

Spell Name	Calm of the Wild Beast		
<b>Casting #</b>	5	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A lump of sugar +1		
<b>Description</b>	Effect: Target calms and becomes friendly  Target: 1 animal within 48y  Duration: Mag h  Resist: WP (no effect)		
<b>Lore of the Beasts</b>			

Spell Name	Form of the Soaring Raven		
<b>Casting #</b>	7	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A raven feather +1		
<b>Description</b>	Effect: You transform into a raven  Target: Self  Duration: At will or Critical taken  Resist: NA		
<b>Lore of the Beasts</b>			

Spell Name	Claws of Fury		
<b>Casting #</b>	8	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A cat's claw +1		
<b>Description</b>	Effect: Target counts as armed with FAST quality weapons, +1A and +10% WS  Target: Self  Duration: Mag minutes  Resist: NA		
<b>Lore of the Beasts</b>			

Spell Name	The Talking Beast		
<b>Casting #</b>	11	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A tongue from the animal you become +2		
<b>Description</b>	Effect: Speak as/with animal  Target: Self or 1 animal within 24y  Duration: Mag minutes  Resist: NA		
<b>Lore of the Beasts</b>			

Spell Name	Master's Voice		
<b>Casting #</b>	13	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A miniature whip or braided animal hair +2		
<b>Description</b>	Effect: Command target to do your bidding  Target: 1 animal within 24y  Duration: Until WP passed  Resist: WP (each round) to break		
<b>Lore of the Beasts</b>			

Spell Name	Form of the Ravening Wolf		
<b>Casting #</b>	15	<b>Casting Time</b>	2 FA
<b>Ingredient</b>	A wolf's paw +2		
<b>Description</b>	Effect: You transform into a wolf  Target: Self  Duration: At will or until Critical taken  Resist: NA		
<b>Lore of the Beasts</b>			

Spell Name	Crow's Feast		
<b>Casting #</b>	17	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A Caged Crow +2		
<b>Description</b>	Effect: Target suffer a Dam 3 hit to head  Target: All creatures under Large Template  Duration: Instant  Resist: No		
<b>Lore of the Beasts</b>			

Spell Name	The Beast Unleashed		
<b>Casting #</b>	19	<b>Casting Time</b>	2 FA
<b>Ingredient</b>	A wolf's heart +2		
<b>Description</b>	Effect: Targets go automatically into Frenzy  Target: Allies within 12y  Duration: Until combat is over  Resist: NA		
<b>Lore of the Beasts</b>			

Spell Name	Form of the Raging Bear		
<b>Casting #</b>	21	<b>Casting Time</b>	3 FA
<b>Ingredient</b>	A bear's claw +3		
<b>Description</b>	Effect: You transform into a Bear  Target: Self  Duration: At will or Critical taken  Resist: NA		
<b>Lore of the Beasts</b>			

Spell Name	Wings of the Falcon		
<b>Casting #</b>	25	<b>Casting Time</b>	2 FA
<b>Ingredient</b>	A live falcon +3		
<b>Description</b>	Effect: Grow wings and fly with M of Mag  Target: Self  Duration: Mag minutes  Resist: NA		
<b>Lore of the Beasts</b>			

Spell Name	Deathsight		
<b>Casting #</b>	5	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A handful of dirt from a grave +1		
<b>Description</b>	Effect: See invisible spirits and ghosts		
	Target: Self		
	Duration: 1 h		
	Resist: NA		
<b>Lore of Death</b>			

Spell Name	Swift Passing		
<b>Casting #</b>	7	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	Two brass pennies +1		
<b>Description</b>	Effect: Dispatch critically wounded target		
	Target: 1 touched creature		
	Duration: Instant		
	Resist: NA		
<b>Lore of Death</b>			

Spell Name	Reaping Scythe		
<b>Casting #</b>	8	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A miniature iron scythe +1		
<b>Description</b>	Effect: Create scythe (magical, fast, Dam 5, +1-WS when attacking with it)		
	Target: Self		
	Duration: Mag rounds *		
	Resist: No (* WP/rd to maintain spell after Mag rounds has finished)		
<b>Lore of Death</b>			

Spell Name	Tide of Years		
<b>Casting #</b>	11	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A small hourglass +2		
<b>Description</b>	Effect: Target damaged/destroyed (quality loss of 1 level)		
	Target: 1 touched non-magical item of ENC 75-		
	Duration: Instant		
	Resist: No		
<b>Lore of Death</b>			

Spell Name	Acceptance of Fate		
<b>Casting #</b>	14	<b>Casting Time</b>	1 FA + 1 HA
<b>Ingredient</b>	A coffin nail +2		
<b>Description</b>	Effect: Targets receive Fearless talent		
	Target: Allies within 12y		
	Duration: 1 min		
	Resist: NA		
<b>Lore of Death</b>			

Spell Name	Steal Life		
<b>Casting #</b>	16	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A vial of blood +2		
<b>Description</b>	Effect: Target loses 1d10W and you heal same amount (up to your max W)		
	Target: 1 creature within 12y		
	Duration: Instant		
	Resist: WP (no damage or healing)		
<b>Lore of Death</b>			

Spell Name	Final Words		
<b>Casting #</b>	18	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A piece of vellum +2		
<b>Description</b>	Effect: Ask 1 question to a departing soul		
	Target: 1 slain creature within 12y		
	Duration: 1 question		
	Resist: No		
<b>Lore of Death</b>			

Spell Name	Death's Door		
<b>Casting #</b>	20	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A vial of embalming fluid +2		
<b>Description</b>	Effect: Take half-action on next turn before actually dying		
	Target: Allies within 24y		
	Duration: Mag min		
	Resist: NA		
<b>Lore of Death</b>			

Spell Name	Youth's Bane		
<b>Casting #</b>	23	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A cutting ivy from the grave of a Priest +3		
<b>Description</b>	Effect: Target - 1d10% S and T perm.		
	Target: 1 creature within 12y		
	Duration: Instant		
	Resist: WP (no effect)		
<b>Lore of Death</b>			

Spell Name	Wind of Death		
<b>Casting #</b>	27	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	An amethyst worth 50+ gc +3		
<b>Description</b>	Effect: Targets lose 1d10W (no T/armour)		
	Target: All under Large Template within 48y		
	Duration: Instant		
	Resist: No		
<b>Lore of Death</b>			

Spell Name	Cauterize		
<b>Casting #</b>	4	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A piece of charcoal +1		
<b>Description</b>	Effect: Counts as medical attention  Target: 1 touched creature  Duration: Instant  Resist: NA		
<b>Lore of Fire</b>			

Spell Name	Fires of U'Zhu		
<b>Casting #</b>	6	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A match +1		
<b>Description</b>	Effect: Target takes a Dam 4 hit  Target: 1 creature within 36y  Duration: Instant  Resist: No		
<b>Lore of Fire</b>			

Spell Name	Crown of Fire		
<b>Casting #</b>	8	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	One Gold Crown +1		
<b>Description</b>	Effect: +20% to Command, Intimidate  Target: Self  Duration: Mag minutes  Resist: WP for enemies to attack you		
<b>Lore of Fire</b>			

Spell Name	Fire Ball		
<b>Casting #</b>	12	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	One ball of sulphur +2		
<b>Description</b>	Effect: 1 Fireball dealing a Dam 3 hit  Target: Mag creatures within 48y  Duration: Instant  Resist: No		
<b>Lore of Fire</b>			

Spell Name	Shield of Aqshy		
<b>Casting #</b>	12	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	An iron amulet +2		
<b>Description</b>	Effect: +20% T against fire  Target: Self  Duration: 1d10 minutes  Resist: NA		
<b>Lore of Fire</b>			

Spell Name	Flaming Sword of Rhuin		
<b>Casting #</b>	14	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A torch +2		
<b>Description</b>	Effect: Magic sword (Impact, Dam 4), +1 A  Target: Self  Duration: Mag rounds *  Resist: * WP to retain sword each round after Mag rounds		
<b>Lore of Fire</b>			

Spell Name	Hearts of Fire		
<b>Casting #</b>	16	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A vial with a mixture of blood and oil +2		
<b>Description</b>	Effect: +20% to Fear and Terror tests  Target: All allies within 30y  Duration: Mag minutes  Resist: NA		
<b>Lore of Fire</b>			

Spell Name	Fiery Blast		
<b>Casting #</b>	22	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A dagger of thrice-forged steel +3		
<b>Description</b>	Effect: One blast dealing a Dam 4 hit  Target: 1d10 (min Mag) creatures within 48y  Duration: Instant  Resist: No		
<b>Lore of Fire</b>			

Spell Name	Breathe Fire		
<b>Casting #</b>	25	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A dragon's scale +3		
<b>Description</b>	Effect: Targets suffer a Dam 8 hit  Target: All creatures under Cone Template  Duration: Instant  Resist: WP (suffer one Damage 4 hit only)		
<b>Lore of Fire</b>			

Spell Name	Conflagration of Doom		
<b>Casting #</b>	31	<b>Casting Time</b>	1 FA + 1 HA
<b>Ingredient</b>	A dragon's tooth +3		
<b>Description</b>	Effect: Targets suffer Mag Dam 4 hits  Target: All creatures under Large template  Duration: Instant  Resist: WP (stop new round damage)		
<b>Lore of Fire</b>			

Spell Name	Omen		
<b>Casting #</b>	4	<b>Casting Time</b>	1 min
<b>Ingredient</b>	The liver of a small animal +1		
<b>Description</b>	Effect: Determine outcome of action  Target: Self  Duration: Instant  Resist: INT (by GM) if true or false Omen holds true for 2d10 h.		
<b>Lore of The Heavens</b>			

Spell Name	First Portent of Amul		
<b>Casting #</b>	6	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A piece of glass +1		
<b>Description</b>	Effect: 1 dice re-roll on next turn  Target: Self  Duration: Instant  Resist: NA		
<b>Lore of The Heavens</b>			

Spell Name	Lightning Bolt		
<b>Casting #</b>	10	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A tuning fork +1		
<b>Description</b>	Effect: Target suffers 1 Dam 5 hit  Target: One creature within 36y  Duration: Instant  Resist: No		
<b>Lore of The Heavens</b>			

Spell Name	Second Portent of Amul		
<b>Casting #</b>	12	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A piece of stained glass +2		
<b>Description</b>	Effect: 2 re-rolls within 1 hour  Target: Self  Duration: Instant  Resist: NA		
<b>Lore of The Heavens</b>			

Spell Name	Wind Blast		
<b>Casting #</b>	14	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	An animal bladder +2		
<b>Description</b>	Effect: Target knocked down, no missile combat, melee -20%  Target: All under Large Template within 48y  Duration: Mag rounds  Resist: T (or stunned for 1 round), S to move		
<b>Lore of The Heavens</b>			

Spell Name	Curse		
<b>Casting #</b>	16	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A broken mirror +2		
<b>Description</b>	Effect: Target suffers -10% to all tests; Enemies get +1 damage  Target: One creature within 24y  Duration: 24 hours  Resist: NA		
<b>Lore of The Heavens</b>			

Spell Name	Wings of Heaven		
<b>Casting #</b>	18	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A dove's feather +2		
<b>Description</b>	Effect: Fly with move 6  Target: Self  Duration: Mag minutes  Resist: NA		
<b>Lore of The Heavens</b>			

Spell Name	Starshine		
<b>Casting #</b>	22	<b>Casting Time</b>	1 FA + 1 HA
<b>Ingredient</b>	A star chart +2		
<b>Description</b>	Effect: Banish darkness; See hidden, secret and invisible things and creatures  Target: 48y radius centered on self  Duration: Mag minutes  Resist: No		
<b>Lore of The Heavens</b>			

Spell Name	Lightning Storm		
<b>Casting #</b>	25	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A weather vane +3		
<b>Description</b>	Effect: Targets suffer a Dam 5 hit  Target: All under Large Template, Within 48y  Duration: Instant  Resist: No		
<b>Lore of The Heavens</b>			

Spell Name	Fate of Doom		
<b>Casting #</b>	25	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A noose of a hanged man +3		
<b>Description</b>	Effect: Target loses 1 FP or next Crit +10  Target: One creature within 1 mile  Duration: Instant  Resist: WP -30%		
<b>Lore of The Heavens</b>			

Spell Name	Curse of Thorns		
<b>Casting #</b>	6	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A thorn +1		
<b>Description</b>	Effect: Target -1 W and -20% WS per turn  Target: 1 creature within 36y  Duration: 1d10 turns  Resist: WP per turn (no effect for turn)		
<b>Lore of Life</b>			

Spell Name	Fat of the Land		
<b>Casting #</b>	8	<b>Casting Time</b>	1 min
<b>Ingredient</b>	A handful of animal feed +1		
<b>Description</b>	Effect: Target need not eat for 1 week  Target: 1 creature touched  Duration: Instant  Resist: NA		
<b>Lore of Life</b>			

Spell Name	Earth Blood		
<b>Casting #</b>	9	<b>Casting Time</b>	1-10 HA
<b>Ingredient</b>	A dagger +1		
<b>Description</b>	Effect: Heal 1 W per HA of casting  Target: Self  Duration: Instant  Resist: NA		
<b>Lore of Life</b>			

Spell Name	Summer Heat		
<b>Casting #</b>	12	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A vial of sweat from an honest man +2		
<b>Description</b>	Effect: targets suffer -20% on all tests  Target: All under Large Template within 48y  Duration: 1d10 rounds  Resist: No		
<b>Lore of Life</b>			

Spell Name	Earth Gate		
<b>Casting #</b>	14	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	An iron key +2		
<b>Description</b>	Effect: Target disappears and reappears within 48y  Target: Self  Duration: Instant  Resist: NO		
<b>Lore of Life</b>			

Spell Name	River's Whisper		
<b>Casting #</b>	15	<b>Casting Time</b>	1 min
<b>Ingredient</b>	A flagon of wine +2		
<b>Description</b>	Effect: Ask questions to water spirits  Target: River or water  Duration: Mag minutes  Resist: NA		
<b>Lore of Life</b>			

Spell Name	Spring Bloom		
<b>Casting #</b>	18	<b>Casting Time</b>	10 min
<b>Ingredient</b>	A handful of natural fertilizer +2		
<b>Description</b>	Effect: Conception of abundant harvest  Target: 1 creature or 1 field  Duration: Instant  Resist: No		
<b>Lore of Life</b>			

Spell Name	Geyser		
<b>Casting #</b>	22	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A dowsing rod blessed by a priest of Tall +3		
<b>Description</b>	Effect: Targets suffer a Dam 4 hit and be stunned for 1d10 rounds  Target: All under Small Template within 24y  Duration: Instant  Resist: T (no Stun)		
<b>Lore of Life</b>			

Spell Name	Winter Frost		
<b>Casting #</b>	25	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A vial of melted snow from mountain peak +2		
<b>Description</b>	Effect: Targets suffer a Dam 4 hit and be helpless for 1 round, ½ M  Target: All under Large Template within 48y  Duration: Mag minutes  Resist: WP (not helpless)		
<b>Lore of Life</b>			

Spell Name	Cure Blight		
<b>Casting #</b>	27	<b>Casting Time</b>	10 min
<b>Ingredient</b>	A vial of water from a sacred pool +3		
<b>Description</b>	Effect: Cure area from blight of disease's; duration of creatures halved  Target: 1 sq mile area or 2d10 creatures  Duration: Rest of season or Instant  Resist: NA		
<b>Lore of Life</b>			

Spell Name	Dazzling Brightness		
<b>Casting #</b>	5	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A small mirror +1		
<b>Description</b>	Effect: Targets -10% WS, -10% BS, -10% Ag, -10% Perception test (sight)		
	Target: All under Small Template within 26y		
	Duration: 1d10 rounds		
	Resist: No		
<b>Lore of Light</b>			

Spell Name	Radiant Gaze		
<b>Casting #</b>	7	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A lens +1		
<b>Description</b>	Effect: Target takes a Dam 6 hit		
	Target: One creature within 16y		
	Duration: Instant		
	Resist: No		
<b>Lore of Light</b>			

Spell Name	Shimmering Cloak		
<b>Casting #</b>	8	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A candle +1		
<b>Description</b>	Effect: non-magical missile attacks have 0 Dam		
	Target: Self		
	Duration: Mag minutes		
	Resist: NA		
<b>Lore of Light</b>			

Spell Name	Healing of Hysh		
<b>Casting #</b>	8	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A clear glass bead +2		
<b>Description</b>	Effect: Target heals Mag W		
	Target: One creature touched		
	Duration: Instant		
	Resist: NA		
<b>Lore of Light</b>			

Spell Name	Banish		
<b>Casting #</b>	13	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	An oak wand +2		
<b>Description</b>	Effect: Target is banished back to the Realm of Chaos		
	Target: 1 daemon with 24y		
	Duration: Instant		
	Resist: Opposed WP (banish or remain)		
<b>Lore of Light</b>			

Spell Name	Inspiration		
<b>Casting #</b>	16	<b>Casting Time</b>	1 min
<b>Ingredient</b>	A page from a book +2		
<b>Description</b>	Effect: One knowledge test at +30%		
	Target: Self		
	Duration: Instant		
	Resist: NA		
<b>Lore of Light</b>			

Spell Name	Eyes of Truth		
<b>Casting #</b>	20	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A glass sphere +2		
<b>Description</b>	Effect: See through illusions, darkness, see invisibility and disguises		
	Target: Self		
	Duration: Mag rounds		
	Resist: NA		
<b>Lore of Light</b>			

Spell Name	Blinding Light		
<b>Casting #</b>	24	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A polished mithril disc +3		
<b>Description</b>	Effect: Targets blinded		
	Target: All under a Large Template within 48y		
	Duration: 1d10 Rounds		
	Resist: Ag (effect of Dazzling Brightness spell)		
<b>Lore of Light</b>			

Spell Name	Daemonbane		
<b>Casting #</b>	26	<b>Casting Time</b>	1 FA + 1 HA
<b>Ingredient</b>	A wand of lightning-stricken oak +3		
<b>Description</b>	Effect: Targets banished back to the Realms of Chaos		
	Target: All daemons under a Large Template within 48y		
	Duration: Instant		
	Resist: WP (remain)		
<b>Lore of Light</b>			

Spell Name	Pillar of Radiance		
<b>Casting #</b>	28	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A diamond worth 100+ gc +3		
<b>Description</b>	Effect: Targets take a Dam 4 hit and suffer effects of Dazzling Light spell		
	Target: All under Large Template within 48y		
	Duration: Instant		
	Resist: Ag (Damage only)		
<b>Lore of Light</b>			

Spell Name	Guard of Steel		
<b>Casting #</b>	5	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A steel ball +1		
<b>Description</b>	Effect: Attacks against you suffer -10%to WS or BS  Target: Self  Duration: 1 minute  Resist: WP (no effect)		
<b>Lore of Metal</b>			

Spell Name	Law of Logic		
<b>Casting #</b>	7	<b>Casting Time</b>	1d10 FA
<b>Ingredient</b>	A blank piece of paper +1		
<b>Description</b>	Effect: Target gains +20% on Skill or Characteristic test.  Target: Self or ally within 12y  Duration: Use within 5 minutes  Resist: NA		
<b>Lore of Metal</b>			

Spell Name	Curse of Rust		
<b>Casting #</b>	9	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A rusty nail +1		
<b>Description</b>	Effect: Target becomes useless  Target: One object within 12y  Duration: Instant  Resist: NA		
<b>Lore of Metal</b>			

Spell Name	Silver Arrows of Arha		
<b>Casting #</b>	13	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A silver arrowhead +2		
<b>Description</b>	Effect: Create Mag magical silver arrows with a Dam 3 hit.  Target: Opponents within 48y  Duration: Mag minutes  Resist: NA		
<b>Lore of Metal</b>			

Spell Name	Armour of Lead		
<b>Casting #</b>	14	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A miniature helmet sculpted of lead +2		
<b>Description</b>	Effect: Target suffers -10% to WS,BS, A; -1 on M  Target: Enemies under Large Template within 48y  Duration: 1 minute  Resist: NA		
<b>Lore of Metal</b>			

Spell Name	Trial and Error		
<b>Casting #</b>	16	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	An empty glass vial +2		
<b>Description</b>	Effect: Target re-roll one test of damage roll  Target: All within 12y  Duration: Beginning of casters next turn  Resist: NA		
<b>Lore of Metal</b>			

Spell Name	Transformation of Metal		
<b>Casting #</b>	18	<b>Casting Time</b>	1 minute
<b>Ingredient</b>	A charm in shaped as a hammer and anvil +2		
<b>Description</b>	Effect: Target changes.  Target: One metal object  Duration: Instant  Resist: Channeling test determines craftsmanship		
<b>Lore of Metal</b>			

Spell Name	Enchant Item		
<b>Casting #</b>	21	<b>Casting Time</b>	1 minute
<b>Ingredient</b>	A griffon's feather +3		
<b>Description</b>	Effect: Target gives +5% to one characteristic  Target: One touched item  Duration: 1 hour  Resist: NA		
<b>Lore of Metal</b>			

Spell Name	Transmutation of the Unstable Mind		
<b>Casting #</b>	23	<b>Casting Time</b>	10 minutes
<b>Ingredient</b>	A page of a book written by a madman +3		
<b>Description</b>	Effect: Targets loses 1d10 IP  Target: One touched person  Duration: Instant  Resist: Failed Channeling test, target gains 1d10 IP		
<b>Lore of Metal</b>			

Spell Name	Law of Gold		
<b>Casting #</b>	26	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A small gold sheath worth >75gp +3		
<b>Description</b>	Effect: Target loses magic  Target: One magic item within 24y  Duration: 1d10 rounds  Resist: NA		
<b>Lore of Metal</b>			

Spell Name	Shadowcloak		
<b>Casting #</b>	5	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A piece of charcoal +1		
<b>Description</b>	Effect: Target +20 Concealment  Target: Self  Duration: Mag minutes  Resist: NA		
<b>Lore of Shadow</b>			

Spell Name	Doppelganger		
<b>Casting #</b>	7	<b>Casting Time</b>	1 FA + 1 HA
<b>Ingredient</b>	Hairlock from race being impersonated +1		
<b>Description</b>	Effect: Take on appearance of any other living humanoid under 10ft.  Target: Self  Duration: 10x Mag minutes  Resist: NA		
<b>Lore of Shadow</b>			

Spell Name	Bewilder		
<b>Casting #</b>	8	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A splash of ale +1		
<b>Description</b>	Effect: Target performs random action  Target: One creature within 24y  Duration: Mag rounds  Resist: WP (no effect)		
<b>Lore of Shadow</b>			

Spell Name	Cloak Activity		
<b>Casting #</b>	12	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A sketch of your illusory action +2		
<b>Description</b>	Effect: Perform an act while appearing to do something different  Target: Self  Duration: 1d10 rounds  Resist: NA		
<b>Lore of shadow</b>			

Spell Name	Pall of Darkness		
<b>Casting #</b>	17	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	The eyes of a newt +2		
<b>Description</b>	Effect: Target unable to see and can only take a HA each round  Target: All under Large Template within 48y  Duration: Mag rounds  Resist: WP/round (1 HA only this round)		
<b>Lore of Shadow</b>			

Spell Name	Shroud of Invisibility		
<b>Casting #</b>	17	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A gossamer shroud +2		
<b>Description</b>	Effect: Target is invisible; immune to all ranged attacks, +20% WS  Target: Self  Duration: 1d10 rounds  Resist: Perception -20% (to attack in melee)		
<b>Lore of Shadow</b>			

Spell Name	Dread Aspect		
<b>Casting #</b>	21	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A shred of cloth from a Wight's robe +3		
<b>Description</b>	Effect: Target causes Terror  Target: Self  Duration: 1 minute  Resist: NA		
<b>Lore of Shadow</b>			

Spell Name	Shadow Knives		
<b>Casting #</b>	22	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A cold-iron forged knife +3		
<b>Description</b>	Effect: Targets suffer a dam 3 hit / missile (no non-magic armour)  Target: Mag knives  Duration: Instant  Resist: No		
<b>Lore of Shadow</b>			

Spell Name	Illusion		
<b>Casting #</b>	24	<b>Casting Time</b>	1 FA + 1 HA
<b>Ingredient</b>	A crystal prism +3		
<b>Description</b>	Effect: Create nearly perfect illusion  Target: Area under Large Template within 48y  Duration: Mag rounds, Maintain with WP each round there after (at a cost of a HA)  Resist: Int (see through illusion)		
<b>Lore of Shadow</b>			

Spell Name	Universal Confusion		
<b>Casting #</b>	27	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	The eyes of a chimera +3		
<b>Description</b>	Effect: Target performs random action  Target: All creatures under Large Template within 24y  Duration: Mag rounds  Resist: WP (no effect)		
<b>Lore of Shadow</b>			