

DRAGON AGE RPG

SPELL INDEX

NAME	SCHOOL	SET	PAGE
Affliction Hex	Entropy	2	64
Animate Dead	Spirit	3	66
Anti-Magic Burst	Spirit	3	66
Anti-Magic Ward	Spirit	3	66
Arcane Bolt	Spirit	1	50
Arcane Shield	Spirit	2	64
Aura of Might	Spirit	2	64
Blizzard	Primal	3	67
Blood Sacrifice	Blood	2	64
Blood Slave	Blood	3	67
Blood Wound	Blood	2	65
Chain Lightning	Primal	3	67
Cone of Cold	Primal	3	67
Crushing Prison	Spirit	3	68
Curse of Mortality	Entropy	3	68
Daze	Entropy	1	51
Death Cloud	Entropy	3	68
Death Hex	Entropy	3	68
Death Magic	Entropy	2	65
Death Syphon	Spirit	2	65
Decompose	Entropy	2	66
Dispel Magic	Spirit	2	66
Dowse	Spirit	3	68
Drain Life	Entropy	1	51
Dream Sending	Spirit	2	66
Earthquake	Primal	3	69
Elemental Mastery	Primal	2	66
Ensnare	Primal	3	69
Entropic Cloud	Entropy	3	69
Fade Shield	Spirit	2	66
Fireball	Primal	3	69
Fist of the Maker	Spirit	3	69
Flame Blast	Primal	1	51
Flaming Weapons	Primal	2	66
Force Field	Spirit	2	67
Frost Weapons	Primal	2	67
Glyph of Neutralization	Creation	3	69
Glyph of Paralysis	Creation	1	51
Glyph of Preservation	Creation	2	67
Glyph of Repulsion	Creation	3	70
Glyph of Sealing	Creation	2	67
Glyph of Warding	Creation	2	67
Grease	Creation	2	68
Group Heal	Creation	2	68
Hallucination	Entropy	3	70
Haste	Creation	3	70
Heal	Creation	1	51
Hemorrhage	Blood	3	70
Heroic Aura	Creation	2	68
Heroic Defense	Creation	3	71
Heroic Offense	Creation	1	51
Horror	Entropy	2	68
Inferno	Primal	3	71

NAME	SCHOOL	SET	PAGE
Large Animal Form	Creation	3	71
Invigorate	Spirit	2	68
Levitate	Spirit	2	68
Life Ward	Creation	2	69
Lightning	Primal	2	69
Mana Clash	Spirit	3	71
Mana Cleanse	Spirit	2	69
Mana Drain	Spirit	1	51
Mass Paralysis	Entropy	3	71
Mass Rejuvenation	Creation	3	72
Memory	Spirit	2	69
Miasma	Entropy	3	72
Mind Blast	Spirit	1	52
Misdirection Hex	Entropy	3	72
Paralyze	Entropy	2	69
Petrify	Primal	3	72
Pit	Primal	3	73
Pull of the Abyss	Spirit	3	73
Regeneration	Creation	3	73
Rejuvenate	Creation	2	70
Repulsion Field	Spirit	2	70
Revival	Creation	2	70
Rock Armor	Primal	1	52
Shape Earth	Creation	2	70
Shelter	Primal	2	70
Shock	Primal	1	52
Sleep	Entropy	3	73
Small Animal Form	Creation	3	73
Spell Might	Spirit	3	73
Spell Shield	Spirit	1	52
Spell Wisp	Creation	1	53
Spellbloom	Creation	3	74
Spring	Creation	2	70
Stinging Swarm	Creation	3	74
Stone's Embrace	Primal	3	74
Stone's Throw	Primal	3	74
Stonefist	Primal	1	53
Summon Beast	Creation	3	75
Telekinetic Burst	Spirit	3	75
Telekinetic Weapons	Spirit	3	75
Tempest	Primal	3	75
Thought-Taking	Blood	3	75
Vicious Beast Form	Creation	3	76
Virulent Walking Bomb	Spirit	3	76
Vulnerability Hex	Entropy	1	53
Waking Nightmare	Entropy	3	76
Walking Bomb	Spirit	1	53
Weakness	Entropy	1	53
Weather Weaving	Primal	2	71
Wind Weaving	Primal	2	71
Winter's Grasp	Primal	1	53
Wrack	Blood	2	71
Wrath of the Elvhen	Primal	3	76

AFFLICTION HEX (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
ENTROPY	ATTACK	7 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 14	
TEST: MAGIC (ENTROPY) VS SPELLPOWER	REQUIREMENT: VULNERABILITY HEX	

ANIMATE DEAD (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
SPIRIT	UTILITY	12 MP
CASTING TIME: 1 MINUTE	TARGET NUMBER: 17	
TEST: NONE	REQUIREMENT: VIRULENT WALKING BOMB	

ANTI-MAGIC BURST (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
SPIRIT	UTILITY	20 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 20	
TEST: MAGIC (SPIRIT) VS SPELLPOWER	REQUIREMENT: ANTI-MAGIC WARD	

ANTI-MAGIC WARD (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
SPIRIT	ENHANCEMENT	10 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 17	
TEST: NONE	REQUIREMENT: DISPEL MAGIC	

ARCANE BOLT (1)

MAGIC SCHOOL	SPELL TYPE	MANA COST
SPIRIT	ATTACK	2 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 10	
TEST: DEXTERITY (ACROBATICS) VS SPELLPOWER		

ARCANE SHIELD (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
SPIRIT	DEFENSE	4 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 14	
TEST: NONE	REQUIREMENT: ARCANE BOLT	

AURA OF MIGHT (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
SPIRIT	ENHANCEMENT	5 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 14	
TEST: NONE	REQUIREMENT: ARCANE WARRIOR SPECIALIZATION	

BLIZZARD (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
PRIMAL	ATTACK	20+ MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 17	
TEST: DEXTERITY (ACROBATICS) VS SPELLPOWER	REQUIREMENT: CONE OF COLD	

BLOOD SACRIFICE (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
BLOOD	ENHANCEMENT	5 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 14	
TEST: NONE	REQUIREMENT: BLOOD MAGE SPECIALIZATION	

BLOOD SLAVE (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
BLOOD	ATTACK	20 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 19	
TEST: WILLPOWER (SELF-DISCIPLINE) VS SPELLPOWER	REQUIREMENT: HEMORRHAGE	

BLOOD WOUND (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
BLOOD	ATTACK	8 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 17	
TEST: CONSTITUTION (STAMINA) VS SPELLPOWER	REQUIREMENT: BLOOD MAGE SPECIALIZATION	

CHAIN LIGHTNING (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
PRIMAL	ATTACK	15+ MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 17	
TEST: CONSTITUTION (STAMINA) VS SPELLPOWER	REQUIREMENT: TEMPEST	

CONE OF COLD (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
PRIMAL	ATTACK	15 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 17	
TEST: CONSTITUTION (STAMINA) VS SPELLPOWER	REQUIREMENT: WEAPONS FROST	

CRUSHING PRISON (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
SPIRIT	ATTACK	15 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 17	
TEST: CONSTITUTION (STAMINA) OR STRENGTH (MIGHT) VS SPELLPOWER	REQUIREMENT: TELEKINETIC WEAPONS	

CURSE OF MORTALITY (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
ENTROPY	ATTACK	15 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 19	
TEST: CONSTITUTION (STAMINA) VS SPELLPOWER	REQUIREMENT: DEATH MAGIC	

DAZE (1)

MAGIC SCHOOL	SPELL TYPE	MANA COST
ENTROPY	ATTACK	2 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 11	
TEST: WILLPOWER (SELF-DISCIPLINE) VS SPELLPOWER		

DEATH CLOUD (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
ENTROPY	ATTACK	20+ MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 21	
TEST: CONSTITUTION (STAMINA) VS SPELLPOWER	REQUIREMENT: CURSE OF MORTALITY	

DEATH HEX (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
ENTROPY	ATTACK	17 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 19	
TEST: MAGIC (ENTROPY) OR WILLPOWER (MORALE) VS SPELLPOWER	REQUIREMENT: NONE	

DEATH MAGIC (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
ENTROPY	ENHANCEMENT	7 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 15	
TEST: NONE	REQUIREMENT: DRAIN LIFE	

DEATH SYPHON (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
SPIRIT	UTILITY	7 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 15	
TEST: NONE	REQUIREMENT: WALKING BOMB	

DECOMPOSE (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
ENTROPY	UTILITY	5 MP
CASTING TIME: 1 MINUTE	TARGET NUMBER: 12	
TEST: NONE	REQUIREMENT: ENTROPY MAGIC (JOURNEYMAN)	

DISPEL MAGIC (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
SPIRIT	UTILITY	8 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 17	
TEST: MAGIC (SPIRIT) VS SPELLPOWER	REQUIREMENT: SPELL SHIELD	

DOWSE (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
SPIRIT	UTILITY	10 MP
CASTING TIME: 1 MINUTE	TARGET NUMBER: 17	
TEST: NONE	REQUIREMENT: SPIRIT MAGIC (JOURNEYMAN)	

DRAIN LIFE (1)

MAGIC SCHOOL	SPELL TYPE	MANA COST
ENTROPY	UTILITY	4 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 12	
TEST: CONSTITUTION (STAMINA) VS SPELLPOWER		

DREAM SENDING (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
SPIRIT	UTILITY	7 MP
CASTING TIME: 5 MINUTES	TARGET NUMBER: 15	
TEST: NONE	REQUIREMENT: SPIRIT MAGIC (JOURNEYMAN)	

EARTHQUAKE (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
PRIMAL	ATTACK	11+ MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 17	
TEST: DEXTERITY (ACROBATICS) VS SPELLPOWER	REQUIREMENT: STONEFIST	

ELEMENTAL MASTERY (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
PRIMAL	ENHANCEMENT	5 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 15	
TEST: NONE	REQUIREMENT: PRIMAL MAGIC (MASTER)	

ENSNARE (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
PRIMAL	ATTACK	8 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 17	
TEST: STRENGTH (MIGHT) VS SPELLPOWER	REQUIREMENT: WRATH OF THE ELVHEN	

ENTROPIC CLOUD (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
ENTROPY	ENHANCEMENT	20 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 19	
TEST: MAGIC (ENTROPY) VS SPELLPOWER	REQUIREMENT: ENTROPY MAGIC (MASTER)	

FADE SHIELD (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
SPIRIT	DEFENSE	6 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 15	
TEST: NONE	REQUIREMENT: ARCANE SHIELD	

FIREBALL (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
PRIMAL	ATTACK	11 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 17	
TEST: DEXTERITY (ACROBATICS) VS SPELLPOWER	REQUIREMENT: FLAMMING WEAPONS	

FIST OF THE MAKER (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
SPIRIT	ATTACK	5 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 15	
TEST: CONSTITUTION (STAMINA) VS SPELLPOWER	REQUIREMENT: FORCE MAGE SPECIALIZATION	

FLAME BLAST (1)

MAGIC SCHOOL	SPELL TYPE	MANA COST
PRIMA	ATTACK	3 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 12	
TEST: DEXTERITY (ACROBATICS) VS SPELLPOWER		

FLAMING WEAPONS (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
PRIMAL	ENHANCEMENT	6 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 15	
TEST: NONE	REQUIREMENT: FLAME BLAST	

FORCE FIELD (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
SPIRIT	DEFENSE	10 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 18	
TEST: NONE	REQUIREMENT: MIND BLAST	

FROST WEAPONS (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
PRIMAL	ENHANCEMENT	6 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 15	
TEST: NONE	REQUIREMENT: WINTER'S GRASP	

GLYPH OF NEUTRALIZATION (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
CREATION	UTILITY	20 MP
CASTING TIME: 1 MINUTE	TARGET NUMBER: 17	
TEST: MAGIC (CREATION) VS SPELLPOWER	REQUIREMENT: GLYPH OF REPULSION	

GLYPH OF PARALYSYS (1)

MAGIC SCHOOL	SPELL TYPE	MANA COST
CREATION	ATTACK	3 MP
CASTING TIME: 1 MINUTE	TARGET NUMBER: 10	
TEST: CONSTITUTION (STAMINA) VS SPELLPOWER		

GLYPH OF PRESERVATION (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
CREATION	UTILITY	1 MP
CASTING TIME: 5 MINUTES	TARGET NUMBER: 10	
TEST: NONE	REQUIREMENT: NONE	

GLYPH OF REPULSION (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
CREATION	ATTACK	10 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 15	
TEST: CONSTITUTION (STAMINA) VS SPELLPOWER	REQUIREMENT: GLYPH OF WARDING	

GLYPH OF SEALING (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
CREATION	UTILITY	3 MP
CASTING TIME: 1 MINUTE	TARGET NUMBER: 11	
TEST: NONE	REQUIREMENT: NONE	

GLYPH OF WARDING(2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
CREATION	DEFENSE	5 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 15	
TEST: NONE	REQUIREMENT: GLYPH OF PARALYSIS	

GREASE (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
CREATION	UTILITY	7 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 15	
TEST: DEXTERITY	REQUIREMENT: SPELL WISP	
(ACROBATICS) VS SPELLPOWER		

GROUP HEAL (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
CREATION	UTILITY	3-9 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 15	
TEST: NONE	REQUIREMENT: SPIRIT HEALER SPECIALIZATION	

HALLUCINATION (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
ENTROPY	UTILITY	15 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 15	
TEST: PERCEPTION (HEARING SEEING OR SMELLING) VS SPELLPOWER	REQUIREMENT: ENTROPY MAGIC (JOURNEYMAN)	

HASTE (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
CREATION	UTILITY	10 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 17	
TEST: NONE	REQUIREMENT: HEROIC DEFENSE	

HEAL (1)

MAGIC SCHOOL	SPELL TYPE	MANA COST
CREATION	UTILITY	1-3 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 10	
TEST: NONE		

HEMORRHAGE (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
BLOOD	ATTACK	15 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 19	
TEST: CONSTITUTION	REQUIREMENT: BLOOD WOUND	
(STAMINA) VS SPELLPOWER		

HEROIC DEFENSE (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
CREATION	DEFENSE	8+ MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 15	
TEST: NONE	REQUIREMENT: HEROIC AURA	

HEROIC OFFENSE (1)

MAGIC SCHOOL	SPELL TYPE	MANA COST
CREATION	ENHANCEMENT	3 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 11	
TEST: NONE		

HEROIC AURA (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
CREATION	DEFENSE	6 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 15	
TEST: NONE	REQUIREMENT: HEROIC OFFENSE	

HORROR (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
ENTROPY	ATTACK	8 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 17	
TEST: WILLPOWER (COURAGE) VS SPELLPOWER	REQUIREMENT: DAZE	

INFERNO (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
PRIMAL	ATTACK	20 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 19	
TEST: DEXTERITY	REQUIREMENT: FIREBALL	
(ACROBATICS) VS SPELLPOWER		

INVIGORATE (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
SPIRIT	ENHANCEMENT	4 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 14	
TEST: NONE	REQUIREMENT: MANA DRAIN	

LARGE ANIMAL FORM (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
CREATION	UTILITY	10+ MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 12	
TEST: NONE	REQUIREMENT: SHAPESHIFTER SPECIALIZATION	

LEVITATE (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
SPIRIT	UTILITY	5 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 15	
TEST: STRENGTH (MIGHT) VS MAGIC (SPIRIT)	REQUIREMENT: MIND BLAST	

LIFE WARD (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
CREATION	UTILITY	5 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 16	
TEST: NONE	REQUIREMENT: SPIRIT HEALER SPECIALIZATION	

LIGHTNING (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
PRIMAL	ATTACK	6 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 16	
TEST: CONSTITUTION	REQUIREMENT: SHOCK	
(STAMINA) VS SPELLPOWER		

MANA CLASH (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
SPIRIT	ATTACK	10+ MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 19	
TEST: MAGIC (SPIRIT) VS SPELLPOWER	REQUIREMENT: SPELL MIGHT	

MANA CLEANSE (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
SPIRIT	DEFENSE	7 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 17	
TEST: NONE	REQUIREMENT: MANA DRAIN	

MANA DRAIN (1)

MAGIC SCHOOL	SPELL TYPE	MANA COST
SPIRIT	UTILITY	3 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 12	
TEST: MAGIC (SPIRIT) VS SPELLPOWER		

MASS PARALYSIS (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
ENTROPY	ATTACK	22 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 21	
TEST: CONSTITUTION	REQUIREMENT: MIASMA	
(STAMINA) VS SPELLPOWER		

MASS REJUVENATION (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
CREATION	UTILITY	10+ MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 17	
TEST: NONE	REQUIREMENT: REJUVENATE	

MEMORY (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
SPIRIT	UTILITY	6 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 16	
TEST: WILLPOWER (SELF-DISCIPLINE) VS SPELLPOWER	REQUIREMENT: MIND BLAST	

MIASMA (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
ENTROPY	ENHANCEMENT	8 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 15	
TEST: CONSTITUTION (STAMINA) VS SPELLPOWER	REQUIREMENT: PARALYZE	

MIND BLAST (1)

MAGIC SCHOOL	SPELL TYPE	MANA COST
SPIRIT	ATTACK	3 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 1	
TEST: STRENGTH (MIGHT) VS SPELLPOWER		

MISDIRECTION HEX (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
ENTROPY	ATTACK	10 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 15	
TEST: MAGIC (ENTROPY) OR WILLPOWER (COURAGE) VS SPELLPOWER	REQUIREMENT: AFFLICTION HEX	

PARALYZE (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
ENTROPY	ATTACK	7 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 16	
TEST: CONSTITUTION (STAMINA) VS SPELLPOWER	REQUIREMENT: WEAKNESS	

PETRIFY (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
PRIMAL	ATTACK	15 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 19	
TEST: CONSTITUTION (STAMINA) VS SPELLPOWER	REQUIREMENT: EATHQUAKE	

PIT (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
PRIMAL	UTILITY	14 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 15	
TEST: DEXTERITY (ACROBATICS) VS SPELLPOWER	REQUIREMENT: PRIMAL MAGIC (JOURNEYMAN)	

PULL OF THE ABYSS (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
SPIRIT	ATTACK	8 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 17	
TEST: STRENGTH (MIGHT) VS SPELLPOWER	REQUIREMENT: FORCE MAGE SPECIALIZATION, TELEKINETIC BURST	

REGENERATION (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
CREATION	UTILITY	15 MP
CASTING TIME: 1 HOUR	TARGET NUMBER: 15	
TEST: NONE	REQUIREMENT: CREATION MAGIC (MASTER)	

REJUVENATE (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
CREATION	UTILITY	5 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 15	
TEST: NONE	REQUIREMENT: HEAL	

REPULSION FIELD (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
SPIRIT	DEFENSE	6 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 16	
TEST: STRENGTH (MIGHT) VS SPELLPOWER	REQUIREMENT: FORCE FIELD	

REVIVAL (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
CREATION	UTILITY	5 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 14	
TEST: NONE	REQUIREMENT: SPIRIT HEALER SPECIALIZATION	

ROCK ARMOR (1)

MAGIC SCHOOL	SPELL TYPE	MANA COST
PRIMAL	DEFENSE	3-8 MP
CASTING TIME: 1 MINUTE	TARGET NUMBER: 10	
TEST: NONE		

SHAPE EARTH (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
CREATION	UTILITY	6 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 15	
TEST: NONE	REQUIREMENT: CREATION MAGIC (JOURNEYMAN)	

SHELTER (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
PRIMAL	UTILITY	2 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 12	
TEST: NONE	REQUIREMENT: PRIMAL MAGIC (NOVICE)	

SHOCK (1)

MAGIC SCHOOL	SPELL TYPE	MANA COST
PRIMAL	ATTACK	4 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 13	
TEST: CONSTITUTION (STAMINA) VS SPELLPOWER		

SLEEP (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
ENTROPY	ATTACK	15 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 19	
TEST: WILLPOWER (SELF-DISCIPLINE) VS SPELLPOWER	REQUIREMENT: HORROR	

SMALL ANIMAL FORM (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
CREATION	UTILITY	5+ MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 12	
TEST: NONE	REQUIREMENT: SHAPESHIFTER SPECIALIZATION	

SPELL MIGHT (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
SPIRIT	ENHANCEMENT	11 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 15	
TEST: NONE	REQUIREMENT: MANA CLEANSE	

SPELLBLOOM (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
CREATION	UTILITY	8 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 15	
TEST: NONE	REQUIREMENT: GREASE	

SPELL SHIELD (1)

MAGIC SCHOOL SPIRIT **SPELL TYPE** DEFENSE **MANA COST** 4 MP
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 13
TEST: NONE

SPELL WISP (1)

MAGIC SCHOOL CREATION **SPELL TYPE** UTILITY **MANA COST** 3 MP
CASTING TIME: 1 MINUTE **TARGET NUMBER:** 11
TEST: NONE

SPRING (2)

MAGIC SCHOOL CREATION **SPELL TYPE** UTILITY **MANA COST** 4 MP
CASTING TIME: 1 MINUTE **TARGET NUMBER:** 13
TEST: NONE **REQUIREMENT:** CREATION MAGIC (JOURNEYMAN)

STINGING SWARM (3)

MAGIC SCHOOL CREATION **SPELL TYPE** ATTACK **MANA COST** 20 MP
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 17
TEST: CONSTITUTION **REQUIREMENT:** SPELLBLOOM
(STAMINA) VS SPELLPOWER

STONE'S EMBRACE (3)

MAGIC SCHOOL PRIMAL **SPELL TYPE** ATTACK **MANA COST** 15 MP
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 17
TEST: STRENGTH (MIGHT) VS SPELLPOWER **REQUIREMENT:** PIT

STONE'S THROW (3)

MAGIC SCHOOL PRIMAL **SPELL TYPE** UTILITY **MANA COST** 4 MP
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 13
TEST: NONE **REQUIREMENT:** ENSNARE, KEEPER SPECIALIZATION

STONEFIST (1)

MAGIC SCHOOL PRIMAL **SPELL TYPE** ATTACK **MANA COST** 3 MP
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 11
TEST: CONSTITUTION (STAMINA) VS SPELLPOWER

SUMMON BEAST (3)

MAGIC SCHOOL CREATION **SPELL TYPE** UTILITY **MANA COST** 22 MP
CASTING TIME: 1 HOUR **TARGET NUMBER:** 17
TEST: NONE **REQUIREMENT:** CREATION MAGIC (JOURNEYMAN)

TELEKINETIC BURST (3)

MAGIC SCHOOL SPIRIT **SPELL TYPE** ATTACK **MANA COST** 5 MP
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 15
TEST: STRENGTH (MIGHT) VS SPELLPOWER **REQUIREMENT:** FIST OF THE MAKER, FORCE MAGE SPECIALIZATION

TELEKINETIC WEAPONS (3)

MAGIC SCHOOL SPIRIT **SPELL TYPE** ENHANCEMENT **MANA COST** 8+ MP
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 17
TEST: NONE **REQUIREMENT:** FORCE FIELD

TEMPEST (3)

MAGIC SCHOOL PRIMAL **SPELL TYPE** ATTACK **MANA COST** 11+ MP
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 17
TEST: CONSTITUTION **REQUIREMENT:** LIGHTNING (STAMINA) VS SPELLPOWER

THOUGHT-TAKING (3)

MAGIC SCHOOL BLOOD **SPELL TYPE** UTILITY **MANA COST** 15 MP
CASTING TIME: 1 MINUTE **TARGET NUMBER:** 17
TEST: WILLPOWER (SELF-DISCIPLINE) VS SPELLPOWER **REQUIREMENT:** BLOOD MAGE SPECIALIZATION

VICIOUS BEAST FORM (3)

MAGIC SCHOOL CREATION **SPELL TYPE** UTILITY **MANA COST** 25+ MP
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 12
TEST: NONE **REQUIREMENT:** SHAPESHIFTER SPECIALIZATION

VIRULENT WALKING BOMB (3)

MAGIC SCHOOL SPIRIT **SPELL TYPE** ATTACK **MANA COST** 13 MP
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 17
TEST: CONSTITUTION **REQUIREMENT:** DEATH (STAMINA) VS SPELLPOWER SIPHON

VULNERABILITY HEX (1)

MAGIC SCHOOL ENTROPY **SPELL TYPE** ATTACK **MANA COST** 4 MP
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 12
TEST: MAGIC (ENTROPY) VS SPELLPOWER

WAKING NIGHTMARE (3)

MAGIC SCHOOL ENTROPY **SPELL TYPE** ATTACK **MANA COST** 20 MP
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 17
TEST: WILLPOWER (SELF-DISCIPLINE) VS SPELLPOWER **REQUIREMENT:** SLEEP

WALKING BOMB (1)

MAGIC SCHOOL SPIRIT **SPELL TYPE** ATTACK **MANA COST** 4 MP
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 13
TEST: CONSTITUTION (STAMINA) VS SPELLPOWER

WEAKNESS (1)

MAGIC SCHOOL ENTROPY **SPELL TYPE** ATTACK **MANA COST** 3 MP
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 11
TEST: MAGIC (SPIRIT) VS SPELLPOWER

WEATHER WEAVING (2)

MAGIC SCHOOL PRIMAL **SPELL TYPE** UTILITY **MANA COST** 8 MP
CASTING TIME: 1 HOUR **TARGET NUMBER:** 16
TEST: NONE **REQUIREMENT:** PRIMAL MAGIC (MASTER)

WIND WEAVING (2)

MAGIC SCHOOL PRIMAL **SPELL TYPE** UTILITY **MANA COST** 5 MP
CASTING TIME: 1 MINUTE **TARGET NUMBER:** 14
TEST: NONE **REQUIREMENT:** PRIMAL MAGIC (NOVICE)

WINTER'S GRASP (1)

MAGIC SCHOOL PRIMAL **SPELL TYPE** ATTACK **MANA COST** 3 MP
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 12
TEST: CONSTITUTION (STAMINA) VS SPELLPOWER

WRACK (2)

MAGIC SCHOOL	SPELL TYPE	MANA COST
BLOOD	UTILITY	3 MP
CASTING TIME: 1 MINUTE	TARGET NUMBER: 13	
TEST: WILLPOWER (SELF-DISCIPLINE) VS SPELLPOWER	REQUIREMENT: BLOOD MAGIC SPECIALIZATION	

WRATH OF THE ELVHEN (3)

MAGIC SCHOOL	SPELL TYPE	MANA COST
PRIMAL	ATTACK	6 MP
CASTING TIME: MAJOR ACTION	TARGET NUMBER: 13	
TEST: CONSTITUTION (STAMINA) VS SPELLPOWER	REQUIREMENT: KEEPER SPECIALIZATION	