

Chart Key

Magery Requirement

No Magery
Required

Magery 1

Magery 2

Magery 3

Spell Difficulty

Hard

Very Hard

16+

Prerequisite spell must
be known at skill level
16 or higher.

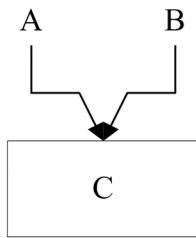
x2

At least 2 variants of
the prerequisite spell
must be known.

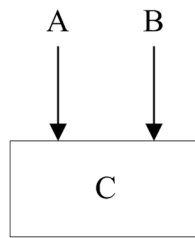
Prerequisites

Spell from
other college

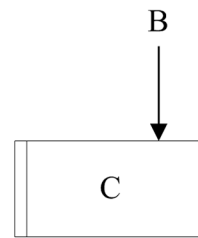
Non-spell
prerequisite



C requires A *and* B



C requires A *or* B



C requires Magery 1
or B

College Identification

Is an X spell

Is also an X
spell

^{Ai}Air

^{An}Animal

^BBody Control

^CCommunication & Empathy

^{Ea}Earth

^{En}Enchantment

^{Fi}Fire

^{Fo}Food

^GGate

^HHealing

^IIllusion & Creation

^KKnowledge

^LLight

^{Ma}Making & Breaking

^{Me}Meta

^{Mi}Mind Control

^{Mo}Movement

^NNecromantic

^{Pl}Plant

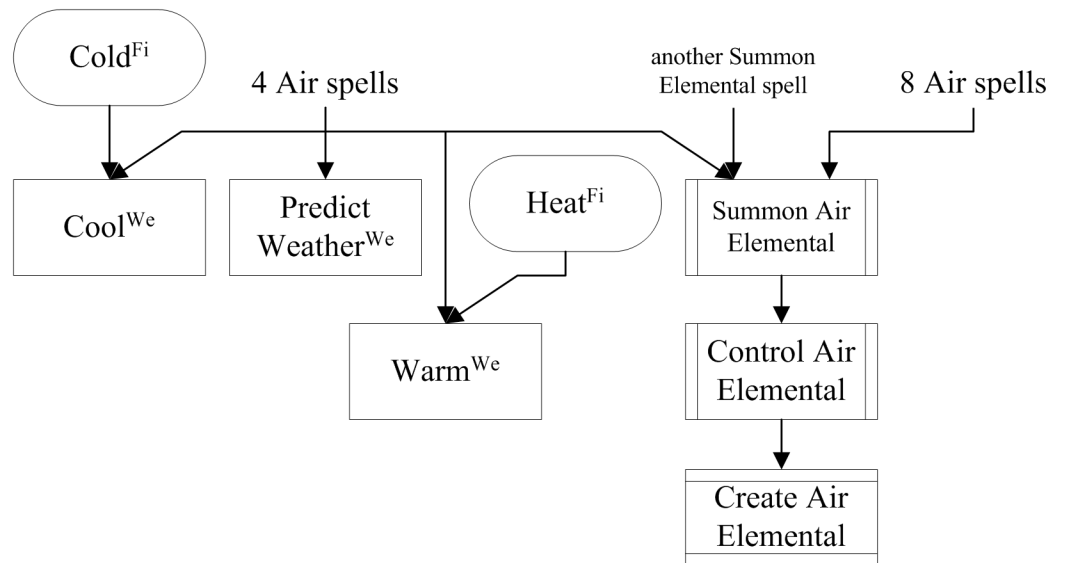
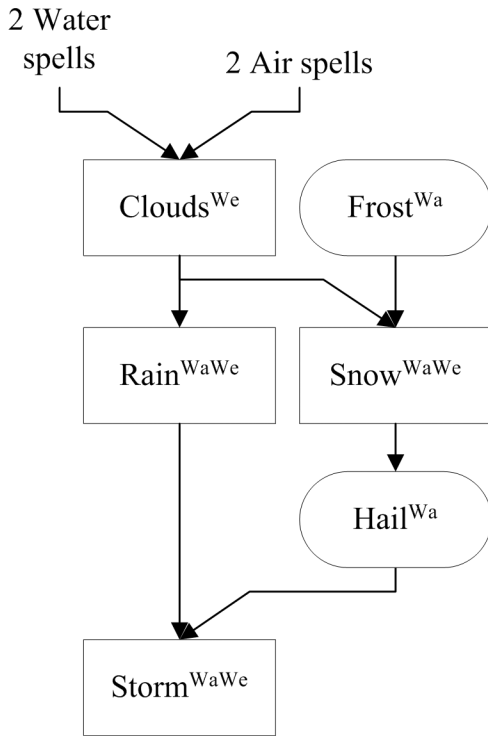
^{Pr}Protection

^SSound

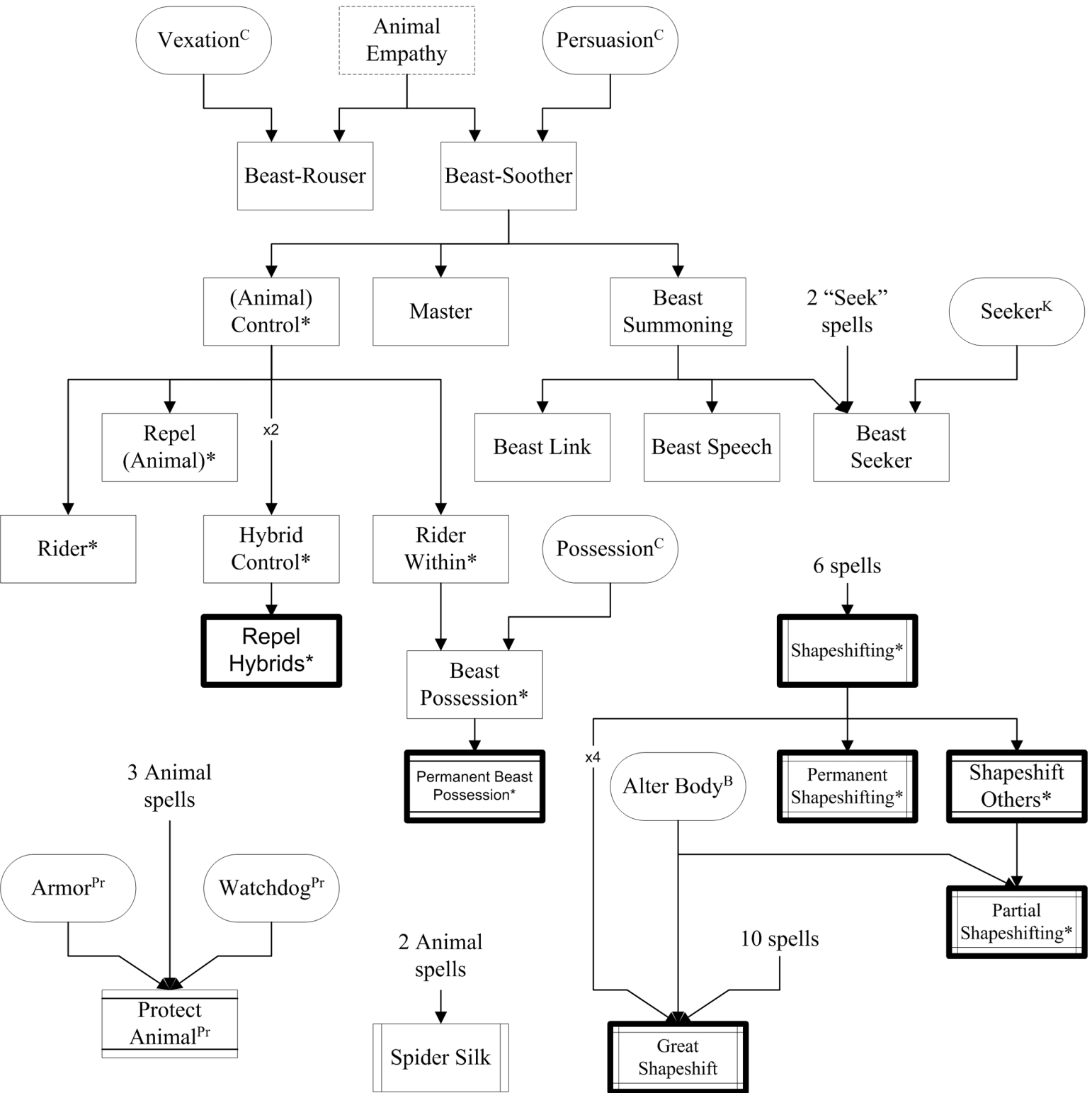
^TTechnological

^{Wa}Water

^{We}Weather

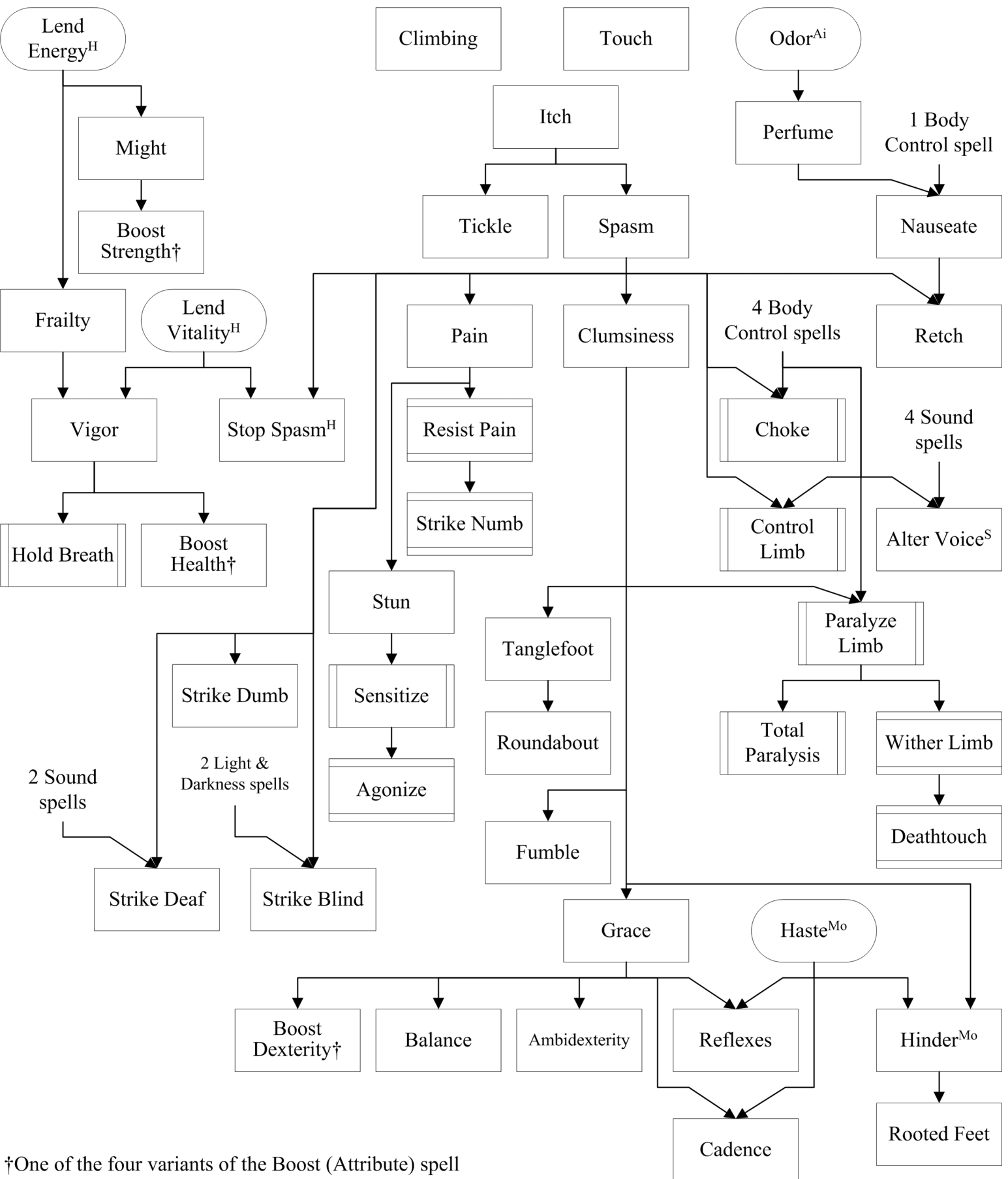


Animal College



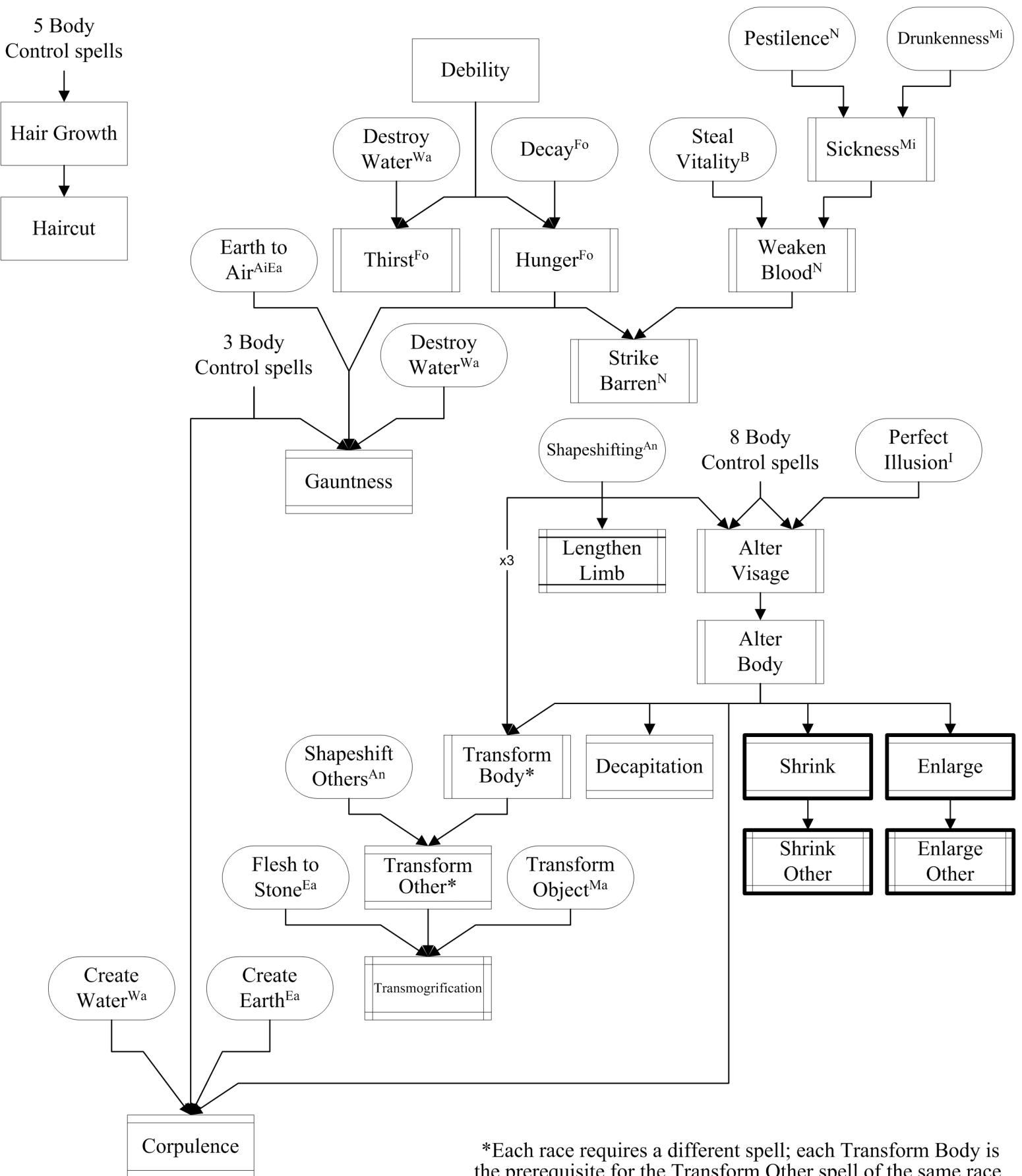
*Each animal requires a different spell; each Animal (Control) or Shapeshifting spell is the prerequisite for subsequent spells for the same animal (or animals, for the Hybrid spells).

Body Control College

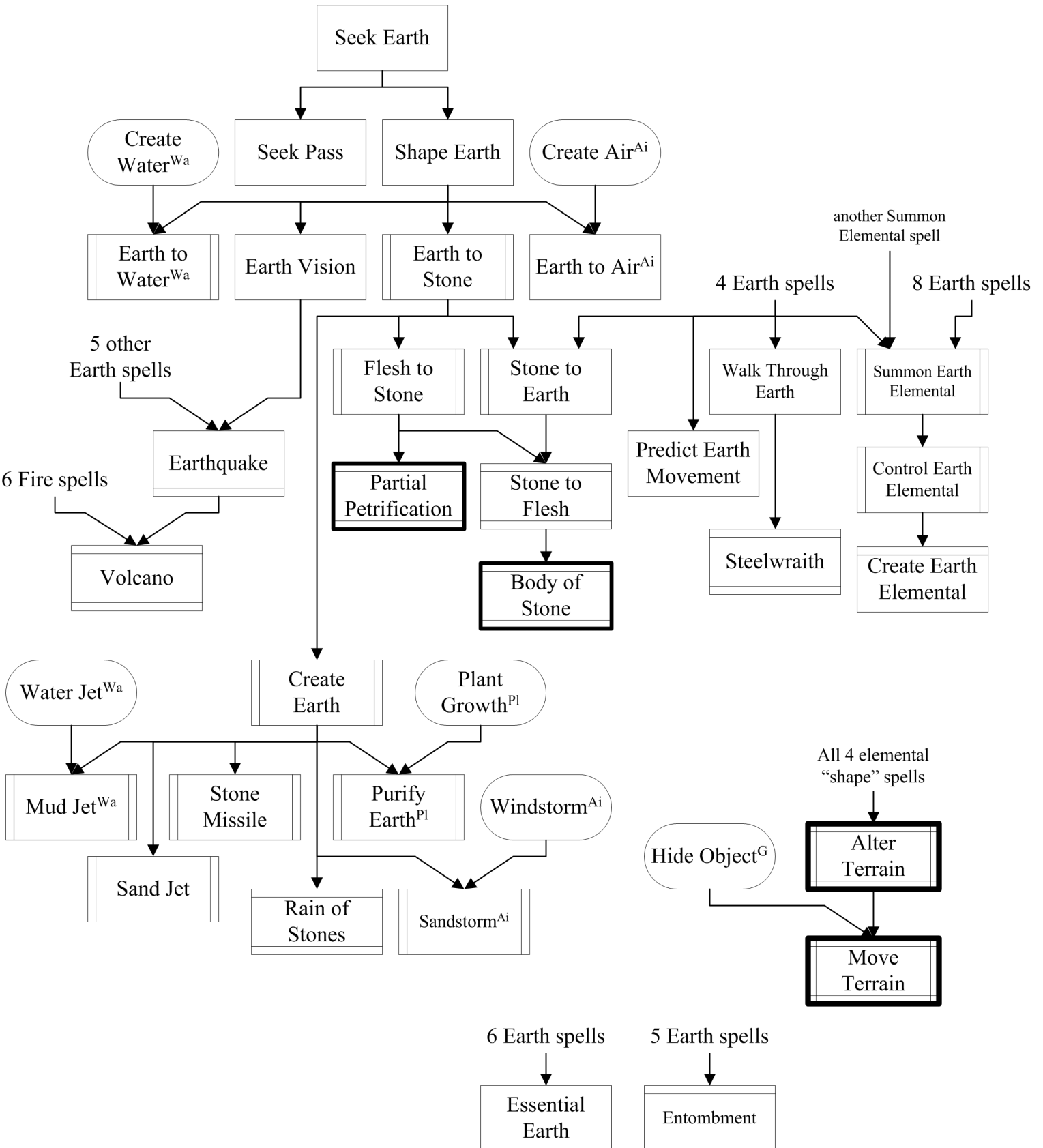


†One of the four variants of the Boost (Attribute) spell

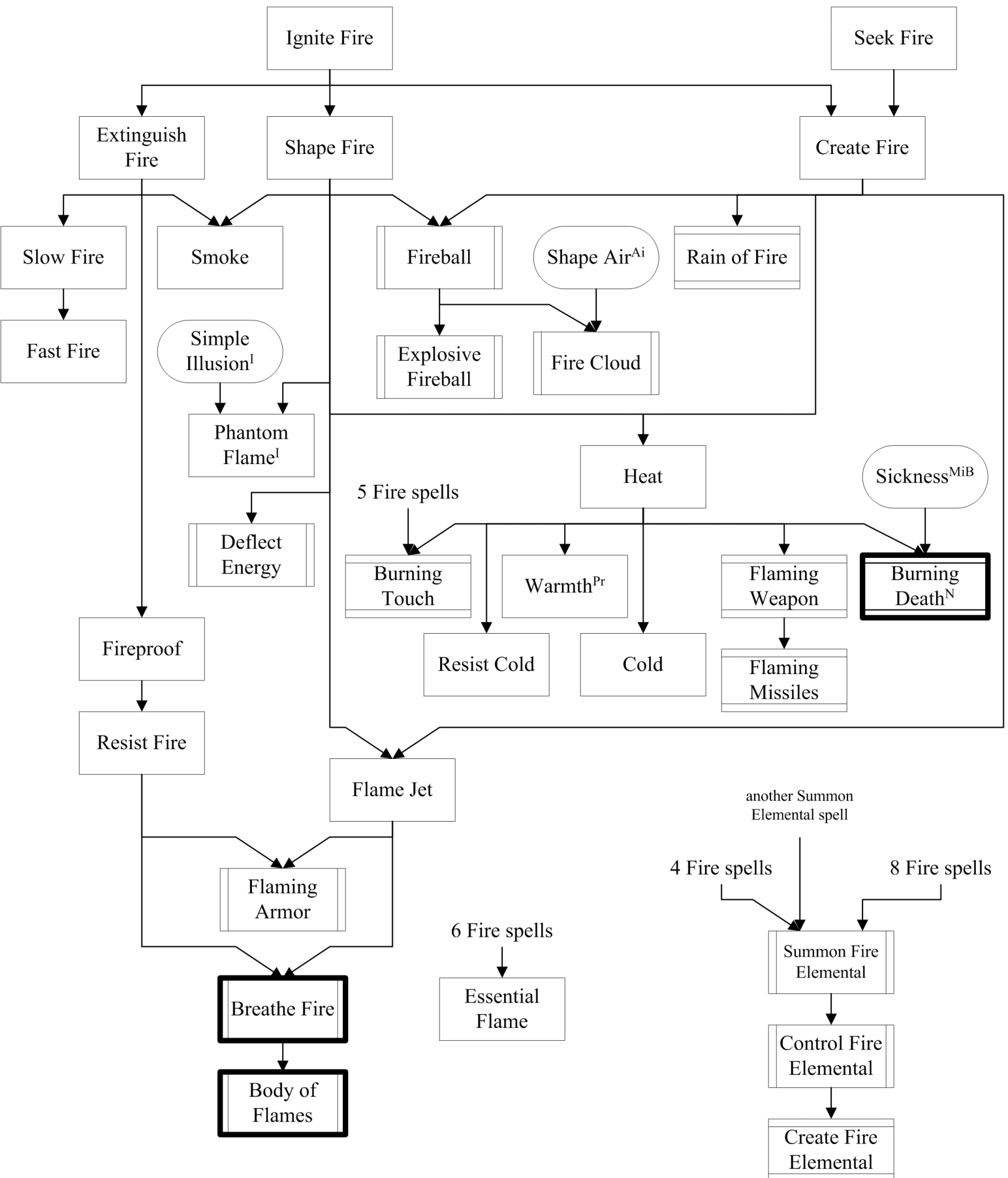
Body Control College



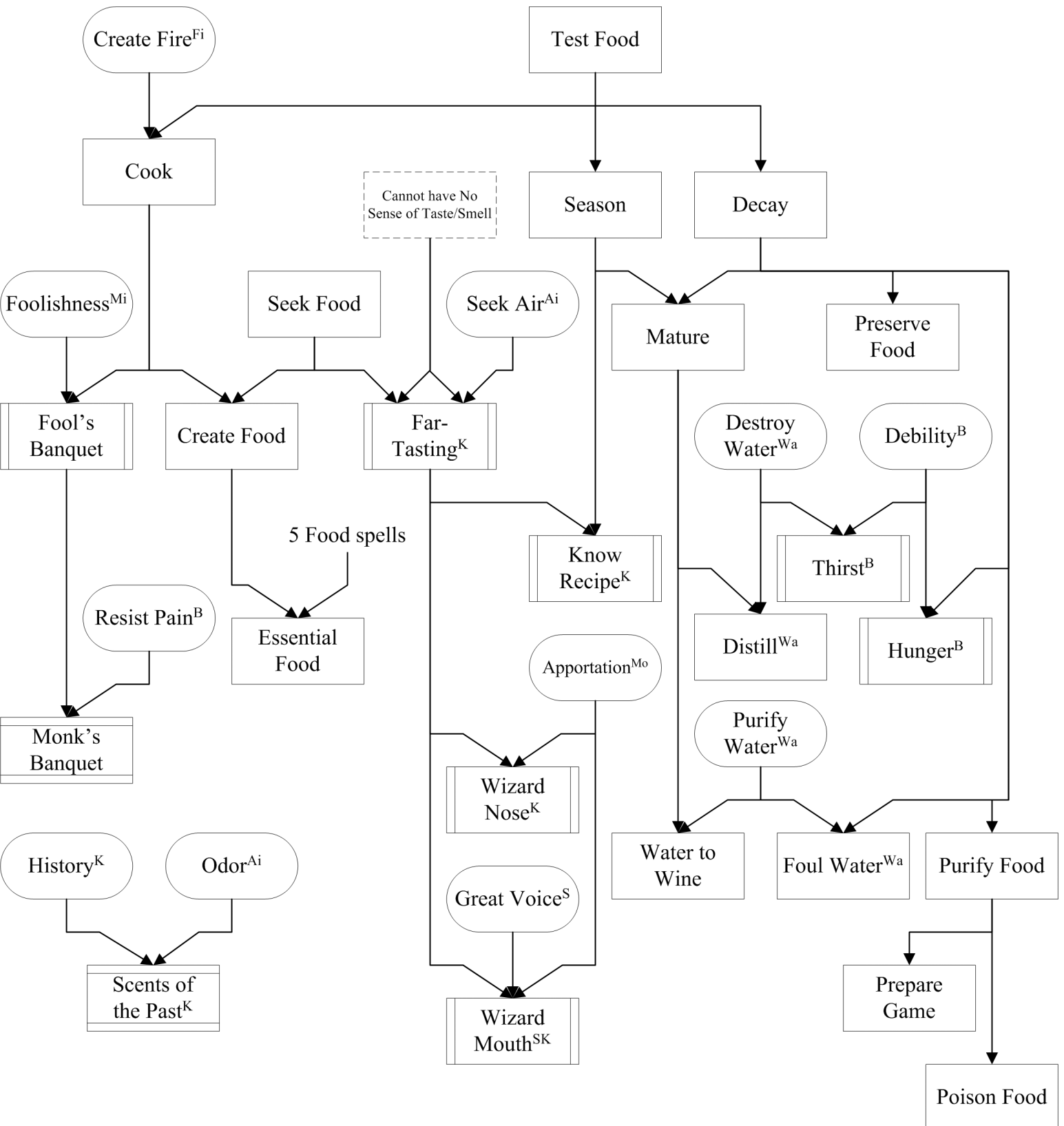
Earth College



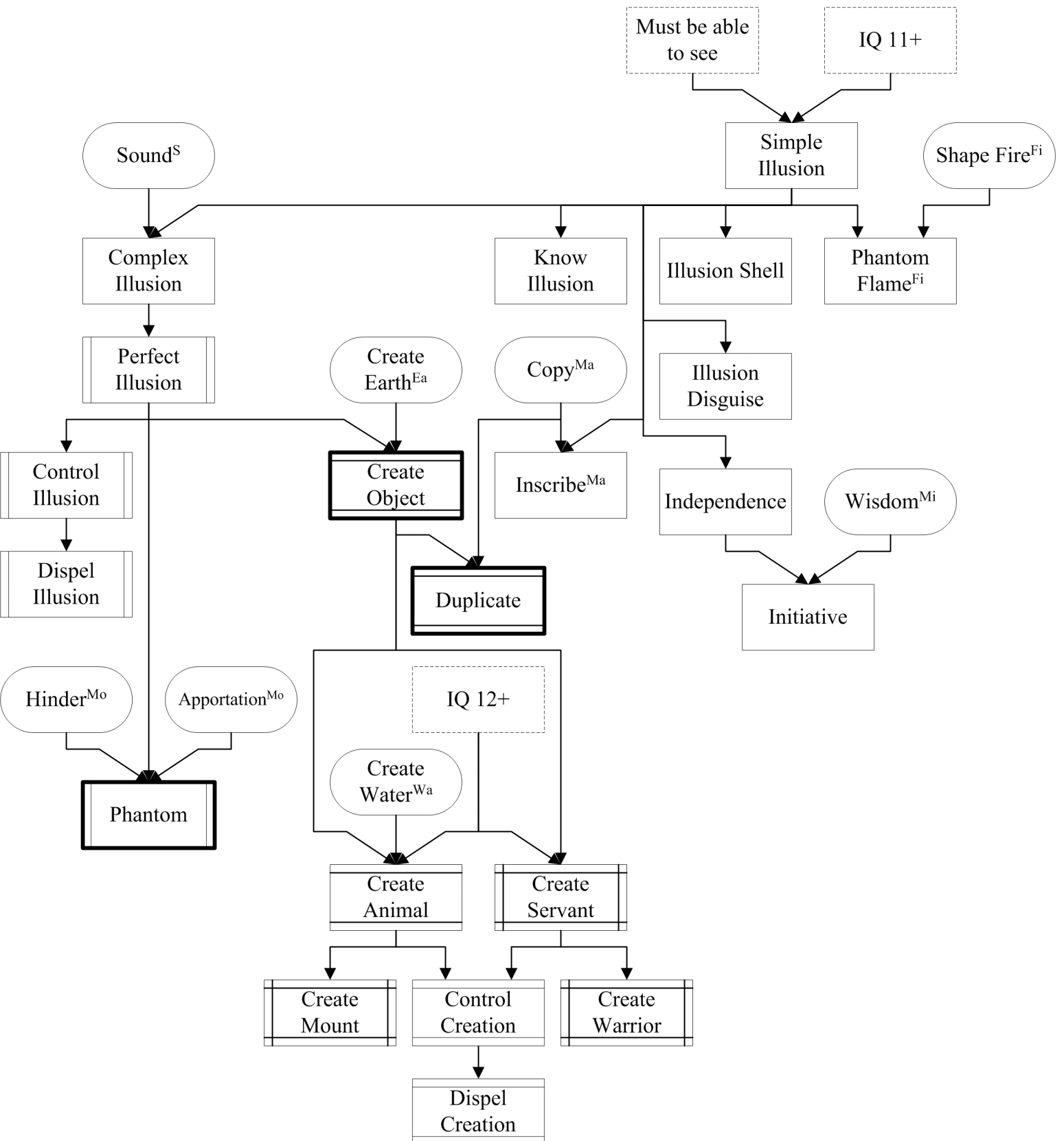
Fire College



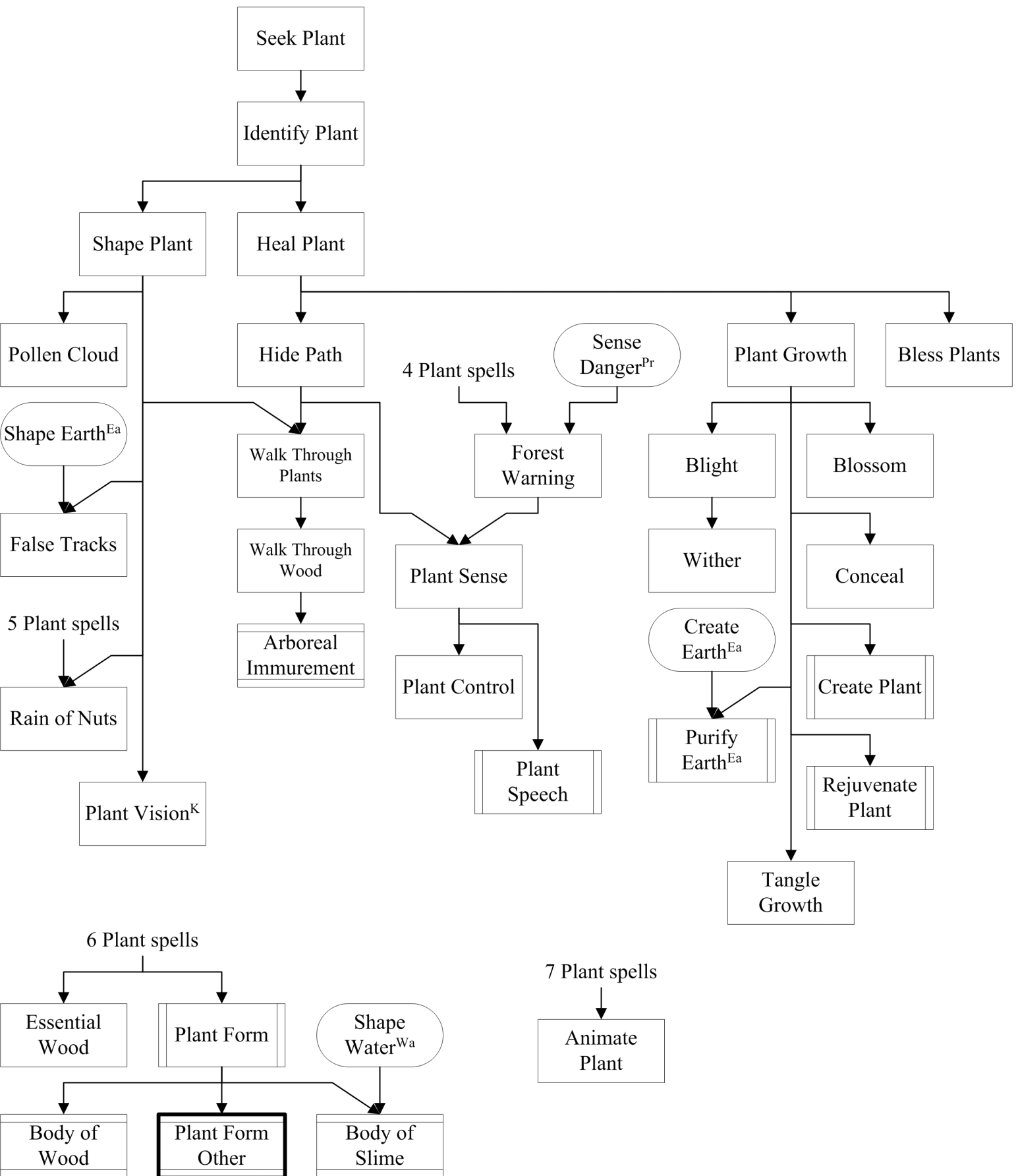
Food College

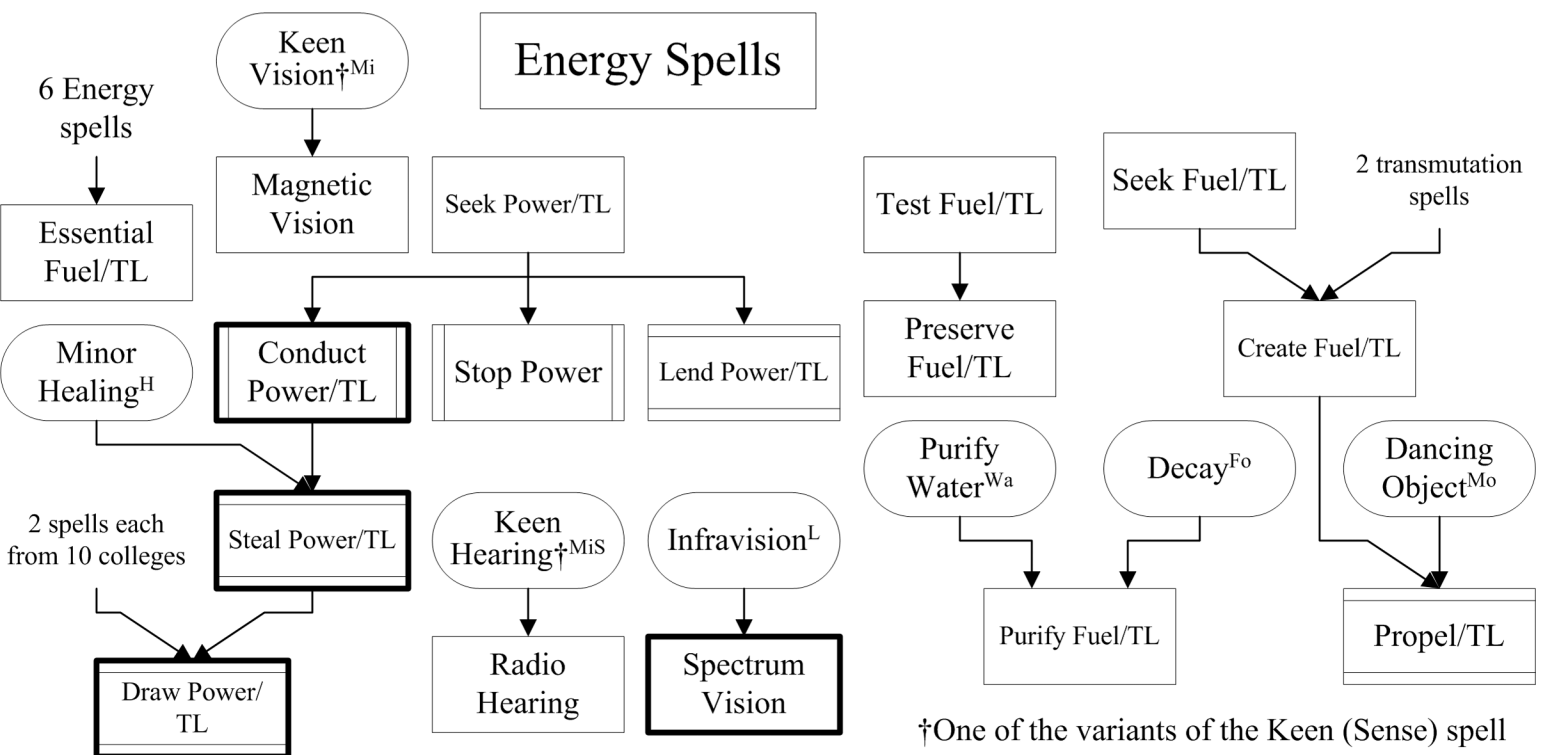
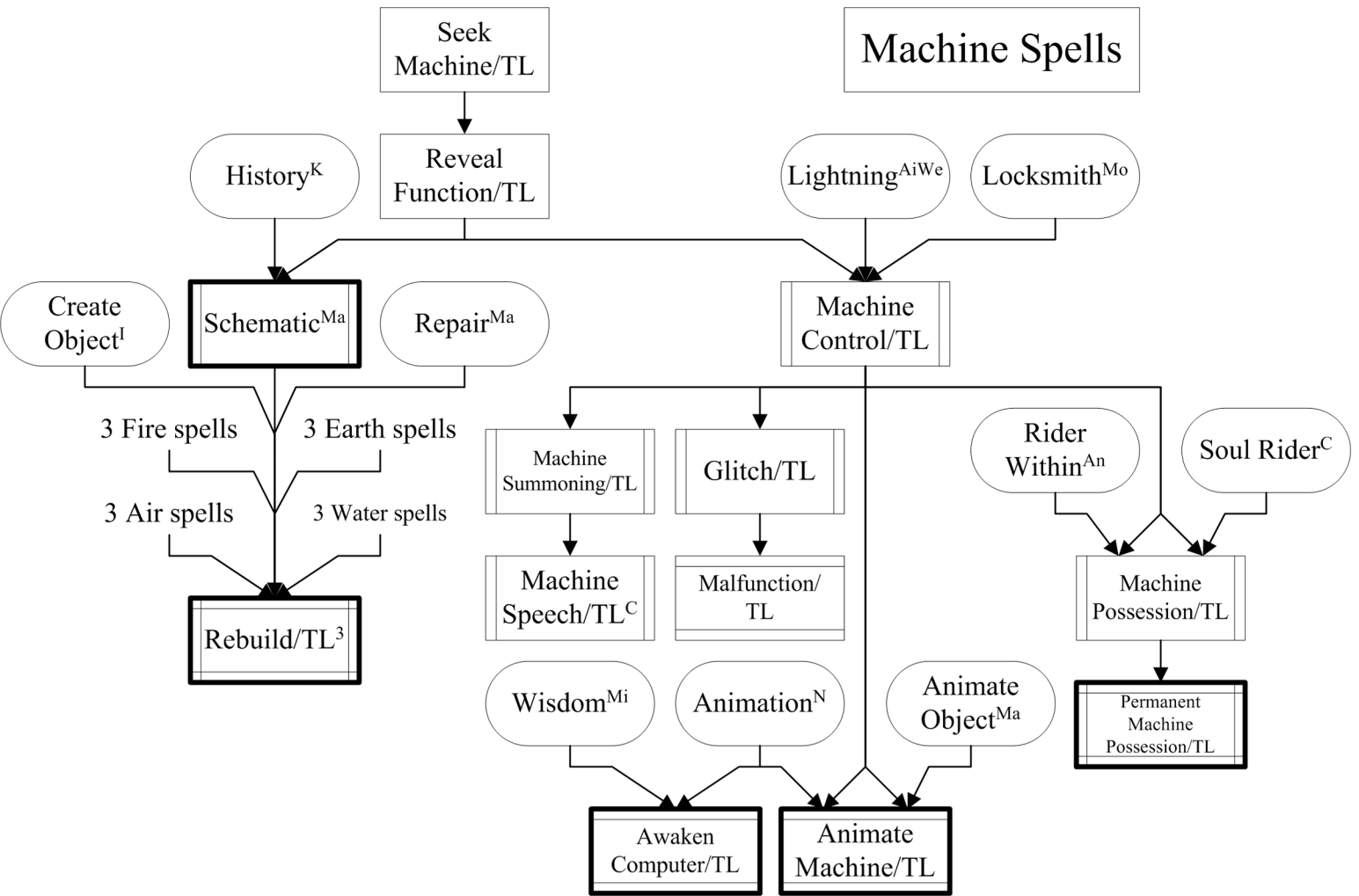


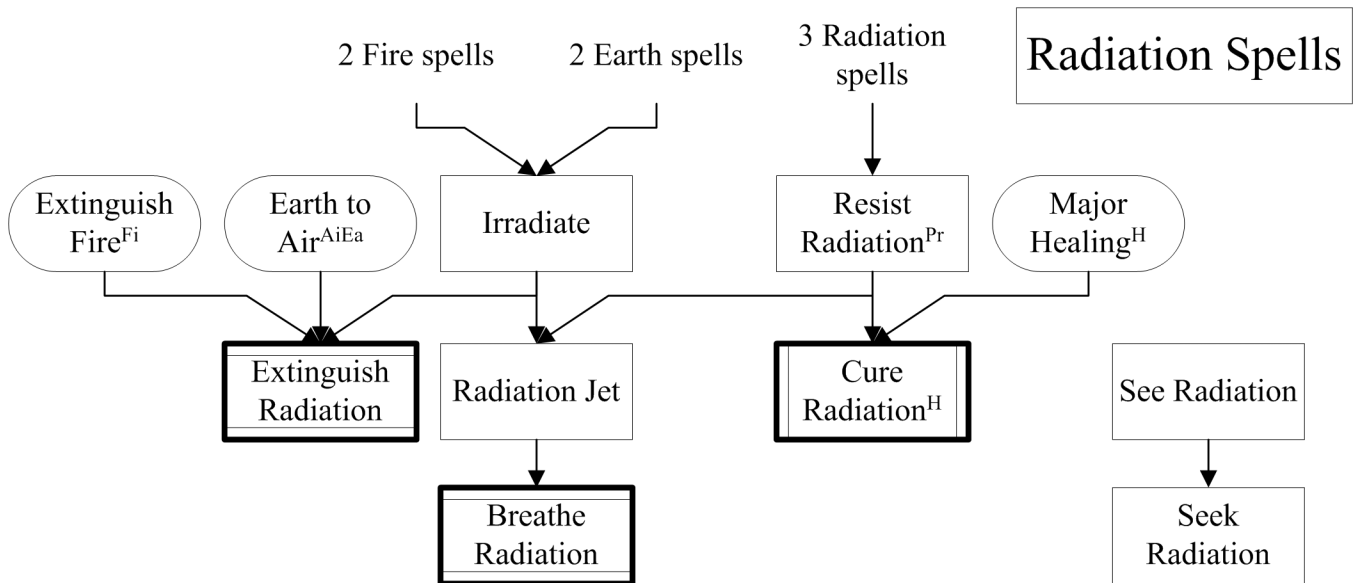
Illusion & Creation College



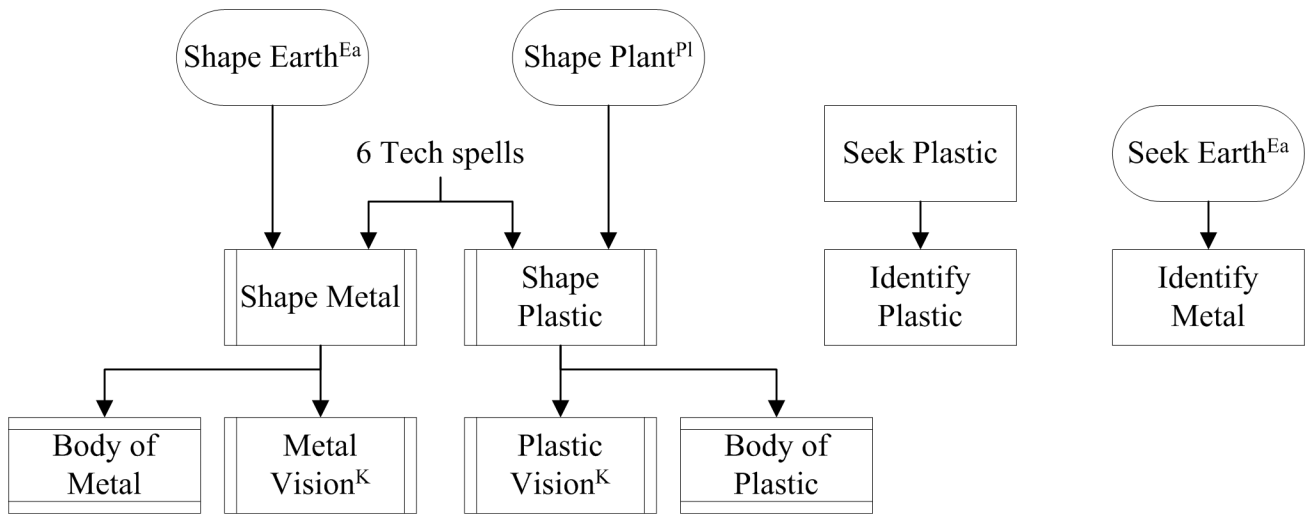
Plant College







Metal & Plastic Spells



NOTE: Many Tech spells are technological skills (p. B168) and must be learned at a particular TL.