

School	Order	Spell	Combat	Mass	Sorcerous College				
					Dorondar	Harringran	Justria	Olica	Xadamos
U N I V E R S A L	First	Comprehension , Ritual			Yes	Yes	Yes	Yes	Yes
		Detect Magic			Yes	Yes	Yes	Yes	Yes
		Light			Yes	Yes	Yes	Yes	Yes
		Mage Armour, self			Yes	Yes	Yes	Yes	Yes
		Mana Drip			Yes	Yes	Yes	Yes	Yes
		Mana Pulse			Yes	Yes	Yes	Yes	Yes
		Sense Object			Yes	Yes	Yes	Yes	Yes
		Spell Guard, self			Yes	Yes	Yes	Yes	Yes
	Second	Empower Object			Yes	Yes	Yes	Yes	Yes
		Identify Magic			Yes	Yes	Yes	Yes	Yes
		Locate Object			Yes	Yes	Yes	Yes	Yes
		Lift Spell			Yes	Yes	Yes	Yes	Yes
		Mage Armour, other			Yes	Yes	Yes	Yes	Yes
		Mana Transfer			Yes	Yes	Yes	Yes	Yes
		Spell Guard, other, (spec)		Yes	Yes	Yes	Yes	Yes	Yes

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					Dorondar	Harringran	Justria	Olica	Xadamos
B O D Y	First	Blood Sacrifice, Ritual			Yes				
		Cure Blindness			Yes	Yes		Yes	Yes
		Enhance Strength I, Ritual		Yes	Yes	Yes	Yes		
		Enhance Toughness I, Ritual		Yes	Yes	Yes	Yes		
		Heal Limb			Yes	Yes		Yes	Yes
		Wound Limb	Yes		Yes	Yes		Yes	Yes
	Second	Blind	Yes	Yes	Yes	Yes			
		Cure Disease		Yes	Yes	Yes		Yes	Yes
		Death Sleep			Yes	Yes		Yes	Yes
		Disease	Yes	Yes	Yes				Yes
		Enhance Strength II, Ritual		Yes	Yes	Yes	Yes		
		Enhance Toughness II, Ritual		Yes	Yes	Yes	Yes		
		Flee			Yes	Yes			
		Heal Body			Yes	Yes		Yes	Yes
		Purge Poison, Lesser		Yes	Yes	Yes		Yes	Yes
		Regeneration Lesser, Ritual		Yes	Yes	Yes			
		Wound Body	Yes		Yes	Yes		Yes	
	High	All Heal		Yes	Yes				
		Enhance Strength III, Ritual		Yes	Yes				
		Enhance Tough. III, Ritual		Yes	Yes				
		Paralyze	Yes	Yes	Yes				
		Poison	Yes	Yes	Yes				Yes
		Purge Poison, Greater		Yes	Yes				
		Restore Limb / Organ, Ritual			Yes				
		Regeneration Gtr, Ritual		Yes	Yes				
		Strengthen Flesh, Ritual		Yes	Yes				
		Strike Down	Yes	Yes	Yes				

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M I N D	First	Befriend	Yes	Yes	Yes	Yes		Yes	Yes
		Confusion	Yes	Yes	Yes		Yes	Yes	Yes
		Enhance Agility I, Ritual		Yes	Yes		Yes		Yes
		Enhance Mind I (Special)			Yes	Yes			Yes
		Fear	Yes	Yes	Yes	Yes	Yes		Yes
		Sacrifice Mind, Ritual							Yes
	Second	Enhance Agility II, Ritual		Yes	Yes				Yes
		Enhance Mind II (Special)			Yes				Yes
		Fumble	Yes	Yes	Yes	Yes		Yes	Yes
		Obey	Yes		Yes		Yes	Yes	Yes
		Terror	Yes	Yes		Yes	Yes		Yes
	High	Charm	Yes	Yes					Yes
		Death Fugue	Yes	Yes					Yes
		Dominate	Yes		Yes				Yes
		Enhance Agility III, Ritual		Yes					Yes
		Enhance Mind III (Special)							Yes
		Restore Mind, Ritual			Yes				Yes

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S P I R I T	First	Enhance Vigour I, Ritual		Yes			Yes	Yes	Yes
		Enhance Will I, Ritual		Yes			Yes	Yes	Yes
		Speak with the Dead, Ritual			Yes	Yes	Yes	Yes	Yes
		Spirit Destruction, Ritual						Yes	
	Second	Agony	Yes	Yes			Yes	Yes	Yes
		Choke	Yes					Yes	Yes
		Drain Life	Yes	Yes	Yes			Yes	Yes
		Enhance Vigour II, Ritual		Yes		Yes	Yes	Yes	
		Enhance Will II, Ritual		Yes		Yes	Yes	Yes	Yes
		Instruct Spirit						Yes	Yes
		Pact	Yes		Yes		Yes	Yes	Yes
		Repel	Yes	Yes			Yes	Yes	Yes
		Restore Spirit Strength			Yes	Yes		Yes	Yes
		Sleep	Yes	Yes	Yes			Yes	
		Spirit Tether			Yes	Yes		Yes	Yes
		Wraith Form						Yes	
	High	Black Channels / Blast Spirit	Yes					Yes	Yes
		Enhance Vigour III, Ritual		Yes				Yes	
		Enhance Will III, Ritual		Yes				Yes	
		Exorcism, Ritual						Yes	
		Greater Spirit Tether, Ritual						Yes	Yes
		Restore Spirit, Ritual		Yes	Yes			Yes	Yes
		Summon Fetch, Ritual						Yes	Yes
		Ward against Spirits, Ritual						Yes	Yes

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					Dorondar	Harringran	Justria	Olica	Xadamos
M A T T E R	First	Drop	Yes		Yes	Yes	Yes	Yes	
		Empower Automata, Lesser					Yes		
		Enchant Armour			Yes	Yes	Yes		
		Enchant Missile			Yes	Yes	Yes		
		Enchant Weapon			Yes	Yes	Yes		
		Entangle	Yes			Yes	Yes		
		Hard Shield, personal			Yes	Yes	Yes		
		Ignite			Yes		Yes		
		Knock Back	Yes	Yes	Yes	Yes	Yes		
		Mend Item			Yes	Yes	Yes	Yes	
		Sacrifice Substance, Ritual					Yes		
		Trip	Yes			Yes	Yes		
	Second	Empower Automata, Grtr					Yes		
		Enchant Armour, Grtr, Ritual		Yes		Yes	Yes		
		Enchant Weapon, Grtr, Ritual		Yes		Yes	Yes		
		Freeze	Yes	Yes		Yes	Yes		
		Heat	Yes		Yes		Yes		
		Instruct Automata					Yes		
		Knock Down	Yes	Yes	Yes	Yes	Yes		
		Shatter	Yes		Yes	Yes	Yes		
		Stun	Yes	Yes		Yes			
		Warp	Yes		Yes	Yes	Yes		
		Hard Shield, area				Yes	Yes		
	High	Body of Iron		Yes		(Yes)	Yes		
		Empower Auto., True					Yes		
		Enchant Armour, True, Ritual		Yes			Yes		
		Enchant Weapon, True, Ritual		Yes		(Yes)	Yes		
		Iron Guard, Ritual		Yes		(Yes)	Yes		
		Heat, Greater	Yes				Yes		

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M A G I C	First	Spell Guard, Item				Yes	Yes	Yes	Yes
		Spell Ward				Yes	Yes	Yes	Yes
		Sacrifice Magic, Ritual				(Yes)			
	Second	Contingency, self				(Yes)	Yes		
		Dispel Magic				(Yes)	Yes	Yes	Yes
		Divine Nature, Ritual				Yes	Yes		
		Mage Armour, Grtr, Ritual		Yes		(Yes)	Yes		
		Reflect Spell				Yes	Yes	Yes	Yes
		Spell Guard, Greater, self			Yes	Yes	Yes	Yes	Yes
	High	Absorb Spell				(Yes)			
		Chain Spells				(Yes)			
		Cold Room, Ritual							
		Contingency, other				(Yes)			
		Contingency, grtr, self				(Yes)			
		Deflect Spell				(Yes)	Yes		
		Dispel Magic, Greater				(Yes)	Yes		
		Mage Armour, True, Ritual		Yes		(Yes)			
		Negate Magic, Ritual				(Yes)			
		Spell Guard Grtr other, (spec)		Yes		(Yes)	Yes		
		Spell Guard, Tr, other (spec)		Yes					
		Spell Guard True, self				(Yes)	Yes		

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					Dorondar	Harringran	Justria	Olica	Xadamos
D I M E N S I O N S	First	Invisibility, Self						Yes	Yes
		Restore Energy, Ritual							Yes
	Second	Instruct Outsider						Yes	Yes
		Invisibility, Other						Yes	Yes
		Greater Invisibility, Self						Yes	Yes
		Open Path, Ritual						Yes	Yes
		Teleport, item						Yes	Yes
		Teleport, other						Yes	Yes
		Teleport, self						Yes	Yes
	High	Close Rift, Ritual							
		Create Portal, Ritual							
		Greater Invisibility, Other							
		Greater Teleport							
		Summon Familiar, Ritual						Yes	Yes
		True Invisibility, Self							