



Spell Theory	Tier I	Tier II	Tier III	Tier IV	Tier V
Affectation	Blind	Sleep	Poison	Paralyze	Mimicry
Air	Sense Weather	Call Wind	Create Air	Resist Air	Flight
Connections	Magic Threads	Manipulate Threads	Bind	Enhance	Grant Thought
Defense	Magic Shield	Grant Armor	Raise Barrier	Redirect Damage	Mirror Armor
Earth	Sense Vibrations	Ground Energy	Create Earth	Resist Earth	Manipulate Earth
Effect Expansion	Reduce Range	Expand Range	Contain Spell	Create Area of Effect	Target Group
Fire	Fire Knowledge	Manipulate Fire	Create Fire	Resist Fire	Shape Fire
Healing	Heal Self/Other	Revive	Refresh	Regenerate	Resurrection
Hexing	Jumping at Shadows	Weakness	Nightmares	Exhaust	Shadow of Death
Illusion	Sight	Sound	Smell	Touch	Taste
Imbuement	Imbue	Cooperation	Restore Item	Enchant	Permanency
Light	Create Light	Suppress Light	Night Vision	Bright Vision	True Sight
Magic	Detect Magic	Reveal Magic	Negate Magic	Shift Magic	Tap Source
Mind	Share Thought	Interpret	Read Mind	Shroud Mind	Control Mind
Movement	Telekinesis	Transport	Portal	Banish	Summon
Necromancy	Raise Ghost	Raise Skeleton	Raise Zombie	Demonic Contract	Raise Self
Offense	Magic Bolt	Immolate	Bypass Armor	Buff	Aim True
Time Magic	Hindsight	Remote Viewing	Foresight	Alter Speed	Pluck Item
Transmogrification	Alter Weight	Alter Density	Alter Size	Alter Shape	Shape Shift
Water	Purify Water	Water Breath	Create Water	Resist Water	Manipulate Water