

SPELL TABLE

This section can be copied and used for reference, especially when creating characters. The “grimoire” form on p. 128 may also be photocopied for your own use; it is especially handy to copy it onto the back of a wizard’s character sheet.

Notes: An asterisk (*) after a spell name indicates that it is Mental/Very Hard. All other spells are Mental/Hard.

A “–” indicates that the column does not apply.

Page	Spell Name	Class	College	Time to cast	Duration	Energy	Prerequisites
1	(Animal) Control	Reg./R-IQ	Animal	1 sec.	1 min.	varies#	Beast-Soother
0	Accelerate Time*	Area/R-Spec.	Gate	2 sec.	1 min.#	varies#	M2, IQ 15+, 2 spells each from 10 colleges
7	Acid Ball	Missile	Acid (Water)	1 to 3 sec.	Instant	1 to 3	M2, Create Acid
7	Acid Jet	Regular	Acid (Water)	1 sec.	1 sec.	1 to 3/s	M2, Water Jet, Create Acid
8	Agonize	Reg./R-HT	Body Control	1 sec.	1 min.	8	M2, Sensitize
4	Air Vision	Regular	Air	1 sec.	1 min.	1 per mi./h	Shape Air
5	Air Vortex	Area R-HTor DX	Air	2 sec.	10 sec.	8/3	M2, Body of Air, Whirlwind
3	Alter Terrain*	Area	Earth	10 sec.	2d days	1#	M3, all 4 elemental Shape spells, Shape Stone
8	Alter Voice	Reg./R-HT	Body Control	30 sec.	1 hr.	3/2	4 Body Control and 4 Sound spells
6	Ambidexterity	Regular	Body Control	1 sec.	1 min.	3/2	Dexterity
8	Amulet	Enchantment	Enchantment	–	Indef.#	50/pt. magic resist.	Talisman for appropriate spell
8	Animate Machine/TL*	Reg./R-IQ	Tech.	sec.=cost	1 min.	varies#	Machine Control, either Animation or Animate Object
7	Animate Object*	Reg./R-Spec.	Mk-Brk	3 sec.	1 min.	1 per 5 lbs./s#	M2, 3 Shape spells
7	Animate Shadow	Reg./R-HT	Necro.	2 sec.	10 sec.	4/4	Skull-Spirit, Shape Darkness
5	Astral Block	Area	Necro.	2 sec.	10 min.	4/2#	Summon Spirit, Repel Spritis
1	Astral Vision*	Regular	Knowledge	1 sec.	1 min.	4/2	Sense Spirit, See Invisible
9	Awaken Computer/TL*	Regular	Tech.	10 sec.	1 hr.	varies#	Animation, Wisdom
6	Balance	Regular	Body Control	1 sec.	1 min.	5/3	Boost Dexterity
8	Ball of Lightning	Regular	Electricity (Air)	1 to 3 sec.	1 min.	2 to 6/h#	Apportation, Lightning
4	Beacon	Area	Gate	30 sec.	24 hrs.	10/h#	Teleport, Timeport or Plane Shift
1	Beast-Rouser	Regular	Animal	1 sec.	1 hr.#	1 to 3	Vexation or Animal Empathy advantage
1	Bladeturning	Reg./R-Spec.	Protection	1 sec.	1 min.	2/2	Shield or Turn Blade
8	Blight	Area	Plant	5 min.	varies#	1#	Plant Growth
1	Blink Other*	Blocking	Movement	none	Instant	2	Blink
1	Block	Blocking	Protection	none	Instant	1 per point PD#	M
0	Body of Algae	Reg./R-HT	Plant	5 sec.	1 min. #	6/2	M2, Plant Form, Shape Water
1	Body of Flames*	Reg./R-HT	Fire	1 sec.	1 min.	12/4	Breathe Fire
6	Body of Ice*	Reg./R-HT	Ice (Water)	5 sec.	1 min.	7/3	M2, Body of Water, Freeze
9	Body of Lightning*	Reg./R-HT	Electricity (Air)	5 sec.	1 min.	12/4	M2, Lightning
06	Body of Metal*	Reg./R-HT	Tech.	5 sec.	1 min. #	12/6	M2, Shape Metal
5	Body of Shadow*	Reg./R-HT	Lt-Dk	5 sec.	1 min.	6/3	M2, Shape Darkness
5	Body of Wind	Reg./R-HT	Air	2 sec.	1 min.	8/4	M3, Body of Air, Windstorm, 1 spell each from 5 colleges
9	Body of Wood	Reg./R-HT	Plant	5 sec.	1 min.	7/3	M2, Plant Form
1	Body-Reading	Info./R-IQ	Healing	30 sec.	Instant	2	Sense Life or Awaken
3	Boil Water	Regular	Water	10 sec.	Perm.#	varies#	Shape Water, Heat
3	Boost (Attribute)	Reg. or Block.	Body Control	none	Instant	1 per +	varies#
3	Boost Dexterity	Reg. or Block.	Body Control	none	Instant	1 per +	Dexterity
3	Boost Health	Reg. or Block.	Body Control	none	Instant	1 per +	Vigor
3	Boost Strength	Reg. or Block.	Body Control	none	Instant	1 per +	Might
05	Breathe Radiation*	Regular	Tech.	2 sec.	1 sec.	1 to 4	M2, Radiation Jet
4	Breathe Steam*	Regular	Water	2 sec.	1 sec.	1 to 4	M, Steam Jet, Resist Fire
5	Bright Vision	Regular	Lt-Dk	1 sec.	1 min.	2/1	Keen Eyes or 5 Light and Darkness spells; no Blindness
1	Burning Death*	Reg./R-HT	Fire	3 sec.	1 sec.	3/2	M2, Heat, Sickness
0	Burning Touch	Regular	Fire	1 sec.	Instant	1 to 3	M2, 6 Fire spells including Heat
6	Cadence	Regular	Body Control	10 sec.	1 hr.	5/3#	Haste, Dexterity
2	Catch Missile	Blocking	Protection	none	Instant	2	Deflect Missile
1	Catch Spell*	Blocking	Meta-spell	none	Instant	3	M2, Return Missile, DX 12+
4	Charge Powerstone*	Regular	Meta-spell	10 min.	Indef.	3 per point	M3, Powerstone, Lend Strength
5	Choke	Reg./R-HT	Body Control	1 sec.	10 sec.	4/4	M, 5 Body Control spells including Spasm
2	Cleansing	Reg./R-Spec.	Healing	3 sec.	Perm.	varies#	Minor Healing, Shatter, Sterilize
1	Cloud-Vaulting*	Regular	Movement	1 sec.	1 sec./100 mi	7	M2, Jump, Cloud-Walking
1	Cloud-Walking	Regular	Movement	1 sec.	1 hr.	3/2	Walk on Air, Walk on Water
7	Command	Block./R-IQ	Mind	none	Instant	2	M2, Forgetfulness
0	Communication*	Regular	Comm.	4 sec.	1 min.	4/4#	Wizard Eye, Far-Hearing, Voices, Simple Illusion
6	Compel Lie	Reg./R-IQ	Mind	1 sec.	5 min.	4/2	Emotion Control
9	Conceal	Area	Plant	4 sec.	1 hr.	varies#	Plant Growth
4	Concussion	Missile	Air	1 to 3 sec.	Instant	2 per die#	Shape Air, Thunderclap
3	Condense Steam	Area	Water	10 sec.	Perm.#	1 #	Cold or Boil Water
01	Conduct Power/TL*	Special	Tech	1 sec.	1 min.	0/1#	M, Seek Power
4	Continual Mage Light	Regular	Lt-Dk	1 sec.	varies#	varies#	Mage Sight, Continual Light
4	Continual Sunlight	Area	Lt-Dk	1 sec.	varies#	3	Sunlight
8	Contract Object*	Regular	Mk-Brk	3 sec.	1 hr.	1 per lb./s#	M3, Change Object
9	Control Gate	Reg./R-gate	Gate	10 sec.	1 min.	6/3	M3, Seek Gate
4	Control Limb	Reg./R-IQ	Body Control	1 sec.	5 sec.	3/3#	M, 5 Body Control spells including Spasm
3	Converse	Regular	Sound	1 sec.	Indef.#	2	M, Garble, Silence
7	Cool	Area	Weather (Air)	1 min.#	1 hr.	1/10/s	Cold, 6 Air spells
5	Coolness	Regular	Ice (Water)	10 sec.	1 hr.	2/1	Cold
7	Corpulence*	Reg./R-HT	Body Control	3 sec.	10 min.	6/6	M2, Create Earth, Create Water, 4 Body Cntrol spells#
7	Create Acid	Regular	Acid (Water)	2 sec.	Perm.#	4 per gal.#	M, Create Water, Create Earth
8	Create Door	Regular	Gate	5 sec.	10 sec.	2 per hex/s	Teleport, 1 “Walk Through” spell
00	Create Fuel/TL	Regular	Tech.	30 sec.	Perm.	1 per lb.	Seek Fuel, 2 transmutation spells
9	Create Gate*	Regular	Gate	sec.=cost	1 min.	10 × spell cost#	Control Gate, one of Teleport, Timeport or Plane Shift

Under *prerequisites*, Magery is abbreviated M, Magery 2 is M2, and so on. Under *class*, an “R” indicates that the spell can be resisted. Then the entry after the dash shows what resists the spell.

Under *energy*, if two numbers are separated by a slash, the first is the cost to cast and the second is the cost to maintain. A /h means cost to maintain is half the cost to cast. A /s means cost to maintain is the same as cost to cast.

Under *time to cast*, “instant” means that the effect occurs as soon as the spell is finished, and is completed immediately.

“Special” just means that the description is too complex to fit on a table – see appropriate page number (also shown on the table).

A “#” sign means that there are exceptions to the amount given – see the appropriate page number.

Page	Spell Name	Class	College	Time to cast	Duration	Energy	Prerequisites
35	Create Ice	Regular	Ice (Water)	1 sec.	Perm.#	2 per gal.	Freeze
57	Create Mount	Regular	Illusion	3 sec.	1 hr.	8/3	M3, Create Animal
33	Create Steam	Area	Water	–	5 min.#	2	Boil Water
32	Create Well	Regular	Water	1 min.	Perm.	5 × gal./hr.#	Dry Well, Shape Water
55	Cure Addiction*	Reg./R-#	Healing	1 hr.	Perm.	varies#	Relieve Addiction
52	Cure Dehydration	Regular	Healing	10 sec.	Perm.	2 per Fatigue#	M, Minor Healing, Create Water
55	Cure Insanity*	Regular	Healing	1 hr.	Perm.	varies#	Major Healing, Relieve Madness, 5 Mind Control spells
105	Cure Radiation*	Regular	Tech.	30 sec.	Perm.	per 10 rads#	Resist Radiation, Major Healing
52	Cure Starvation	Regular	Healing	10 sec.	Perm.	2 per Fatigue#	M, Minor Healing, Create Food
34	Current	Spec./Area	Weather (Water)	1 min.	1 hr.	150/s	8 Water spells
40	Dancing Shield	Enchantment	Enchantment	–	Perm.	250/lb.#	Enchant, Air-Golem
17	Decapitation*	Reg./R-HT+2	Body Control	2 sec.	Perm.	6	M2, Alter Body
40	Defending Shield	Enchantment	Enchantment	–	Perm.	varies#	Enchant, Dexterity
40	Defending Weapon	Enchantment	Enchantment	–	Perm.	varies#	Enchant, Air-Golem
91	Deflect Missile	Blocking	Protection	none	Instant	1	Apportation
91	Detect Poison	Area/Info	Protection	2 sec.	Instant	2	Sense Danger or Test Food
24	Devalize Air	Area	Air	–	–	2	Destroy Air
75	Disorient	Area/R-IQ	Mind	10 sec.	varies#	1	Foolishness
70	Displace Spell	Reg./R-spell	Meta-spell	5 sec.	Indef.#	1/4 spell cost#	Suspend Magic
81	Distant Blow	Regular	Movement	3 sec.	5 sec.	3/3	M2, Apportation
48	Divert Teleport*	Block/R-Spell	Gate	1 sec.	Instant	varies#	M3, Trace Teleport
59	Divination	Information	Knowledge	1 hr.#	Instant	10	History, others#
40	Doppelganger*	Enchantment	Enchantment	–	Perm.#	1,000	M3, Golem, History, Enslave
73	Drain Magery*	Reg/R-IQ+Magery	Meta-spell	10 min.	Perm.	30	M3, Suspend Magery
101	Draw Power/TL*	Special	Tech.	1 sec.	1 min.	0/1#	Steal Power, 2 spells from 10 colleges
21	Dream Projection	Regular	Comm.	1 min.	1 min.	3/3	Dream Sending
21	Dream Sending	Reg./R-IQ	Comm.	1 min.	1 hr.	3#	Dream Viewing
21	Dream Viewing	Reg./R-IQ	Comm.	10 sec.	1 hr.	2/1	Truthsayer, Sleep
32	Dry Well	Regular	Water	1 min.	Perm.	3 × gal./hr.#	Destroy Water, Shape Earth
77	Dull Ears	Reg./R-HT	Mind	1 sec.	30 min.	1 to 3/h#	none
77	Dull Eyes	Reg./R-HT	Mind	1 sec.	30 min.	1 to 3/h#	none
77	Dull Nose	Reg./R-HT	Mind	1 sec.	30 min.	1 to 3/h#	none
78	Dullness*	Reg./R-HT	Mind	1 sec.	10 min.	2 to 10/h#	Any 2 Dull spells
56	Duplicate	Regular	Illusion	sec.=cost	Indef.#	3 per 5 lbs.	Create Object, Copy
24	Earth to Water	Regular	Earth	1 sec.	Perm.	varies#	M, Create Water, Shape Earth
63	Echoes of the Past	Regular	Knowledge	10 sec.	1 min.	2/2#	M2, History, Voices
76	Ecstasy*	Reg./R-IQ	Mind	3 sec.	10 sec.	6	M2, Emotion Control
42	Effigy*	Enchantment	Enchantment	–	Perm.	1,000	Enchant, Scryfool, Ward
28	Electric Armor	Regular	Electricity (Air)	1 sec.	1 min.	7/4	M, Lightning, Resist Lightning
27	Electric Missiles	Regular	Electricity (Air)	3 sec.	1 min.	4/2#	Electric Weapon
27	Electric Weapon	Regular	Electricity (Air)	2 sec.	1 min.	4/1	M2, Lightning
78	Encrypt	Reg./R-Spec.	Mind	1 sec.	1 week#	1 per 10 hexes#	Daze
69	Enlarge Object*	Regular	Mk-Brk	3 sec.	1 hr.	1 per lb./s#	Extend Object
19	Enlarge Other*	Reg./R-HT	Body Control	10 sec.	1 hr.	varies#	M3, Enlarge
19	Enlarge*	Regular	Body Control	5 sec.	1 hr.	varies#	M2, Alter Body
39	Ensoerce*	Ench./R-Spec.	Enchantment	–	Perm.#	200 × spell cost	Malefice
75	Enthrall	Spec./R-IQ	Mind	1 sec.	1 hr.#	3/3	Forgetfulness, Daze, Slow
37	Essential Acid*	Regular	Acid (Water)	1 sec.	Perm.#	8 per gal.	6 Acid spells
26	Essential Air	Area	Air	3 sec.	Perm.	2	6 Air spells
22	Essential Earth	Regular	Earth	30 sec.	Perm.	8/hex	6 Earth spells
43	Essential Food*	Regular	Food	30 sec.	Perm.	3/meal#	M2, Banquet, Create Food
86	Evisceration*	Reg./R-HTor IQ	Necro.	5 sec.	varies#	10	M3, Apportation, Steal Health
66	Explode*	Regular	Mk-Brk	1 sec.	Instant	2 to 6	M2, Shatter, Apportation
68	Extend Object*	Regular	Mk-Brk	3 sec.	1 hr.	1 per lb./s#	M3, Change Object
105	Extinguish Radiation*	Regular	Tech.	1 sec.	Perm.	per 10 rads/hr./hex	M2, Extinguish Fire, Earth to Air, Irradiate
69	False Aura	Reg./Area/R-IQ	Meta-spell	10 sec.	10 hr.	4/2#	Conceal Magic, Aura
88	False Tracks	Reg./R-IQ	Plant	1 sec.	1 min.	2/1	Shape Plant, Shape Earth
61	Far-Feeling	Regular	Knowledge	3 sec.	1 min.	3/1	M
43	Far-Tasting	Regular	Food	3 sec.	1 min.	3/1	M, either Seek Food or Seek Air; no anosmia
75	Fascinate	Reg. or Block./R-IQ	Mind	1 sec.	Indef.	4/none	Daze
29	Fast Fire	Regular	Fire	1 sec.	1 min.	varies#	Slow Fire
67	Fasten	Reg./R-DX	Mk-Brk	1 sec.	Perm.	3 #	Knot
30	Fire Cloud	Area	Fire	sec.=cost#	10 sec.	1 to 5#	Shape Air, Fireball
30	Flameturning	Blocking	Fire	none	Instant	2	Resist Fire, or Apportation and Shape Fire
31	Flaming Armor	Regular	Fire	1 sec.	1 min.	6/3	M, Resist Fire, Flame Jet
35	Flesh to Ice*	Reg./R-HT	Ice (Water)	2 sec.	Perm.#	12	M, Frostbite, Body of Water
80	Flying Carpet*	Regular	Movement	5 sec.	10 min.	varies#	Flight, or M2 and Walk on Air
92	Force Wall	Regular	Protection	1 sec.	10 min.	2 per hex/s	Force Dome
32	Foul Water	Area	Water	–	Perm.#	3#	Purify Water, Decay
14	Frailty	Reg./R-HT	Body Control	1 sec.	1 min.	2 per -/s#	Lend Strength
79	Freedom	Regular	Movement	1 sec.	1 min.	2 per +/-s#	3 spells ea. – Body Control, Movement, Prot. & Warning
16	Fumble	Block./R-DX	Body Control	none	Instant	5	Clumsiness
93	Garble	Reg./R-IQ	Sound	1 sec.	1 min.	4/2	Voices
17	Gauntiness*	Reg./R-HT	Body Control	3 sec.	10 min.	6/6	M2, Earth to Air, Destroy Water, 4 Body Control spells#
41	Ghost Weapon	Enchantment	Enchantment	–	Perm.	250/lb.#	Enchant, Solidify
75	Glib Tongue	Reg./R-IQ	Mind	1 sec.	5 min.	2/1	Suggestion
96	Glitch/TL	Reg./R-HT	Tech.	1 sec.	Instant	3	Machine Control
64	Gloom	Area	Lt-Dk	sec.=cost#	varies#	varies#	Continual Light
64	Glow	Area	Lt-Dk	sec.=cost#	varies#	varies#	Continual Light
41	Graceful Weapon	Enchantment	Enchantment	–	Perm.	150/lb.#	Enchant, Apportation
79	Grease	Area	Movement	1 sec.	10 min.	3/3	Haste
76	Great Hallucination*	Reg./R-IQ	Mind	4 sec.	1 min.	6/3	M2, Hallucination
12	Great Shapeshift*	Special	Animal	5 sec.	1 min.	8/4	M3, Alter Body, 4 Shapeshifting, 10 other spells
17	Hair Growth	Reg./R-HT	Body Control	1 sec.	5 sec.	1/1	5 Body Control spells
16	Haircut	Reg./R-HT	Body Control	2 sec.	Instant	2	Weaken, 2 Body Control spells

Age	Spell Name	Class	College	Time to cast	Duration	Energy	Prerequisites
6	Hallucination	Reg./R-IQ	Mind	3 sec.	1 min.	4/2	Madness, Suggestion
1	Hang Spell*	Special	Meta-spell	10 sec.	1 hr.	spell cost/s#	Delay
1	Hardiness	Blocking	Protection	none	Instant	1 per point DR#	Stiffen
2	Healing Slumber	Reg./R-#	Healing	30 sec.	8 hrs.#	6	M2, Peaceful Sleep, Minor Healing
0	Hide Emotion	Regular	Comm.	1 sec.	1 hr.	2/1	Sense Emotion
4	Hide Object	Regular	Gate	10 sec.	1 hr.	1 per lb./s	Hideaway, Teleport
4	Hold Breath	Regular	Body Control	1 sec.	1 min.	4/2	M, Vigor
8	Hold Fast	Blocking	Movement	none	Instant	1 per hex	Apportation
2	Homunculus	Enchantment	Enchantment	—	Perm.	800	Enchant, Mind-Sending
5	Hunger	Reg./R-HT	Body Control	5 sec.	1 day#	2	M, Fatigue, Decay
1	Hybrid Control*	Reg./R-IQ	Animal	1 sec.	1 min.	6/3	2 Animal Control spells
6	Icy Breath*	Regular	Ice (Water)	2 sec.	1 sec.	1 to 4	M, Snow Jet, Resist Cold
6	Icy Missiles	Regular	Ice (Water)	3 sec.	1 min.	4/2	Icy Weapon
5	Icy Touch	Regular	Ice (Water)	1 sec.#	Perm.#	2 per 1/4"#	M, 4 Ice spells
06	Identify Metal	Information	Tech.	1 sec.	Instant	1	Seek Metal
06	Identify Plastic	Information	Tech.	1 sec.	Instant	1	Seek Plastic
2	Images of the Past	Regular	Knowledge	10 sec.	1 min.	3/3#	M2, History, Simple Illusion
3	Imitate Voice	Reg./R-HT	Sound	1 sec.	1 min.	3/1	Voices
0	Immurement	Reg./R-HT	Plant	3 sec.	Indef.#	8	M2, Walk Through Wood
9	Increase Burden	Reg./R-Spec.	Movement	3 sec.	10 min.	varies#	Apportation
8	Initiative	Regular	Illusion	10 sec.	varies#	1/3 per +#	Independence, Wisdom
6	Inscribe	Area/R-IQ	Illusion	1 sec.	1 min.	1/1#	Simple Illusion, Copy
0	Insignificance	Reg./R-Spec.	Comm.	10 sec.	1 hr.	4/4	Persuasion, Avoid
2	Instant Neutralize Poison*	Regular	Healing	1 sec.	Instant	8	M2, Neutralize Poison
04	Irradiate	Area	Tech.	1 sec.	1 hr.	per 10 rads/hr./h	Create Earth, Create Fire
9	Jump	Regular	Movement	1 sec.	1 min.	1 to 3#	Apportation
8	Know Location	Information	Knowledge	10 sec.	Instant	2	M, Tell Position
3	Know Recipe	Info/R-Spec.	Food	10 sec.	Instant	3	Seek Food, History
8	Know True Shape	Information	Knowledge	1 sec.	Instant	2	M, either Aura or Know Illusion, and any shifting spell#
0	Leak	Enchantment	Enchantment	—	Perm.	100	Hideaway
00	Lend Power/TL	Regular	Tech.	1 sec.	Indef.	varies#	M2, Seek Power
2	Lend Spell	Regular	Meta-spell	3 sec.	Perm.	spell cost#	M, Lend Skill, spells from 6 colleges
8	Lengthen Limb	Regular	Body Control	5 sec.	1 min.	2/2	M3, Shapeshifting
8	Light Tread	Regular	Movement	1 sec.	10 min.	4/1	Apportation, Shape Earth
8	Lightning Stare*	Regular	Electricity (Air)	2 sec.	1 sec.	1 to 4	M, Lightning, Resist Lightning
8	Lightning Whip	Regular	Electricity (Air)	2 sec.	10 sec.	1 per 2 hexes#	M, Lightning
8	Long March	Reg./R-ST	Movement	1 min.	1 day	3	M, either Clumsiness or Fatigue
6	Lure	Area/R-IQ	Mind	10 sec.	1 hr.	2/2	Emotion Control
6	Machine Control/TL	Regular	Tech.	1 sec.	1 min.	6/3	Reveal Function, Locksmith, Lightning
8	Machine Possession/TL	Reg./R-IQ	Tech.	30 sec.	1 min.	6/2	Machine Control, either Rider Within or Soul Rider
6	Machine Speech/TL	Regular	Tech.	1 sec.	1 min.	5/3	Machine Summoning
6	Machine Summoning/TL	Regular	Tech.	4 sec.	1 min.	4/2	Machine Control
4	Mage Light	Regular	Lt-Dk	1 sec.	1 min.	varies#	Mage Sight, Light
02	Magnetic Vision	Regular	Tech.	1 sec.	1 min.	2/1	Keen Eyes
2	Maintain Spell*	Special	Meta-spell	2 sec.#	Indef.#	spell cost#	Link
9	Malefice*	Ench./R-Spec.	Enchantment	—	Indef.#	250	Enchant, Seeker
7	Malfunction/TL	Reg./R-HT	Tech.	1 sec.	1 min.	5	M2, Glitch
2	Manastone*	Enchantment	Enchantment	—	Indef.	5/casting	Enchant
7	Mapmaker	Special	Mk-Brk	10 sec.	1 hr.	4/2	Inscribe, Measurement
7	Materialize	Spec./R-STor IQ	Necro.	1 sec.	1 min.	5/5	Summon Spirit#
9	Memorize	Regular	Knowledge	2 sec.	10 sec.	3	Wisdom or 6 Knowledge spells
2	Merging Shapeshifting*	Spec./R-IQ	Animal	30 sec.	1 hr.	8/3	M3, 2 Shapeshift Other, 2 Body Cont., 2 (Animal) Cont.
4	Message	Reg./R-spell	Sound	varies#	varies#	1 per 15 sec.	Great Voice, Seeker
06	Metal Vision	Regular	Tech.	1 sec.	30 sec.	2 per 5 hexes/s#	Shape Metal
5	Mirror	Regular	Lt-Dk	1 sec.	1 min.	2 per hex/s	Colors
3	Move Terrain*	Area/R-Spec.	Earth	1 min.	1 hr.#	10/8	Alter Terrain, Hide Object
2	Mud Jet	Regular	Earth	1 sec.	1 sec.	1 to 3	Water Jet, Create Earth, Shape Earth
4	Musical Scribe	Regular	Sound	1 sec.	1 min.	3/1#	Scribe
7	Mystic Mark	Reg./R-Spec.	Mk-Brk	10 sec.	Perm.#	3	Dye, Trace
7	Oath	Reg./R-Spec.	Mind	1 min.	Perm.	4	M, Emotion Control
2	One-College Powerstone	Enchantment	Enchantment	—	Perm.	12/casting	Enchant
2	Partial Petrification*	Reg./R-HT	Earth	3 sec.	Perm.	12	M2, Flesh to Stone
1	Partial Shapeshifting*	Reg./R-IQ	Animal	10 sec.	1 hr.	varies#	M3, Shapeshift Other, Alter Body
1	Penetrating Blade	Enchantment	Enchantment	—	Perm.	varies#	Enchant, Find Weakness
4	Perfume	Reg./R-HT	Body Control	1 sec.	10 min.	2/1	Itch or Odor
0	Perm. Beast Possession*	Reg./R-IQ	Animal	1 min.	Indef.	20	M2, Beast Possession
8	Perm. Machine Possession/TL	Reg./R-IQ	Tech.	5 min.	Indef.#	30	M3, Machine Possession
2	Permanent Shapeshifting*	Regular	Animal	1 min.	Indef.	varies#	M3, Shapeshifting for that form
7	Phantom*	Area	Illusion	1 sec.	1 min.	5/h#	M2, Perfect Illusion, Hinder, Apportation
6	Phase	Blocking	Gate	none	Instant	3	M3, either Plane Shift or Ethereal Body
6	Phase Other*	Blocking	Gate	none	Instant	3	Phase
5	Planar Visit*	Special	Gate	30 sec.	1 min.	4/2#	M2, either Projection or Planar Summons
6	Plane Shift Other*	Reg./R-IQ+1	Gate	5 sec.	Perm.	20#	M3, Plane Shift
6	Plane Shift*	Special	Gate	5 sec.	Perm.	20#	Planar Summons
9	Plant Control	Reg./R-IQ	Plant	1 sec.	1 min.	3/h	Plant Sense
0	Plant Form Other*	Spec./R-IQ	Plant	30 sec.	1 hr.	5/2	M2, Plant Form
9	Plant Speech	Regular	Plant	1 sec.	1 min.	3/2	M, Plant Sense
8	Plant Vision	Regular	Plant	1 sec.	30 sec.	1 per 10 hexes/s#	Shape Plant
06	Plastic Vision	Regular	Tech.	1 sec.	30 sec.	2 to 5 hexes/s#	Shape Plastic
8	Pollen Cloud	Area/R-HT	Plant	1 sec.	5 min #	1	Shape Plant
3	Prepare Game	Regular	Food	10 sec.	Perm.	2	Purify Food
0	Presence	Reg./R-Spec.	Comm.	10 sec.	1 hr.	4/4	Persuasion, Lure
00	Preserve Fuel/TL	Regular	Tech.	1 sec.	1 week	4 per lb./h	Test Fuel
1	Projection	Regular	Knowledge	3 sec.	1 min.	4/2	Sense Spirit, 4 Knowledge spells
01	Propel/TL	Regular	Tech.	1 sec.	Indef.	varies#	Create Fuel, Air-Golem

Page	Spell Name	Class	College	Time to cast	Duration	Energy	Prerequisites
80	Pull	Regular	Movement	5 sec.	1 min.	1 per 2 ST#	M2, 4 Movement spells including Levitation
24	Purify Earth	Area	Earth	30 sec.	Perm.	2#	Shape Earth, Apportation
100	Purify Fuel/TL	Regular	Tech.	1 sec.	Perm.	1/2 per lb.#	Purify Water or Decay
41	Quick-Aim	Enchantment	Enchantment	—	Perm.	varies#	Enchant, Dexterity
105	Radiation Jet	Regular	Tech.	1 sec.	1 sec.	1 to 3/s#	Irradiate, Resist Radiation
102	Radio Hearing	Regular	Tech.	1 sec.	1 min.	2/1	Keen Ears
37	Rain of Acid	Area	Acid (Water)	1 sec.	1 min.	3/3	M2, Create Water, Create Earth
30	Rain of Fire	Area	Fire	1 sec.	1 min.	1/s#	M2, Create Fire
36	Rain of Ice Daggers	Area	Ice (Water)	1 sec.	1 min.	2/2#	M2, Hail, Ice Dagger
88	Rain of Nuts	Area	Plant	1 sec.	1 min.	1/s	M1, 6 Plant spells including Shape Plant
22	Rain of Stones	Area	Earth	1 sec.	1 min.	1/s#	M2, Create Earth
47	Rapid Journey*	Special	Gate	5 sec.	1 min.	varies#	M3, either Teleport or Timeport
97	Rebuild/TL	Regular	Tech.	sec.=cost	Perm.	30/500 lbs.#	M3, Repair, Create Object, 3 spells of each element
59	Recall	Regular	Knowledge	10 sec.	1 day	4	M2, Memorize, History
92	Reflect Gaze*	Blocking	Protection	none	Instant	2	Mirror
16	Reflexes	Regular	Body Control	1 sec.	1 min.	5/3	Dexterity, Haste
88	Rejuvenate Plant	Regular	Plant	1 sec.	Perm.#	3 per hex	M, Plant Growth
54	Relieve Addiction	Regular	Healing	10 sec.	1 day	6	Neutralize Poison
54	Relieve Madness	Reg./R-spell#	Healing	10 sec.	10 min.	2	Lend Health, Wisdom
53	Relieve Paralysis	Regular	Healing	10 sec.	1 min.	varies#	Stop Paralysis
54	Relieve Sickness	Regular	Healing	10 sec.	10 min.	2	Lend Health
59	Remember Path	Regular	Knowledge	10 sec.	1 hr.	3/1	Find Direction, Memorize
69	Remove Aura	Reg./R-IQ	Meta-spell	10 sec.	Perm.#	5	Dispel Magic, Aura
63	Remove Reflection	Reg./R-IQ	Lt-Dk	1 sec.	1 min.	2/1	Remove Shadow
63	Remove Shadow	Reg./R-IQ	Lt-Dk	1 sec.	1 min.	2/1	Light
80	Repel	Regular	Movement	5 sec.	1 min.	1 per 2 ST#	M2, 4 Movement spells including Levitation
10	Repel (Animal)	Area/R-HT	Animal	10 sec.	1 hr.	varies#	(Animal) Control#
10	Repel Hybrid	Area/R-HT	Animal	10 sec.	1 hr.	6/3	Hybrid Control#
85	Repel Spirits	Area/R-IQ	Necro.	10 sec.	1 hr.	4/2	Banish, Turn Spirit
37	Resist Acid	Regular	Acid (Water)	1 sec.	1 min.	2/h	Purify Water, Create Acid
54	Resist Disease	Regular	Healing	10 sec.	1 hr.	4/3	Sterilize
27	Resist Lightning	Regular	Electricity (Air)	1 sec.	1 min.	2/1	6 Air spells
54	Resist Poison	Regular	Healing	10 sec.	1 hr.	4/3	Vigor
105	Resist Radiation	Regular	Tech.	1 sec.	1 min.	varies#	3 Radiation spells
93	Resist Sound	Regular	Sound	1 sec.	1 min.	2 per hex/s	4 Sound spells
33	Resist Water	Regular	Water	1 sec.	1 min.	2/1	Umbrella, or Shape Water and Destroy Water
55	Restore Hearing	Regular	Healing	5 sec.	1 hr.	varies#	Minor Healing, either Keen Ears or Strike Deaf
53	Restore Memory	Regular	Healing	10 sec.	Perm.	3	Awaken, IQ 12+
55	Restore Sight	Regular	Healing	5 sec.	1 hr.	varies#	Minor Healing, either Keen Eyes or Strike Blind
55	Restore Speech	Regular	Healing	5 sec.	1 hr.	5/3	Minor Healing, either Great Voice or Strike Dumb
15	Retch	Reg./R-HT	Body Control	4 sec.	varies#	3	3 Body Control spells including Spasm
21	Retgression	Reg./R-IQ	Comm.	10 sec.	1 sec.	5#	Mind-Search, Mind-Sending
92	Return Missile	Blocking	Protection	none	Instant	3	Catch Missile
96	Reveal Function/TL	Info./R-spell	Tech.	10 min.	Instant	8	Seek Machine
66	Rive*	Regular	Mk-Brk	1 sec.	Instant	1#	M2, Shatter
86	Rotting Death*	Reg./R-HT	Necro.	3 sec.	1 sec.	3/2	M2, Sickness, Pestilence
45	Sanctuary*	Special	Gate	10 sec.	1 hr.	5/5	Hide Object
25	Sandstorm	Area	Air	Instant#	1 min.#	3/h	Windstorm, Create Earth
63	Scents of the Past	Regular	Knowledge	10 sec.	1 min.	1/1#	M2, History, Odor
97	Schematic/TL	Information	Tech.	30 sec.	1 min.	5/h#	Reveal Function, History
49	Scry Gate	Regular	Gate	10 sec.	1 min.	4/4	Seek Gate
74	Scryfool	Reg./R-Spec.	Meta-spell	10 sec.	10 hrs.	4/2	M2, Sense Observation, Simple Illusion
43	Season	Reg./R-Spec.	Food	10 sec.	Perm.	2/meal	Test Food
104	See Radiation	Regular	Tech.	1 sec.	1 min.	3/2	none
24	Seek Air	Information	Air	—	—	1	none
29	Seek Fire	Information	Fire	—	—	1	none
99	Seek Fuel/TL	Information	Tech.	10 sec.	Instant	3	none
49	Seek Gate	Information	Gate	10 sec.	Instant	3	M2, Seek Magic, 1 spell each from 10 colleges
95	Seek Machine/TL	Information	Tech.	10 sec.	Instant	3	none
60	Seek Magic	Information	Knowledge	10 sec.	Instant	6	Detect Magic
105	Seek Metal	Information	Tech.	10 sec.	Instant	3	none
105	Seek Plastic	Information	Tech.	10 sec.	Instant	3	none
99	Seek Power/TL	Information	Tech.	10 sec.	Instant	3	none
104	Seek Radiation	Information	Tech.	10 sec.	Instant	3	See Radiation
92	Sense Observation	Area	Protection	5 sec.	1 hr.	1 or 3/h#	Sense Danger or Scryguard
17	Sensitize	Reg./R-HT	Body Control	1 sec.	1 min.	3/2	M, Stun
92	Shade	Regular	Protection	10 sec.	1 hr.	1/h	Continual Light or Shield
63	Shape Light	Regular	Lt-Dk	1 sec.	1 min.	2/2	Light
106	Shape Metal	Reg./R-Spec.	Tech.	1 sec.	1 min.	6 per hex/h#	M, either Shape Stone or 6 Tech spells
106	Shape Plastic	Regular	Tech.	1 sec.	1 min.	6 per hex/h	M, either Shape Plant or 6 Tech spells
51	Share Health	Regular	Healing	sec.=HP	Perm.	none	Lend Health
27	Shocking Touch	Regular	Electricity (Air)	1 sec.	Instant	1 to 3	Lightning
68	Shrink Object*	Regular	Mk-Brk	3 sec.	1 hr.	1 per lb./s#	Contract Object
19	Shrink Other*	Reg./R-HT	Body Control	10 sec.	1 hr.	varies#	M3, Shrink
18	Shrink*	Regular	Body Control	5 sec.	1 hr.	varies#	M2, Alter Body
93	Silver Tongue	Regular	Sound	1 sec.	1 min.	3/2	Voices, Emotion Control
39	Simulacrum*	Enchantment	Enchantment	—	Perm.#	2 × golem	M3, Golem, Perfect Illusion, Illusion Disguise
79	Slide	Reg./R-IQ	Movement	1 sec.	1 min.	2/2	Apportation, Grease
78	Slow	Reg./R-HT	Movement	3 sec.	10 sec.	5/4	M, Haste, Hinder
29	Slow Fire	Regular	Fire	1 sec.	1 min.	varies#	Extinguish Fire
84	Slow Healing	Reg./R-HT	Necro.	10 sec.	1 day	1 to 5/s#	M, Frailness, Steal Health
50	Slow Time*	Area/R-Spec.	Gate	2 sec.	1 min.#	varies#	M2, IQ 15+, 2 spells each from 10 colleges
65	Small Vision	Regular	Lt-Dk	2 sec.	1 min.	4/2#	Keen Eyes or 5 Light and Darkness spells#
30	Smoke	Area	Fire	—	5 min.#	1	Shape Fire, Extinguish Fire
35	Snow Jet	Regular	Ice (Water)	1 sec.	1 sec.	1 to 3	Water Jet, Freeze

Age	Spell Name	Class	College	Time to cast	Duration	Energy	Prerequisites
6	Soilproof	Regular	Mk-Brk	2 sec.	10 min.	2/1#	Clean
7	Solidify	Spec./R-STor IQ	Necro.	1 sec.	1 min.	50/10	Materialize
2	Soul Golem*	Enchantment	Enchantment	–	Perm.	1,000	M3, Soul Jar, Golem, IQ 13+
2	Soul Stone*	Enchantment	Enchantment	–	Perm.	500	M3, Enchant, Soul Jar
9	Spark Cloud	Area	Electricity (Air)	1 to 5 sec.	10 sec.	1 to 5/s#	Shape Air, Lightning
9	Spark Storm	Area	Electricity (Air)	Instant#	1 min.#	2, 4 or 6/h#	Windstorm, Lightning
02	Spectrum Vision*	Regular	Tech.	1 sec.	1 min.	4/4	Infravision
8	Spell Stone	Enchantment	Enchantment	–	varies#	20 × spell cost	Enchant, Delay
9	Spell Wall	Regular	Meta-spell	1 sec.	1 min.	2 per hex/s	Spell Shield
1	Spellguard*	Regular	Meta-spell	sec.=cost	10 hrs.	1 to 3/s	Dispel Magic
0	Spider Silk	Special/Missile	Animal	–	1 min.	1/5 hexes#	M, Arachnid Control
7	Spit Acid*	Regular	Acid (Water)	2 sec.	1 sec.	1 to 4	M3, Acid Jet, Resist Acid
6	Steal Attribute*	Reg./R-attribute	Necro.	1 min.	1 day#	1 per point stolen#	M3, various#
5	Steal Beauty*	Regular	Necro.	30 sec.	1 day#	1 per point diff./h#	M3, Alter Visage, Steal Health
01	Steal Power/TL*	Regular	Tech.	2 sec./point	varies#	0	M3, Minor Healing, Conduct Power
6	Steal Skill*	Reg./R-IQ	Necro.	1 min.	1 day#	1 per point stolen#	M3, Borrow Skill, Daze
3	Steal Spell*	Reg./R-spell	Meta-spell	5 sec.	Perm.	spell cost#	Lend Spell, Great Ward
4	Steam Jet	Regular	Water	1 sec.	1 sec.	1 to 3/s	Water Jet, Boil Water
2	Steelwraith	Reg./R-HT	Earth	2 sec.	1 min.	7/4	M2, Walk Through Earth
3	Stop Bleeding	Regular	Healing	1 sec.	Perm.#	1#	Lend Health
4	Stop Healing	Regular	Necro.	10 sec.	varies#	10	Slow Healing
3	Stop Paralysis	Reg./R-spell#	Healing	1 sec.	Perm.	1 or 2#	Major Healing, or Minor Healing and Paralyze Limb
00	Stop Power/TL	Area	Tech.	3 sec.	1 min.	3/h	M, Seek Power
5	Stop Spasm	Regular	Body Control	1 sec.	–	1	Spasm or Lend Health
6	Storm	Area	Weather (Air)	1 min.	1 hr.	1/50/s	Rain, Hail
5	Strengthen Will	Regular	Mind	1 sec.	1 min.	1 per +/h#	M, 6 Mind Control spells
4	Strike Anosmic	Reg./R-HT	Body Control	1 sec.	10 sec.	2/1	Spasm
4	Strike Barren	Reg./R-HT	Body Control	30 sec.	Perm.	5	M, Steal Health, Decay
4	Strike Numb	Reg./R-HT	Body Control	1 sec.	10 sec.	3/1	Resist Pain
7	Summon Minor Demons	Special	Necro.	2 min.	1 hr.	15	M, 1 spell each from 10 colleges
5	Sunbolt	Missile	Lt-Dk	1 to 3 sec.	Instant	1 to 3	6 Light and Darkness spells including Sunlight
4	Sunlight	Area	Lt-Dk	1 sec.	1 min.	2/1	M, Glow, Colors
4	Suspend Curse	Reg./R-spell	Meta-spell	1 min.	10 min.	10/10	M, spells from 12 colleges
3	Suspend Magery*	Reg./R-IQ+Magery	Meta-spell	10 sec.	1 hr.	12/12#	M2, 2 spells from 10 colleges
0	Suspend Magic	Area/R-spell	Meta-spell	sec.=cost	1 min.	3/2	Suspend Spell, 8 other spells
4	Suspend Mana*	Area	Meta-spell	10 min.	varies#	5	Suspend Magic, spells from 10 colleges
0	Suspend Spell	Reg./R-spell	Meta-spell	1 sec.	1 min.	1/10 spell cost/s#	M
0	Suspend Time*	Area/R-Spec.	Gate	5 min.	1 day#	5/5	M3, Slow Time
8	Talisman	Enchantment	Enchantment	–	Perm.	varies#	Enchant, spell to be opposed
3	Telecast*	Special	Meta-spell	1 min.	1 min.	varies#	M3, Teleport, Wizard Eye, spells from 10 colleges
8	Tell Position	Information	Knowledge	1 sec.	Instant	1	Measurement
8	Test Area	Area/Info.	Knowledge	1 sec.	Instant	1#	Measurement
9	Test Fuel/TL	Information	Tech.	1 sec.	Instant	varies#	none
5	Thirst	Reg./R-HT	Body Control	10 sec.	1 day#	5	M, Fatigue, Destroy Water
1	Throw Spell*	Missile/Special	Meta-spell	1 sec.	Indef.#	3	Delay, Catch Spell
5	Tickle	Reg./R-IQ	Body Control	1 sec.	1 sec.	2/2#	Itch
4	Tide	Spec./Area	Weather (Water)	1 min.	1 hr.	1/30/s	8 Water spells
1	Time Out*	Area	Gate	5 min.	Instant	5	M3, Accelerate Time
7	Timeport Other*	Reg./R-IQ+1	Gate	1 sec.	Instant	varies#	Timeport
6	Timeport*	Special	Gate	1 sec.	Instant	varies#	M3, Teleport
7	Timeslip	Blocking	Gate	none	Instant	1 per sec.#	Timeport
7	Timeslip Other*	Blocking	Gate	none	Instant	1 per sec.#	Timeslip
3	Touch	Regular	Body Control	1 sec.	Instant	1	none
7	Toughen	Regular	Mk-Brk	5 sec.	1 hr.	varies#	Shatterproof
7	Trace Teleport	Info./R-spell	Gate	1 sec.	Instant	3	Teleport, Timeport or Plane Shift
8	Transform Object*	Reg./R-Spec.	Mk-Brk	sec.=cost	1 hr.	1 per lb./s#	M2, Reshape, 4 Create spells
7	Transparency	Regular	Mk-Brk	10 sec.	1 min.	4 per hex/2	Dye, Stone to Earth
1	Turn Blade	Block./R-DX	Protection	none	Instant	1	Apportation or Spasm
4	Turn Spirit	Reg./R-IQ	Necro.	1 sec.	10 sec.	4/2	Fear, Sense Spirit
3	Utter Wall	Regular	Protection	1 sec.	1 min.	4 per hex/s	Utter Dome, Spell Wall
0	Vexation	Reg./R-IQ	Comm.	1 sec.	1 min.	2 × bonus#	Sense Emotion
5	Vigil*	Regular	Mind	1 sec.	1 night	8	M2, Sleep, Lend Strength#
9	Walk Through Plants	Regular	Plant	1 sec.	1 min.	3/1	Hide Path, Shape Plant
2	Walk Through Water	Regular	Water	3 sec.	1 sec.	4/3#	M, Shape Water
9	Walk Through Wood	Regular	Plant	1 sec.	1 sec.	3/2	Walk Through Plants
5	Wall of Light	Area	Lt-Dk	1 sec.	1 min.	1 to 3/s	Continual Light
8	Wall of Lightning	Area	Electricity (Air)	–	1 min.	2 to 6/#s	M, Lightning
5	Wall of Wind	Area	Air	1 sec.#	1 min.	2/1	Shape Air
7	Warm	Area	Weather (Air)	1 min.#	1 hr.	1/10/s	Heat, 6 Air spells
0	Warmth	Regular	Fire	10 sec.	1 hr.	2/1	Heat
00	Water to Fuel/TL	Regular	Tech.	10 sec.	Perm.	8 per gal.	Purify Fuel, 2 transmutation spells
4	Waves	Spec./Area	Weather (Water)	1 min.	1 hr.	1/60/s	Shape Water
6	Weaken Blood	Reg./R-HT	Body Control	1 sec.	1 day	9/5	Sickness or Steal Health
5	Weaken Will	Reg./R-IQ	Mind	1 sec.	1 min.	2 per point/h#	M, Foolishness
8	Weapon Self*	Reg./R-HT#	Mk-Brk	5 sec.	1 min.	8/4	M2, Apportation, 6 Making and Breaking spells#
1	Weapon Spirit*	Enchantment	Enchantment	–	Perm.	varies#	Enchant, Summon Spirit
3	Whirlpool	Area	Water	Instant#	1 min.#	2/1	Shape Water
7	Will Lock	Area/R-(ST+IQ)/2	Mind	varies#	1 day	3	Emotion Control
6	Wind	Spec./Area	Weather (Air)	1 min.	1 hr.	1/50/s	4 Water and 4 Air spells
2	Wizard Hand	Regular	Knowledge	3 sec.	1 min.	4/3#	Manipulate
1	Wizard Mouth	Regular	Knowledge	2 sec.	1 min.	4/2	Apportation, Far-Tasting, Great Voice
2	Wizard Nose	Regular	Knowledge	2 sec.	1 min.	3/2	Apportation, Far-Tasting
4	Zombie Summoning	Special	Necro.	4 sec.	1 min.	5/2#	Zombie