

DEATH SPELLS

	Spell	P	Ac	D	A	C	Rote	Dice Pool	Notes
Initiate of Death	Ectoplasmic Shaping	C	I ⁺ C	P	V	0	Seal of Harifax (M)	Pre + Occ + Dth	
	Forensic Gaze	Kn	I	C	C	0	Reaper's Scent (FC)	Int + Med + Dth	
	Grim Sight	Uv	I	P	C	0	Aura of Gloom (SL)	Wit + Occ + Dth	
	Shadow Sculpting	C	I	P	C	0	Fall of Night (GV)	Wit + Occ + Dth	
	Soul Marks	Kn	I	C	C	0	Wounds of the Soul (AA)	Int + Med + Dth	
	Speak with the Dead	Uv	I	P	C	0	Clamor of the Departed (M)	Wit + Occ + Dth	
Apprentice of Death	Animate Shadows	R	I	P	V	0	Light's Nemesis (M)	Wit + Occ + Dth	
	Corpse Mask	V	I	L	C	0	Mortician's Touch (GV)	Int + Sub + Dth	
	Decay	R	I	L	V	0	Return to Dust (AA)	Sta + Int + Dth	
	Ectoplasm	R	I	P	V	0	A Mirror Darkly (FC)	Sta + Occ + Dth	
	Ectoplasmic Guard	Sh	I	P	C	1*	Shield of Bones (AA)	Wit + Occ + Dth	* to extend for whole day
	Ghost Summons	R	I ⁺ C	P	C	0	Muster the Dead (SL)	Pre + Per + Dth vs. Res	
	Grant the Grim Sight	Uv	I	P	C	0	Opening the Sealed Eye (FC)	Man + Per Dth	
	Soul Jar	R	I	P	C	0	Urn of Motes (SL)	Pre + Cra + Dth	
	Suppress Aura	V	I	P	C	0	Cloaking the Anointed (GV)	Man + Sub + Dth	
	Touch of the Grave	R	I	P	V	0	Ashen Grasp (M)	Dex + Sur + Dth	
Disciple of Death	Control Ghost	R	I ⁺ C	P	V	0	Word of Woe (SL)	Pre + Int + Dth vs. Res	
	Destroy Ephemera	F	I	L	V	0	Shutting the Fetters (GV)	Res + Occ + Dth	
	Destroy Object	F	I	L	C	0	Breaking the Chains (AA)	Res + Cra/Sci + Dth	
	Devouring the Slain	F	I	L	V	1	Energetic Transfer (FC)	Man + Per Dth	
	Entropic Shroud	Sh	I	P	C	1*	Shroud of Gloom (GV)	Wit + Occ + Dth	* to extend for whole day
	Ghost Gate	W	E	P	V	0	Calling the Crossroad (M)	Res + Occ + Dth	* target number = local Gauntlet strength
	Ghostly Object	W	I	L	C	0	Night Hallowing (M)	Res + Occ/Sci + Dth	
	Quicken Corpse	W	I	P	V	0	Rise and Obey (SL)	Pre + Per + Dth	
	Restore Corpus	Pf	I	L	V	0	Spectral Poultice (FC)	Com + Occ + Dth	
	Sculpt Ephemera	Pf/ W	I	L	V	0	Spirit-smithing (M)	Dex + Crf + Dth	
	Sever the Sleeping Soul	F	E	L	V	1	Striping the Wicked (AA)	Pre + Int + Dth	* resistance is reflexive
	Summon Shadows	W	I	P	V	0	Child of Midnight (FC)	Wit + Occ + Dth	
	Suppress Own Life	V	I	P	C	0	Descending to the Grave (GV)	Com + Sub + Dth	
Adept of Death	Enervation	Ur	I	P	C	0	Weight of the Grave (AA)	Pre + Occ + Dth - Sta	
	Haunting	Pt	I ⁺ C*	P	V	1	Eternal Unrest (SL)	Pre + Per + Dth vs. Res	* resistance is reflexive
	Revenant	Pt	E	P	V	0	Duty Before Rest (SL)	Man + Per + Dth	* resistance is reflexive
	Rotting Flesh	Ur	I	L	V	1	Teeth of Kali Ma (AA)	Str + Int + Dth - Sta	
	Slay Own Aura	Ur	I	L	C	0	Starting Anew (FC)	Int + Sub + Dth	
	Soul Binding	Pt	E	L	V	0	Restoration (FC)	Com + Emp + Dth	* target number = one for a Sleeper's soul, Gnosis for a mage's soul
	Suppress Other's Life	V	I ⁺ C*	P	C	0	Consign to the Mausoleum (GV)	Man + Sub + Dth vs. Com + Gno	* resistance is reflexive
	Twilight Shift	Pt	I	P	V	1	Stepping Over (M)	Sta + Occ + Dth	
Master of Death	Devouring the Living	Ur	I	L	V	1	Spoils to the Victor (AA)	Man + Int + Dth - Sta/Res	
	Destroy Mana	Um	I	L	C	0	Plucking Teeth (AA)	Str + Int + Dth - Res	
	Quell the Spark	Um	I	L	C	0	Great Interdiction (GV)	Res + Occ + Dth	
	Quick Ghost	M	I	P	V	0	Remembrance of the Flesh (M)	Man + Occ + Dth	
	Steal Lifespan	Um	E	L	V	1	Drawing the Thread of Years (SL)	Man + Sub + Dth vs. Sta	* resistance is reflexive
	Summon the Dead	M	I ⁺ C	* V	0	Demanding an Audience of the Departed (SL)	Pre + Per + Dth vs. Res	* one question per success	

FATE SPELLS

	Spell	P	Ac	D	A	C	Rote	Dice Pool	Notes
Initiate of Fate	Interconnections	Kn	E	C	C	0	Indra's Net (GV)	Int + Inv + Fte	* one turn per roll
	Quantum Flux	C	I	P	C	0	Eye of the Storm (AA)	Wit + Occ + Fte	
	Reading the Outmost Eddies	C	I	P	C	0	Laksmi's Touch (SL)	Wit + Inv + Fte	
	Sharpshooter's Eye*	Kn	I	**	C	0	The Wings Off a Fly (GV)	Com + Fir + Fte	* Fate 1, Space 1 & Life or Matter 1
	The Sybil's Sight	Uv	I	P	C	0	Flight of Birds (M)	Wit + Occ + Fte	
	Winds of Chance	C	I	P	C	0	Nudging Probability (FC)	Wit + Sub + Fte	
Apprentice of Fate	Exceptional Luck	R	I	P	C	1	Blessings of the Gods (AA)	Man + Occ + Fte	
	The Evil Eye	R	*	*	C	1	Imprecation (SL)	Man + Per + Fte - Com	* conditions and duration are conditional
	Fortune's Protection	Sh	I	P	C	1*	Untouchable (GV)	Com + Ath + Fte	* to extend for whole day
	Granting the Sybil's Sight	Uv	I	P	C	0	Flock of Augurs (M)	Man + Occ + Fte	
	The Perfect Moment	R	I	P	C	0	Everything's Zen (M)	Wit + Occ + Fte	
	Platonic Mechanism	Pf	I	P	C	0	Atomic Clock (FC)	Int + Occ/Sci + Fte	
	Shifting the Odds	R	I	*	C	1	The Butterfly Effect (FC)	Wit + Occ/Sci + Fte	
Swearing an Oath	R	I	L	C	0	Testifying to the Gods (AA)	Pre + Per + Fte		
Disciple of Fate	Alter Oath	W	I	L	C	0	Nullify the Contract (SL)	Man + Pol + Fte - Res	
	Bestow Exceptional Luck	W	I	P	C	1	Rabbit's Foot (FC)	Man + Per + Fte	
	Fabricate Fortune	V	I	P	C	0	False Messiah (GV)	Int + Sub + Fte	
	Grant Fortune's Protection	Sh	I	P	C	1*	Bolster the Company (AA)	Pre + Per + Fte	* to extend for whole day
	Lucky Coin	Pf	I	T	C	0	Four-Leaf Clover (M)	Wit + Occ/Sci + Fte	
	Monkey's Paw	F	I	T	C	0	Sword of Damocles (AA)	Wit + Occ/Sci + Fte	
	Occlude Destiny	V / Sh	I	P	C	0	Hidden Treasure (GV)	Int + Sub + Fte	
Superlative Luck	W	I	P	V	1	Walking the Supernal Path (SL)	Res + Occ + Fte		
Adept of Fate	Destroy Bindings	Ur	I + C	L*	V	0	Cutting the Chaff (AA)	Res + Occ + Fte vs. bond's Potency	* Prolonged vs. Familiars
	Gift of Fortune*	R	E	L	C	-1	True Ownership (M)	Int + Inv + Fte	* Fate 4 + Space 2
	Probable Cause	Pf	I	P	V	1	Assured Acquisition (GV)	Com + Occ + Fte	
	Sanctify Oaths	Pt	I	L	C	0	Let Their Words Condemn Them (SL)	Pre + Exp + Fte	
	Sever Oaths	Pt	I + C	L	C	0	Magistrate's Rule (SL)	Man + Occ + Fte vs. Oath's Potency	
Master of Fate	Break the Chains	Pt	I + C	L	V	0	The Hidden Clause (FC)	Wit + Occ + Fte vs. geas Potency	
	Forge Destiny	M	I + C	P	C	1	Anointing the Chosen One (GV)	Man + Per + Fte vs Res + Gnosis	
	Forge Doom	Um	I + C	P	V	1	Achilles' Heel (AA)	Res + Int + Fte vs. Res + Gno	
	Forge Godsend	M	I + C	P	V	1	The Secret Strength (M)	Com + Sur + Fte vs. Res + Gno	
	Geas	M	I + C	P	V	0	Chain of the Fates (SL)	Pre + Exp + Fte vs. Res + Gno	
	Great Curse	Um	I	P	V	1	Wrack and Ruin (AA)	Man + Int + Fte - Com	
	Swarm of Locusts	Pt	I	P	V	0	Fortean Storm (FC)	Wit + Occ/Sci + Fte	

FORCES SPELLS

	Spell	P	Ac	D	A	C	Rote	Dice Pool	Notes
Initiate of Forces	Influence Heat	C	I	P	C	0	Radiant Blessing (M)	Int + Occ/Sci + Fce	
	Influence Light	C	I	P	C	0	Brilliant Flow (SL)	Int + Occ/Sci + Fce	
	Influence Sound	C	I	P	C	0	Fording the River (SL)	Int + Occ/Sci + Fce	
	Nightsight	Uv	I	P	C	0	Night As Day (AA)	Wit + Com + Fce	
	Read Matrices	Uv	I	P	C	0	The Electric Invisible (M)	Wit + Occ/Sci + Fce	
	Receiver	Uv	I	P	C	0	Thunderous Whispers (GV)	Wit + Occ + Fce	

	Tune In	Kn	I	P	C	0	Mohammed's Radio	Int + Sci + Fce	
Apprentice of Force	Control Heat	R	I	P	C	0	Subtle Ambience (M)	Int + Occ/Sci + Fce	
	Control Light	R	I	P	C	0	Dim Lights (GV)	Int + Occ/Sci + Fce	
	Control Sound	R	I	P	C	0	Thunderous Sounds (GV)	Int + Occ/Sci + Fce	
	Eyes of the Matrix	Uv	I	P	C	0	Full Spectrum (M)	Wit + Occ/Sci + Fce	
	Influence Electricity	R	I + a	T	V	0	Shock Therapy (AA)	Dex + Ath + Fce	
	Influence Fire	R	I + a	T	V	0	Deliberate Arson (AA)	Dex + Ath + Fce - Def	
	Invisible Object	V	I	P	V	1	Look Away (GV)	Man + Sub + Fce	
	Kinetic Blow	R	I	P	V	0	Knife Fist (AA)	Str + Bwl/Wpn + Fce	
	Transmission	R	I	P	C	0	Voices in the Ether (M)	Man + Exp + Fce	
	Unseen Shield	Sh	I	P	C	1	Force Field (FC)	Sta + Occ/Sci + Fce	
Disciple of Forces	Autonomous Servant*	W	I	C	V	0	Indispensable Aide (M)	Int + Inv + Fce	* Forces 3 + Mind 1 or 5; optional Space 2
	Bestow Unseen Shield	Sh	I	P	C	1*	Force Shield (FC)	Int + Occ/Sci + Fce	* to extend for whole day
	Call Lightning	W	I + a	L	C	0	Lightning Rod (GV)	Dex + Ath + Fce	
	Control Electricity	W	I	P	C	0	Switchbox (M)	Wit + Sci + Fce	
	Control Fire	W / F	I	T / L	C	0	Dry Water (FC)	Pre + Occ/Sci + Fce	
	Light Mastery	W	I	P	V	0	Hand Torch (M)	Com + Occ/Sci + Fce	
	Personal Invisibility	V	I	C	V	1	Cloak of Rain (GV)	Wit + Ste + Fce	
	Sound Mastery	W	I	C / P	V	0	Ventriloquist's Art (GV)	Res + Occ/Sci + Fce	
	Telekinesis	W	I	C	V	0	Hand of the Mind (SL)	Wit + Ath/Lar + Fce	
	Telekinetic Strike	F	I + a	L	V	0	Mind Arrows (AA)	Pre + Ath + Fce	
Turn Projectile	W	I	L	V	0	Arrow Storm (AA)	Dex + Ath + Fce		
Adept of Forces	Bestow Invisibility	V	I	C	V	1	Unseen Army (GV)	Man + Ste + Fce	
	Burst of Speed	Pt	I	P	V	1*	Hermes' Sandals (M)	Wit + Ath + Fce	* per turn
	Change Weather	Pt	I	P	C	0	Rainmaker (FC)	Int + Occ/Sci + Fce	
	Control Velocity	Pt / Ur	I	T	V	0	Speed Trap (FC)	Int + Sci + Fce	
	Fiery Transformation*	Pt	I	T	V	1	Wrath of the Inferno (AA)	Sta + Int + Fce	* Forces 4, Life 4; optional Matter 4
	Friction Knife	F	I + C	T	V	0	Sword of the Winds (AA)	Int + Occ/Sci + Fce vs. Sta + Gno	* resistance is reflexive
	Levitation	Pt	I	C	V	0	Air Walk (GV)	Int + Ath + Fce	
	Thunderbolt	Ur	I + a	L	V	1*	Lightning's Vessel (AA)	Sta + Ath + Fce	
	Transform Energy	Pt	I	P	V	0	Electromagnetic Spectrum (FC)	Int + Occ/Sci + Fce	
Unseen Hand	W	I + C	C	V	1	Unseen Grasp (AA)	Wits + Bwl + Fce vs. Com + Gno		
Master of Forces	Adverse Weather	M	I	P*	V	0	Clearing the Streets (GV)	Res + Int + Fce	* storms are one scene, short term phenomena are one turn
	Bestow Burst of Speed	Pt	I	P	V	1*	Flashpoint (SL)	Man + Ath + Fce	* per turn
	Bestow Levitation	M	I	C	V	1	Disc of Levitation (M)	Int + Occ/Sci + Fce	
	Complete Invisibility	V	I	P	V	1	Cloak of Light (GV)	Wit + Ste + Fce	
	Control Gravity	M	I	T	V	0	Upending Expectations (M)	Int + Occ/Sci + Fce	
	Create Sunlight	M	I	P	V	1	Summoning the Dawn (SL)	Int + Occ/Sci + Fce	
	Earthquake	Um	I	T	V	0	Fist of Heaven (AA)	Res + Ath + Fce	
	Electromagnetic Pulse	UM	I	L	V	0	Short Circuit (FC)	Res + Sci + Fce	
	Eradicate Radiation	Um	I	L	V	0	Cleansing (FC)	Res + Sci + Fce	
	Flight	M	I	P	V	1	Witch's Broom	Dex + Ath + Fce	
	Increase Gravity	M	I	P	V	0	Slowing the Prey (GV)	Res + Occ/Sci + Fce	
	Nullify Gravity	Um	I	P	V	0	Moonwalking (M)	Int + Occ/Sci + Fce	
	Radiation	Um	I	P	V	0	Door to the Abyss (AA)	Sta + Occ/Sci + Fce	
	Velocity Master	M / Um	I + C	L	V	0	Motion Control (SL)	Res + Ath + Fce	

LIFE SPELLS

Spell	P	Ac	D	A	C	Rote	Dice Pool	Notes	
Initiate of Life	Analyze Life	Kn	I	C	C	0	Classify Specimen (SL)	Int + Sur (plants)/AKn (animals)/Med (humans) + Lfe	
	Cleanse the Body	C	I	L	C	0	Purge the Unbidden (AA)	Sta + Med + Lfe	
	Healer's Trance	Kn	E	C	C	0	Root Out Illness	Int + Med + Lfe	* one roll per turn; target successes is relative to intensity of disease
	Pulse of the Living World	Uv	I	P	C	0	Organics Perception (FC)	Wit + Med/Sci + Lfe	
	Sense of Life	Kn	I	P	C	0	Listening to the Soul's Echo	Wit + Akn + Lfe	
Apprentice of Life	Body Control	R	I	P	C	0	Body Mind (AA)	Wit + Ath + Lfe	
	Control Base Life	R	I + C	P	C	0	King of the Beasts (SL)	Man + Akn + Lfe vs. Sta	
	Heal Flora and Fauna	R	I	L	C	0	Cellular Regeneration (FC)	Int + Med + Lfe	
	Organic Resilience	Sh	I	P	C	1*	Bones of Steel (GV)	Sta + Ath + Lfe	* to extend for whole day
	Purify Bodies	C	I	L	C	0	Antivenin (M)	Int + Med + Lfe	
	Self Healing	R	I	L	C	1	Salve the Wounds of Battle (AA)	Dex + Med + Lfe	
	Self-Purging	R	E	L	C	0	Blood of the Lamb (M)	Sta + Med + Lfe	* target number = virulence of disease
	Transfer Basic Features	R	I + C	P	V	0	DNA Swap (FC)	Int + Akn/Sur + Lfe vs. Sta	* resistance is reflexive
	Transform Basic Life	R	I + C	P	V	0	Chrysalis (SL)	Int + Akn/Sur + Lfe vs. Sta	* resistance is reflexive
Visions of the Living World	Uv	I	P	C	0	Detect Intruders (AA)	Int + Akn/Sur + Lfe		
Disciple of Life	Banish Plague	R	I	L	C	0	Reseal the Tomb (M)	Wit + Med + Lfe	
	Control Median Life	W	I + C	P	C	0	Daniel's Voice (SL)	Pre + Akn + Lfe vs. Res	* resistance is reflexive
	Degrading the Form	F	I	P	V	1	Infirmity (GV)	Sta + Ath + Lfe - Sta	
	Healing Heart	Pf	I	L	C	1	Balm of Flesh (M)	Com + Med + Lfe	
	Honing the Form	Pf	I	P	V	1	Actualizing Potential (FC)	Res + Ath + Lfe - Sta	
	Organic Shield	Sh	I	P	C	0	Muscular Tension (FC)	Int + Med + Lfe	
	Transfer Median Features	W	I + C	P	V	0	Tampering with the Web (SL)	Int + Med + Lfe vs. Sta	* resistance is reflexive
	Transform Median Life	W	I + C	P	V	0	Catalytic Change (FC)	Int + Med + Lfe vs. Sta	* resistance is reflexive
Transform Self	W	I	P	V	1	Harsh Duty (AA)	Sta + Ath + Lfe		
Two Faces	W	I	P	V	0	Incognito Exchange (GV)	Wit + Sub + Lfe		
Adept of Life	Animal Degradation	Ur	I + C	P	V	1	Beast Lord (AA)	Res + Akn + Lfe vs. Sta	* resistance is reflexive
	Animal Minion	Pt	I + C	C	V	0	Loyal Hound (SL)	Pre + Per + Lfe vs. Res	* resistance is reflexive
	Contagion	Ur	E	L	C	1	Interdiction (GV)	Res + Med + Lfe	* target number = virulence of disease
	Doppelganger	Pt	E	P	V	0	Another Man's Face (GV)	Int + Sub + Lfe	* one roll per turn
	Enfeeblement	Ur	I	P	V	1	Weaken the Foe (AA)	Str + Int + Lfe - Sta	
	Hone Another's Form	Pf	I	P	V	1	Performance Enhancement (FC)	Int + Med + Lfe	
	Life Force Assault	Ur	I	L	V	0	Organic Life	Dex + Ath + Lfe - Sta	
	Many Faces	W	I	P	V	0	Perfected Disguise (M)	Man + Sub + Lfe	
	Shapechanging	Pt	I	P	V	1	Wearing the Animal Shirt (M)	Sta + Akn + Lfe	
	Supreme Honing	Pf	I	P	C	1	Fulfillment (SL)	Res + Ath + Lfe	
	Transform Other	W	I + C	P	V	0	Atavistic Branding (GV)	Pre + Akn + Lfe vs. Sta + Gno	* resistance is reflexive; range is touch only
	Trigger the Lizard Brain	W	I + C	T	C	0	Pulling the Strings of Fear (AA)	Man + Int + Lfe vs. Res + Gno	* resistance is reflexive
Uplift the Species	Pt	I + C	P	V	0	Genetic Tampering (FC)	Int + Med + Lfe vs. Sta	* resistance is reflexive	

Master of Life	Create Life	M	E	P	V	1	New Beginnings (GV)	Res + Akn + Lfe	* target number = size of creature
	Evolutionary Shift	Pt	I + C	P	V	0	The Frog King (FC)	Int + Akn + Lfe vs. Sta	* resistance is reflexive
	Fantasia	M	I + C	P	V	1	Bygone Menagerie (SL)	Int + Aca + Lfe vs. Sta	* resistance is reflexive
	Greater Shapechanging	M	I / C	P / T	V	1	Hour of the Wolf (AA)	Sta + Akn + Lfe vs. Sta + Gno	* prolonged vs. Sleepers; Transitory vs. Supernaturals
	Hereditary Change	M	I + C	L	V	1	The Dragon's Egg (M)	Int + Med + Lfe vs. Sta	* resistance is reflexive
	Human Minion	Pt	I + C	C	V	1	Flesh Puppet (SL)	Man + Per + Lfe vs. Res + Gno	* resistance is reflexive
	Regeneration	M	E	P	V	1	Salamander's Tail (FC)	Int + Med + Life	* target number is dependent on body part
	Ultimate Degradation	Um	I + C	P	V	0	Lay Him Low (AA)	Str + Ath + Lfe vs. Res + Gno	* resistance is reflexive
	Ultimate Honing	Pf	I	P	V	1	Perfection of Form (AA)	Pre + Med + Lfe	

MATTER SPELLS

	Spell	P	Ac	D	A	C	Rote	Dice Pool	Notes
Initiate of Matter	Alter Conductivity	C	I	P	C	0	Extinguish the Invisible Fire (AA)	Int + Sci + Mtr	
	Craftmans's Eye	Kn	I	C	C	0	Rube Goldberg's Brain (M)	Int + Inv/Sci + Mtr	
	Dark Matter	Uv	I	P	C	0	Seizing the Threads (GV)	Int + Occ/Sci + Mtr	
	Detect Substance	Kn	I	C	C	0	Glimmer in the Shadows (SL)	Wit + Com + Mtr	
	Discern Composition	Kn	I	C	C	0	Diagnostic Scan (FC)	Wit + Cft/Sci + Mtr	
	Find the Hidden Hoard	Uv	I	C	C	0	Mapping the Tomb (M)	Wit + Cft + Mtr	
Apprentice of Matter	Alter Accuracy	R	I	P	C	1	Sword of the Slayer (AA)	Com + Cft/Occ + Mtr	
	Eyes of the Earth	Uv	I	P	C	0	Imparting the Alchemist's Eye (FC)	Wit + Occ/Sci + Mtr	
	Shape Liquid	R	I	P	C	0	Dredging the Bay (M)	Dex + Occ + Mtr	
	Transmute Water	R	I	P	V	0	Lesser Transfiguration (GV)	Int + Occ/Sci + Mtr	
	Steel Windows	R	I	P	V	0	Gaze through the Mountain (GV)	Int + Cft/Occ + Mtr	
	Unseen Aegis	Sh	I	P	C	0	Hard Air (FC)	Int + Occ/Sci + Mtr	
Disciple of Matter	Alter Integrity	P / F	I	L	C	0	Sorcerer's Forge (SL)	Int + Cft + Mtr	
	Animate Matter	W	I	P	V	0	Helper (SL)	Pre + Occ + Mtr	(S&S)
	Armor Piercing	R	I	P	C	1	Sharpening the Blade (AA)	Res + Cft + Mtr	
	Jury-Rig	W	I	P	C	0	Hybridized Device M)	Int + Cft + Mtr	
	Plasticity	W	I	T	V	0	Sculpt the Material Form (M)	Dex + Cft + Mtr	
	Repair Object	P	I	L	C	0	Good as New (M)	Dex + Cft + Mtr	
	Transmute Earth	R	I	P	V	0	Lesser Material Transfiguration (SL)	Int + Occ/Sci or Mtr	
Verminous Metamorphosis*	W	I	T	V	0	Stinging Pestilence (FC)	Wit + Akn + Mtr	* Matter 3 + Life 3	
Adept of Matter	Alter Efficiency	W	I	P	C	1	Overdrive (GV)	Int + Cft/Sci + Mtr	
	Annihilate Matter	Ur	I	L	V	0	Disintegration (AA)	Res + Occ/Sci + Mtr	
	Lesser Transmogrification	Pt	I	P	V	0	Architect's Touch (SL)	Int + Occ/Sci + Mtr	
	Reconfigure Object	Pt	I	P	V	0	Artisan's Hand (SL)	Dex + Cft + Mtr	
	Shape Air	Pt	I	P	C	0	Favorable Winds (AA)	Sta + Occ + Mtr	
	Transmute Air	Pt	I	P	V	0	Fresh Air (M)	Int + Occ/Sci + Mtr	
	Transmute Gold	Pt	I	P	V	0	Fool's Gold (GV)	Wit + Occ/Sci + Mtr	
Master of Matter	Alter Size	M	I	P	V	0	Shrink Ray (FC)	In + Occ/Sci + Mtr	
	Annihilate Extraordinary Matter	Um	I	L	V	N	Unto Dust (AA)	Res + Occ/Sci + Mtr	
	Forge Thaumium*	M	E	P	V	1	Hephaestus' Forge (SL)	Dex + Occ + Mtr	* Matter 5 + Prime 3; 1 Mana must be spent for every level of Size of thaumium made
	Greater Transmogrification	Pt	I	P	V	0	Playing God (FC)	Int + Sci + Mtr	
Raw Creation	M	I	P	V	1	Ex Nihilo (SL)	Res + Sci + Mtr		

MIND SPELLS

	Spell	P	Ac	D	A	C	Rote	Dice Pool	Notes
Initiate of Mind	Aura Perception	Uv	I	C	C	0	Know the Wolf by His Stance (AA)	Wit + Emp + Mnd	
	One Mind, Two Thoughts	C	I	P	C	0	Thinking for Many (SL)	Wit + Inv + Mnd	
	Sense Consciousness	Kn	I	P	C	0	Eye of the Mind (M)	Wit + Emp + Mnd	
	Third Eye	Uv	I	P	C	0	Scales of Thought (GV)	Wit + Emp + Mnd	
Apprentice of Mind	Alter Aura	V	I	P	C	0	Donning the Inner Mask (GV)	Man + Sub + Mnd	
	Beast Control	R	I + C	P	C	0	Usurping the Lesser Crown (SL)	Pre + Akn + Mnd vs. Res	* resistance is reflexive
	Emotional Urging	R	I + C	P	C	0	Sculpt the Heart (M)	Man + Emp + Mnd vs. Com + Gno	* resistance is reflexive
	First Impressions	R	I	P	C	0	A Face You can Trust (FC)	Pre + Soc + Mnd	
	Incognito Presence	V	I	P	C	0	Forever Stranger (GV)	Wit + Sub + Mnd	
	Memory Hole	V	I	P	C	0	Bastion of Thought	Com + Occ + Mnd	
	Mental Shield	Sh	I	P	C	0	Steel Trap (AA)	Res + Occ + Mnd	
	Misperception	Sh	I	P	C	0	Whispering Shield (AA)	Man + Ste + Mnd	
	Opening the Lidless Eye	Uv	I	P	C	0	See With My Eyes (SL)	Pre + Per + Mnd	
	Voice from Afar	R	I	T	C	0	Words on the Wind (M)	Man + Exp + Mnd - Res	
Disciple of Mind	Augment the Mind	Pf	I	P	C	1	Illuminating the Inner Temple (GV)	Res + Aca + Mnd	
	Aura Cloak	R	I	P	C	0	Gift of Masks (M)	Man + Sub + Mnd	
	Greater Body Control	R	I + C	P	C	0	The Way of Fang and Claw (AA)	Pre + Akn + Mnd vs. Res	* resistance is reflexive
	Imposter	W	I + C	P	C	0	Mask of Conformity (GV)	Int + Sub + Mnd vs. Com + Gno	* resistance is reflexive
	Mental Wall	Sh	I	P	C	0	Extending the Wall of Thought (GV)	Pre + Occ + Mnd	
	Multi-Tasking	W	I	P	C	0	One Mouth, Many Voices (SL)	Int + Aca + Mnd	
	Psychic Assault	F	I	L	C	0	Psyche's Dart (AA)	Res + Int + Mnd - Res	
	Sleep of the Just	W	I	*	C	0	Sands of Morpheus (SL)	Com + Occ + Mnd	* see spell description
	Telepathy	W	I + C	T	C	0	Psychic Communion (FC)	Wit + Emp + Mnd vs. Res + Gno	* resistance is reflexive
Universal Language	W	I	P	C	0	Bricks of Babel (M)	Int + Aca + Mnd		
Adept of Mind	Augment Other Minds	Pf	I	P	V	1	Perfect Poise (SL)	Res + Per + Mnd	
	Befuddle	Ur	I	P	C	1	Belittle the Brain (SL)	Man + Per + Mnd - Com	
	Breach the Vault of Memory	Pt	I + C	P	C	0	Reshaping Yesterday (GV)	Man + Sub + Mnd vs. Res + Gno	* resistance is reflexive
	Hallucination	Pt	I + C	P	C	0	Induced Delusion (FC)	Int + Sub + Mnd vs. Res + Gno	* resistance is reflexive
	Living Library*	Pt	I + C	P	C	0	Hall of Records (M)	Int + Aca + Mnd vs. Res	* resistance is reflexive; Mind 4; optional Matter 3 or Forces 3 (S&S)
	Read the Depths	Pt	I + C	P / T	C	0	Drawing Aside the Inmost Veil (SL)	Man + Emp + Mnd vs. Com + Gno	* resistance is reflexive; Prolonged vs. Sleepers, Transitory vs. Supernaturals
	Psychic Projection	Pt	I	P	V	1	Treading the Invisible Way (M)	Res + Occ + Mnd	
	Psychic Sword	Ur	I	L	C	0	Unseen Blade (GV)	Pre + Int + Mnd - Res	
	Supreme Augmentation	Pf	I	P	C	1	Acquired Genius (M)	Res + Aca + Mnd	
	Telepathic Control	Pt	I + C	P / T	C	1	Crown of Kings (SL)	Man + Per + Mnd vs. Res + Gno	* resistance is reflexive; Prolonged vs. Sleepers, Transitory vs. Supernaturals

Master of Mind	Network	M	I	P	C	0	Tactical Coordination (AA)	Pre + Emp + Mnd	
	Possession	M	I + C	P / T	V	1	Driving the Chariot (SL)	Man + Per + Mnd vs. Res + Gno	* resistance is reflexive; Prolonged vs. Sleepers, Transitory vs. Supernaturals
	Psychic Domination	M	I + C	P / T	c	0	Your Will Is Mine (SL)	Pre + Int + Mnd vs. Res + Gno	* resistance is reflexive; Prolonged vs. Sleepers, Transitory vs. Supernaturals
	Psychic Genesis	M	E	P	V	1	Artificial Intelligence (FC)	Int + Emp + Mnd	
	Psychic Reprogramming	M	E + C	L / P	V	1	Mindscaping (GV)	Man + Per + Mnd vs. Com + Gno	* resistance is reflexive; Lasting vs. Sleepers, Prolonged vs. Supernaturals
	Shadow Projection	M	I	P	V	1	Walking with Gods (M)	Res + Occ + Mnd	
	Twilight Temple	M	I	*	V	0	Castles of the Mind (FC)	Com + Occ + Mnd	

PRIME SPELLS

	Spell	P	Ac	D	A	C	Rote	Dice Pool	Notes
Initiate of Prime	Analyze Enchanted Item	Kn	I	P	C	0	Artifact Hunt (AA)	Int + Occ + Prm	
	Discern Phantasm	Uv	I	C	C	0	Identifying the Unreal (FC)	Wit + Occ + Prm	
	Dispel Magic	C	I + C	L	C	1	Unweaving the Flaw (GV)	Int + Occ + Prm vs. target spell's Potency	
	Inscribe Grimoire	C	E	L	C	0	Inscribing the Ineffable Words (SL)	Int + Exp + Prm	* target number equals number of Arcanum dots in rote inscribed
	Supernal Vision	Uv	I	P	C	0	Eye of the Magus (M)	Wit + Occ + Prm	
Apprentice of Prime	Activate Enchanted Item	C	I	P	C	0	Claiming the Ancient Heritage (M)	Int + Inv + Prm	
	Counterspell Prime	Sh	I	L	C	1	Rend the Weave (GV)	Com + Occ + Prm	
	Magic Shield	Sh	I	P	C	1*	Aegis Magicus (SL)	Res + Occ + Prm	* to extend for whole day
	Primal Flow	Uv	I	P	C	0	Mass Hallucination (GV)	Man + Occ + Prm	* if target is unwilling resist with reflexive contested Resolve + Gnosis
	Sigilization	R	I	P	C	0	Seal of Authority (M)	Pre + Exp + Prm	(S&S)
	Squaring the Circle	R	I	P	C	1	Squaring the Circle (GV)	Res + Occ + Prm	
	Transform Aura	V	I	P	C	0	Wolf in the Fold (GV)	Int + Occ + Prm	
Disciple of Prime	Unseen Spy	V	I	P	C	0	Innocuous Presence (FC)	Com + Sub + Prm	
	Armor of the Soul	V	I	P	C	0	Shield of the Fragile Link (GV)	Com + Occ + Prm	
	Celestial Fire	F	I + a	L	V	0	Bolt of Heaven (AA)	Dex + Occ + Prm	
	Channel Mana	W	I	L	C	0	Feedback (FC)	Wit + Occ + Prm	
	Controlled Dispellation	F	I + C	L	C	0	Slipping the Bonds (M)	Res + Occ + Prm	* success are compared to the target's spell Potency
	Create Tass	W	I	P	C	1	Celestial Sediment (FC)	Res + Cft/Occ + Prm	
	Disguise Resonance	V	I	P	C	0	Mask of the Spirits (M)	Com + Sub + Prm	
	Dissolve Tass	F	I	L	C	0	Unstitch (GV)	Res + Occ + Prm	
	Ephemeral Enchantment	W	I	P	V	0	Ghost Stick (M)	Res + Occ + Prm	
	Hollow Bond	W	E	L	C	1	Marrying the Land (M)	Com + Occ + Prm	* 1 success per hallow dot (S&S)
	Imbue Item	W	E	*	*	*	Forge of Power (M)	Com + Cft + Prm	* 1 Mana per spell, duration and aspect are that of the spell
	Imbue Mana	W	I	L	C	0	Succor (AA)	Pre + Per + Prm	
	Ley Lines	W	E	L	C	0	Atlantean Generator (FC)	Int + Occ/Sci + Prm	
	Ley Shift	W	E	P	C	1	Urban Renewal (FC)	Str + Occ + Prm	(S&S)
	Magic Wall	Sh	I	P	C	1*	Invisible Boon (GV)	Man + Occ + Prm	* to extend for whole day
Phantasms	W	I	P	V	1	Loom of the Gods (SL)	Int + Cft + Prm		
Transform Other Aura	V	I	P	C	0	Running with the Pack (FC)	Int + Occ + Prm		

Adept of Prime	Awaken Hallow	Pt	E	L	C	1	Aligning the Stars (M)	Com + Sur + Prm	
	Eyes of the Awakened	Pt	I	P	C	0	Fitful Sleep (SL)	Man + Emp + Prm	
	Ley Flow	Pt	E	P	C	1	Governing the Tides (SL)	Com + Occ + Prm	(S&S)
	Marionette	Pt	I	P	V	0	Unreal Servitor (SL)	Int + Sub + Prm	
	Phantasmal Weapon	Pt	I	P	V	1	Forge of the Gods (AA)	Int + Cft + Prm	
	Siphon Essence	Ur	I	L	V	0	Ehrlik's Due (AA)	Res + Occ + Prm - Res	* resistance is reflexive
	Siphon Integrity	Ur	I	L	V	0	Hidden Stores (M)	Res + Occ + Prm	
	Supernal Dispellation	Ur	I + C	L	C	0	Undo the Art (FC)	Res + Occ + Prm vs. target spell's Potency	
Master of Prime	Suppress Hallow	Ur	I	P	C	0	Shutting the Gate (GV)	Pre + Sur + Prm	
	Create Complex Phantasm	M	I	P	V	0	Tin Soldier (AA)	In + Cft (objects)/ Med (people) + Prm	
	Create Hallow	M	E	P	V	1	Sanctum Flow (M)	Com + Occ + Prm	
	Dead Zone	Um	I	V	0	Banishing (GV)	Com + Occ + Prm		
	Forge Tulpa*	M	E	P	V	0	Dream Warrior (FC)	Wit + Occ + Prm	* Prime 5 + Mind 5
	Siphon Mana	Ur	I	V	0	Press Gang (SL)	Res + Int + Prm - Sta		

SPACE SPELLS

	Spell	P	Ac	D	A	C	Rote	Dice Pool	Notes
Initiate of Space	Correspondence	Kn	I	C	C	0	Revelation of the Unseen Thread (GV)	Wit + Occ + Spa	
	Finder	Kn	I	P	C	0	Eyes on the Prize	Int + Inv + Spa	
	Omnivision	Uv	I	P	C	0	Spatial Topography (FC)	Wit + Com + Spa	
	Spatial Awareness	Uv	I	P	C	0	Trailing the Long Stride (SL)	Int + Occ + Spa	
	Spatial Map	Uv	I	T	C	0	Ballistic Targeting (AA)	Int + Occ + Spa	
Apprentice of Space	Apportation	R	I + C	C	V	0	Nothing Up My Sleeve (FC)	Dex + Inv + Spa vs. Com	* resistance is reflexive
	Bestow Spatial Awareness	Uv	I	P	C	0	Derangement of the Senses (M)	Man + Inv + Spa	
	Conceal Sympathy	V	I	P	C	0	Dispersing the Threads (GV)	Com + Sub + Spa	
	Follow Through	R	I	P	V	0	Taking the Road Once Traveled (M)	Wit + Inv + Spa	
	Scrying	R	I	T	C	0	Remote Viewing (GV)	Int + Inv + Spa	
	Untouchable	Sh	I	P	C	1*	Twisting Threads (SL)	Wit + Occ + Spa	* to extend for whole day
Disciple of Space	Ward	R	I	P	C	0	Unseen Guard (AA)	Res + Occ + Spa	
	Avoidance Tactics	Sh	I	P	C	1*	Twisting Threads (SL)	Wit + Occ + Spa	* to extend for whole day
	Banish Plague	W	I	P	C	0	Barring the Ways (SL)	Res + Occ + Spa	
	Destroy the Threads	F	I	L	C	0	Shattering the Invisible Bonds (AA)	Str + Inv + Spa - Com	
	Multispatial Perception	F	I	P	C	0	Spatial Collage (FC)	Int + Inv + Spa	
	New Threads	W	I	L	C	0	Spinning the False Strand (FC)	Man + Occ + Spa - Com	
	Portal	W	E*	T	V	1	Escape Hatch (M)	Man + Inv + Spa	* target number = degrees of sympathetic separation
Adept of Space	Ranged Blow	W	I	P	V	1	Far Strike (AA)	Str + Inv + Spa	
	Co-Location	Pt	I	T	V	1	Cleanup Crew (GV)	Int + Inv + Spa	
	Pocket Realm	Pt	I	P	V	1	Non-Space (FC)	Dex + Inv + Spa	
	Portal Key	Pt	I	L	C	0	Attuning the Gateway (SL)	Res + Occ + Spa	
	Safe Keeping	Pt	I	L	V	0	Storage Space (FC)	Dex + Inv + Spa	
	Suspension	Pt	I + C	T	V	1	Spider and Fly (AA)	Wit + Inv + Spa vs. Com + Gno	* resistance is reflexive
	Teleportation	Pt	I	L	V	1	Wormhole (M)	Int + Occ + Spa	

Master of Space	Dimensional Axis	M	E*	P	V	0	Many-Roomed Mansion (FC)	Int + Inv + Spa	* target number = 1 success per location
	Hide Space	M	E	P	C	0	The House in the Woods (M)	Int + Inv + Spa	
	Labyrinth	M	I		V	0	Sundered Path (GV)	Int + Occ + Spa	
	Manifold Presence*	M	I	P	V	*	Walking with the Sun (AA)	Int + Occ + Spa	* Space 5 + Life 4 or 5; optional Matter 5 and/or Mind 1 or 3
	Oubliette*	M + U	I + C	P	V	1	Hell of Many Mirrors (M)	Int + Occ + Spa vs. Com + Gno	* Space 5 + Forces 3, Mind 4, Time 4 - resistance is reflexive
	Shrink/Expand*	M	I + C	P	V	1	Loom of Space (SL)	Int + Med (liv creatures) or Crafts/ Sci (objects) + Spa	* Space 5 + Life 2, 3 or 4 or Matter 4 - resistance is reflexive
	Worlds Collide	Um	I + C	L	V	1	Shattered Images (AA)	Res + Inv + Spa vs. Sta + Gno	* resistance is reflexive

SPIRIT SPELLS

	Spell	P	Ac	D	A	C	Rote	Dice Pool	Notes
Initiate of Spirit	Coaxing the Spirit	C	I	P	C	0	Helping Hand (FC)	Man + Soc + Spr	
	Exorcist's Eye	Uv	I	C	C	0	Parting the Shadow (GV)	Wit + Occ + Spr	
	Second Sight	Uv	I	P	C	0	Solomon's Sight (SL)	Int + Occ + Spr	
	Spirit Tongue	Kn	I	P	C	0	Fleshless Speech (M)	Pre + Soc + Spr	
Apprentice of Spirit	Ephemeral Shield	Sh	I	P	C	1*	Ghost Shirt (AA)	Sta + Occ + Spr	* to extend for whole day
	Gossamer Touch	R	I	P	V	0	Grasp the Otherworld (FC)	Dex + Ath + Spr	
	Grant the Second Sight	Uv	I	P	C	0	Imparting the Spirit Gaze (SL)	Man + Per + Spr	
	Lesser Spirit Summons	R	I + C	P	C	0	Gather the Unseen Host (SL)	Pre + Per + Spr vs. Res	* resistance is reflexive
	Peer Across the Gauntlet	Uv	I	P	C	0	Otherworldly Sight (M)	Wit + Occ + Spr	
	Place of Power	R	I	P	V	0	Closing the Ways (GV)	Res + Sur + Spr	
	Soul Jar	R	I	P	C	0	Urn of Motes (SL)	Pre + Cra + Spr	
Disciple of Spirit	Control Spirit	R	I + C	P	C	0	Crown of the Incarna (AA)	Pre + Int + Spr vs. Res	* resistance is reflexive
	Exorcism	W	E*	L	C	0	Exiled from the Flesh (GV)	Pre + Int + Spr vs. Res	* resistance is reflexive; target number = spirit's WP
	Familiar Pact	W	E*	L	C	1	Soul-Bonding (M)	Man + Soc + Spr	* resistance is reflexive; target number = Merit dots
	Greater Spirit Summons	W	I + C	P	V	0	Whisper to the Ancients (SL)	Pre + Per + Spr vs. Res	* resistance is reflexive
	Harm Spirit	F	I	L	V	0	Strike the Unseen (AA)	Str + Ath + Spr - Res	
	Numinous Shield	Sh	I	P	C	1*	Ephemeral Ward (AA)	Sta + Occ + Spr	* to extend for whole day
	Reaching	W	I	P	V	0	Shadow Strike (AA)	Dex + Ath + Spr	
	Restore Corpus	Pf	I	L	V	0	Spirit Mending (FC)	Com + Emp + Spr	
	Restore Lost Soul	W	E*	L	C	0	Restoring the Stolen Light (GV)	Pre + Emp + Spr	* target number = weeks the soul has been lost
	Rouse Spirit	W	I	P	V	0	Stirred from Sleep (FC)	Man + Per + Spr	
Spirit Road	W	E*	T	V	1	Into Shadow (M)	Res + Sur + Spr	* target number = Gauntlet Strength	
Adept of Spirit	Bind Spirit	Pt	E + C*	P	V	0	Chains of Mist (SL)	Pre + Int + Spr vs. Res	* resistance is reflexive; target number = spirit's rank
	Create Fetish	Pt	E + C*	P	V	1	Blade of The Gods (AA)	Res + Per + Spr vs. Res	* resistance is reflexive; target number = spirit's rank

Essence Gift*	Pt	I	L	C	0	Word of Honor (M)	Pre + Soc + Spr	* spirit 4 + Prime 4	
Grant Familiar	Pt	E*	P	C	1	Mentor's Gift (SL)	Pre + Per + Spr	* resistance is reflexive; target number = Merit dots	
Medicine Bag	Pt	E*	P	C	1	Palm of Plenty (GV)	Int + Cft + Spr	* target number = Essence capacity	
Sacramental Chain	Pt	I	L	C	0	Spirit Gold (M)	Man + Occ + Spr - Res		
Spirit Guardian	Pt	E*	P	V	0	Watch Over My House (M)	Pre + Per + Spr vs. Res	* target number = spirit's rank	
Spirit Possession	Pt	I + C	P	V	0	Breaking the Horse (SL)	Pre + Per + Spr vs. Res	* resistance is reflexive	
Road Master	Pt	I	L	C	1	Shadow Gate (M)	Wit + Occ + Spr		
Master of Spirit	Control Gauntlet	M	I	P	V	0	Watchman Between Worlds	Res + Sur + Spr	
	Materialize Spirit	M	I + C	P	V	1	Descending from Heaven (AA)	Pre + Int + Spr vs. Res	* resistance is reflexive
	Shadow Slave*	M	I	P	V	1	Call to Darkness (SL)	Pre + Int + Spr	* Spirit 5 + Death 3
	Shape Spirit	M / Um	E + C*	P	V	0	Transformation of the Timeless (FC)	Int + Occ + Spr vs. Res	* resistance is reflexive
	Spirit Court	M	E*	P	C	0	Throne of the Celestial Potentate (SL)	Int + Occ + Spr	* target number = spirit's rank
Spirit Manse	M	E	P	C	0	Spirit Sanctum (M)	Com + Occ + Spr		

TIME SPELLS

	Spell	P	Ac	D	A	C	Rote	Dice Pool	Notes
Initiate of Time	Momentary Flux	Kn	I	T	C	0	Seizing the Moment (SL)	Wit + Inv + Tme	
	Perfect Timing	Kn	R	*	C	1	Strike True (AA)	Int + Com + Tme	
	Temporal Eddies	Uv	I	P	C	0	The Gravity of the Instants (FC)	Wit + Inv + Tme	
	Temporal Wrinkles	Uv	I	P	C	0	Espying the Graven Hour (GV)	Wit + Occ + Tme	
Apprentice of Time	Augury	Uv	I	C	C	0	Seer's Song (SL)	Int + Occ + Tme	
	Flip of the Coin	Kn	I	C	C	1	Instant Gratification (FC)	Wit + Inv + Tme	
	Glimpsing the Future	Kn	I	T	C	1	Failure is Death (AA)	Wit + Inv + Tme	
	Postcognition	Uv	I	C	C	0	Gazing Through the Sands (M)	Int + Inv + Tme	
	Shield of Chronos	V	I	P	C	1*	Breaking the Trail (GV)	Com + Ste + Tme	* to extend for whole day
	Temporal Dodge	Sh	I	P	C	1*	Dancing upon the River (AA)	Dex + Ath + Tme	* to extend for whole day
Temporal Flow	Uv	I	P	C	0	A Glance Through the Hourglass (SL)	Pre + Per + Tme		
Disciple of Time	Acceleration	Pf	I	P	V	*	Swift as Death (AA)	Sta + Ath + Tme	* none to cast spell; but 1 mana (reflexively) is required to activate effects during duration
	Divination	Uv	I	C	C	1	Speaking the Name of Tomorrow (GV)	Int + Inv + Tme	
	Shifting Sands	W	I	*	V	1	Turn Back the Page (SL)	Res + Occ + Tme	* see spell description
	Temporal Shift	Sh	I	P	C	1*	Bending the River's Flow (AA)	Man + Inv + Tme	* to extend for whole day
Adept of Time	Chronos' Curse	Pt	I	T	V	1	Crushed Beneath the Sands (SL)	Man + Occ + Tme - Com	
	Present as Past	Pt	I + C	T	V	1	Measure the River's Flow (AA)	Int + Occ + Tme vs. Com + Gno	* resistance is reflexive
	Prophecy	Pt	I	C	C	0	Merlin's Foresight (GV)	Int + Occ + Tme	
	Temporal Pocket	W	E	P	V	0	Seven Breaths in an Instant (FC)	Wit + Occ + Tme	

	Temporal Stutter	Pt	I + C	V	1	Cresting the Wave (M)	Wit + Occ + Tme	
Master of Time	Faerie Glade	M	E + C*	V	1	Temporal Bastion (M)	Wit + Occ + Tme vs. Com + Gno	* resistance is reflexive
	Future Legacy	M	I	L	V	0	Archeologist's Boon (FC)	Pre + Inv + Tme
	Rewrite History	M / Um	E	P	V	1	Theif of Years (SL)	Man + Inv + Tme
	Stop Time	Um	I + C	T	C	1	Hand of Glory (FC)	Int + Occ + Tme vs. Com + Gno