1	8/16	120 yards	Willforce + 5	Target's Spell Defense	1 round
Death Vow2	10	3	13/22	Touch	Willforce + 10	Target's Spell Defense	Rank weeks
Delay Blow1	8	2	14/20	Touch	Willforce + 15	Target's Spell Defense (see text)	10 + Rank rounds (until used)
Dislodge Spell4	7	1	9/22	60 yards	Willforce + 10	Target's Spell Defense	1 round
Dispel Magic1	1	1	6/13	60 yards	Willforce	2	1 round
Displace Self1	6	2	9/16	Self	Willforce + 7	Target's Spell Defense	5 + Rank rounds
Divine Aura1	1	1	6/14	25 yards	Willforce + 5	Target's Spell Defense	5 + Rank minutes
Dodge Boost1	2	None	NA/8	Self	+3 steps to Avoid Blow	Target's Spell Defense	5 + Rank rounds
Doom Missile1	6	3	10/21	100 yards	Willforce + 5	Target's Spell Defense	Rank rounds
Draining Eye2	9	4	14/15	60 yards	Willforce + 10	Target's Spell Defense	Rank minutes
Draw and Quarter4	10	4	16/26	Touch	Willforce + 15	Target's Spell Defense	1 round
Dust Devil1	4	2	9/13	80 yards	-2 steps to actions requiring sight, hearing, or smell	Target's Spell Defense	5 + Rank rounds
Ephemeral Magic3 (Multi-Discipline)	8	2	16/24	30 yards	Willforce + 3	Target's Spell Defense	Rank rounds
False Aura4	3	2	7/12	Touch	Willforce + 6	Target's Spell Defense	3 + Rank minutes
Flame Flash1	1	1	7/15	25 yards	Willforce + 4	Target's Spell Defense	1 round
Giant Size4	5	2	11/18	Touch	+5 steps to Strength	Target's Spell Defense	2 + Rank rounds

Glowing Swarm4	9	4	12/22	10 yards	Creates a swarm of glowing insects	8	Rank + 3 rounds
Hair Frenzy4	4	0	NA/20	25 yards	-2 step penalty to target's actions	Target's Spell Defense	5 + Rank rounds
Healing Sleep4	3	2	7/12	Touch	Doubles Recovery Tests and adds 4 steps	Target's Spell Defense	8 hours
Heat Metal4	5	2	11/18	10 yards	Willforce + 5	Target's Spell Defense	7 + Rank rounds
Hold Pattern2	10	6	14/23	Touch	Willforce + 8	2	Rank days
Icy Fingers4	4	1	7/12	Self	Reduces fire damage	Target's Spell Defense	5 + Rank minutes
Identify Magic4	4	1	10/20	80 yards	See text	Target's Spell Defense	1 round
Identify Spell4	3	0	NA/12	60 yards	See text	Target's Spell Defense (see text)	1 round
Ignite1	1	None	NA/11	5 yards	Ignites flammable objects	Target's Spell Defense	1 round
Inventory1	4	4	9/18	25 yards	Willforce + 8	Target's Spell Defense	1 minute
Invigorate1	5	2	9/17	Touch	+5 steps to Recovery Tests	Target's Spell Defense	1 + Rank hours
Iron Hand1	1	1	5/13	Touch	+3 steps to Melee Weapons damage	Target's Spell Defense	10 + Rank rounds
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
Levitate1	3	1	8/18	100 yards	Levitate up to 2,000 pounds	Target's Spell Defense (see text)	5 + Wizard's Rank minutes
Lightning 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 Armor Rating	Target's Spell Defense	7 + Rank minutes
Makeshift Missile1	5	1	9/15	Touch	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 Book Memory talent	6	Rank hours
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	6	2	11/19	100 yards	Willforce + 15	Target's Spell Defense	1 round
Reattach Limb2	9	6	15/15	Touch	Willforce	Target's Spell Defense	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, -5 steps to Dexterity Tests	Target's Spell Defense	5 + Rank rounds
Solo Flight1	5	2	7/18	Self	Grants power of flight	Target's Spell Defense	15 + Rank minutes
Spell Cage1	7	3	11/19	100 yards	-5 steps to all Spellcasting Tests	Target's Spell Defense	8 + Rank 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	6	2	12/19	Touch	Willforce + 6	6	Rank hours
Study Thread4	5	2	11/15	10 yards	Willforce + 5	Target's Spell Defense	Rank minutes
Talent Reaver3 (Multi-Discipline)	12	1-2	23/35	30 yards	Willforce	Target's Spell Defense	Varies (see text)
Tell Tale2	9	3	12/15	Touch	Gain answer from object	Target's Spell Defense	1 minute
The Call4	7	2	10/17	100 miles	Delivers a message	Target's Spell Defense	1 round
Thorny Retreat1	4	1	11/13	Touch	Willforce + 2	2	7 + Rank rounds
Triangulate4	1	0	NA/10	500 yards	See text	Target's Spell Defense	1 round
Trust1	4	1	13/17	50 yards	Willforce + 3	Target's Spell Defense	Rank minutes
Vines1	2	1	6/15	50 yards	Willforce + 4	Target's Spell Defense	3 + Rank rounds
Wake-Up Call1	2	4	6/15	Touch	Sets alarm to go off at specified time	Target's Spell Defense	Up to 24 hours
Wall Walker1	1	1	6/14	Touch	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 windling wings	Target's Spell Defense	Rank hours
Wipe Matrices4	9	Variable	12/22	60 yards	Willforce + 12	Target's Spell Defense	1 round
Wizard's Cloak4	4	2	10/17	Touch	Willforce + 8	Target's Spell Defense	5 + Rank minutes
Wizard Mark4	3	2	6/15	Touch	Willforce + 6	Target's Spell Defense	1 + Rank hours
Wound Mask1	8	3	13/15	Touch	Willforce + 10	Target's Spell Defense	5 + Rank rounds