

# SUMMARY OF SPELLS

| List | Rank | Name                               | Cost | Diff. | Type    | Effect  | Page |
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| △    | ┘    | Air Magic Journeyman's Privilege   | 1    | 1d12  | Defense | Instantly cancel any Apprentice Air spell               | 209  |
| △    | M    | Air Magic Master's Privilege       | 1    | 1d12  | Defense | Instantly cancel any Journeyman Air spell               | 213  |
| △    | ⌘    | Avert Air                          | 1    | 1d10  | Regular | Shield a target from hostile Air Magic.                 | 207  |
| ▽    | ⌘    | Avert Earth                        | 1    | 1d10  | Regular | Shield a target from hostile Earth Magic.               | 206  |
| △    | ⌘    | Avert Fire                         | 1    | 1d10  | Regular | Shield a target from hostile Fire Magic.                | 208  |
| ▽    | ⌘    | Avert Water                        | 1    | 1d10  | Regular | Shield a target from hostile Water Magic.               | 209  |
| ☼    | ┘    | Benediction                        | 2    | 2d12  | Regular | Delay any spell on the target, until they say a prayer. | 219  |
| ▽    | M    | Bind Gnome                         | 3    | 3d12  | Delayed | Captures an Earth Elemental into a material object      | 214  |
| △    | M    | Bind Salamander                    | 3    | 3d12  | Delayed | Captures a Fire Elemental into a material object        | 215  |
| △    | M    | Bind Sylph                         | 3    | 3d12  | Delayed | Captures an Air Elemental into a material object        | 213  |
| ▽    | M    | Bind Undine                        | 3    | 3d12  | Delayed | Captures a Water Elemental into a material object       | 216  |
| ☠    | ┘    | Black Bargain                      | 3    | 6d6   | Regular | Compare your Casting Roll vs. 6d6 to earn Magic Points  | 308  |
| ☠    | ┘    | Black Magic Journeyman's Privilege | 1    | 4d6   | Defense | Instantly cancel any Black Magic Apprentice spell       | 308  |
| ☠    | M    | Black Magic Master's Privilege     | 1    | 1d12  | Defense | Instantly cancel any Black Magic Journeyman spell       | 310  |
| ☯    | ⌘    | Blind I                            | 3    | 3d8   | Regular | Target must resist Body & Mind vs. 3d8 or be Blinded    | 224  |
| ☯    | ┘    | Blind II                           | 3    | 3d10  | Regular | Target must resist Body & Mind vs. 3d10 or be Blinded   | 227  |
| ☯    | M    | Blind III                          | 3    | 3d12  | Regular | Target must resist Body & Mind vs. 3d12 or be Blinded   | 230  |
| ▽    | ┘    | Breaking the Foundations           | 3    | 3d8   | Regular | Target suffers a -1 Penalty to Soak dice.               | 210  |
| ▽    | ┘    | Call Gnome                         | 4    | 4d12  | Regular | Call an Elemental                                       | 210  |
| △    | ┘    | Call Salamander                    | 4    | 4d12  | Regular | Call an Elemental                                       | 211  |
| △    | ┘    | Call Sylph                         | 4    | 4d12  | Regular | Call an Elemental                                       | 209  |
| ▽    | ┘    | Call Undine                        | 4    | 4d12  | Regular | Call an Elemental                                       | 212  |
| △    | ┘    | Calming the Storm                  | 3    | 3d8   | Regular | Target suffers a -1 Penalty to Initiative Dice.         | 209  |
| △    | M    | Chain Lightning                    | 5    | 5d12  | Homing  | Damages a Group with hostile lightning                  | 214  |
| ☼    | M    | Circle of Invulnerability          | 6    | 6d12  | Regular | Guard a Cluster around you from danger                  | 222  |
| ☼    | ⌘    | Circle of Protection               | 2    | 2d12  | Regular | Guard a Cluster around you from danger                  | 217  |
| ☼    | ┘    | Circle of Recalcitrance            | 4    | 4d12  | Regular | Guard a Cluster around you from danger                  | 220  |
| ▽    | ┘    | Clarity of the Spring              | 3    | 3d8   | Regular | Target may roll double their Observation dice           | 212  |
| ▽    | ┘    | Clouding the Waters                | 3    | 3d8   | Regular | Target suffers a -1 Penalty to their Observation dice   | 212  |
| ▽    | M    | Command Gnome                      | 4    | 4d12  | Regular | Force an Earth Elemental to obey your whims             | 214  |
| △    | M    | Command Salamander                 | 4    | 4d12  | Regular | Force a Fire Elemental to obey your whims               | 215  |
| △    | M    | Command Sylph                      | 4    | 4d12  | Regular | Force an Air Elemental to obey your whims               | 213  |
| ▽    | M    | Command Undine                     | 4    | 4d12  | Regular | Force a Water Elemental to obey your whims              | 216  |
| ☯    | ⌘    | Confuse I                          | 3    | 3d6   | Regular | Group must resist Mind vs. 3d6 or become Confused       | 225  |
| ☯    | ┘    | Confuse II                         | 2    | 2d8   | Regular | Group must resist Mind vs. 2d8 or become Confused       | 227  |
| ☯    | M    | Confuse III                        | 2    | 2d10  | Regular | Group must resist Mind vs. 2d10 or become Confused      | 230  |
| ☠    | ┘    | Control Undead                     | 4    | 4d10  | Regular | Control a group of Undead creatures                     | 308  |

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☼ = White Magic • ☯ = Green & Purple Magic • ☠ = Thaumaturgy • ☠ = Black Magic

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| △    | ┘    | Cooling the Fires Within           | 3    | 3d8   | Regular    | Target suffers a –1 Penalty to their Resolve dice                      | 211  |
| △    | ∅    | Create Air                         | 1    | 1d10  | Regular    | Invoke Air from thin air.  | 207  |
| ▽    | ∅    | Create Earth                       | 1    | 1d10  | Regular    | Invoke earth from thin air.  | 206  |
| △    | ∅    | Create Fire                        | 1    | 1d10  | Regular    | Invoke Fire from thin air.   | 208  |
| ☠    | ┘    | Create Undead                      | 3    | 3d12  | Delayed    | Empowers a skeleton  | 308  |
| ▽    | ∅    | Create Water                       | 1    | 1d10  | Regular    | Invoke Water from thin air.  | 208  |
| ☼    | ∅    | Cure I                             | 5    | 5d8   | Regular    | Attempt to cure an affliction with 5d8 effect dice.                    | 218  |
| ☼    | ┘    | Cure II                            | 4    | 4d10  | Regular    | Attempt to cure an affliction with 4d10 effect dice.                   | 220  |
| ☼    | M    | Cure III                           | 3    | 3d12  | Regular    | Attempt to cure an affliction with 3d12 effect dice.                   | 222  |
| ☠    | ∅    | Curse I                            | 5    | 5d8   | Regular    | Attempt to cause an affliction with 5d8 effect dice.                   | 306  |
| ☠    | ┘    | Curse II                           | 4    | 4d10  | Regular    | Attempt to cause an affliction with 4d10 effect dice.                  | 308  |
| ☠    | M    | Curse III                          | 3    | 3d12  | Regular    | Attempt to cause an affliction with 3d12 effect dice.                  | 310  |
| ☠    | ┘    | Death's Breath                     | 4    | 4d6   | Regular    | Forces the target to suffer Wounds and a Death Test.                   | 309  |
| ☠    | M    | Death's Touch                      | 5    | 5d6   | Regular    | Forces the target to suffer Wounds and a Death Test.                   | 310  |
| ☠    | ∅    | Death's Whisper                    | 3    | 3d6   | Regular    | Forces the target to re-roll their last Death Test.                    | 306  |
| ⊗    | ┘    | Delay                              | 3    | 3d12  | Regular    | Makes the next spell you cast a "Delayed" one                          | 236  |
| △    | ∅    | Destroy Air                        | 1    | 1d10  | Regular    | Destroy a small part of Air  | 206  |
| ▽    | ∅    | Destroy Earth                      | 1    | 1d10  | Regular    | Destroy a small part of earth  | 206  |
| △    | ∅    | Destroy Fire                       | 1    | 1d10  | Regular    | Destroy a small part of Fire   | 207  |
| ▽    | ∅    | Destroy Water                      | 1    | 1d10  | Regular    | Destroy a small part of Water  | 208  |
| ⊗    | ∅    | Dispel Magic I                     | 3    | 3d12  | Regular    | Stop a spell from working, using 3d12 vs. its Difficulty               | 234  |
| ⊗    | ┘    | Dispel Magic II                    | 3    | 3d12  | Regular    | Stop a spell from working, using 6d12 vs. its Difficulty               | 236  |
| ⊗    | M    | Dispel Magic III                   | 2    | 2d12  | Regular    | Stop a spell from working, using 6d12 vs. its Difficulty               | 239  |
| ☠    | ┘    | Drain the Soul                     | 3    | 3d10  | Regular    | Drains Fatigue and Magic Points from the target, restoring the caster. | 309  |
| ▽    | ┘    | Earth Magic Journeyman's Privilege | 1    | 1d12  | Defense    | Instantly cancel any Apprentice Earth spell                            | 210  |
| ▽    | M    | Earth Magic Master's Privilege     | 1    | 1d12  | Defense    | Instantly cancel any Journeyman Earth spell                            | 214  |
| ▽    | ┘    | Earthquake                         | 4    | 4d10  | Explosion  | Hurt a Cluster for 4d10 Exploding Damage                               | 210  |
| △    | ┘    | Fire Ball                          | 4    | 4d10  | Explosion  | Hurt a Cluster for 4d10 Exploding Damage                               | 211  |
| △    | ┘    | Fire Magic Journeyman's Privilege  | 1    | 1d12  | Defense    | Instantly cancel any Apprentice Fire spell                             | 211  |
| △    | M    | Fire Magic Master's Privilege      | 1    | 1d12  | Defense    | Instantly cancel any Journeyman Fire spell                             | 215  |
| ☼    | ∅    | Flesh Ward I                       | 4    | 4d4   | Regular    | Add phantom Hit Points as a 4d4 Damage Roll vs. Body                   | 218  |
| ☼    | ┘    | Flesh Ward II                      | 4    | 4d6   | Regular    | Add phantom Hit Points as a 4d6 Damage Roll vs. Body.                  | 220  |
| ☼    | M    | Flesh Ward III                     | 4    | 4d8   | Regular    | Add phantom Hit Points as a 4d8 Damage Roll vs. Body.                  | 222  |
| ▽    | ┘    | Freeze Arrow                       | 3    | 3d12  | Targeted   | Hurls 3d12 damage at Range   | 212  |
| ☹    | ∅    | Frightening I                      | 3    | 3d8   | Regular    | Group must test Mind & Will vs. 3d8 or suffer Fear/Terror.             | 225  |
| ☹    | ┘    | Frightening II                     | 3    | 3d10  | Regular    | Group must test Mind & Will vs. 3d10 or suffer Fear/Terror.            | 227  |
| ☹    | M    | Frightening III                    | 3    | 3d12  | Regular    | Group must test Mind & Will vs. 3d12 or suffer Fear/Terror             | 231  |
| ⊗    | M    | Greater Counter-Spell              | 3    | 3d12  | Defense    | Stop a spell from working, using 6d12 vs. its Difficulty               | 239  |
| ⊗    | M    | Greater Eidolon                    | 6    | 6d8   | Synecdoche | Create a magical representation of yourself, at a distance.            | 240  |
| ☹    | M    | Greater Marionette                 | 4    | 4d8   | Regular    | Group saves Mind and Will vs. 4d8 or becomes controlled                | 231  |
| ☹    | M    | Greater Mesmerism                  | 4    | 4d12  | Regular    | Target must test Mind & Will vs. 4d12 or become Mesmerized.            | 231  |

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|------|------|---------------------------------------|------|-------|------------|--|------|
| ☠    | M    | Greater Unmaking                      | 5    | 5d12  | Regular    | Effect: Test 5d12 vs. a Group's Body, Speed, Mind, Will and Race | 310  |
| ☪    | J    | Green & Purple Journeyman's Privilege | 1    | 1d12  | Defense    | Instantly cancel any Green & Purple Magic Apprentice spell       | 227  |
| ☪    | M    | Green & Purple Master's Privilege     | 1    | 1d12  | Defense    | Instantly cancel any Green & Purple Magic Journeyman spell       | 231  |
| △    | J    | Haste of the Zephyr                   | 3    | 3d8   | Regular    | Target gains double Initiative dice                              | 209  |
| ☼    | A    | Healing I                             | 3    | 3d4   | Regular    | Heal a character as a 3d4 "attack" vs. Body.                     | 218  |
| ☼    | J    | Healing II                            | 3    | 3d6   | Regular    | Heal a character as a 3d6 "attack" vs. Body.                     | 220  |
| ☼    | M    | Healing III                           | 3    | 3d8   | Regular    | Heal a character as a 3d8 "attack" vs. Body.                     | 222  |
| ▽    | J    | Heart of the Mountain                 | 3    | 3d8   | Regular    | Target may roll double their Soak dice                           | 211  |
| ▽    | M    | Ice Storm                             | 5    | 5d12  | Homing     | Damages a Group with searing blasts of Water                     | 216  |
| ☠    | J    | Instrument of Vengeance               | 3    | 3d6   | Regular    | Empowers a weapon with a Black Magic spell                       | 309  |
| ☪    | J    | Ivory Castle                          | 2    | 2d10  | Regular    | Target gains extra 2d10 to use to resist Mind-affecting spells   | 227  |
| ☪    | M    | Ivory Fortress                        | 2    | 2d12  | Regular    | Target gains extra 2d12 to use to resist Mind-affecting spells   | 231  |
| ☪    | A    | Ivory Tower                           | 2    | 2d8   | Regular    | Target gains extra 2d8 to use to resist Mind-affecting spells    | 225  |
| ☪    | M    | Kenning the Faraway Soul              | 4    | 4d8   | Regular    | Your next Green & Purple spell becomes a Synecdoche spell.       | 232  |
| ☼    | A    | Knock I                               | 3    | 3d10  | Regular    | Forces open a portal with 3d10 force.                            | 235  |
| ☼    | J    | Knock II                              | 3    | 3d12  | Regular    | Forces open a portal with 3d12 force.                            | 237  |
| ☼    | M    | Knock III                             | 3    | 3d12  | Regular    | Forces open a portal with 6d12 force.                            | 240  |
| ☼    | J    | Lazarus Heart                         | 2    | 2d12  | Delayed    | Target automatically passes next failed Death Test               | 221  |
| ☼    | J    | Lesser Counter-Spell                  | 3    | 3d12  | Defense    | Stop a spell from working, using 3d12 vs. its Difficulty         | 237  |
| ☼    | J    | Lesser Eidolon                        | 5    | 5d8   | Synecdoche | Create a magical representation of yourself, at a distance       | 237  |
| ☪    | J    | Lesser Marionette                     | 5    | 5d6   | Regular    | Group tests Mind and Will vs. 5d6 or becomes controlled          | 227  |
| ☪    | J    | Lesser Mesmerism                      | 3    | 3d8   | Regular    | Target must test Mind & Will vs. 3d8 or become Mesmerized.       | 228  |
| ☪    | J    | Lesser Mind Drain                     | 3    | 1d12  | Regular    | Roll a 1d12 Attack vs. Target's Mind, Draining 1 Level per hit   | 228  |
| ☠    | J    | Lesser Unmaking                       | 5    | 5d12  | Regular    | Test 5d12 vs. a single target's Body, Speed, Mind, Will & Race   | 309  |
| ☼    | J    | Life's Breath                         | 3    | 3d10  | Regular    | Lets the target re-roll their last Death Test.                   | 221  |
| ☼    | M    | Life's Touch                          | 4    | 4d10  | Regular    | Lets the target re-roll their last Death Test.                   | 222  |
| ☼    | A    | Life's Whisper                        | 2    | 2d10  | Regular    | Lets the target re-roll their last Death Test.                   | 219  |
| ☼    | A    | Light                                 | 1    | 1d6   | Regular    | Create a magic ball of light.                                    | 235  |
| △    | J    | Lightning Bolt                        | 3    | 3d12  | Targeted   | Hurls 3d12 damage at Range                                       | 210  |
| ☼    | A    | Locate                                | 3    | 3d6   | Synecdoche | Locate a target using a link                                     | 235  |
| ☪    | J    | Lucid Dreaming                        | 5    | 5d8   | Synecdoche | Enter your target's dreams.                                      | 229  |
| ▽    | J    | Maelstrom                             | 4    | 4d10  | Explosion  | Hurt a Cluster for 4d10 Exploding Damage                         | 213  |
| ☼    | A    | Mage Lock I                           | 3    | 3d10  | Regular    | Magically seals a door or similar portal with 3d10 force.        | 235  |
| ☼    | J    | Mage Lock II                          | 3    | 3d12  | Regular    | Magically seals a door or similar portal with 3d12 force.        | 237  |
| ☼    | M    | Mage Lock III                         | 3    | 3d12  | Regular    | Magically seals a door or similar portal with 6d12 force.        | 240  |
| ☪    | M    | Mass Mesmerism                        | 4    | 4d8   | Regular    | Group must test Mind & Will vs. 4d8 or become Mesmerized.        | 232  |
| ▽    | M    | Meteor Swarm                          | 5    | 5d12  | Homing     | Damages a Group with hostile meteorites.                         | 214  |
| △    | A    | Mold Air                              | 1    | 1d10  | Regular    | Manipulate a bit of Air.   | 207  |
| ▽    | A    | Mold Earth                            | 1    | 1d10  | Regular    | Manipulate a bit of earth.                                       | 206  |
| △    | A    | Mold Fire                             | 1    | 1d10  | Regular    | Manipulate a bit of Fire.  | 207  |
| ▽    | A    | Mold Water                            | 1    | 1d10  | Regular    | Manipulate a bit of Water.                                       | 208  |
| ☪    | A    | Paralyze I                            | 5    | 5d6   | Regular    | Group saves Mind and Will vs. 5d6 or is paralyzed                | 225  |

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| ☹    | ↓    | Paralyze II                        | 4    | 4d8   | Regular  | Group saves Mind and Will vs. 4d8 or is paralyzed                      | 229         |
| ☹    | M    | Paralyze III                       | 3    | 3d10  | Regular  | Group saves Mind and Will vs. 3d10 or is paralyzed                     | 232         |
| △    | ↓    | Pilum of Flame                     | 3    | 3d12  | Targeted | Hurls 3d12 damage at Range.  | 212         |
| ☼    | A    | Protection from Rain               | 2    | 2d8   | Regular  | No rain or snow falls on the target.                                   | 235         |
| ☼    | ↓    | Protection from Weather            | 2    | 2d10  | Regular  | No rain or snow falls on the target.                                   | 238         |
| ☼    | A    | Protection I                       | 2    | 2d6   | Regular  | Target gains 2d6 protection  | 235         |
| ☼    | ↓    | Protection II                      | 2    | 2d8   | Regular  | Target gains 2d8 protection  | 238         |
| ☼    | M    | Protection III                     | 2    | 2d10  | Regular  | Target gains 2d10 protection   | 241         |
| ☹    | A    | Rage I                             | 2    | 2d8   | Regular  | Group must Save Mind vs. 2d8 or become Enraged/Berserk                 | 225         |
| ☹    | ↓    | Rage II                            | 2    | 2d10  | Regular  | Group must Save Mind vs. 2d10 or become Enraged/Berserk                | 229         |
| ☹    | M    | Rage III                           | 2    | 2d12  | Regular  | Group must Save Mind vs. 2d12 or become Enraged/Berserk                | 232         |
| ☼    | M    | Reflect                            | 3    | 3d12  | Defense  | Reflect a spell back at its caster, using 3d12 vs. Difficulty          | 241         |
| ☼    | ↓    | Reprisal                           | 3    | 3d8   | Defense  | Reverse a Synecdoche to cast a spell back at another wizard.           | 238         |
| △    | A    | Scry Air                           | 1    | 1d10  | Regular  | Scan Air for information.  | 206         |
| ▽    | A    | Scry Earth                         | 1    | 1d10  | Regular  | Scan Earth for information.  | 205         |
| △    | A    | Scry Fire                          | 1    | 1d10  | Regular  | Scan Fire for information.   | 207         |
| ☼    | A    | Scry Magic I                       | 1    | 1d10  | Regular  | Scan for information on magic.   | 236         |
| ☼    | ↓    | Scry Magic II                      | 1    | 2d10  | Regular  | Scan for information on magic.   | 238         |
| ☼    | M    | Scry Magic III                     | 1    | 3d10  | Regular  | Scan for information on magic.   | 241         |
| ☹    | A    | Scry Mind                          | 1    | 1d10  | Regular  | Scan someone's spirit for information.                                 | 225         |
| ☼    | A    | Scry Spirit                        | 1    | 1d10  | Regular  | Scan the spirits for information                                       | 219,<br>307 |
| ☹    | ▽    | Scry Water                         | 1    | 1d10  | Regular  | Scan Water for information.  | 208         |
| ☼    | ↓    | Severance                          | 7    | 7d6   | Regular  | Remove Synecdoche links from a target.                                 | 238         |
| ☼    | A    | Silence I                          | 5    | 5d8   | Regular  | Group must roll Body, Speed, Mind, and Will vs. 5d8 or be Silenced.    | 236         |
| ☼    | ↓    | Silence II                         | 4    | 4d10  | Regular  | Group must test Body, Speed, Mind, and Will vs. 4d10 or be Silenced.   | 239         |
| ☼    | M    | Silence III                        | 3    | 3d12  | Regular  | Group must roll Body, Speed, Mind, and Will vs. 3d12 or be Silenced.   | 241         |
| ☹    | A    | Sleep I                            | 5    | 5d6   | Regular  | Group saves Body, Mind & Will vs. 5d6 or falls asleep                  | 226         |
| ☹    | ↓    | Sleep II                           | 4    | 4d8   | Regular  | Group saves Body, Mind & Will vs. 4d8 or falls asleep                  | 230         |
| ☹    | M    | Sleep III                          | 3    | 3d10  | Regular  | Group saves Body, Mind & Will vs. 3d10 or falls asleep                 | 232         |
| ☹    | A    | Speak with the Dead                | 4    | 4d10  | Regular  | Return a spirit to a corpse to speak with them                         | 307         |
| ☹    | A    | Steal Strength                     | 3    | 3d6   | Regular  | Drains Fatigue from the target, restoring the caster.                  | 307         |
| ▽    | ↓    | Stone Hurlant                      | 3    | 3d12  | Targeted | Hurls 3d12 damage at Range   | 211         |
| ☼    | M    | Synecdoche                         | 4    | 4d10  | Regular  | Next spell becomes a Synecdoche Spell                                  | 242         |
| ☹    | M    | Tapping the Soul                   | 3    | 3d10  | Regular  | Drains Fatigue and Magic Points from the target in a repeated contest. | 310         |
| ☼    | ↓    | Thaumaturgy Journeyman's Privilege | 1    | 1d12  | Defense  | Instantly cancel any Thaumaturgy Apprentice Spell                      | 239         |
| ☼    | M    | Thaumaturgy Master's Privilege     | 1    | 1d12  | Defense  | Instantly cancel any Thaumaturgy Journeyman Spell                      | 242         |
| ☹    | A    | Thought-Reading I                  | 5    | 5d6   | Regular  | Roll 5d6 vs. Mind to find a target's inner thoughts                    | 226         |
| ☹    | ↓    | Thought-Reading II                 | 4    | 4d8   | Regular  | Roll 4d8 vs. Mind to find a target's inner thoughts                    | 230         |
| ☹    | M    | Thought-Reading III                | 3    | 3d10  | Regular  | Roll 3d10 vs. Mind to find a target's inner thoughts                   | 232         |
| ☹    | A    | Thought-Sending I                  | 3    | 3d6   | Regular  | Speak to your target, via their thoughts.                              | 226         |

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|------|------|------------------------------------|------|-------|-----------|--|------|
| ☉    | ┘    | Thought-Sending II                 | 2    | 2d8   | Regular   | Speak to your target, via their thoughts.              | 230  |
| ☉    | M    | Thought-Sending III                | 1    | 1d10  | Regular   | Speak to your target, via their thoughts.              | 233  |
| ⚡    | ┘    | Thunder Clap                       | 4    | 4d10  | Explosion | Hurt a Cluster for 4d10 Exploding Damage               | 210  |
| ⚡    | M    | Tongues of Flame                   | 5    | 5d12  | Homing    | Damages a Group with searing blasts of fire            | 215  |
| ☠    | A    | Turn Unholy I                      | 4    | 4d10  | Explosion | Spirit Power for 4d10 Damage on Unholy targets only    | 219  |
| ☠    | ┘    | Turn Unholy II                     | 4    | 4d10  | Explosion | Cause 4d10 Damage to a Group of Unholy targets only.   | 221  |
| ☠    | M    | Turn Unholy III                    | 4    | 8d10  | Explosion | Cause 8d10 Damage to a Group of Unholy targets only.   | 223  |
| ⚡    | ┘    | Untempered Soul                    | 3    | 3d8   | Regular   | Target may roll double their Resolve dice              | 212  |
| ☠    | M    | Vessel of Unlife                   | 4    | 4d12  | Delayed   | Bring someone back from the dead as an unholy creature | 311  |
| ▽    | ┘    | Water Magic Journeyman's Privilege | 1    | 1d12  | Defense   | Instantly cancel any Apprentice Water spell            | 213  |
| ▽    | M    | Water Magic Master's Privilege     | 1    | 1d12  | Defense   | Instantly cancel any Journeyman Water spell            | 216  |
| ☠    | ┘    | White Magic Journeyman's Privilege | 1    | 1d12  | Defense   | Instantly cancel any White Magic Apprentice spell      | 221  |
| ☠    | M    | White Magic Master's Privilege     | 1    | 1d12  | Defense   | Instantly cancel any White Magic Journeyman spell      | 223  |
| ☠    | A    | Wrack                              | 3    | 3d12  | Regular   | Target must test Resolve vs. 3d12.                     | 307  |

## Summary of Spell Types

| Type                             | Action Cost | Hits Target...              | Defended by...                             | Notes   |
|----------------------------------|-------------|-----------------------------|--|---|
| <b>Regular</b>                   | Maneuver    | Automatically               | Resistance only                            | Max range 72 paces  |
| <b>Targeted</b>                  | Maneuver    | On a successful To-Hit Roll | Block or Dodge                             | As a Ranged Attack  |
| <b>Homing</b>                    | Maneuver    | Automatically               | include Block or Dodge dice with Soak Dice | Max range 72 paces  |
| <b>Explosion</b>                 | Maneuver    | Automatically               | include Dodge dice with Soak Dice          | Max range 72 paces  |
| <b>Defense</b><br>(AKA Reaction) | Defense     | Automatically               | Resistance only, if appropriate            | Cast successfully on Ties on the Casting Test, unlike other spells.<br>Focus does not reduce Magic Point cost.                            |
| <b>Delayed</b>                   | Maneuver    | Varies                      | Varies                                     | Magic Points spent are not recovered until the Delayed Spell is released.<br>Cannot be Fast-Cast; Focus does not reduce Magic Point cost. |
| <b>Synecdoche</b>                | Maneuver    | Varies                      | Varies                                     | Has no maximum range; depends on a material "link" to the target  |

## Advanced Combat Maneuvers for Magic Use

| Maneuver           | Rank of Initiative | Move   | Defense | Effect  |
|--------------------|--------------------|--------|---------|---|
| <b>Cast</b>        | Second             | Stride | Normal  | Cast a spell                                  |
| <b>Fast-Cast</b>   | First              | Stride | Normal  | Cast a spell at +1 Magic Point Cost           |
| <b>Focus</b>       | Third              | Stride | Normal  | Build up a +1 Bonus for next Round            |
| <b>Concentrate</b> | First              | Stride | Normal  | Maintain a spell that requires Concentration. |

⚡ = Elementalism - Air • ▽ = Elementalism - Earth • ⚡ = Elementalism - Fire • ▽ = Elementalism - Water  
 ☠ = White Magic • ☉ = Green & Purple Magic • ☯ = Thaumaturgy • ☠ = Black Magic