

Spell	MR	Fat	Casting	Rng	Dur	Page	Prerequisite
Common Method Spells							
Link	1	1	Cantrip	10' x ML	Till cast	315	
Extend	3	Var	Cantrip	-	-	315	
Prepare Combination	1	2	Instant (5 Sec)	10' x ML	2 Days x ML	315	
Trigger	3	5	Instant (5 Sec)	100' x ML	Var	316	
Common Elemental Control Spells							
Detach Element	1	2	Cantrip	-	-	317	
Affix Element	1	2	Cantrip	-	-	317	
Accelerate Element	2	3+	Cantrip	-	-	317	
Slow Element	2	4	Cantrip	-	-	318	
Dispel Element	4	7	Cantrip	-	-	318	
Basic Magick Air							
Create / Command Air	2	3	Cantrip	-	-	318	
Remove Air	2	2+	Hex	100' x ML	15 Seconds x Volume	319	
Concentrate Air	3	3 +	Sorcery	20' x ML	1 Min X Vol	319	
Diffuse Air	2	3+	Sorcery	20' x ML	5 Sec x Vol	320	
Warm / Cool Air	1	2	Sorcery	100' x ML	1 min per 3 deg	320	
Puff	2	4	Cantrip	10' x ML	Instant	320	
Airwall	4	5+	Sorcery	10' x ML	3 min x ML	320	
Airbolt	4	7	Cantrip	25' x ML	Instant	321	
Air Beam	4	6+	Hex	50' x ML	Instant	321	
Air Ram	7	9	Sorcery	25' x ML	Instant	321	
Mist & Fog	2	3+	Hex	500' x ML	10 min x ML	322	
Clouds & Rain	2	Spec	Ritual	Sight	15 min x ML	322	
Dust Devils	4	5	Sorcery	100' x ML	1 min x ML	323	
Tornado	10	9	Ritual	250' x ML	5 min x ML	323	
Lightning Dart	4	6	Cantrip	35' x ML	Instant	324	
Lightning Bolt	6	8	Hex	100' x ML	Instant	324	
Thunderbolt	9	11	Sorcery	250' x ML	Instant	324	
Basic Magick Earth							
Create / Command Earth	2	3+	Cantrip	-	Permanent	325	
Remove Earth	2	3	Ritual	10' x ML x Density	30 sec x Density	325	
Concentrate Earth	2	3+	Ritual	10' x ML	20 min x Density / ML	327	
Diffuse Earth	2	5	Ritual	10' x ML x Density	20 min x Density / ML	327	
Warm / Cool Earth	2	4 per	Sorcery	10' x ML	Spec	327	
Puff of Dust	4	7	Cantrip	10' x ML	Instant	328	
Sand Blast	5	8+	Cantrip	50' x ML	Instant	328	
Shower of Stones	2	3+	Ritual	10' x ML	20 min x Density / ML	328	
Scorpion's Strike	10	15	Sorcery	125' x ML	Instant	328	
Battering Ram	2	12	Sorcery	50' x ML	Instant	329	
Wall	2	Spec	Sorcery	10' x ML	15 seconds for 100'	329	
Sheet	2		Sorcery	10' x ML	15 seconds for 100'	329	
Landslide	3	Var	Sorcery	50' x ML	Instant	330	
Quake	10	Spec		1/4 mile x ML	Instant	330	
Basic Magick Fire							
Natural Fire	2	Spec	Cantrip	10' x ML	Fuel	332	
Magick Fire	4	Spec	Sorcery	10' x ML	Spec	332	Create or Command Natural Fire
Salamander Fire	4	Spec	Sorcery	10' x ML	Spec	332	Create or Command Magick Fire
Dragon Fire	10	Spec	Sorcery	10' x ML	Spec	335	Create or Command Salamander Fire
Warm / Cool Fire	2	4 per	Sorcery	10' x ML	Spec	335	
Remove Fire	3	3+	Sorcery	10' x ML	5 seconds x Level	335	
Fuel the Flames	7	Spec	Sorcery	10' x ML	Spec	336	
Create Smoke	3	Spec	Sorcery	100' x ML	5 min x ML	337	Create or Command Natural Fire
Intensify Fire	3	Spec	Sorcery	10' x ML	5 seconds x ML	337	
Flame Wall	3	2+	Sorcery	10' x ML	Per Type of Fire	337	

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Create Noxious Fumes	7	Spec	Sorcery	50' x ML	Spec	338	Create Smoke
Acrid Smoke		2 per			15 seconds x ML	338	
Sulphurous Fumes		3 per			10 seconds x ML	338	
Deadly Vapours		4 per			5 seconds x ML	338	
Sulphur & Brimstone		Spec			5 seconds x ML	338	Create or Command Magick Fire
Fire Arrows	Var	Var	Cantrip	50' x ML	Instant	339	
Jets of Flame	Var	Var	Sorcery	75' x ML	Instant	340	
Fire Ball	Var	Var	Sorcery	100' x ML	Instant	340	
Basic Magick Water							
Create / Command Water	2	3+	Sorcery	50' x ML	30 seconds per volume	340	
Remove Water	2	3+	Sorcery	50' x ML	1 min per Volume	340	
Warm / Cool Water	2	3+	Sorcery	50' x ML	5 seconds x Temp Change	341	
Wall of Water	3	5	Hex	10' x ML	5 min x ML	341	
Sheet of Water	3	5	Hex	10' x ML	5 min x ML	342	
Mist & Fog	2	5+	Hex	500' x ML	10 min x ML	342	
Clouds & Rain	2	Spec	Ritual	Sight	15 min x ML	342	
Flood	5	8	Ritual	250' x ML	7 min x ML	342	
Spray	3	5	Hex	10' x ML	Instant	343	
Jet	5	9	Hex	25' x ML	Instant	343	
Water Bomb	7	13	Sorcery	25' x ML	15 seconds x ML	343	
Water Ram	9	11	Sorcery	5' x ML	15 seconds x ML	344	
Ice Arrows	6	9+	Cantrip	75' x ML	Instant	344	
Javelins of Ice	7	11	Cantrip	10' x ML	Instant	344	
Ice Storm	9	8	Sorcery	25' x ML	Instant	344	
Ice Bomb	5	7	Sorcery	100' x ML	Instant	345	
Arcane Magick							
Recharge	4	7	Sorcery	Touch	Instant	345	
Wizards Seal	4	7	Ritual	5' x ML	Instant	346	
The Seal of Suleiman the Magnificent	10	16	Ritual	5' x ML	Until Dispellled	346	
Arcane Cloak	4	7+	Sorcery	Touch	15 seconds x ML	346	
Arcane Wall	6	9+	Sorcery	5' x ML	15 seconds x ML	346	
Arcane Shield	5	8	Sorcery	Self	Until Dispellled	346	
Knock	2	3	Cantrip	Touch	60 seconds - (5 x ML)	347	
Arcane Key	3	5	Hex	Touch	60 seconds - (5 x ML)	347	Knock
Astral Key	4	7	Sorcery	Touch	60 seconds - (5 x ML)	347	Arcane Key
Wizard's Key	7	11	Sorcery	Touch	60 seconds - (5 x ML)	347	Astral Key
Dazzle	1	2	Hex	10' x ML	15 Seconds x ML	347	
Eldritch Light	1	2	Hex	Touch	1 hour x ML	347	
Eldritch Area Light	3	5	Sorcery	Touch	1 hour x ML	347	Eldritch Light
Eldritch Area Sunlight	4	7	Sorcery	Touch	1 hour x ML	348	Eldritch Area Light
Sunburst	6	9	Sorcery	Self	Instant	348	
Dispel Night	6	9	Sorcery	Self	30 min x ML	348	Eldritch Area Sunlight
Darkness	2	4	Sorcery	10' x ML	5 min x ML	348	
Shadowcast	2	4	Hex	10' x ML	5 min x ML	348	Darkness
Cloak of Shadows	3	5	Sorcery	Touch	10 min x ML	348	Shadowcast
Darkness of the Pit	4	7	Hex	10' x ML	10 min x ML	349	Shadowcast
Area Darkness	6	10	Ritual	50' x ML	10 min x ML	349	Darkness of the Pit
Dispel Darkness	3	Var	Sorcery	100' x ML	full in 30 seconds	349	
Portals to the Shadow World							
The Shining Path	4	7	Ritual	50'	30 min+	349	
Invisibility	4	7	Sorcery	Self	3 min x ML	349	The Shining Path
Spirit Walker	3	5	Ritual	Self	1D10 Hours	350	
Phase	7	7	Sorcery	Self	1 min x ML	350	Spirit Walker
Teleport Lesser	6	9+	Ritual	10 miles x ML	Instant	350	Phase
Teleport Greater	8	13+	Ritual	10 miles x ML	Instant	350	Teleport Lesser

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Teleportal	7	11	Sorcery	50 miles x ML	1 min - 7 hours	351	Teleport Lesser
Astral Gate	9	14	Ritual	500 miles x ML	1 min - 7 hours	351	Teleportal
Eldritch Servants							
Shadow Beast	5	8 per	3 x Ritual	-	Until Destroyed	351	
Spectral Servant	9	15 per	7 x Ritual	-	Until Destroyed	352	Shadow Beast
Eldritch Missiles							
Shadow Arrows	2	4+	Hex	90' x ML	15 seconds	352	
Shadow Bolt	4	8	Sorcery	60' x ML	15 seconds	352	
Shadow Bomb	6	11	Sorcery	50' x ML	15 seconds	352	
Command Magick							
Sleep	1	2	Cantrip	10' x ML	3 min x ML	353	
Greater Sleep	4	7	Hex	25' x ML	3 min x ML	353	
Area Sleep	3	5	Sorcery	25' x ML	3 min x ML	353	Sleep
Greater Area Sleep	5	9	Hex	50' x ML	3 min x ML	353	Greater Sleep
Enchanted Sleep	7	11	Sorcery	50' x ML	until awakened	354	Greater Sleep
Sleep into the Ages	9	14	7 x Ritual	Touch	until awakened	354	Enchanted Sleep
Mass Charm	6	10	Ritual	Var	Var	354	Greater Charm Person
Charm Small Animal	1	2+ 1 per	Cantrip	25' x ML	3 min x ML	355	
Charm Large Animal	2	3	Sorcery	25' x ML	3 min x ML	355	
Charm Small Predator	2	3+3 per	Hex	25' x ML	3 min x ML	355	
Charm Large Predator	3	5+4 per	Sorcery	25' x ML	3 min x ML	355	
Charm Person	4	6+5 per	Ritual	25' x ML	3 min x ML	356	
Greater Charm Person	5	9	Ritual	50' x ML	Spec	356	
Hold Small Animal	2	3+1per	Cantrip	25' x ML	15 seconds x ML	356	
Hold Large Animal	3	5+2per	Cantrip	25' x ML	15 seconds x ML	356	
Hold Small Predator	3	5+2 per	Cantrip	25' x ML	15 seconds x ML	357	
Hold Large Predator	4	5+3 per	Cantrip	25' x ML	15 seconds x ML	357	
Hold Person	4	6+3 per	Cantrip	25' x ML	45 seconds	357	
Hold Enchanted Beast	4	7+3 per	Hex	25' x ML	45 seconds	357	
Hold Enchanted Being	5	8+5 per	Cantrip	25' x ML	30 seconds	357	
Hold Lesser Undead	4	7+3 per	Hex	50' x ML	45 seconds	357	
Hold Greater Undead	7	11+7 per	Hex	50' x ML	45 seconds	357	
Hold Lycanthrope	6	9+4 per	Cantrip	50' x ML	45 seconds	357	
Suggestion	2	4	Sorcery	25' x ML	10 min max	358	
Mesmerise	3	6	Sorcery	5' x ML	Var	358	Suggestion
Necromantic Bindings	3	5	Ritual	25' x ML	Spec	359	
Command Small Animal	3	6+1 per	Cantrip	25' x ML	5 min x ML	359	
Command Large Animal	4	7+2 per	Cantrip	25' x ML	5 min x ML	359	
Command Small Predator	5	8+2 per	Cantrip	25' x ML	5 min x ML	359	
Command Large Predator	5	9+3 per	Hex	25' x ML	5 min x ML	359	
Command Person	5	9+4 per	Cantrip	25' x ML	5 min x ML	360	
Command Enchanted Beast	6	10+7 per	Cantrip	25' x ML	5 min x ML	360	
Command Enchanted Being	7	11+5 per	Sorcery	25' x ML	5 min x ML	360	
Command Lesser Undead	6	9+5 per	Sorcery	25' x ML	5 min x ML	360	
Command Greater Undead	9	15+7 per	Sorcery	25' x ML	5 min x ML	360	
Command Lycanthrope	8	13+4 per	Sorcery	25' x ML	5 min x ML	360	
Geas	10	16	Ritual	10' x ML	Till Complete	361	
Fear	4	7	Sorcery	20' + 2 x ML r	3 min x ML	361	
Cowardice	4	7	Sorcery	25' x ML	45 seconds x ML	362	
Confusion	5	8	Sorcery	20' + 2 x ML r	44 Seconds x ML	362	
Bravery	5	8	Sorcery	25' x ML	45 seconds x ML	362	
Infatuation	3	5	Sorcery	Touch	3 hours x ML	362	
Love	5	8	Ritual	Touch	7 days x ML	363	
Dislike	3	5	Sorcery	Touch	3 hours x ML	363	
Hate	5	8	Ritual	Touch	7 days x ML	363	
Berserker Rage	6	10	Sorcery	25' x ML	45 seconds x ML	363	

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Forgetfulness	8	13	Sorcery	25' x ML	1 day x ML	364	
Muscle Spasm	3	4	Cantrip	25' x ML	15 seconds x ML	364	
Clumsiness	3	4	Cantrip	25' x ML	15 seconds x ML	364	
Deafen	6	9	Sorcery	50' x ML	45 seconds x ML	364	
Blind	7	11	Sorcery	50' x ML	45 seconds x ML	365	
Stun	8	13	Sorcery	50' x ML	15 seconds x 1D10	365	
DIE	10	21	Sorcery	25' x ML	Spec	365	
Divination Spells							
Detect Hidden Door	2	4	Sorcery	1' x ML	60 min / ML	365	
Detect Hidden Object	1	3	Cantrip	10' x ML	60 min / ML	365	
Detect Life	2	4	Hex	20' x ML	7 min x ML	366	
Detect Supernatural	3	5	Sorcery	20' x ML	7 min x ML	366	
Detect Astral Being	3	7	Sorcery	10' x ML	7 min / ML	366	
Detect Magick	1	3	Cantrip	10' x ML	7 min / ML	366	
Detect Illusions	2	4	Ritual	10' x ML	1 min x ML	366	
Detect Invisible	3	6	Ritual	10' x ML	1 min x ML	366	
Detect Observation	2	4	Ritual	20' x ML	30 min x ML	367	
Detect Evil	3	5	Ritual	5' x ML	1 min x ML	367	
Detect Enemies	3	5	Ritual	10' x ML	1 min x ML	367	
Detect Metal	3	8	Ritual	5' x ML	1 hour	367	
Detect Water	3	6	Ritual	5' x ML	1 hour	367	
Detect Tracks	2	4	Ritual	10' x ML	60 min / ML	367	
Detect Traps	3	6	Ritual	5' x ML	10 min / ML	368	
Find the Path	3	5	Ritual	10' x ML	30 min / ML	368	
Scry the Imminent	2	4	Ritual	1 mile x ML	10 min x ML	368	
Scry (Distance) From Afar	4	7	Ritual	10 miles x ML	10 min x ML	368	
Scry (Distance) The Land	6	9	Ritual	100 miles x ML	20 min x ML	368	
Scry (Distance) Ends of the Earth	7	12	Ritual	1,000 miles x ML	30 min x ML	368	
Prophecy	1	3+	Ritual	1,000 miles x ML	30 min x ML	369	
The Sight of the Unicorn	2	4	Hex	5' x ML	1 min x ML	369	
True Sight	9	14	Hex	10' x ML	1 min x ML	369	
Illusions Spells							
Detect Illusions	1	3	Cantrip	10' x ML	3 min x ML	370	
Dispel Illusions	1	Spec	Spec	10' x ML	Instant	370	Spells cast with < 30 PSF%
Dispel Phantasms	7	Spec	Spec	10' x ML	Instant	370	Dispel Illusion
Illusory True Sight	7	11	Sorcery	Touch/Self	1 min x ML	370	
Blurred Image	1	3	Hex	Touch/Self	45 seconds x ML	371	
Blurred Script	2	4	Ritual	Touch	Permanent	371	
Project Image	4	7	Hex	Self	1 min x ML	371	
Faerie Gold	2	4	Hex	Touch	1 day x ML	371	
Lesser Illusion	2	4	Hex	10' x ML	1 min x ML	371	
Greater Illusion	5	9	Sorcery	10' x ML	3 min x ML	371	
Faerie Glamour	6	13	Sorcery	Touch	12 hours x ML	371	
Sleight of Hand	1	3	Cantrip	Self	1 trick	372	
Disguise	2	4	Hex	Touch/Self	10 min x ML	372	
Greater Disguise	4	6	Sorcery	Touch/Self	1 hour x ML	372	
Cloak Self	3	6	Sorcery	Self	10 min x ML	372	
Delusion	2	4	Hex	10' x ML	45 seconds x ML	372	
Diminish	2	4	Hex	10' x ML	45 seconds x ML	372	
Grow	2	4	Hex	10' x ML	45 Seconds x ML	372	
Places of Mystery	5	9	Sorcery	10' x ML	1 day x ML	373	
Illusory Landscape	7	12	Ritual	100' x ML	1 day x ML	373	
Phantasmal Landscape	8	13 per	3 x Ritual	1,000' x ML	1 day x ML	373	
Shadow Lands	9	15 per	7 x Ritual	2,000' x ML	3 days x ML	373	
Phantasmal Weather	6	10	Ritual	1,000' x ML	10 min x ML	373	
Djinn Creation	10	15 per	7 x Ritual	100'	Until Dispelled	373	

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Shadow Missiles						373	
Shadow Monsters							
Shadow Monster	6	10	Sorcery	10' x ML	Engagement	374	
Phantasmal Monster	8	13	Sorcery	10' x ML	Engagement	374	
Spectral Monster	9	14	Sorcery	10' x ML	Engagement	374	
Plant Magick							
Demeter's Touch	1	13	Ritual	3 acres x ML	1 season	374	
Restore Plants	2	7	Ritual	1 acre x ML	7 days	375	
Blight/Wither	2	13	Ritual	1 acre x ML	3 days	375	
Cure Blight	3	13	Ritual	1 acre x ML	7 days	375	
Grow in Haste	3	7	Sorcery	Touch	1 week	375	
Speak with Plants	3	5	Sorcery	Touch	1 question per 3 ML	375	
Insect Pests	4	13	Sorcery	1 acre x ML	1 week x ML	375	
Animal Pests	4	13	Sorcery	1 acre x ML	1 week x ML	375	
Rowan Grove	1	3	Sorcery	10' x ML	11 min - ML	375	Speak with Plants
The Open Way	2	4	Sorcery	10' x ML	1 phase x ML	376	Speak with Plants
Faerie Ring	3	7	Sorcery	3' x ML	7 min x ML	376	
Overgrown Path	3	7	Sorcery	10' x ML	5 min	376	Grow in Haste
Glade of Darkness	3	4	Sorcery	20' r	Dusk till Dawn	376	Grow in Haste
Hedge of Thorns	3	9	Sorcery	10' x ML	1 min per section	376	Grow in Haste
Wooden Bridge	3	6	Sorcery	5' x ML	3 min x ML	377	Speak with Plants
The Greenway	4	7	Sorcery	100' x ML	10 min x ML	377	Grow in Haste
The Greenwood	7	13	Ritual	100' x ML	10 min x ML	377	Grow in Haste
The New Forest	10	39	Ritual	3 mile r	Permanent	377	Grow in Haste
Thorn Darts	1	3	Cantrip	5' x ML	Instant	377	
Tangle Weeds	2	5	Sorcery	10' x ML	10 min x ML	378	Grow in Haste
Warp Wood	3	7	Sorcery	10' x ML	15 seconds x ML	378	
Old Man Willow	7	13	Ritual	Touch	Permanent	378	
Healing Spells							
Lesser Salve	2	5	Ritual	Touch	Instant	378	
Greater Salve	6	9	Ritual	Touch	3 days	378	
Great Balm	10	13	Ritual	Touch	3 days	378	
Restorative Cordial	2	4	Ritual	Drink	1 day	379	
Elixir of Renewed Vigour	6	9	Ritual	Drink	1 day	379	
The Great Elixir	0	9	Ritual	Drink	1 day	379	
Potion Versus Illness	5	9	Ritual	Drink	1 day	379	
Antidote	6	9	Ritual	Drink	1 poison	379	
Anti Venom	6	9	Ritual	Drink	1 toxin	379	
Summoning							
Circles of Binding	2	4	Ritual	-	-	380	
Animate Stone Simulacrum	6	10 per	7 x Ritual	-	1 hour x ML	381	
Animate Metal Simulacrum	7	12 per	7 Ritual	-	1 hour x ML	381	
Animate Dead	3	6	Ritual	Spec	30 min x ML	382	
Awaken the Dead	4	7 per	Ritual	-	3 hours x ML	382	
Summon Ghoul	5	9	Ritual	1/4 mile x ML	1 hour x ML	382	
Summon Greater Undead	6	10	Ritual	1/4 mile x ML	1 hour x ML	382	
The Great Work	9	13 per	13 x Ritual	30' x ML	Until Released	383	
Call Familiar	2	3	Ritual	-	1 hour min	383	
Summon Small Birds	1	3	Sorcery	1 mile x ML	1/2 hour x ML	384	
Summon Birds of Prey	2	4	Sorcery	1 mile x ML	1/2 hour x ML	384	
Summon Small Animal	1	3	Sorcery	1 mile x ML	1/2 hour x ML	384	
Summon Large Animal	2	4	Sorcery	1 mile x ML	1/2 hour x ML	384	
Speak with the Dead	3	5	Ritual	-	3 questions	384	
Summon Least Spirit	6	9	Ritual	-	60min - 10 min x ML	385	
Summon Imp	4	7	Ritual	-	1/2 day x ML	385	
Summon Lesser Totem	6	10	Ritual	-	1 hour	385	

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Summon Greater Spirit	8	13	Ritual	-	1 hour	385	
Summon Greater Totem	10	16	Ritual	-	1 hour	385	
Summon Paragon Spirit	10	15	Ritual	-	1 hour	386	
Transcendental Magick							
Clairaudience	1	3 per	Hex	10' x ML	Concentration	386	
Clairvoyance	1	3 per	Hex	10' x ML	Concentration	387	
Levitation	1	3	Hex	Self	15 seconds x ML	387	
Mind Speak Lesser	1	3	Hex	10' x ML	10 min x ML	387	
Mind Speak Greater	3	5	Hex	1/4 mile x ML	10 min x ML	387	
Move with Mind	1	3+	Sorcery	5' x ML	15 seconds	387	
Sleep of the Dead	2	4	Sorcery	Self	1 day x ML	387	
Trance	2	3	Sorcery	Self	15 seconds x ML	387	
Deflect Missiles	2	3	Sorcery	Self	15 seconds x ML	388	
Fly	4	7	Hex	Self	6 min x ML	388	
Projected Image	5	8	Sorcery	25 miles x ML	15 seconds x ML	388	
Otherworldly	7	12	Ritual	Self	1 month	388	
Grand Audience	8	13	Sorcery	100 miles x ML	1 min x ML	388	
Crush the Defiant	9	14	Sorcery	5' x ML	15 seconds x ML	388	
Kinship	9	14	Sorcery	5' x ML	15 min x ML	389	
Transmutation Magick							
Armoured Skin of Leather	1	3	Cantrip	Touch	45 seconds x ML	389	
Armoured Skin of Guard	4	6	Hex	Touch	45 seconds x ML	389	
Armoured Skin of Preservation	7	10	Sorcery	Touch	45 seconds x ML	389	
Cool Cloak	2	4	Hex	Touch	15 min x ML	389	
Warm Cloak	2	4	Hex	Touch	15 min x ML	389	
Keen Sight	1	3	Cantrip	Touch	30 min x ML	390	
Keen Hearing	1	3	Cantrip	Touch	30 min x ML	390	
Night Vision Cats Eyes	2	4	Cantrip	Touch	30 min x ML	390	
Night Vision Dark Sight	5	8	Cantrip	Touch	10 min x ML	390	
Far Sight	2	3	Cantrip	Touch	10 min x ML	390	
Breathe Water	3	4	Cantrip	Touch	10 min x ML	390	
Pain	3	5	Sorcery	Touch	1 hour x ML	390	
Calm Pain	3	7	Sorcery	Touch	1 hour x ML	390	
Agony of the Damned	4	6	Hex	Touch	2 min + 15 seconds x ML	391	
Release from Agony	4	7	Hex	Touch	Instant	391	
Shape Shift	4	7 +1 per	Sorcery	Touch	10 min x ML	391	
Speed	4	6	Cantrip	Touch	15 seconds x ML	391	
Slow	3	5	Cantrip	Touch	15 seconds x ML	391	
Journey in Haste	5	9	Sorcery	Touch	24 hours	392	
Circe's Touch	5	9	Sorcery	Touch	24 hours	392	
Wither	6	10	Sorcery	Touch	24 hours	392	
Gaseous Form	6	9	Sorcery	Touch	24 hours	392	
Turn to Stone	6	10	Sorcery	Touch	Spec	392	
Gaze of the Basilisk	7	11	Hex	5' x ML	15 Seconds	393	
Breath of the Basilisk	7	12	Hex	5'	Permanent	393	
Eyes of the Medusa	8	12	Sorcery	5' x ML	Permanent	393	
Grow Aged	9	14	Sorcery	Touch	Permanent	393	
Regenerate	10	16	Ritual	Touch	24 hours	393	
Become Another	10	15 per	3 x Ritual	Touch	3 days	393	
Bloom of Youth	10	Spec	Ritual	Touch	Permanent	394	
Magickal Wards							
Lesser Circle of Protection	Spec	Spec	Cantrip	5' + 1' per ML	3 min x ML	394	
Lesser Wards	Spec	spec	Cantrip	5'	45 seconds + 3 per ML	395	
Circle of Protection	4	7	Cantrip	5' + 1' per ML	3 min x ML	395	
Greater Circle of Protection	9	14	Cantrip	5' + 1' per ML	3 min x ML	395	