

Spell Name	Blessed Voyage		
Casting #	5	Casting Time	1 min
Ingredient	A bottle of wine +1		
Description	Effect: +10% to any Navigation Target: Self Duration: One voyage or until you leave ship Resist: NA		
Lore of Manann			

Spell Name	Breathe Water		
Casting #	7	Casting Time	1 FA
Ingredient	A life fish +1		
Description	Effect: Breath water Target: One creature touched Duration: 1 hour Resist: NA		
Lore of Manann			

Spell Name	Water Blast		
Casting #	10	Casting Time	1 HA
Ingredient	A vial of seawater +1		
Description	Effect: Target suffers a Dam 4 hit and is knocked down Target: One creature within 36y Duration: Instant Resist: S (no knock down)		
Lore of Manann			

Spell Name	Waterwalk		
Casting #	14	Casting Time	1 FA
Ingredient	A dried water beetle +2		
Description	Effect: Walk over water, swamp of marsh Target: Self Duration: Mag minutes Resist: NA		
Lore of Manann			

Spell Name	Becalm		
Casting #	16	Casting Time	1 FA
Ingredient	A whalebone dagger +2		
Description	Effect: Stop sailing ship Target: One ship within 96y Duration: 1 hour Resist: No)		
Lore of Manann			

Spell Name	Curse Of The Albatross		
Casting #	19	Casting Time	1 FA
Ingredient	An albatross feather +2		
Description	Effect: Attacks against targets have +2 Crit Target: All under Large Template within 48y Duration: 1 minute Resist: No		
Lore of Manann			

Spell Name	Preserve Corpse		
Casting #	5	Casting Time	1 min
Ingredient	A piece of fresh fruit +1		
Description	Effect: Preserve target Target: One corpse touched Duration: 24 hours Resist: No		
Lore of Morr			

Spell Name	Sign of the Raven		
Casting #	9	Casting Time	1 HA
Ingredient	A raven's feather +1		
Description	Effect: Targets add +1 to damage rolls Target: Self and allies within 12y Duration: ?? Resist: No		
Lore of Morr			

Spell Name	Dream Message		
Casting #	10	Casting Time	1 min
Ingredient	A piece of wool +1		
Description	Effect: Deliver 30 second message in Common to target Target: Dreamer you met personally Duration: Instant Resist: No		
Lore of Morr			

Spell Name	Destroy Undead		
Casting #	13	Casting Time	1 HA
Ingredient	A wooden stake +2		
Description	Effect: Target suffers a Dam 8 hit Target: One Undead touched Duration: Instant Resist: No		
Lore of Morr			

Spell Name	Vision of Morr		
Casting #	15	Casting Time	1 min
Ingredient	A mushroom harvested from a grave +2		
Description	Effect: Receive a vision Target: Self Duration: Instant Resist: Fel (vision is a confusing mess)		
Lore of Morr			

Spell Name	Sleep of Death		
Casting #	20	Casting Time	1 FA
Ingredient	A small silver scythe +2		
Description	Effect: Target falls asleep Target: All under Large Template within 24yAll under Large Template within 24y Duration: 1d10 rounds Resist: WP (no effect)		
Lore of Morr			

Spell Name	Spear of Myrmidia		
Casting #	5	Casting Time	1 HA
Ingredient	A whetstone +1		
Description	Effect: Spear gets Armour Piercing quality and counts as a magical weapon Target: Your spear Duration: 1 min Resist: NA		
Lore of Myrmidia			

Spell Name	Inspired Leadership		
Casting #	7	Casting Time	1 FA
Ingredient	A baton +1		
Description	Effect: +20% Command and Academic Knowledge (tactics) and Allies re-roll Fear and Terror test Target: Self and allies within 12y Duration: Mag min Resist: NA		
Lore of Myrmidia			

Spell Name	Skill of Combat		
Casting #	10	Casting Time	1 FA
Ingredient	A bundle of sticks +1		
Description	Effect: +10% WS Target: Allies within 24y Duration: Mag rounds Resist: NA		
Lore of Myrmidia			

Spell Name	Quick Strike		
Casting #	14	Casting Time	1 FA
Ingredient	A lightning bolt engraved charm +2		
Description	Effect: +1A, Swift action = HA Target: Self Duration: 1 min Resist: NA		
Lore of Myrmidia			

Spell Name	Dismay Foe		
Casting #	16	Casting Time	1 HA
Ingredient	A beaten copper mask +2		
Description	Effect: Target becomes terrified Target: One opponent struck in melee Duration: Mag rounds Resist: Terror test (not terrified)		
Lore of Myrmidia			

Spell Name	Shield of Myrmidia		
Casting #	20	Casting Time	1 FA + 1 HA
Ingredient	A shield +2		
Description	Effect: +1 AP to all locations Target: Allies within 24y Duration: 1 minute Resist: NA		
Lore of Myrmidia			

Spell Name	Stealth of Ranald		
Casting #	55	Casting Time	1 FA
Ingredient	A tuft of cat hair +1		
Description	Effect: +10% concealment and move Silently Target: Self Duration: Mag minutes Resist: NA		
Lore of Ranald			

Spell Name	Good Fortune		
Casting #	7	Casting Time	1 FA
Ingredient	A rabbit's foot +1		
Description	Effect: Reverse order of % tests if desired Target: One creature touched Duration: 1 minute Resist: NA		
Lore of Ranald			

Spell Name	Open		
Casting #	9	Casting Time	1 HA
Ingredient	A key +1		
Description	Effect: Target opened and cannot be shut Target: One bolt, latch or lock within 2y Duration: 1 minute Resist: NA		
Lore of Ranald			

Spell Name	Bamboozle		
Casting #	14	Casting Time	1 FA
Ingredient	A piece of wool +2		
Description	Effect: Target actions controlled by you Target: One humanoid Duration: 1 turn Resist: WP (no control)		
Lore of Ranald			

Spell Name	Trapsense		
Casting #	16	Casting Time	2 FA
Ingredient	The eyes of a hawk +2		
Description	Effect: Sense traps automatically Target: Traps within 12 y Duration: ?? Resist: NA		
Lore of Ranald			

Spell Name	Bountiful Fortune		
Casting #	20	Casting Time	1 FA
Ingredient	A pair of silvered knucklebones +2		
Description	Effect: Reverse order of % tests if desired Target: Self and allies within 24y Duration: 1 min Resist: NA		
Lore of Ranald			

Spell Name	Cure Poison		
Casting #	4	Casting Time	1 HA
Ingredient	A snake's fang +1		
Description	Effect: Target healed of one poisoning Target: One creature touched Duration: Instant Resist: No		
Lore of Shallya			

Spell Name	Cure Wounds		
Casting #	6	Casting Time	1 HA
Ingredient	A leech +1		
Description	Effect: Target heals 1s10 + Mag W Target: One creature touched Duration: Instant Resist: No		
Lore of Shallya			

Spell Name	Cure Disease		
Casting #	11	Casting Time	1 FA + 1 HA
Ingredient	A poultice +2		
Description	Effect: Target healed of one disease. Target: One creature touched Duration: Instant Resist: No		
Lore of Shallya			

Spell Name	Martyr		
Casting #	14	Casting Time	1 HA
Ingredient	Lock of hair from target of the spell +2		
Description	Effect: suffer damage the target would suffer Target: One creature within 24y Duration: 1 minute Resist: No		
Lore of Shallya			

Spell Name	Purify		
Casting #	16	Casting Time	1 HA
Ingredient	A burning torch +2		
Description	Effect: Target suffers 1d10 W and stunned for one round Target: Daemons or follower or Nurgle within 48y Duration: Instant Resist: WP (no stun)		
Lore of Shallya			

Spell Name	Cure Insanity		
Casting #	20	Casting Time	1 hour
Ingredient	A blessed water sprinkler +2		
Description	Effect: Target healed of one insanity Target: One creature touched Duration: Instant Resist: No		
Lore of Shallya			

Spell Name	Hammer of Sigmar		
Casting #	5	Casting Time	1 HA
Ingredient	A charm engraved with Sigmar's symbol +1		
Description	Effect: Target gains Impact quality Target: Your hammer Duration: 1 minute Resist: NA		
Lore of Sigmar			

Spell Name	Armour of Righteousness		
Casting #	6	Casting Time	1 FA
Ingredient	A small iron ring +1		
Description	Effect: +1 AP to all locations Target: Self Duration: Mag minutes Resist: NA		
Lore of Sigmar			

Spell Name	Healing Hand		
Casting #	12	Casting Time	1 FA + 1 HA
Ingredient	A leather glove +2		
Description	Effect: Target heals 1d10 W Target: One creature touched Duration: Instant Resist: No		
Lore of Sigmar			

Spell Name	Beacon of Courage		
Casting #	14	Casting Time	1 HA
Ingredient	A prism +2		
Description	Effect: Target recovers from fear or terror Target: All allies in sight Duration: Instant Resist: NA		
Lore of Sigmar			

Spell Name	Comet of Sigmar		
Casting #	16	Casting Time	1 HA
Ingredient	A golden arrow head +2		
Description	Effect: Target suffers a Dam 6 hit Target: One creature within 24y Duration: Instant Resist: No		
Lore of Sigmar			

Spell Name	Soulfire		
Casting #	20	Casting Time	1 HA
Ingredient	Gold amulet engraved w/ Sigmar's comet +2		
Description	Effect: Targets suffer a Dam 3 hit (Dam 5 if Daemon or Undead) Target: All under Large Template at 0y Duration: Instant Resist: No		
Lore of Sigmar			

Spell Name	Beastfriend		
Casting #	4	Casting Time	1 FA + 1 HA
Ingredient	The tongue of a beast +1		
Description	Effect: +20% Charm Animal, Talk to target Target: One animal within 12y Duration: 10 minutes Resist: No		
Lore of Taal and Rhya			

Spell Name	Stag's Leap		
Casting #	6	Casting Time	1 HA
Ingredient	A tuft of hair from a stag +1		
Description	Effect: +1 M, Charge is 1 HA Target: Self Duration: Mag minutes Resist: No		
Lore of Taal and Rhya			

Spell Name	Tanglefoot		
Casting #	8	Casting Time	1 FA
Ingredient	A cutting of vines +1		
Description	Effect: Targets can not move Target: All under Large Template within 48y Duration: 1 minute Resist: S (move is halved)		
Lore of Taal and Rhya			

Spell Name	Thunderclap		
Casting #	12	Casting Time	1 FA
Ingredient	A small gong +2		
Description	Effect: Targets stunned Target: All under Large Template within 48y Duration: Until casters next turn Resist: T (not stunned)		
Lore of Taal and Rhya			

Spell Name	Bear's Paw		
Casting #	15	Casting Time	1 FA
Ingredient	The claw of a bear +2		
Description	Effect: +20% S Target: 1 creature touched Duration: 1 minute Resist: No		
Lore of Taal and Rhya			

Spell Name	Rhya's Comfort		
Casting #	18	Casting Time	1 minute
Ingredient	A cup of fresh milk +2		
Description	Effect: targets receives 3 days worth of healing and are refreshed as if they rested Target: All under Large Template, self centered Duration: Instant Resist: No		
Lore of Taal and Rhya			

Spell Name	Winter's Chill		
Casting #	5	Casting Time	1 HA
Ingredient	A tuft of animal fur +1		
Description	Effect: targets -10% WS Target: All attacking castor Duration: 1 minute Resist: No		
Lore of Ulric			

Spell Name	Battle Fury		
Casting #	7	Casting Time	1 FA
Ingredient	A smear of fresh blood +1		
Description	Effect: +1 A to all-out or charge attack; no fleeing or retreat Target: Self Duration: Mag minutes Resist: NA		
Lore of Ulric			

Spell Name	Howl of the Wolf		
Casting #	11	Casting Time	1 HA
Ingredient	The tongue of a wolf +2		
Description	Effect: Target may attack twice during a charge attack Target: One creature within 24y Duration: Instant Resist: No		
Lore of Ulric			

Spell Name	Ulric's Gift		
Casting #	15	Casting Time	1 FA + 1 HA
Ingredient	An axe +2		
Description	Effect: Target gains Frenzy talent Target: One creature touched Duration: 1 hour Resist: No		
Lore of Ulric			

Spell Name	Heart of the Wolf		
Casting #	18	Casting Time	1 FA + 1 HA
Ingredient	A wolf's heart +2		
Description	Effect: Target immune to Fear, Terror and Intimidation. Target: All allies within 24y Duration: 1 minute Resist: No		
Lore of Ulric			

Spell Name	Ice Storm		
Casting #	20	Casting Time	1 HA
Ingredient	An icicle +2		
Description	Effect: Targets suffer a Dam 5 hit and stunned for one round Target: All under Large template within 48y Duration: Instant Resist: WP (no stun)		
Lore of Ulric			

Spell Name	Shackles of Verena		
Casting #	6	Casting Time	1 HA
Ingredient	Iron shackles +1		
Description	Effect: Target helpless Target: One creature Duration: Until freed Resist: WP (not helpless) or S vs Channeling test		
Lore of Verena			

Spell Name	The Past Revealed		
Casting #	8	Casting Time	1 minute
Ingredient	The eyes of an owl +1		
Description	Effect: Reveal three most important things about an item's past Target: One touched item Duration: Instant Resist: No (Once per item)		
Lore of Verena			

Spell Name	Sword of Justice		
Casting #	10	Casting Time	1 HA
Ingredient	A charm engraved with a set of scales +1		
Description	Effect: +10% WS, target gains Precise quality and counts as magical Target: Your sword Duration: 1 minute Resist: No		
Lore of Verena			

Spell Name	Words of Truth		
Casting #	13	Casting Time	2 FA
Ingredient	A mirror +2		
Description	Effect: Target must answer one question truthfully Target: One creature touched Duration: Instant Resist: WP (can answer as target pleases)		
Lore of Verena			

Spell Name	Eavesdrop		
Casting #	15	Casting Time	1 minute
Ingredient	A listening horn +2		
Description	Effect: Hear into unseen area Target: Self Duration: Mag minutes Resist: No		
Lore of Verena			

Spell Name	Trial by Fire		
Casting #	18	Casting Time	1 minute
Ingredient	A fire opal worth 50+ gp +2		
Description	Effect: Target suffers a Dam 8 hit per round Target: One creature within 12y Duration: Mag minutes Resist: No (Innocents suffer no damage)		
Lore of Verena			

Spell Name			
Casting #		Casting Time	
Ingredient			
Description	Effect: Target: Duration: Resist:		
Lore of Ranald			

Spell Name			
Casting #		Casting Time	
Ingredient			
Description	Effect: Target: Duration: Resist:		
Lore of Shallya			

Spell Name			
Casting #		Casting Time	
Ingredient			
Description	Effect: Target: Duration: Resist:		
Lore of Sigmar			

Spell Name			
Casting #		Casting Time	
Ingredient			
Description	Effect: Target: Duration: Resist:		
Lore of Taal and Rhya			

Spell Name			
Casting #		Casting Time	
Ingredient			
Description	Effect: Target: Duration: Resist:		
Lore of Ulric			

Spell Name			
Casting #		Casting Time	
Ingredient			
Description	Effect: Target: Duration: Resist:		
Lore of Verena			