

# EARTHDOWN SPELL TABLE

The following **Earthdown** Spell Table lists Circle 1 through Circle 15 spells, arranged by Discipline. Full descriptions of the spells appear in the following **Earthdown** books: <sup>1</sup>**ED** rulebook, <sup>2</sup>**ED Companion**, <sup>3</sup>**Magic: A Manual of Mystic Secrets**, and <sup>4</sup>**Arcane Mysteries of Barsaive**. "See text" directions in the table refer to these descriptions.

## ELEMENTALIST SPELLS

	Circle	Threads	Weaving Difficulty	Range	Effect	Casting Difficulty	Duration
Air Armor <sup>4</sup>	1	0	NA/10	Touch	+3 armor, +3 steps for heat exhaustion	Target's Spell Defense	5 + Rank minutes
Air Blast <sup>1</sup>	4	1	10/16	60 yards	Willforce + 9	2	1 round
Air Fortress <sup>2</sup>	10	Variable	17/23	Touch	Willforce + 12	2	Rank x 10 hours
Air Mattress <sup>4</sup>	2	1	7/17	Touch	Creates air cushion	5	10 hours
Astral Sense (Discipline) <sup>1, 3</sup>	3	2	5/15	60 yards	Willforce + 6	6 (see Astral Sense spell, p. 183, <b>ED</b> )	10 + Rank minutes
Balloons of Mist <sup>4</sup>	5	3	8/15	25 yards	Willforce + 4	2	5 + Rank minutes
Beastform <sup>4</sup>	7	2	16/23	Self	Transforms caster into an animal	Spellcaster's Spell Defense	5 + Rank minutes
Behind Eye <sup>1</sup>	3	2	6/16	Touch	Step 4 Perception to rear	Target's Spell Defense	30 + Rank minutes
Billowing Cloak <sup>4</sup>	2	1	6/14	Touch	Willforce + 5	Target's Spell Defense	3 + Rank rounds
Blade Fury <sup>1</sup>	8	2	13/20	Touch	Willforce + 10	Target's Spell Defense	3 + Rank rounds
Blizzard Sphere <sup>1</sup>	4	2	10/17	100 yards	Willforce + 8	Target's Spell Defense	3 + Rank rounds
Boil Water <sup>1</sup>	2	2	7/13	Touch	Boils 1 quart of water	2	3 + Rank minutes
Burning Water <sup>4</sup>	9	5	15/25	20 yards	Creates flammable water	6	Rank minutes
Call Forth the Maelstrom <sup>4</sup>	15	6	25/33	Unlimited	Creates a natural disaster	10	Rank hours
Calm Water <sup>1</sup>	7	4	8/19	500 yards	Willforce + 9	6 or higher (see text)	1 + Rank hours
Cloud Banish <sup>2</sup>	9	3	15/20	1 mile	Willforce + 8	8 or higher (see text)	1 + Rank hours
Cloud Summon <sup>1</sup>	7	3	12/20	1 mile	Willforce + 7	8 or higher (see text)	1 + Rank hours
Cold Embers <sup>4</sup>	9	4	18/25	60 yards	Extinguishes open flames	4	1 round
Council of the Forest <sup>4</sup>	14	9	18/32	1-mile radius	Summons tree and other plant spirits	10	1 day
Crop Blight <sup>4</sup>	12	8	21/26	Touch	Destroys crops (plants)	5	1 year and 1 day
Crunch Climb <sup>1</sup>	1	1	6/14	Touch	+3 steps to Climbing Tests	Target's Spell Defense	5 + Rank minutes
Crushing Hand							

of Earth <sup>4</sup>	8	4	14/21	60 yards	Willforce + 6	Target's Spell Defense	3 + Rank rounds
Death Rain <sup>1</sup>	7	1	15/18	75 yards	Willforce + 5 (see text)	Target's Spell Defense (see text)	12 + Rank rounds
Detect (Discipline) Magic <sup>3</sup>	2	2	5/15	60 yards	Willforce + 6	6 (see Astral Sense spell, p. 183, <b>ED</b> )	10 + Rank minutes
Dispel (Discipline) Magic <sup>3</sup>	3	1	6/13	60 yards	Willforce	2	1 round
Dispel Magic (Discipline) <sup>3</sup>	5	1	6/13	60 yards	Willforce	2	1 round
Dragon's Breath <sup>2</sup>	9	3	15/20	50 yards	Willforce + 12	Target's Spell Defense	1 round
Drastic Temperature <sup>1</sup>	6	2	11/19	100 yards	Willforce + 3	2	3 + Rank rounds
Earth and Air <sup>2</sup>	10	3	16/20	120 yards	Willforce + 10	2 or higher (see text)	1 + Rank hours
Earth Blend <sup>1</sup>	1	None	NA/7	Touch	Willforce + 7	Target's Spell Defense	Rank + 5 minutes
Earth Darts <sup>1</sup>	1	1	5/12	30 yards	Willforce + 6	Target's Spell Defense	1 round
Earth Q'wrl <sup>4</sup>	7	4	16/18	Self	See text	Target's Spell Defense	10 + Rank minutes
Earth Staff <sup>1</sup>	5	1	11/18	Touch	Strength + 10	2	5 + Rank minutes
Earth Surfing <sup>4</sup>	7	4	10/22	1 yard	Creates earth wave	6	1 hour
Earth Wall <sup>1</sup>	8	3	12/20	50 yards	Willforce + 12	2	1 + Rank hours
Ease Passage <sup>1</sup>	6	1	11/17	Touch	Willforce + 10	Target's Spell Defense	6 + Rank hours
Elemental Merchant <sup>2</sup>	10	3	15/19	50 yards	Willforce + 5	10 (Spell Defense of the spirit)	1 + Rank days
Engulf (Element) <sup>4</sup>	7	2	13/20	10 yards	Willforce	Target's Spell Defense	Rank rounds
Falcon's Cloak <sup>4</sup>	4	2	10/20	Self	Turns caster into a falcon	Target's Spell Defense	Rank hours
Fingers of Wind <sup>4</sup>	3	1	7/15	20 yards	Willforce	6	5 + Rank minutes
Fire and Water <sup>2</sup>	10	3	17/20	120 yards	Willforce + 9	2 or higher (see text)	1 + Rank hours
Fireball <sup>1</sup>	5	1	12/20	100 yards	Willforce + 8	Target's Spell Defense (see text)	1 round
Fire Hounds <sup>4</sup>	7	2+ (see text)	13/20	10 yards	Summons fire hounds	7	5 + Rank minutes
Fire Wall <sup>2</sup>	9	4	14/20	50 yards	Willforce + 10	2	1 + Rank hours
Fireweave <sup>4</sup>	6	2	12/19	Touch	Willforce	Target's Spell Defense	Rank minutes
Fire Whip <sup>4</sup>	4	1	10/20	3 yards	Willforce + 6	4	5 + Rank rounds
Flame Darts <sup>4</sup>	7	2	13/23	40 yards	Willforce + 7	Target's Spell Defense (see text)	1 round
Flameweapon <sup>1</sup>	1	2	5/14	10 yards	+1D4 to weapon's Damage step	Target weapon's Spell Defense	10 + Rank rounds
Flameshaw <sup>1</sup>	6	4	10/17	100 yards	Willforce + 7	2 (see text)	1 + Rank hours
Flame Strike <sup>3</sup>	2	0	NA/11	30 yards	Willforce + 6	Target's Spell Defense	1 round

Frozen Harbor <sup>4</sup>	10	5	16/29	30 yards	Freezes an expanse of water	9	1 round
Fuel Flame <sup>4</sup>	3	0	NA/15	10 yards	Willforce + 3	4	Rank rounds
Gills <sup>1</sup>	2	2	4/13	Touch	Allows breathing underwater	Target's Spell Defense	10 + Rank minutes
Great Sticky Vines <sup>4</sup>	4	2	11/20	25 yards	Willforce + 4	2/Target's Spell Defense (see text)	Rank minutes
Grasping Hand of Earth <sup>4</sup>	7	3	13/20	60 yards	Willforce + 6	Target's Spell Defense	3 + Rank rounds
Grounding <sup>4</sup>	3	2	4/12	Touch	+12 to armor against electrical attacks, anchors elementalist	Target's Spell Defense	Rank minutes
Haunted Forest <sup>3</sup> (Multi-Discipline)	8	2/2	15/24	1 mile	Transforms a woodland	12	Rank hours
Heat Food <sup>1</sup>	1	1	5/7	Touch	Heat rejuvenating food	2	10 + Rank minutes
Hunter's Sense <sup>4</sup>	2	0	NA/14	25 yards	Willforce + 5	Target's Spell Defense	3 + Rank minutes
Ice Mace and Chain <sup>1</sup>	3	None	NA/15	40 yards	Willforce + 5	Target's Spell Defense	2 rounds
Ice Spear <sup>1</sup>	2	1	7/14	120 yards	Willforce + 3	Target's Spell Defense	1 round
Icy Surface <sup>1</sup>	2	None	NA/8	Touch	Creates a slippery, icy surface	2	3 + Rank minutes
Inflame Self <sup>4</sup>	5	3	8/15	Self	Willforce + 8	Target's Spell Defense	1 + Rank rounds
Ironwood <sup>4</sup>	5	3	11/18	Touch	Transforms wood	6	Rank hours
Lighten Load <sup>1</sup>	4	1	9/16	10 yards	Willforce + 3	Target's Spell Defense	7 + Rank hours
Lightning Bolt <sup>4</sup>	3	1	10/15	25 yards	Willforce + 5	Target's Spell Defense	1 round
Lightning Shield <sup>1</sup>	4	None	NA/16	Touch	Willforce + 3	Target's Spell Defense (see text)	7 + Rank rounds
Lightning's Arcing Pops <sup>4</sup>	4	3	10/17	Self	Willforce + 2	Target's Spell Defense	3 + Rank rounds
Liquid Arrow <sup>4</sup>	4	1	10/17	80 yards	Willforce + 9	Target's Spell Defense	1 round
Living Wall <sup>4</sup>	6	2	12/22	15 yards	Willforce + 3	6	3 + Rank minutes
Lodestone's Touch <sup>4</sup>	4	2	13/17	10 yards	Willforce + 3	Target's Spell Defense	5 + Rank minutes
Metal Scream <sup>1</sup>	5	1	11/17	100 yards	Willforce + 5	Target's Spell Defense (see text)	1 + Rank rounds
Metal Wings <sup>1</sup>	5	2	8/18	Touch	Flight, + 5 steps to lifting Strength	Target's Spell Defense	20 + Rank minutes
Moon Glow <sup>4</sup>	1	0	NA/10	10 yards	Creates light	4	5 + Rank months
Moon Shadow <sup>2</sup>	9	5	16/22	100 yards	Willforce +10	Target's Spell Defense	1 month
Nutritious Earth <sup>4</sup>	5	4	8/15	Touch	Makes land fertile	Target's Spell Defense	1 year and 1 day
Path Home <sup>1</sup>	2	2	7/14	60 yards	Shows a path home	5	20 + Rank minutes

Perimeter Alarm <sup>1</sup>	8	3	10/20	Rank yards	Willforce + 12	2	4 + Rank hours
Petrify <sup>4</sup>	10	4	19/26	20 yards	Willforce + 5	Target's Spell Defense	Rank days
Plant Feast <sup>1</sup>	3	3	6/16	25 yards	Willforce + 8	2	1 + Rank hours
Plant Talk <sup>1</sup>	1	None	NA/7	Self	Converse with plant spirits	2	10 + Rank minutes
Porter <sup>1</sup>	3	2	9/15	15 yards	Willforce	2	Rank days
Puddle Deep <sup>1</sup>	3	1	7/15	15 yards	Willforce	2	3 + Rank minutes
Purify Earth <sup>4</sup>	1	1	5/13	10 yards	Purifies earth and soil	5 or higher (see text)	1 round
Purify Forest <sup>4</sup>	15	12	28/33	10 yards	See text	Target's Spell Defense (see text)	1 round
Purify Water <sup>1</sup>	1	1	5/13	Touch	Purifies Willforce + 8 quarts of liquid	2 or higher (see text)	1 round
Repair <sup>1</sup>	3	1	9/16	Touch	Willforce + 5	2	3 + Rank months
Resist Cold <sup>1</sup>	1	None	NA/7	Touch	+3 Armor Points against cold damage	Target's Spell Defense	6 + Rank minutes
Resist Fire <sup>1</sup>	1	None	NA/7	Touch	+3 Armor Points against fire damage	Target's Spell Defense	6 + Rank minutes
Resist Poison <sup>4</sup>	5	2	11/21	Touch	+8 steps to resist poison	Target's Spell Defense	Rank hours
Ricochet Attack <sup>1</sup>	6	Variable	12/19	75 yards	Willforce + 12	Target's Spell Defense	1 round
Root Trap <sup>4</sup>	4	0	NA/20	10 yards	Willforce + 2	4	5 + Rank rounds
Rust <sup>4</sup>	3	0	NA	30 yards	–5 steps	Target's Spell Defense	1 round
Shattering Stone <sup>4</sup>	5	1	11/21	25 yards	Willforce + 6	Target's Spell Defense	1 round
Shield of Warping <sup>4</sup>	4	1	10/17	Touch	Willforce + 6	Target's Spell Defense	5 + Rank rounds
Shield Willow <sup>4</sup>	2	1	6/14	Touch	+6 to Shatter Threshold, +1 to Armor/Mystic Armor Ratings	Target's Spell Defense	Rank minutes
Silence Metal <sup>1</sup>	8	3	13/20	Touch	Willforce + 7	Target's Spell Defense	1 + Rank hours
Silver Shadow <sup>1</sup>	8	3	12/19	100 yards	Willforce + 3	Target's Spell Defense	1 + Rank hours
Sky Lattice <sup>1</sup>	3	3	8/17	120 yards	Willforce + 3	2	10 + Rank minutes
Slow Metal Weapon <sup>1</sup>	2	1	9/13	60 yards	–3 steps to damage	Target's Spell Defense (see text)	8 + Rank rounds
Small Slayer <sup>4</sup>	2	1	6/14	25 yards	Summons a poisonous creature	Target's Spell Defense	3 + Rank rounds
Smoke Cloud <sup>4</sup>	3	1	10/15	10 yards	–5 rank penalty to actions	6	8 + Rank rounds
Snuff <sup>4</sup>	3	2	7/15	Touch	Willforce + 5	Spell Defense of fire or its creator	Instant
Spear (Element) <sup>4</sup>	4	1	7/14	40 yards	Willforce + 6	Target's Spell Defense	1 round
Spirits of Death's Sea <sup>4</sup>	4	3	10/17	Touch	Willforce + 6	10	Rank hours

Sterilize Object <sup>1</sup>	2	1	5/14	10 yards	Willforce + 7	2	1 round
Stick Together <sup>1</sup>	2	1	5/13	25 yards	Willforce + 7	Target's Spell Defense (see text)	3 + Rank minutes
Stone Cage <sup>1</sup>	5	1	11/19	60 yards	Willforce + 5	Target's Spell Defense	10 + Rank rounds
Stone Rain <sup>4</sup>	6	2	15/22	30 yards	Willforce + 4	Target's Spell Defense	Rank rounds
Storm Manacles <sup>1</sup>	7	2	12/18	60 yards	Willforce + 5	Target's Spell Defense	12 + Rank rounds
Suffocating Paste <sup>1</sup>	4	2	9/18	25 yards	Suffocates and blinds target	Target's Spell Defense	Willforce rounds
Sunlight <sup>4</sup>	3	2	10/15	10 yards	Creates bright light	6	5 + Rank minutes
Thrive <sup>4</sup>	3	1	7/15	1 yard	Accelerates plant growth	8	1 round
Throne of Air <sup>1</sup>	3	2	8/17	Self	Willforce + 7	2	10 + Rank minutes
Thunderclap <sup>4</sup>	7	3	13/17	60 yards	–8 steps, deafness	Target's Spell Defense	1 round
Tossing Earth <sup>1</sup>	6	3	11/17	100 yards	Willforce + 1	2	1 + Rank hours
Tree Merge <sup>4</sup>	6	3	16/23	Self	See text	Target's Spell Defense	6 + Rank hours
Uneven Ground <sup>1</sup>	4	1	11/18	25 yards	Penalty to enemy character actions	Target's Spell Defense (see text)	4 + Rank rounds
Waterspout <sup>4</sup>	8	2	14/21	1 mile	Willforce + 15	Target's Spell Defense (see text)	1 round
Water Wall <sup>2</sup>	9	4	14/20	50 yards	Willforce + 10	2	1 + Rank hours
Weapon Back <sup>1</sup>	4	2	5/16	40 yards	Willforce + 6	Target's Spell Defense (see text)	3 + Rank rounds
Weather Change <sup>2</sup>	10	5	13/20	10 miles	Willforce + 8	2	10 + Rank hours
Whirlwind <sup>1</sup>	7	2	12/18	60 yards	Willforce + 9	2/Target's Spell Defense (see text)	6 + Rank rounds
Winds of Deflection <sup>4</sup>	3	1	8/15	Self	Willforce + 6	Target's Spell Defense	5 + Rank rounds
Wood Blade <sup>4</sup>	11	4	22/28	Touch	Willforce + 16	4	8 + Rank hours

## ILLUSIONIST SPELLS

	Circle	Threads	Weaving Difficulty	Range	Effect	Casting Difficulty	Duration
Afterlife <sup>2</sup>	10	5	16/21	25 yards	Willforce + 14	Target's Spell Defense	Rank minutes
Alarm <sup>1</sup>	3	1	8/17	50 yards	Willforce + 4	Target's Spell Defense	6 + Rank minutes
And Then I Woke Up <sup>4</sup>	3	1	10/15	Self	+8 steps to Perception	Target's Spell Defense	1 round
Assuring Touch <sup>1</sup>	1	None	NA/7	Touch	+3 steps against fear-causing attacks	Target's Spell Defense	12 + Rank rounds
Astral Materialization <sup>2</sup>	10	4	15/22	25 yards	Willforce + 13	Target's Spell Defense	1 round
Astral Nightmare <sup>1</sup>	8	4	12/21	25 yards	Willforce + 10	Target's Spell Defense	3 + Rank minutes
Astral Sense							

(Discipline) <sup>1, 3</sup>	3	2	5/15	60 yards	Willforce + 6	6 (see Astral Sense spell, p. 183, <b>ED</b> )	10 + Rank minutes
Astral Shadow <sup>4</sup>	6	2	12/17	Touch	Willforce + 4	Target's Spell Defense	3 + Rank minutes
Aura <sup>4</sup>	4	1	10/16	10 yards	Willforce + 2	Target's Spell Defense	3 + Rank rounds
Awaken <sup>4</sup>	5	2	11/18	Touch	Willforce + 6	Target's Spell Defense	1 round
Bellow of the Thundras <sup>4</sup>	1	0	NA/15	60 yards	Allows the subject's voice to be heard within the spell's range Charisma + 5	Target's Spell Defense	5 + Rank minutes
Best Face <sup>1</sup>	1	2	5/14	Touch	Charisma + 5	Target's Spell Defense	8 + Rank minutes
Blazing Fists of Rage <sup>4</sup>	1	0	NA/16	Touch	Willforce + 5	Target's Spell Defense	4 + Rank rounds
Bleeding Edge <sup>4</sup>	4	1	10/20	Touch	+5 steps to weapon damage	Target's Spell Defense	1 round
Blindness <sup>4</sup>	2	1	8/14	25 yards	Blinds the target	Target's Spell Defense	5 + Rank minutes
Blinding Glare <sup>4</sup>	3	1	10/20	30 yards	Willforce + 6	Target's Spell Defense	1 round
Bond of Silence <sup>4</sup>	5	3	11/18	20 yards	Willforce + 4	Target's Spell Defense	Rank minutes
Bouncing Blaster <sup>1</sup>	6	4	9/20	Touch	Willforce + 8	Target's Spell Defense (see text)	3 + Rank days
Catseyes <sup>4</sup>	1	1	5/10	Touch	Grants low-light vision	Target's Spell Defense	3 + Rank minutes
Chosen Path <sup>1</sup>	6	3	10/18	60 yards	Willforce + 8	2	3 + Rank hours
Circle of Well Being <sup>1</sup>	4	3	8/17	Touch	Willforce	2	Rank x 10 minutes
Clarion Call <sup>1</sup>	4	1	8/17	100 yards	Willforce + 4	Target's Spell Defense (see text)	12 + Rank rounds
Clothing Gone <sup>4</sup>	5	3	11/21	60 yards	–4 step penalty to all actions	Target's Spell Defense	5 rounds
Conceal Tracks <sup>4</sup>	4	2	10/20	Touch	Conceals tracks	Target's Spell Defense	Rank hours
Crafty Thought <sup>1</sup>	2	1	6/14	2 yards	Willforce + 5	Target's Spell Defense	Rank minutes
Dampen Karma <sup>1</sup>	3	1	8/17	60 yards	–4 to target's Karma dice	Target's Spell Defense	6 + Rank rounds
Dancing Disks <sup>1</sup>	6	3	7/19	75 yards	Willforce + 6	Target's Spell Defense (see text)	7 + Rank rounds
Detect (Discipline) Magic <sup>3</sup>	3	2	5/15	60 yards	Willforce + 6	6 (see Astral Sense spell, p. 183, <b>ED</b> )	10 + Rank minutes
Disaster <sup>4</sup>	2	1	9/17	10 yards	Willforce + 6	Target's Spell Defense (see text)	5 + Rank rounds
Disguise Metal <sup>1</sup>	1	1	7/14	Touch	Changes appearance of metal	Target's Spell Defense	Willforce Test + 7 minutes

Dispel (Discipline)							
Magic <sup>3</sup>	3	1	6/13	60 yards	Willforce	2	1 round
Displace Image <sup>1</sup>	1	1	7/15	Touch	Projects image 3 yards away	Target's Spell Defense	7 + Rank in rounds
Dispel Magic (Discipline) <sup>3</sup>	5	1	6/13	60 yards	Willforce	2	1 round
Do Unto Others <sup>4</sup>	9	3	14/20	15 yards	See text	See text	Rank rounds
Dream Realm <sup>3</sup> (Multi-Discipline)	9	3/2	17/25	1 mile	Willforce + 2	Target's Spell Defense	5 + Rank minutes
Dreamsend <sup>4</sup>	8	3	11/24	1 mile	Willforce + 6	Target's Spell Defense	5 + Rank minutes
Dream Sight <sup>4</sup>	7	3	13/23	1 mile	Willforce + 8	Target's Spell Defense	8 + Rank minutes
Drunken Stagger <sup>4</sup>	7	4	13/20	Touch	Step penalty to target's actions	Target's Spell Defense	5 + Rank days
Eclipse <sup>2</sup>	10	6	15/21	NA	Willforce + 8	2	Rank days
Egress and Exit <sup>4</sup>	5	3	11/21	60 yards	Shows the most direct entrance and exit to a place	6	5 + Rank minutes
Encrypt <sup>4</sup>	2	0	NA/11	20 yards	Willforce + 4	Target's Spell Defense (see text)	Rank hours
Ephemeral Bolt <sup>1</sup>	2	None	NA/9	60 yards	Willforce + 7	Target's Spell Defense	1 round
Ephemeral Magic <sup>3</sup> (Multi-Discipline)	8	2/2	16/24	30 yards	Willforce + 3	Target's Spell Defense	Rank rounds
Eternal Day <sup>2</sup>	10	5	18/21	NA	Willforce + 8	2	Rank days
Eyes Have It <sup>1</sup>	4	3	7/17	60 yards	Willforce + 4	2	1 + Rank minutes
Eye of Truth <sup>4</sup>	5	1	11/18	Self	+10 steps to Perception Tests	Target's Spell Defense	5 + Rank minutes
False Enchantment <sup>1</sup>	7	5	8/20	Touch	+D8 Sensing Difficulty	2 (see text)	7 + Rank days
False Floor <sup>1</sup>	3	2	7/17	Touch	Willforce + 3	2	1 + Rank hours
Flesh Eater <sup>4</sup>	5	2	14/21	Touch	–2 steps to target's step numbers	Target's Spell Defense	5 + Rank rounds
Flying Carpet <sup>1</sup>	5	3	10/18	Touch	Willforce + 5	7	1 + Rank hours
Foreseeing <sup>4</sup>	6	2	12/22	Self	Willforce + 3	9	1 round
Form Exchange <sup>1</sup>	8	4	11/21	25 yards	Willforce + 10	Target's Spell Defense	7 + Rank minutes
Fun With Doors <sup>4</sup>	1	2	5/10	20 yards	Creates/alters illusions involving doors	Spell Defense of targeted door	1 + Rank minutes
Great Weapon <sup>4</sup>	4	1	13/20	Touch	–2 step penalty to Attack Tests	Target's Spell Defense	2 + Rank rounds
Grim Reaper <sup>2</sup>	9	5	13/21	Touch	Willforce + 13	Target's Spell Defense	Rank x 10 minutes
Haunted House <sup>2</sup>	10	5	15/20	75 yards	Willforce + 11	2	Rank days
Hunger <sup>4</sup>	4	3	10/17	Touch	Causes or diminishes	Target's Spell Defense	Rank days

Illusion <sup>3</sup>	5	2	11/21	30 yards	hunger in a single target Creates illusion	2	5 + Rank minutes
Illusory Missiles <sup>1</sup>	6	2	12/15	120 yards	Willforce + 11	Target's Spell Defense	1 round
Illusory Spell <sup>4</sup>	8	2+ (see text)	14+/24 (see text)	120 yards	Willforce + 12	Target's Spell Defense	1 round
Impossible Lock <sup>1</sup>	3	2	7/15	Touch	+D6 to Sensing Difficulty	2	1 + Rank hours
Impossible Knot <sup>4</sup>	2	2	6/14	Touch	Willforce + 4	4	1 + Rank days
Improve Karma <sup>1</sup>	5	3	8/18	Touch	+5 steps to Karma dice	Target's Spell Defense	6 + Rank rounds
Improved Alarm <sup>1</sup>	4	3	8/19	120 yards	Willforce + 5	Target's Spell Defense	1 + Rank hours
Innocent Activity <sup>1</sup>	2	1	6/14	Touch	Covers up true activity	Target's Spell Defense	12 + Rank rounds
Leaping Lizards <sup>1</sup>	8	3	9/21	150 yards	Willforce + 7	2	Rank minutes
Light <sup>1</sup>	1	1	6/14	10 yards	Summons light	2 (see text)	Willpower Test + 5 minutes
Massive Missiles <sup>1</sup>	8	4	12/21	250 yards	Willforce + 12	Target's Spell Defense	3 + Rank rounds
Memory Blank <sup>4</sup>	4	2	10/17	1 yard	Willforce + 4	Target's Spell Defense	1 + Rank hours
Memory Scribe <sup>4</sup>	6	3	12/19	1 yard	Willforce + 6	Target's Spell Defense	1 + Rank hours
Mind Fog <sup>1</sup>	3	1	8/15	60 yards	Willforce + 6	Target's Spell Defense	Rank rounds
Monstrous Mantle <sup>1</sup>	2	2	8/13	Touch	Increases combat prowess	Target's Spell Defense	Willforce Test + 5 rounds
Multi-Missile <sup>1</sup>	4	2	8/17	Touch	+4 missiles	Target's Spell Defense (see text)	Rank rounds (1 missile)
Nightmare of Foreboding <sup>4</sup>	4	5	10/17	20 yards	−8 to Wound Threshold	Target's Spell Defense	Rank days
Noble Manner <sup>1</sup>	5	None	NA/10	Touch	+5 steps to Charisma Tests	Target's Spell Defense	3 + Rank minutes
Nobody Here <sup>1</sup>	3	1	10/18	10 yards	Willforce + 8	Target's Spell Defense (see text)	8 + Rank minutes
One of the Crowd <sup>2</sup>	9	5	14/21	15 yards	Willforce + 10	Target's Spell Defense	1 + Rank hours
Other Place <sup>1</sup>	8	3	9/21	1 mile	Links two doorways	Target's Spell Defense	3 + Rank hours
Pauper's Purse <sup>1</sup>	1	None	NA/ 7	Touch	Willforce + 4	Target's Spell Defense	1 + Rank minutes
Phantom Warrior <sup>4</sup>	3	1	7/15	10 yards	Creates 3 images of target	Subject's Spell Defense	Rank + 3 rounds
Pleasant Visions <sup>1</sup>	5	1	9/18	60 yards	Pleasant visions prevent action	Target's Spell Defense (see text)	3 + Rank minutes
Rebel Limb <sup>1</sup>	7	1	16/18	60 yards	Willforce + 4	Target's Spell Defense	10 + Rank rounds
Remove Shadow <sup>4</sup>	2	1	6/14	Touch	Removes the subject's shadow and reflection	Target's Spell Defense	5 + Rank minutes
Restore Pattern <sup>4</sup>	13	3	20/31	Touch	Willforce + 15	Target's Spell Defense	1 round
Reversal of Passion <sup>4</sup>	7	2	13/20	30 yards	Willforce + 8	Target's Spell Defense	3 + Rank rounds
Revulsion <sup>2</sup>	9	4	15/21	Touch	Willforce + 13	Target's Spell Defense	1 + Rank minutes



Rope Guide <sup>1</sup>	1	None	NA/ 7	25 yards	Willforce + 4	Target's Spell Defense (usually 2)	3 + Rank rounds
See the Unseen <sup>4</sup>	3	1	7/15	Touch	+8 steps for Perception Tests	Target's Spell Defense	5 + Rank minutes
Shadow Palace <sup>4</sup>	14	6	21/32	Touch	Willforce + 10	8	Rank hours
Shadow Spell <sup>4</sup>	8	2	14/21	60 yards	Willforce + 12	Target's Spell Defense	1 + Rank rounds
Shift Walls <sup>2</sup>	9	5	15/21	15 yards	Willforce + 9	Target's Spell Defense	3 + Rank hours
Soothe the Savage Beast <sup>4</sup>	3	1	7/15	10 yards	Hypnotizes a single animal	Target's Spell Defense	3 + Rank minutes
Spotlight <sup>1</sup>	6	2	11/20	100 yards	Willforce + 8	Target's Spell Defense (see text)	7 + Rank rounds
Stampede <sup>4</sup>	7	4	12/17	120 yards	–2 step penalty to target's actions	Target's Spell Defense (see text)	1 + Rank rounds
Stench <sup>4</sup>	6	3	12/22	40 yards	Willforce + 6	Target's Spell Defense	3 + Rank rounds
Stop Right There <sup>1</sup>	4	None	NA/9	60 yards	Willforce + 3	Target's Spell Defense	Rank rounds
Suffocation <sup>1</sup>	3	3	7/18	120 yards	Willforce + 8	Target's Spell Defense (see text)	3 + Rank rounds
Switch <sup>4</sup>	5	5	NA/18	10 yards	Switches appearance of illusionist and target	Target's Spell Defense	Rank minutes
Tailor <sup>1</sup>	2	2	6/7	Touch	Willforce + 4	Target's Spell Defense	Rank x 10 minutes
Thundering Walls <sup>2</sup>	9	3	15/21	75 yards	Willforce + 9	2	7 + Rank rounds
Time Flies <sup>4</sup>	7	4	10/23	60 yards	Willforce + 3	2	Rank hours
True Blazing Fists of Rage <sup>4</sup>	1	0	NA/16	Touch	Willforce + 2	Target's Spell Defense	4 + Rank rounds
True Ephemeral Bolt <sup>1</sup>	2	None	NA/8	60 yards	Willforce + 3	Target's Spell Defense	1 round
Twisted Tongues <sup>1</sup>	7	1	14/18	60 yards	Jumbles speech	Target's Spell Defense (see text)	3 + Rank minutes
Unfireball <sup>4</sup>	5	1	11/21	100 yards	Willforce + 8	Target's Spell Defense	1 round
Unmask <sup>4</sup>	4	1	10/20	20 yards	Willforce + 6	Target's Spell Defense	3 + Rank minutes
Unseen Voices <sup>1</sup>	1	None	NA/7	40 yards	Creates up to rank illusory voices	Target's Spell Defense	15 + Rank rounds
Vertigo <sup>1</sup>	7	3	12/16	75 yards	Cancels up to D10 Action dice	Target's Spell Defense	7 + Rank rounds
Walk Through <sup>1</sup>	7	1	13/17	Touch	Creates temporary pathway	Target's Spell Defense	6 + Rank rounds
Wall of Unfire <sup>1</sup>	5	3	7/15	60 yards	Willforce + 8	2 (see text)	3 + Rank minutes
Weather Cloak <sup>1</sup>	2	1	6/9	Touch	Willforce + 3	Target's Spell Defense	Rank x 10 minutes
You Got Me <sup>4</sup>	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 Life <sup>3</sup>	11	Variable	21/26	Touch	Alters a life form's pattern	Target's Spell Defense	7 + Rank years
Animate Dead <sup>3</sup>	10	3	10/15	Touch	Creates cadaver men	Target's Spell Defense	5 + Rank days
Animate Skeleton <sup>1</sup>	4	2	7/18	100 yards	Animates skeletons	5	8 + Rank minutes
Animate Spirit Object <sup>1</sup>	5	3	10/19	25 yards	Willforce + 5	Target's Spell Defense (9)	Rank x 10 minutes
Arrow of Night <sup>4</sup>	3	1	7/15	Touch	+8 steps to Damage Test	6	1 round
Astral Beacon <sup>4</sup>	7	3	13/23	40 yards	See text	Target's Spell Defense	1 round
Astral Flare <sup>1</sup>	4	2	7/17	25 yards	Willforce + 6	2	5 + Rank rounds
Astral Horror <sup>1</sup>	5	3	9/19	120 yards	Willforce + 6	Target's Spell Defense (12)	1 + Rank minutes
Astral Maw <sup>4</sup>	7	2	13/17	25 yards	Willforce + 10	8	3 + Rank rounds
Astral Mount <sup>4</sup>	5	2 or 4	11/17	1 yard	See text	8	1 + Rank hours
Astral Sense (Discipline) <sup>1, 3</sup>	3	2	5/15	60 yards	Willforce + 6	6 (see Astral Sense spell, p. 183, <b>ED</b> )	10 + Rank minutes
Astral Slice <sup>4</sup>	10	5	13/26	80 yards	Willforce + 15	Target's Spell Defense	1 round
Astral Spear <sup>4</sup>	1	1	6/12	120 yards	Willforce + 6	Target's Spell Defense	1 round
Astral Whisper <sup>4</sup>	5	2	11/18	Self	Willforce + 8	6	3 + Rank minutes
Banquet of Dis <sup>4</sup>	7	3	10/17	Touch	Eliminates hunger and fatigue	Target's Spell Defense	Rank days
Blessed Light <sup>1</sup>	6	1	8/18	15 yards	Willforce + 4	3	15 + Rank minutes
Blood Servitor <sup>4</sup>	4	2	7/17	Self	Creates blood servitor	8	Rank hours
Blind <sup>4</sup>	5	3	11/15	20 yards	Willforce + 8	Spell Defense	5 + Rank rounds
Bone Circle <sup>1</sup>	2	3	6/17	5 yards	Willforce + 5	9	3 + Rank months
Bone Dance <sup>1</sup>	1	1	7/15	25 yards	Willforce + 4	Target's Spell Defense	3 + Rank rounds
Bone Pudding <sup>4</sup>	7	3	12/20	10 yards	Inflicts 6 Wounds to target	Target's Spell Defense	1 round
Bone Puppet <sup>4</sup>	6	3	8/15	25 yards	Willforce + 4	Target's Spell Defense	6 + Rank rounds
Bone Shatter <sup>1</sup>	6	2	12/20	60 yards	Willforce + 8	Target's Spell Defense	1 round
Bone Walker <sup>4</sup>	6	3	12/18	Touch	Creates bone walker	6	2 + Rank days
Call Forth the Army of Decay <sup>4</sup>	14	8	21/29	5-mile radius	Summons cadaver men	10	Rank days
Chilling Circle <sup>1</sup>	1	2	6/15	Touch	Step 4 Damage when in circle	Target's Spell Defense	6 + Rank minutes
Circle of Astral Protection <sup>1</sup>	5	3	11/19	Touch	Willforce + 8	Target's Spell Defense	1 + Rank minutes
Cold Storage <sup>4</sup>	7	8	10/20	Touch	Preserves organic matter	8	Rank months

Command Nightflyer <sup>1</sup>	1	1	5/13	120 yards	Willforce + 2	Target's Spell Defense	3 + Rank minutes
Constrict Heart <sup>1</sup>	7	None	NA/18	25 yards	Willforce + 6	Target's Spell Defense	3 + Rank rounds
Control Being <sup>1</sup>	8	3	14/20	25 yards	Willforce + 6	Target's Spell Defense	10 + Rank minutes
Create Life <sup>2</sup>	9	Variable	21/26	Touch	Creates a life form	Target's Spell Defense	7 + Rank years
Damage Shift <sup>4</sup>	7	2	13/20	Self	Allows the nethermancer to shift damage taken to another person	Target's Spell Defense	1 round
Damage Transfer <sup>2</sup>	10	3	14/19	100 yards	Willforce + 10	Target's Spell Defense (see text)	1 round
Dark Messenger <sup>4</sup>	3	1	7/15	Touch	Conveys a message	Target's Spell Defense	Rank hours
Dark Spy <sup>4</sup>	4	1	10/20	10 yards	Caster can see through a nightflyer's eyes	Target's Spell Defense	Rank minutes
Dark Sword <sup>2</sup>	9	6	15/19	Touch	Willforce + 8	Target's Spell Defense (see text)	Rank days
Death's Head <sup>1</sup>	3	None	NA/9	Self	Willforce + 5	Target's Spell Defense	5 + Rank rounds
Death Trance <sup>4</sup>	3	2	7/12	Touch	Makes subject hibernate	Target's Spell Defense	3 + Rank hours
Detect (Discipline) Magic <sup>3</sup>	2	2	5/15	60 yards	Willforce + 6	6 (see Astral Sense spell, p. 183, <b>ED</b> )	10 + Rank minutes
Detect Undead <sup>1</sup>	1	None	NA/7	25 yards	Willforce + 5	Target's Spell Defense	3 + Rank minutes
Dispel (Discipline) Magic <sup>3</sup>	3	1	6/13	60 yards	Willforce	2	1 round
Dispel Magic (Discipline) <sup>3</sup>	5	1	6/13	60 yards	Willforce	2	1 round
Disrupt Magic <sup>4</sup>	9	2	12/19	60 yards	Willforce	Target's Spell Defense (see text)	1 round
Dream Realm <sup>3</sup> (Multi-Discipline)	9	3/2	17/25	1 mile	Willforce + 2	Target's Spell Defense	5 + Rank minutes
Dry and Wet <sup>1</sup>	1	1	7/8	15 yards	Willforce + 4	Target's Spell Defense	1 round
Dust to Dust <sup>4</sup>	6	Variable	12/22	60 yards	Willforce + 11	Target's Spell Defense	1 round
Erase Horror Mark (13th Circle+) <sup>4</sup>	13	6	17/22	Touch	Removes Horror mark	Target's Spell Defense (see text)	1 round
Eternal Youth <sup>4</sup>	13	6	17/31	Self	Stops aging	12	Rank years
Ethereal Darkness <sup>1</sup>	2	1	8/16	Touch	Darkness, Spell Defense 12	2	Willpower + D10 rounds
Evil Eye <sup>1</sup>	4	2	7/17	25 yards	-5 steps to all tests	Target's Spell Defense	10 + Rank rounds
Experience Death <sup>1</sup>	1	1	6/12	20 yards	Willforce + 5	Target's Spell Defense	3 + Rank rounds
Fatal Food <sup>1</sup>	4	3	9/17	10 yards	Willforce + 6	Target's Spell Defense	10 + Rank minutes

Fog Ghost <sup>1</sup>	2	2	6/15	25 yards	Summons fog ghost	8	3 + Rank rounds
Fog of Fear <sup>1</sup>	3	2	8/18	60 yards	Willforce + 5	2 (see text)	6 + Rank rounds
Forge Falsemen <sup>4</sup>	12	7	20/29	Touch	Creates falsemen	Target's Spell Defense (see text)	Rank years
Foul Vapors <sup>1</sup>	6	1	11/19	25 yards	Willforce + 5	2	6 + Rank rounds
Fragile Pattern <sup>2</sup>	10	7	14/23	100 yards	Willforce + 12	Target's Spell Defense	1 round
Friendly Darkness <sup>1</sup>	6	3	9/20	15 yards	+4 steps to rank characters	2	1 round
Friend or Foe <sup>4</sup>	4	2	10/20	10 yards	Willforce + 6	Target's Spell Defense	5 + Rank rounds
Gadfly <sup>4</sup>	1	1	6/14	30 yards	–3 steps to target's actions	4	4 + Rank rounds
Gateway <sup>2</sup>	10	5	12/19	5,000 miles	Willforce + 10	Target's Spell Defense (see text)	Rank rounds
Globe of Silence <sup>4</sup>	8	3	14/20	40 yards	Willforce + 8	6	2 + Rank minutes
Grave Message <sup>1</sup>	3	4	7/19	100 miles	Sends message to nethermancer	See text	Rank days
Haunted Forest <sup>3</sup> (Multi-Discipline)	8	2/2	15/24	1 mile	Transforms a woodland	12	Rank hours
Horror Call <sup>1</sup>	8	6	13/22	10 yards	Willforce + 16	Target's Spell Defense	Rank hours
Incessant Talking <sup>4</sup>	5	3	14/18	40 yards	Forces target to babble	Target's Spell Defense	1 + Rank minutes
Insect Repellent <sup>1</sup>	1	1	6/7	Touch	Willforce + 5	2	3 + Rank minutes
Last Chance <sup>4</sup>	4	1	7/17	Touch	+8 steps to Recovery Test	Target's Spell Defense	1 round
Life Circle of One <sup>1</sup>	2	2	6/15	Touch	Willforce + 5	2 (see text)	3 + Rank minutes
Marathon Run <sup>4</sup>	7	3	13/20	80 yards	Forces target to flee	Target's Spell Defense	1 + Rank minutes
Mystic Vessel <sup>4</sup>	9	3	15/23	Touch	Willforce + 10	Target's Spell Defense	1 + Rank hours
Netherblade <sup>4</sup>	8	2	14/17	Touch	Willforce + 8	Target's Spell Defense	6 + Rank rounds
Nightflyer's Cloak <sup>4</sup>	4	2	7/17	Self	Transforms the caster	Caster's Spell Defense	Rank + 10 minutes
Pack Bags <sup>1</sup>	3	1	7/11	5 yards	Willforce – 1	2	1 round
Pain <sup>1</sup>	3	None	NA/11	10 yards	Step 4 damage, immobilization	Target's Spell Defense	3 + Rank rounds
Pass Ward <sup>1</sup>	5	5 (6,7)	13/21	Touch	Willforce + 12	2	Rank weeks (up to Rank years)
Pervert Emotion <sup>4</sup>	12	10	23/29	Touch	See text	Target's Spell Defense	1 + Rank days
Pocket Guardian <sup>1</sup>	2	3	7/13	Self	Summons pocket guardian	7	1 + Rank days
Preserve <sup>4</sup>	3	2	7/12	Touch	Prevents the subject from decaying or spoiling	2	Rank days
Preserve Food <sup>3</sup>	3	3	7/18	Touch	Prevents food from spoiling	2	Rank days
Putrefy <sup>1</sup>	1	None	NA/9	25 yards	Putrefies food	2 (see text)	1 round
Recovery <sup>1</sup>	6	3	9/20	Touch	Willforce + 15	Target's Spell Defense	1 round

Repel Animal <sup>1</sup>	2	2	6/13	5 yards	Willforce + 6	2	1 + Rank hours
Restrain Entity <sup>1</sup>	7	2	14/20	25 yards	Willforce + 12	Target's Spell Defense	3 + Rank minutes
Restrain Horror <sup>1</sup>	8	1	13/19	25 yards	Willforce + 16	Target's Spell Defense	Rank rounds
Reverse Withering <sup>1</sup>	7	3	11/18	Touch	Willforce + 7	2	3 + Rank rounds
Sculpt Darkness <sup>4</sup>	5	2	11/18	10 yards	+4 steps to stealth and related abilities	6	4 + Rank minutes
Sense Horror <sup>4</sup>	5	2	11/18	30 yards	Willforce + 8	6	5 + Rank minutes
Shadow Hunter <sup>4</sup>	5	3	11/18	10 yards	Summons shadow hunter	10	1 + Rank hours
Shadow Meld <sup>4</sup>	3	2	7/15	Touch	Willforce + 6	Target's Spell Defense	Rank minutes
Shadow Tether <sup>1</sup>	8	2	16/19	50 yards	Willforce + 7	Target's Spell Defense	10 + Rank minutes
Shadow's Whisper <sup>4</sup>	1	1	6/11	100 yards	Willforce + 6	4	3 + Rank minutes
Shatter Pattern <sup>3</sup>	11	7	Target's Spell Defense/23	Touch	Willforce + 15	Target's Spell Defense	See text
Shield Mist <sup>1</sup>	2	1	6/13	Self	Willforce + 6	Target's Spell Defense	3 + Rank rounds
Shift Skin <sup>2</sup>	9	2	17/18	Touch	Willforce + 4	Target's Spell Defense	Rank rounds
Silent Darkness <sup>4</sup>	9	3	15/22	40 yards	Willforce + 8	6	5 + Rank rounds
Soul Armor <sup>1</sup>	6	1	7/17	Touch	+D8 to Mystic Armor	Target's Spell Defense	15 + Rank minutes
Soul Trap <sup>4</sup>	10	6	13/23	Touch	Traps the soul of a deceased target in his or her body	Target's Spell Defense	Rank hours
Spirit Bolt <sup>4</sup>	7	1	13/23	60 yards	Willforce + 12	Target's Spell Defense	1 round
Spirit Dart <sup>4</sup>	1	0	NA/7	25 yards	Willforce + 2	Target's Spell Defense	1 round
Spirit Double <sup>1</sup>	3	1	11/19	Touch	Creates spirit double of nethermancer	10	10 + Rank rounds
Spirit Grip <sup>1</sup>	1	None	NA/7	Touch	Willforce + 6	Target's Spell Defense	1 round
Spirit Portal <sup>1</sup>	7	4	14/19	Touch	Willforce + 10	2	Rank x 10 minutes
Spirit Servant <sup>1</sup>	4	3	8/20	Touch	Summons spirit servant	9	3 + Rank days
Spirit Tempest <sup>4</sup>	10	4	16/23	25 yards	Willforce + 5	10	Rank rounds
Spiritual Guidance <sup>4</sup>	5	3	8/18	Self	Summons spirit guide	12	30 minutes
Star Shower <sup>4</sup>	5	1	11/17	10 yards	Willforce + 9	Target's Spell Defense	1 round
Steal Strength <sup>4</sup>	7	3	13/23	Touch	Willforce + 4	2/Target's Spell Defense (see text)	5 + Rank minutes
Step Through Shadow <sup>4</sup>	7	3	12/24	Self	Creates an astral passageway	Target's Spell Defense	3 + Rank rounds
Strong Pattern <sup>2</sup>	10	6	18/23	Touch	Willforce + 12	Target's Spell Defense	7 + Rank years
Summon Bone Ghost <sup>4</sup>	3	1	7/15	10 yards	Summons a bone spirit	9	1 + Rank minutes
Talent Reaver <sup>3</sup> (Multi-Discipline)	12	2/1	23/35	30 yards	Willforce	Target's Spell Defense	Varies (see text)

Talent Shredder <sup>2</sup>	9	1	17/19	100 yards	Willforce	Target's Spell Defense	1 round
Tap Horror Karma <sup>2</sup>	10	2	18/20	50 yards	Willforce + 10	Target's Spell Defense	1 round
Target Portal <sup>1</sup>	5	4	10/19	1,000 yards	Willforce + 7	Target's Spell Defense	Rank minutes
Tears of the Scourge <sup>4</sup>	5	2	11/21	10 yards	Willforce + 4	Target's Spell Defense	Rank rounds
Translator Spirit <sup>1</sup>	8	4	11/19	10 yards	Willforce + 5	2	Rank x 10 minutes
Undead Struggle <sup>1</sup>	1	None	NA/7	10 yards	Willforce + 4	Target's Spell Defense	3 + Rank rounds
Unnatural Life <sup>4</sup>	11	7	19/25	Touch	Restores a target to "unnatural" life	Target's Spell Defense	Rank years
Viewpoint <sup>1</sup>	4	1	9/17	Touch	Willpower + 9	2	6 + Rank minutes
Visions of Death <sup>1</sup>	4	1	9/17	100 yards	Immobilizes character in horror and fear	Target's Spell Defense	6 + Rank rounds
Visit Death <sup>4</sup>	8	4	11/24	Touch	Step penalty to target's actions	Target's Spell Defense	1 + Rank days
Void Wave <sup>4</sup>	9	4	15/22	100 yards	Willforce + 13	Target's Spell Defense	1 round
Walking Dead <sup>2</sup>	9	4	13/19	Touch	Willforce	Target's Spell Defense (see text)	Rank days
Wall of Bones <sup>4</sup>	8	4	14/21	20 yards	Creates a wall of bones	7	3 + Rank minutes
Wall of Darkness <sup>4</sup>	6	2	12/19	10 yards	Willforce + 6	6	3 + Rank rounds
Whisper Through the Night <sup>4</sup>	5	1	11/18	10 yards	Willforce + 6	Target's Spell Defense	1 + Rank rounds
Wit Friend <sup>1</sup>	7	2	8/19	Touch	Willforce + 5	Target's Spell Defense	10 + Rank minutes
Wither Away <sup>4</sup>	8	5	11/21	Touch	Willforce	Target's Spell Defense	Rank months
Wither Limb <sup>1</sup>	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 Sphere <sup>2</sup>	9	3	13/19	60 yards	Willforce + 8	Target's Spell Defense	12 + Rank rounds
Alter Form <sup>4</sup>	12	8	16/26	Touch	See text	Target's Spell Defense	1 round
And His Money <sup>1</sup>	2	1	7/16	10 yards	−4 to target's Social Defense	Target's Spell Defense	3 + Rank in minutes
Astral Gift <sup>4</sup>	7	3	13/23	30 yards	Gives target astral-sensitive sight	Target's Spell Defense	5 rounds
Astral Sense <sup>1</sup>	1	2	5/15	60 yards	Willforce + 6	6 (see text)	10 + Rank minutes
Astral Shield <sup>1</sup>	2	None	NA/7	Touch	+3 to Spell Defense	Target's Spell Defense	7 + Rank rounds
Aura Strike <sup>4</sup>	3	1	7/12	40 yards	Willforce + 8	Target's Spell Defense	1 round
Ball of String <sup>1</sup>	4	3	10/15	Variable	Willforce + 6	2	3 + Rank hours
Bedazzling Display of Logical Analysis <sup>4</sup>	1	0	NA/7	Self	Charisma + 6	Target's Spell Defense	Rank minutes

Binding Threads <sup>4</sup>	4	2	10/17	40 yards	Willforce + 8	Target's Spell Defense	2 + Rank minutes
Block Magic <sup>4</sup>	11	4	16/25	40 yards	–10 steps to magic-based tests	10	3 + Rank minutes
Blood Boil <sup>1</sup>	7	3	12/17	60 yards	Willforce + 9	Target's Spell Defense	4 rounds
Blood Lost <sup>4</sup>	6	3	12/22	Touch	Target cannot heal Wounds	Target's Spell Defense	1 + Rank days
Buoyancy <sup>4</sup>	4	1	13/20	Self	+2 step bonus to target's Swimming Tests	Target's Spell Defense	Rank hours
Catch Spell <sup>4</sup>	8	2	14/21	Self	Willforce + 12	Target's Spell Defense	Rank rounds
Cat's Cradle <sup>1</sup>	8	4	12/20	25 yards	Shared spellcasting	Target's Spell Defense	Rank minutes
Catwalk <sup>4</sup>	3	1	7/12	Touch	+6 steps to Climbing and Balance Tests	Target's Spell Change	8 + Rank rounds
Channel Raw Magic <sup>4</sup>	9	2	12/25	25 yards	Channels astral energy through target	Target's Spell Defense	3 rounds
City in a Bottle <sup>4</sup>	15	8	18/33	25 miles	Captures terrain	12	1 + Rank days
Clean <sup>1</sup>	2	2	5/13	Touch	Willforce + 4	Target's Spell Defense	1 minute
Cleanse							
Astral Space <sup>4</sup>	13	5	20/28	Touch	Willforce + 12	10	1 round
Combat Fury <sup>1</sup>	3	1	9/16	Touch	+4 steps to Attack and Damage Tests	Target's Spell Defense	7 + Rank rounds
Compression Bubble <sup>1</sup>	8	3	15/22	75 yards	Willforce + 10	Target's Spell Defense	7 + Rank rounds
Confusing Weave <sup>1</sup>	7	1	13/20	60 yards	Willforce + 3	Target's Spell Defense (see text)	1 round
Counterspell <sup>1</sup>	5	None	NA/11	15 yards	Willforce + 5	Target's Spell Defense	10 + Rank rounds
Crushing Will <sup>1</sup>	1	1	8/16	120 yards	Willforce + 5	Target's Spell Defense	1 round
Death Vow <sup>2</sup>	10	3	13/22	Touch	Willforce + 10	Target's Spell Defense	Rank weeks
Delay Blow <sup>1</sup>	8	2	14/20	Touch	Willforce + 15	Target's Spell Defense (see text)	10 + Rank rounds (until used)
Dislodge Spell <sup>4</sup>	7	1	9/22	60 yards	Willforce + 10	Target's Spell Defense	1 round
Dispel Magic <sup>1</sup>	1	1	6/13	60 yards	Willforce	2	1 round
Displace Self <sup>1</sup>	6	2	9/16	Self	Willforce + 7	Target's Spell Defense	5 + Rank rounds
Divine Aura <sup>1</sup>	1	1	6/14	25 yards	Willforce + 5	Target's Spell Defense	5 + Rank minutes
Dodge Boost <sup>1</sup>	2	None	NA/8	Self	+3 steps to Avoid Blow	Target's Spell Defense	5 + Rank rounds
Doom Missile <sup>1</sup>	6	3	10/21	100 yards	Willforce + 5	Target's Spell Defense	Rank rounds
Draining Eye <sup>2</sup>	9	4	14/15	60 yards	Willforce + 10	Target's Spell Defense	Rank minutes
Draw and Quarter <sup>4</sup>	10	4	16/26	Touch	Willforce + 15	Target's Spell Defense	1 round
Dust Devil <sup>1</sup>	4	2	9/13	80 yards	–2 steps to actions requiring sight, hearing, or smell	Target's Spell Defense	5 + Rank rounds

Ephemeral Magic <sup>3</sup>							
(Multi-Discipline)	8	2/2	16/24	30 yards	Willforce + 3	Target's Spell Defense	Rank rounds
False Aura <sup>4</sup>	3	2	7/12	Touch	Willforce + 6	Target's Spell Defense	3 + Rank minutes
Flame Flash <sup>1</sup>	1	1	7/15	25 yards	Willforce + 4	Target's Spell Defense	1 round
Giant Size <sup>4</sup>	5	2	11/18	Touch	+5 steps to Strength and Toughness	Target's Spell Defense	2 + Rank rounds
Glowing Swarm <sup>4</sup>	9	4	12/22	10 yards	Creates a swarm of glowing insects	8	Rank + 3 rounds
Hair Frenzy <sup>4</sup>	4	0	NA/20	25 yards	−2 step penalty to target's actions	Target's Spell Defense	5 + Rank rounds
Healing Sleep <sup>4</sup>	3	2	7/12	Touch	Doubles Recovery Tests and adds 4 steps	Target's Spell Defense	8 hours
Heat Metal <sup>4</sup>	5	2	11/18	10 yards	Willforce + 5	Target's Spell Defense	7 + Rank rounds
Hold Pattern <sup>2</sup>	10	6	14/23	Touch	Willforce + 8	2	Rank days
Icy Fingers <sup>4</sup>	4	1	7/12	Self	Reduces fire damage	Target's Spell Defense	5 + Rank minutes
Identify Magic <sup>4</sup>	4	1	10/20	80 yards	See text	Target's Spell Defense	1 round
Identify Spell <sup>4</sup>	3	0	NA/12	60 yards	See text	Target's Spell Defense (see text)	1 round
Ignite <sup>1</sup>	1	None	NA/11	5 yards	Ignites flammable objects	Target's Spell Defense	1 round
Inventory <sup>1</sup>	4	4	9/18	25 yards	Willforce + 8	Target's Spell Defense	1 minute
Invigorate <sup>1</sup>	5	2	9/17	Touch	+5 steps to Recovery Tests	Target's Spell Defense	1 + Rank hours
Iron Hand <sup>1</sup>	1	1	5/13	Touch	+3 steps to Melee Weapons damage	Target's Spell Defense	10 + Rank rounds
Journey to Life <sup>2</sup>	10	7	14/15	Touch	Willpower + 15	Target's Spell Defense (see text)	Rank days
Juggler's Touch <sup>4</sup>	4	2	10/17	30 yards	Willforce + 6	2/Target's Spell Defense (see text)	Rank rounds
Karma Cancel <sup>1</sup>	6	2	11/18	100 yards	Prevents Karma use	Target's Spell Defense	8 + Rank rounds
Karmic Connection <sup>4</sup>	4	1	10/17	Touch	Willforce + 10	Target's Spell Defense	1 round
Leaps and Bounds <sup>1</sup>	3	None	NA/9	Touch	Target's Willforce + 7	Target's Spell Defense	5 + Rank rounds
Levitate <sup>1</sup>	3	1	8/18	100 yards	Levitate up to 2,000 pounds	Target's Spell Defense (see text)	5 + Wizard's Rank minutes
Lightning Cloud <sup>1</sup>	7	4	12/18	120 yards	Willforce + 10	Target's Spell Defense (see text)	5 + Rank rounds
Liquid Eyes <sup>4</sup>	7	3	13/23	40 yards	Blinds target	Target's Spell Defense	Rank rounds
Loan Spell <sup>4</sup>	6	2	11/15	Touch	Loans spell	Target's Spell Defense	4 + Rank minutes
Mage Armor <sup>1</sup>	5	1	12/16	Touch	+4 to Physical Armor Rating	Target's Spell Defense	7 + Rank minutes
Makeshift Missile <sup>1</sup>	5	1	9/15	Touch	Willforce + 6	See text	2 + Rank rounds



Makeshift Weapon <sup>1</sup>	6	1	10/15	Touch	Willforce + 8	Target's Spell Defense	5 + Rank rounds
Mental Library <sup>4</sup>	6	3	12/19	Self	+10 ranks to Book Memory talent	6	Rank hours
Mind Dagger <sup>1</sup>	1	None	NA/7	40 yards	Willforce + 2	Target's Spell Defense	1 round
Move On Through <sup>1</sup>	7	None	NA/17	120 yards	Willforce + 4	Target's Spell Defense	1 round
Multi-Mind Dagger <sup>3</sup>	6	Variable	9/22	30 yards	Willforce + 2	Target's Spell Defense (see text)	1 round
Mystic Net <sup>4</sup>	7	3	13/20	40 yards	Willforce + 8	Target's Spell Defense	2 + Rank minutes
Mystic Shock <sup>4</sup>	5	2	11/21	10 yards (see text)	Willforce + 10	Target's Spell Defense	1 round
Notice Not <sup>1</sup>	3	1	7/15	Touch	+3 to tests for stealthy actions	Target's Spell Defense	1 + Rank minutes
Observe Event <sup>2</sup>	9	5	14/15	5 yards	Willforce + 3	Target's Spell Defense	Variable
Onion Blood <sup>2</sup>	10	4	16/19	100 yards	Willforce + 6	Target's Spell Defense	Rank rounds
Peace Bond <sup>4</sup>	8	3	11/21	Touch	Willforce + 10	Target's Spell Defense	5 + Rank minutes
Quicken Pace <sup>1</sup>	3	2	10/13	Touch	Willforce + 4	Target's Spell Defense	4 + Rank hours
Razor Orb <sup>1</sup>	6	2	11/19	100 yards	Willforce + 15	Target's Spell Defense	1 round
Reattach Limb <sup>2</sup>	9	6	15/15	Touch	Willforce	Target's Spell Defense	1 round
Relax <sup>1</sup>	4	3	9/13	Touch	Willforce + 2	Target's Spell Defense	1 round
Rope Ladder <sup>1</sup>	2	2	6/14	50 yards	Create ladder from rope	2	Rank minutes
Safe Opening <sup>1</sup>	8	2	12/19	5 yards	Willforce + 8	Target's Spell Defense	5 + Rank rounds
Sanctuary <sup>4</sup>	5	3	11/18	Touch	Willforce + 8	6	10 + Rank minutes
Seal <sup>4</sup>	2	1	6/11	20 yards	Willforce + 6	4	8 + Rank minutes
Seeking Sight <sup>1</sup>	3	1	7/15	Touch	+3 steps to missile weapon attacks	Target's Spell Defense	1 + Rank minutes
Shatter Lock <sup>1</sup>	3	2	6/13	5 yards	Willforce + 8	Target's Spell Defense	1 round
Silent Converse <sup>4</sup>	1	1	5/13	100 yards	Willforce + 4	4	5 + Rank minutes
Sleep <sup>1</sup>	6	2	9/17	60 yards	Puts rank characters asleep	Target's Spell Defense (see text)	10 + Rank rounds
Slow <sup>1</sup>	5	2	7/15	Touch	Movement halved, –5 steps to Dexterity Tests	Target's Spell Defense	5 + Rank rounds
Solo Flight <sup>1</sup>	5	2	7/18	Self	Grants power of flight	Target's Spell Defense	15 + Rank minutes
Spell Cage <sup>1</sup>	7	3	11/19	100 yards	–5 steps to all Spellcasting Tests	Target's Spell Defense	8 + Rank rounds
Spell Fusion <sup>4</sup>	10	4	16/26	40 yards	Willforce + 3	7	3 rounds
Spell Snatcher <sup>4</sup>	8	2	14/24	60 yards	Willforce + 10	Target's Spell Defense	1 round (see text)
Spellstore <sup>4</sup>	6	2	12/19	Touch	Willforce + 6	6	Rank hours
Study Thread <sup>4</sup>	5	2	11/15	10 yards	Willforce + 5	Target's Spell Defense	Rank minutes
Talent Reaver <sup>3</sup> (Multi-Discipline)	12	2/1	23/35	30 yards	Willforce	Target's Spell Defense	Varies (see text)

Tell Tale <sup>2</sup>	9	3	12/15	Touch	Gain answer from object	Target's Spell Defense	1 minute
The Call <sup>4</sup>	7	2	10/17	100 miles	Delivers a message	Target's Spell Defense	1 round
Thorny Retreat <sup>1</sup>	4	1	11/13	Touch	Willforce + 2	2	7 + Rank rounds
Triangulate <sup>4</sup>	1	0	NA/10	500 yards	See text	Target's Spell Defense	1 round
Trust <sup>1</sup>	4	1	13/17	50 yards	Willforce + 3	Target's Spell Defense	Rank minutes
Vines <sup>1</sup>	2	1	6/15	50 yards	Willforce + 4	Target's Spell Defense	3 + Rank rounds
Wake-Up Call <sup>1</sup>	2	4	6/15	Touch	Sets alarm to go off at specified time	Target's Spell Defense	Up to 24 hours
Wall Walker <sup>1</sup>	1	1	6/14	Touch	Target's Willforce + 5	Target's Spell Defense	10 + Rank in rounds
Warp Astral Space <sup>2</sup>	10	3	17/23	50 yards	−8 to Spellcasting step	15	5 + Rank in rounds
Water Wings <sup>4</sup>	3	1	7/15	Touch	Waterproofs windling wings	Target's Spell Defense	Rank hours
Wipe Matrices <sup>4</sup>	9	Variable	12/22	60 yards	Willforce + 12	Target's Spell Defense	1 round
Wizard's Cloak <sup>4</sup>	4	2	10/17	Touch	Willforce + 8	Target's Spell Defense	5 + Rank minutes
Wizard Mark <sup>4</sup>	3	2	6/15	Touch	Willforce + 6	Target's Spell Defense	1 + Rank hours
Wound Mask <sup>1</sup>	8	3	13/15	Touch	Willforce + 10	Target's Spell Defense	5 + Rank rounds