

Spell Name	The Beast Broken		
<b>Casting #</b>	7	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A bridle +1		
<b>Description</b>	Effect: Target becomes docile		
	Target: One animal within 12y		
	Duration: Permanent		
Realms of Sorcery	Resist: WP (no effect)		
<b>Lore of the Beasts</b>			

Spell Name	The Beast Made Well		
<b>Casting #</b>	9	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A but of salve +1		
<b>Description</b>	Effect: Target healed Mag wounds		
	Target: One injured animal touched		
	Duration: Instant		
Realms of Sorcery	Resist: No (beneficial)		
<b>Lore of the Beasts</b>			

Spell Name	The Boar's Hide		
<b>Casting #</b>	14	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A cured strip of boar's hide +2		
<b>Description</b>	Effect: Value of Critical Hits scored vs. Target -1, 10% Ag		
	Target: Self		
	Duration: MAG minutes		
Realms of Sorcery	Resist: No (beneficial)		
<b>Lore of the Beasts</b>			

Spell Name	Cowering Beasts		
<b>Casting #</b>	18	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	Hair of a cowardly dog +2		
<b>Description</b>	Effect: Targets affected by fear		
	Target: 2d10 or 1 creature(s) within 24y		
	Duration: Until test passed or scene left		
Realms of Sorcery	Resist: Fear Test / rnd (no effect) or Terror Test (-10%) / rnd (no effect)		
<b>Lore of the Beasts</b>			

Spell Name	Cruelty's Desserts		
<b>Casting #</b>	6	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A pinch of bat guano +1		
<b>Description</b>	Effect: Creatures harming target -10% FEL		
	Target: One animal touched		
	Duration: Until Next Full moon		
Realms of Sorcery	Resist: No		
<b>Lore of the Beasts</b>			

Spell Name	Form of the Puissant Steed		
<b>Casting #</b>	18	<b>Casting Time</b>	2 FA
<b>Ingredient</b>	Hair from the main of a destrier +1		
<b>Description</b>	Effect: Target transforms into a destrier		
	Target: Self		
	Duration: At will or until Critical taken		
Realms of Sorcery	Resist: No (beneficial)		
<b>Lore of the Beasts</b>			

Spell Name	Leatherbane		
<b>Casting #</b>	15	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A vial of powdered bull's horn +2		
<b>Description</b>	Effect: Target's leathery goods turn to dust		
	Target: One creature touched		
	Duration: Permanent		
Realms of Sorcery	Resist: No		
<b>Lore of the Beasts</b>			

Spell Name	The Ox Stands		
<b>Casting #</b>	11	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	The hoof of an ox +2		
<b>Description</b>	Effect: Targets relieved of Fear/Terror		
	Target: All allies within 24y		
	Duration: Instant		
Realms of Sorcery	Resist: No (beneficial)		
<b>Lore of the Beasts</b>			

Spell Name	Repugnant Transformation		
<b>Casting #</b>	21	<b>Casting Time</b>	2 FA
<b>Ingredient</b>	The skin of a blue toad +3		
<b>Description</b>	Effect: Target transforms into its basest form		
	Target: One creature touched		
	Duration: Permanent or until dispelled		
Realms of Sorcery	Resist: WP (-10%) (no effect)		
<b>Lore of the Beasts</b>			

Spell Name	The Winter's Long Slumber		
<b>Casting #</b>	16	<b>Casting Time</b>	2 FA
<b>Ingredient</b>	A bear's tooth +2		
<b>Description</b>	Effect: Target falls into hibernation		
	Target: One willing creature touched		
	Duration: Next solstice/equinox or caster's will to end earlier		
Realms of Sorcery	Resist: No (beneficial)		
<b>Lore of the Beasts</b>			

Spell Name	The Animus Imprisoned		
<b>Casting #</b>	29	<b>Casting Time</b>	1 FA + 1 HA
<b>Ingredient</b>	The ribcage of a deceased jailor +3		
<b>Description</b>	Effect: Target's soul trapped in vessel. If vessel opened away from body -> Ghost  Target: One touched creature with soul  Duration: Instant  Resist: No		
Realms of Sorcery			
<b>Lore of Death</b>			

Spell Name	Death's Messenger		
<b>Casting #</b>	6	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A sharp knife +1		
<b>Description</b>	Effect: Target gains +10% to Intimidate  Target: Self  Duration: 1 minute  Resist: No (beneficial)		
Realms of Sorcery			
<b>Lore of Death</b>			

Spell Name	Death's Release		
<b>Casting #</b>	14	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A human skull +2		
<b>Description</b>	Effect: Target -10% WS, half-actions only  Target: One Ethereal creature within 12y  Duration: Until resisted or released  Resist: WP / rnd (no effect) (3 failures in row released)		
Realms of Sorcery			
<b>Lore of Death</b>			

Spell Name	Grief's End		
<b>Casting #</b>	5	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	An hourglass +1		
<b>Description</b>	Effect: Fear-, Terror- Characteristic-penalties Insanity effects caused by death removed  Target: One creature with a blood relative passed  Duration: Instant  Resist: No (beneficial)		
Realms of Sorcery			
<b>Lore of Death</b>			

Spell Name	The Icy Grip of Death		
<b>Casting #</b>	16	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A thorny rose stem +2		
<b>Description</b>	Effect: Targets stunned  Target: All under Large Template within 48y  Duration: Until resisted  Resist: WP / rnd (freed)		
Realms of Sorcery			
<b>Lore of Death</b>			

Spell Name	Knocks of the Departed		
<b>Casting #</b>	18	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	Scrap of cloth worn by the deceased in life +2		
<b>Description</b>	Effect: Target may answer a question by a number of audible knocks > 0  Target: One dead creature  Duration: One question  Resist: No		
Realms of Sorcery			
<b>Lore of Death</b>			

Spell Name	Life's End		
<b>Casting #</b>	31	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	The eyeball of a beheaded murderer +3		
<b>Description</b>	Effect: Target killed  Target: One creature with a soul within 12y  Duration: Instant  Resist: Opposed WP-test		
Realms of Sorcery			
<b>Lore of Death</b>			

Spell Name	Limbwither		
<b>Casting #</b>	11	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A nail of cold wrought iron +2		
<b>Description</b>	Effect: Targets Limb becomes useless for duration  Target: One creature's limb within 24y  Duration: Mag minutes  Resist: No		
Realms of Sorcery			
<b>Lore of Death</b>			

Spell Name	Tomb Robber's Curse		
<b>Casting #</b>	10	<b>Casting Time</b>	1 minute
<b>Ingredient</b>	Dirt from a violated grave +2		
<b>Description</b>	Effect: Target gets -10% WP, Int, Fel, +1 IP  Target: One creature desecrating corpse or tomb  Duration: 1 week  Resist: No		
Realms of Sorcery			
<b>Lore of Death</b>			

Spell Name	Ward Against Abomination		
<b>Casting #</b>	12	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	Stone/wood taken from a cemetery fence +2		
<b>Description</b>	Effect: Targets unable to approach you  Target: All Undead outside Mag*4 yards  Duration: Until you move  Resist: Opposed WP (no effect; Vampires, Mummies Wraith, Wights only)		
Realms of Sorcery			
<b>Lore of Death</b>			

Spell Name	Aqshy's Aegis		
<b>Casting #</b>	24	<b>Casting Time</b>	2 FA
<b>Ingredient</b>	A miniature shield made of gold +3		
<b>Description</b>	Effect: Target immune to fire damage  Target: Self and any allies who holds hands  Duration: Mag minutes  Realms of Sorcery Resist: Magical fire caused by 24+ casting number will cause damage. WP negates		
<b>Lore of Fire</b>			

Spell Name	Boiling Blood		
<b>Casting #</b>	21	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	An ogre's spleen +3		
<b>Description</b>	Effect: Target take a damage 3 hit for each round of duration  Target: One touched creature  Duration: Mag rounds  Realms of Sorcery Resist: -10% T test		
<b>Lore of Fire</b>			

Spell Name	Burning Vegeance		
<b>Casting #</b>	26	<b>Casting Time</b>	1 minute
<b>Ingredient</b>	Three drops of the target's blood +3		
<b>Description</b>	Effect: target seeks vengeance on named person.  Target: One person  Duration: One year and a day; or until vengeance is taken.  Realms of Sorcery Resist: -10% Will test		
<b>Lore of Fire</b>			

Spell Name	Choleric		
<b>Casting #</b>	6	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A thimbleful of bile +1		
<b>Description</b>	Effect: Target is irate towards another  Target: One creature with 12y  Duration: ??  Realms of Sorcery Resist: Will power test.		
<b>Lore of Fire</b>			

Spell Name	Consuming Wrath		
<b>Casting #</b>	16	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A lock of red hair +2		
<b>Description</b>	Effect: target gets +10% WS/T; target takes 1W per round.  Target: One touched creature  Duration: Until resist is made  Realms of Sorcery Resist: -10% will test		
<b>Lore of Fire</b>			

Spell Name	Curtain of Flame		
<b>Casting #</b>	14	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A scrap of a tapestry singed by fire +2		
<b>Description</b>	Effect: Target is a wall of fire; causing a damage 3 hit.  Target: 4y*12y area  Duration: Mag minutes  Realms of Sorcery Resist: N/A		
<b>Lore of Fire</b>			

Spell Name	Flashcook		
<b>Casting #</b>	4	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A metal fork +1		
<b>Description</b>	Effect: target is cooked or boiling  Target: One touched serving of food or one touched quart of liquid  Duration: Instant  Realms of Sorcery Resist: N/A		
<b>Lore of Fire</b>			

Spell Name	Inextinguishable Flame		
<b>Casting #</b>	11	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A bellows +2		
<b>Description</b>	Effect: fire is inextinguishable  Target: One fire with 12y (no bigger that a campfire)  Duration: Mag1=1 day; Mag2=1 week; Mag 3=1 month; Mag4=1 year  Realms of Sorcery Resist: N/A		
<b>Lore of Fire</b>			

Spell Name	Ruin and Destruction		
<b>Casting #</b>	18	<b>Casting Time</b>	2 FA
<b>Ingredient</b>	A white-hot piece of coal +2		
<b>Description</b>	Effect: Target is destroyed  Target: One touched non-living object Mag1=10 Enc; Mag2=50 Enc; Mag3=200 Enc; Mag4=1,000 End  Duration: Instant  Realms of Sorcery Resist: N/A		
<b>Lore of Fire</b>			

Spell Name	Taste of Fire		
<b>Casting #</b>	9	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A peppercorn +1		
<b>Description</b>	Effect: Target gets a fiery potency; consumer get intestinal distress  Target: One batch of food or drink  Duration: Several hours  Realms of Sorcery Resist:T test		
<b>Lore of Fire</b>			

Spell Name	Birdspeak		
<b>Casting #</b>	10	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A bird's tongue +2		
<b>Description</b>	Effect: Target can speak to birds		
	Target: Self		
	Duration: Mag minutes		
Realms of Sorcery	Resist: N/A		
<b>Lore of The Heavens</b>			

Spell Name	Clear Sky		
<b>Casting #</b>	12	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	Bottled breath of an eagle +2		
<b>Description</b>	Effect: Clear target from sky		
	Target: Single could or 100y shaft of clouds		
	Duration: Natural weather		
Realms of Sorcery	Resist: N/A		
<b>Lore of The Heavens</b>			

Spell Name	Finding Divination		
<b>Casting #</b>	21	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A chipped lens +3		
<b>Description</b>	Effect: Know what direction target is.		
	Target: One described item		
	Duration: Instant		
Realms of Sorcery	Resist: N/A		
<b>Lore of The Heavens</b>			

Spell Name	Fortune's Renewal		
<b>Casting #</b>	13	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A rabbit's foot +2		
<b>Description</b>	Effect: Target gains next days FP.		
	Target: One character touched		
	Duration: Instant		
Realms of Sorcery	Resist: N/A; target does not get the FP the next day. This is an "advance".		
<b>Lore of The Heavens</b>			

Spell Name	Lens on the Sky		
<b>Casting #</b>	8	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A pinch of clean sand +1		
<b>Description</b>	Effect: Disk magnifies everything; +20% perception test		
	Target: Self		
	Duration: ??		
Realms of Sorcery	Resist: N/A		
<b>Lore of The Heavens</b>			

Spell Name	Polish, Clean, and Glean		
<b>Casting #</b>	4	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A clean rag +1		
<b>Description</b>	Effect: Target is cleaned and spotless.		
	Target: One perception equipment (telescope, etc)		
	Duration: Instant		
Realms of Sorcery	Resist: N/A		
<b>Lore of The Heavens</b>			

Spell Name	Premonition		
<b>Casting #</b>	16	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A rabbit's foot +2		
<b>Description</b>	Effect: Target gains one extra fortune point		
	Target: Self		
	Duration: 24 hours		
Realms of Sorcery	Resist: Must be used within duration.		
<b>Lore of The Heavens</b>			

Spell Name	Project Spirit		
<b>Casting #</b>	18	<b>Casting Time</b>	2 FA
<b>Ingredient</b>	A pinch of horseradish +2		
<b>Description</b>	Effect: Target may leave body and explore.		
	Target: Self		
	Duration: Mag hours		
Realms of Sorcery	Resist: must return to body, or -20% WP test, fail and get 1 IP.		
<b>Lore of The Heavens</b>			

Spell Name	Signs in the Stars		
<b>Casting #</b>	24	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A piece of stained glass +2		
<b>Description</b>	Effect: Message is encoded in the stars		
	Target: Night sky		
	Duration: Instant		
Realms of Sorcery	Resist: N/A		
<b>Lore of The Heavens</b>			

Spell Name	Third Portent of Amul		
<b>Casting #</b>	14	<b>Casting Time</b>	2 FA
<b>Ingredient</b>	A drop of your own blood +2		
<b>Description</b>	Effect: If target receives a critical, re-roll.		
	Target: Self		
	Duration: 24 hours		
Realms of Sorcery	Resist: N/A		
<b>Lore of The Heavens</b>			

Spell Name	Father of Thorns		
<b>Casting #</b>	14	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A thorn that has ripped flesh +2		
<b>Description</b>	Effect: Target suffers a Damage 4 hit; M is 1/2		
	Target: Earth within 48y; All under Large Template		
Realms of Sorcery	Duration: Mag minutes		
	Resist: N/A		
<b>Lore of Life</b>			

Spell Name	Ferment		
<b>Casting #</b>	4	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A drop of pure water from a natural spring +1		
<b>Description</b>	Effect: Target is converted to a beverage		
	Target: Liquid for 12 people		
Realms of Sorcery	Duration: 24 hours		
	Resist: NA		
<b>Lore of Life</b>			

Spell Name	Flesh of Clay		
<b>Casting #</b>	24	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A small clay sculpture of self +3		
<b>Description</b>	Effect: Target's doubles S and T. Ag and M are 1/2		
	Target: Self		
Realms of Sorcery	Duration: Mag minutes		
	Resist: N/A		
<b>Lore of Life</b>			

Spell Name	Leaf Fall		
<b>Casting #</b>	12	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	An Oak leaf +2		
<b>Description</b>	Effect: BS tests against you suffer -20%		
	Target: Self		
Realms of Sorcery	Duration: Mag minutes		
	Resist: N/A		
<b>Lore of Life</b>			

Spell Name	Track's Tale Told		
<b>Casting #</b>	7	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A fallen tree branch +1		
<b>Description</b>	Effect: target +20% track/gain information/follow trail		
	Target: Self		
Realms of Sorcery	Duration: Until track leads to a man made trail/cultivated land		
	Resist: N/A		
<b>Lore of Life</b>			

Spell Name	Tree-Dweller's Step		
<b>Casting #</b>	8	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A bit of sap +1		
<b>Description</b>	Effect: Target gains +20% climb test		
	Target: One touched character, creature or self		
Realms of Sorcery	Duration: ??		
	Resist: N/A		
<b>Lore of Life</b>			

Spell Name	Tree's Rustle		
<b>Casting #</b>	18	<b>Casting Time</b>	1 hour
<b>Ingredient</b>	A handful of moist earth +2		
<b>Description</b>	Effect: Target can communication with tree		
	Target: Self		
Realms of Sorcery	Duration: 1 additional hour		
	Resist: N/A		
<b>Lore of Life</b>			

Spell Name	Vital Growth		
<b>Casting #</b>	15	<b>Casting Time</b>	2+ FA
<b>Ingredient</b>	A living sprout +2		
<b>Description</b>	Effect: Target grows for each FA being cast		
	Target: Plant or seed in arms reach		
Realms of Sorcery	Duration: N/A		
	Resist: N/A		
<b>Lore of Life</b>			

Spell Name	The Wilds Undisturbed		
<b>Casting #</b>	11	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	Moss undisturbed for a decade +2		
<b>Description</b>	Effect: Target may travel forest as if it was a paved road		
	Target: Self plus Mag others		
Realms of Sorcery	Duration: 100 miles or until you cross man made trail/cultivated area		
	Resist: N/A		
<b>Lore of Life</b>			

Spell Name	Wood Shape		
<b>Casting #</b>	16	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A strip of bark +2		
<b>Description</b>	Effect: Target becomes a tree		
	Target: A willing, touched creature		
Realms of Sorcery	Duration: Mag hours		
	Resist: N/A		
<b>Lore of Life</b>			

Spell Name	Boon of Hysh		
<b>Casting #</b>	27	<b>Casting Time</b>	2 FA
<b>Ingredient</b>	A lock of hair from target, cut while healthy +3		
<b>Description</b>	Effect: Target is healed		
	Target: One touched person or self		
	Duration: Instant		
Realms of Sorcery	Resist: N/A		
<b>Lore of Light</b>			

Spell Name	Clarity		
<b>Casting #</b>	7	<b>Casting Time</b>	1HA
<b>Ingredient</b>	A clear glass bead +1		
<b>Description</b>	Effect: Target gain +10% back to a penalty to WP, Fel, or Int.		
	Target: One touched person or self		
	Duration: Mag hours		
Realms of Sorcery	Resist: N/A		
<b>Lore of Light</b>			

Spell Name	Cleansing Glow		
<b>Casting #</b>	5	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A bit of soap +1		
<b>Description</b>	Effect: Target is clean, food is edible		
	Target: One touch item/person/surface		
	Duration: Instant		
Realms of Sorcery	Resist: N/A		
<b>Lore of Light</b>			

Spell Name	Ill-Bane		
<b>Casting #</b>	16	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A poultice +2		
<b>Description</b>	Effect: Target is removed a poison or disease duration is 1/2		
	Target: Mag characters with 8y		
	Duration: Instant		
Realms of Sorcery	Resist: Must pick poison or disease before casting		
<b>Lore of Light</b>			

Spell Name	Illuminate the Edifice		
<b>Casting #</b>	11	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	An unburned wax candle +2		
<b>Description</b>	Effect: Target shines as if it was daylight		
	Target: A touched building; 1Mag=hovel-sized, 2Mag=multiroom; 3Mag=Large manor; 4Mag=Any size		
	Duration: ??		
Realms of Sorcery	Resist: N/A		
<b>Lore of Light</b>			

Spell Name	Light of Purity		
<b>Casting #</b>	12	<b>Casting Time</b>	2 FA
<b>Ingredient</b>	A wax candle blessed by priest of Shallya +2		
<b>Description</b>	Effect: Target is light on fire.		
	Target: Candle to campfire		
	Duration: Natural fire life (life of candle, etc)		
Realms of Sorcery	Resist: N/A		
<b>Lore of Light</b>			

Spell Name	Light's Demand		
<b>Casting #</b>	21	<b>Casting Time</b>	2 FA
<b>Ingredient</b>	A flawless mirror +3		
<b>Description</b>	Effect: Light from target causes daemons to lose move actions		
	Target: Self or mirror		
	Duration: Mag rounds; +1 round per W sacrificed		
Realms of Sorcery	Resist: -10% WP		
<b>Lore of Light</b>			

Spell Name	The Power of Truth		
<b>Casting #</b>	18	<b>Casting Time</b>	1FA + 1 HA
<b>Ingredient</b>	A blank sheet of vellum +2		
<b>Description</b>	Effect: Target gains +30% charm		
	Target: One touched creature or self		
	Duration: ??		
Realms of Sorcery	Resist: N/A		
<b>Lore of Light</b>			

Spell Name	Radiant Sentinel		
<b>Casting #</b>	14	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A buckler +2		
<b>Description</b>	Effect: Once a round, a blow is deflected using target WP		
	Target: Self		
	Duration: Mag minutes		
Realms of Sorcery	Resist: N/A		
<b>Lore of Light</b>			

Spell Name	Radiant Weapon		
<b>Casting #</b>	9	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A silver charm +1		
<b>Description</b>	Effect: Target is magical and +2 damage to daemons		
	Target: One touched melee weapon		
	Duration: Mag minutes		
Realms of Sorcery	Resist: N/A		
<b>Lore of Light</b>			

Spell Name	Breach the Unknown		
<b>Casting #</b>	22	<b>Casting Time</b>	1 min
<b>Ingredient</b>	A dram of ruby sulfur extract +3		
<b>Description</b>	Effect: Learn the properties of target		
	Target: One object		
Realms of Sorcery	Duration: Instant		
	Resist: N/A		
<b>Lore of Metal</b>			

Spell Name	Fault of Form		
<b>Casting #</b>	6	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A small metal file +1		
<b>Description</b>	Effect: Target loses effects of weapon quality; wielder -10% WS		
	Target: One weapon with 24y		
Realms of Sorcery	Duration: 1d10 rounds		
	Resist: N/A		
<b>Lore of Metal</b>			

Spell Name	Fool's Gold		
<b>Casting #</b>	17	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A petrified flower +2		
<b>Description</b>	Effect: Target increases value by 10 times.		
	Target: One object		
Realms of Sorcery	Duration: Mag hours		
	Resist: N/A		
<b>Lore of Metal</b>			

Spell Name	Inscription		
<b>Casting #</b>	7	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A chisel +1		
<b>Description</b>	Effect: Target is inscribed with a message from you		
	Target: Metallic surface		
Realms of Sorcery	Duration: Instant		
	Resist: N/A		
<b>Lore of Metal</b>			

Spell Name	Law of Age		
<b>Casting #</b>	15	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A fossilized bone +2		
<b>Description</b>	Effect: Target difficultly to break decreases		
	Target: One solid object		
Realms of Sorcery	Duration: Mag + 1 minutes		
	Resist: N/A		
<b>Lore of Metal</b>			

Spell Name	Law of Form		
<b>Casting #</b>	8	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	An iron rod +1		
<b>Description</b>	Effect: Target gains weight and feel; increased Encumbrance.		
	Target: One solid object		
Realms of Sorcery	Duration: Mag minutes		
	Resist: N/A		
<b>Lore of Metal</b>			

Spell Name	Rigidity of Body and Mind		
<b>Casting #</b>	12	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A small steel disc +2		
<b>Description</b>	Effect: Target gains +1 AP (all locations); +10% WP		
	Target: Self		
Realms of Sorcery	Duration: Mag minutes		
	Resist: N/A		
<b>Lore of Metal</b>			

Spell Name	Secret Rune		
<b>Casting #</b>	14	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A vial of ink infused with flakes of gold +3		
<b>Description</b>	Effect: same as inscription, but can hide the message; it can also show a hidden message.		
	Target: Metallic surface		
Realms of Sorcery	Duration: Instant		
	Resist: N/A		
<b>Lore of Metal</b>			

Spell Name	Stoke the Forge		
<b>Casting #</b>	4	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A breath of hot air +1		
<b>Description</b>	Effect: Target burns as hot as possible		
	Target: Already burning fire		
Realms of Sorcery	Duration: 1d10 * 10 minutes		
	Resist: N/A		
<b>Lore of Metal</b>			

Spell Name	Tale of Metal		
<b>Casting #</b>	11	<b>Casting Time</b>	2 FA
<b>Ingredient</b>	A lens +1		
<b>Description</b>	Effect: Learn targets past		
	Target: One touched metal object		
Realms of Sorcery	Duration: Instant		
	Resist: N/A		
<b>Lore of Metal</b>			

Spell Name	Burning Shadows		
<b>Casting #</b>	14	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	Black Lotus poison harvested in shadow +2		
<b>Description</b>	Effect: Characters within target suffer a damage 3 hit		
Realms of Sorcery	Target: Shadows within 18y		
	Duration: 1 FA		
	Resist: N/A		
<b>Lore of Shadow</b>			

Spell Name	Eye of the Beholder		
<b>Casting #</b>	6	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A monstrous eyeball or Best Quality item +1		
<b>Description</b>	Effect: Target appears worthless or valuable		
Realms of Sorcery	Target: Moderately sized item		
	Duration: Mag hours		
	Resist: -20% appraise		
<b>Lore of Shadow</b>			

Spell Name	Mindhole		
<b>Casting #</b>	8	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	Fingernail clippings of target +1		
<b>Description</b>	Effect: Target forgets caster exists.		
Realms of Sorcery	Target: One character within 48y		
	Duration: Instant		
	Resist: Opposed WP test		
<b>Lore of Shadow</b>			

Spell Name	Mockery of Death		
<b>Casting #</b>	18	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A corpse shroud buried at least a year +2		
<b>Description</b>	Effect: Target appears dead; but target retains visual/audio functionality		
Realms of Sorcery	Target: One touched person or self		
	Duration: Caster dispels; Mag days		
	Resist: WP test		
<b>Lore of shadow</b>			

Spell Name	Mutable Visage		
<b>Casting #</b>	7	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A pinch of Good Craftsmanship cosmetics +1		
<b>Description</b>	Effect: Target gets +/- 10% Fel		
Realms of Sorcery	Target: One touched character or self		
	Duration: Mag hours		
	Resist: Opposed WP test		
<b>Lore of Shadow</b>			

Spell Name	Shadow of Death		
<b>Casting #</b>	15	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A shred of cloth from robes of a Wight +2		
<b>Description</b>	Effect: Target looks fearsome and deadly; Causes fear.		
Realms of Sorcery	Target: Self		
	Duration: 1 round		
	Resist: N/A		
<b>Lore of Shadow</b>			

Spell Name	Shadowsteed		
<b>Casting #</b>	11	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A chip of hoof from a well-traveled horse +2		
<b>Description</b>	Effect: Summoned horse to carry target at top speed.		
Realms of Sorcery	Target: Self or another character		
	Duration: Until stopped or dawn		
	Resist: N/A		
<b>Lore of Shadow</b>			

Spell Name	Substance of Shadow		
<b>Casting #</b>	22	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A perfectly round piece of finest velvet +3		
<b>Description</b>	Effect: Target becomes a shadow		
Realms of Sorcery	Target: Single touched character or object < 200 Enc. In a shadow or self		
	Duration: Until target steps out of shadow or shadow is interrupted.		
	Resist: N/A		
<b>Lore of Shadow</b>			

Spell Name	Take No Heed		
<b>Casting #</b>	9	<b>Casting Time</b>	1 HA
<b>Ingredient</b>	A pinch of nothing in particular +1		
<b>Description</b>	Effect: Target is not noticed		
Realms of Sorcery	Target: Self		
	Duration: ??		
	Resist: Opposed WP to even talk to target		
<b>Lore of Shadow</b>			

Spell Name	Throttling		
<b>Casting #</b>	13	<b>Casting Time</b>	1 FA
<b>Ingredient</b>	A garrotte that has been used to strangle +3		
<b>Description</b>	Effect: Target can not longer breathe; loses 1 hit each round		
Realms of Sorcery	Target: Anything with 12y		
	Duration: 1 HA each round		
	Resist: T test		
<b>Lore of Shadow</b>			