

Chart Key

Magery Requirement

No Magery
Required

Magery 1

Magery 2

Magery 3

Spell Difficulty

Hard

Very Hard

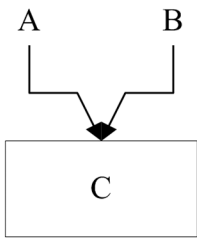
16+
Prerequisite spell must
be known at skill level
16 or higher.

x2
At least 2 variants of
the prerequisite spell
must be known.

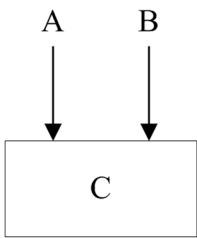
Prerequisites

Spell from
other college

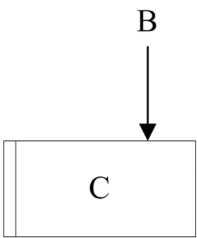
Non-spell
prerequisite



C requires A *and* B



C requires A *or* B



C requires Magery 1
or B

College Identification

Is an X spell

Is also an X
spell

^{Ai}Air
^{An}Animal
^BBody Control
^CCommunication & Empathy
^{Ea}Earth
^{En}Enchantment

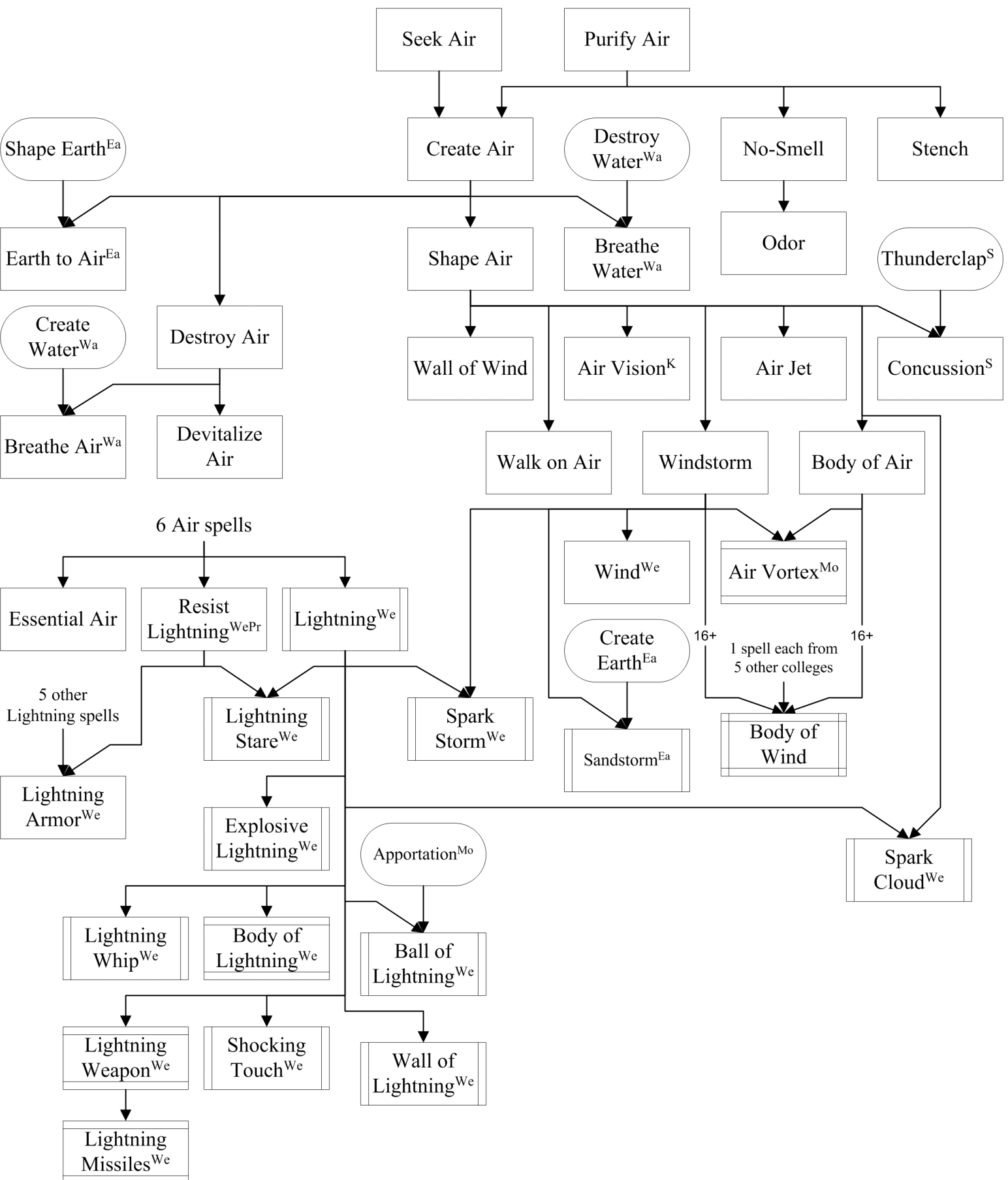
^{Fi}Fire
^{Fo}Food
^GGate
^HHealing
^IIllusion & Creation
^KKnowledge

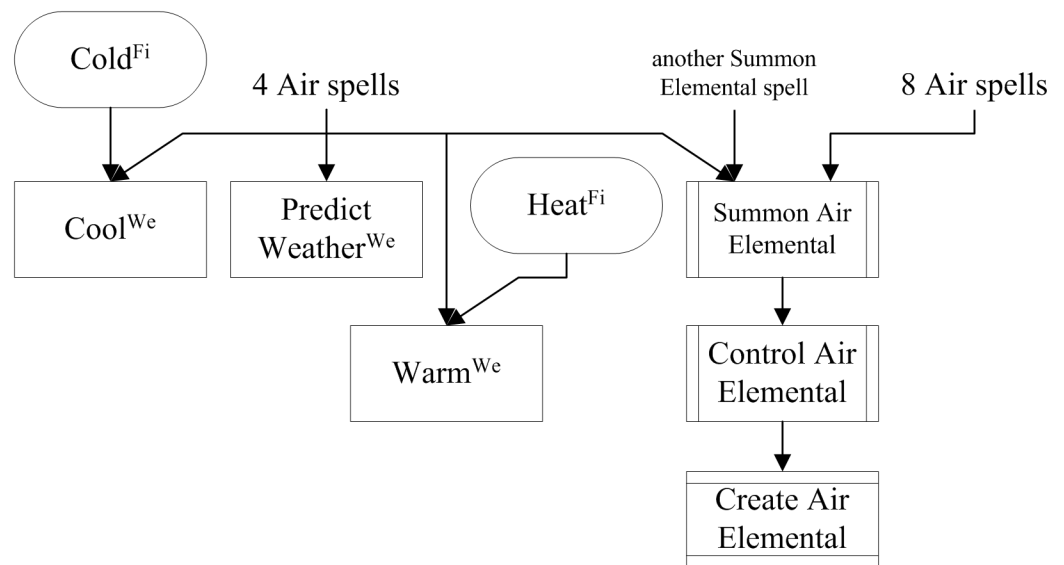
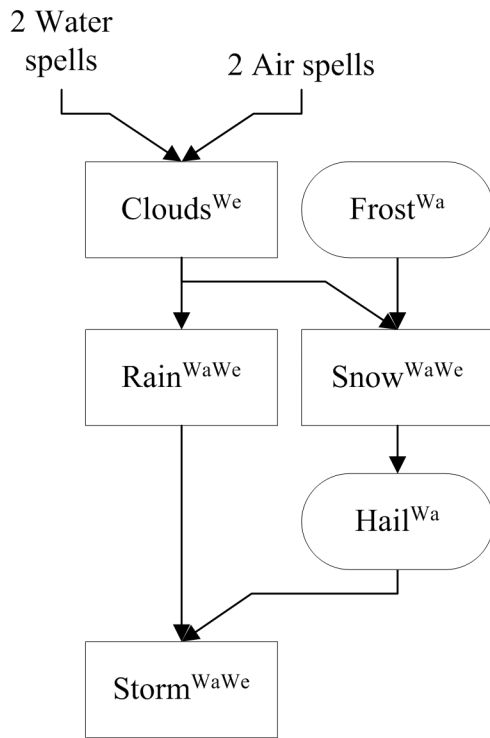
^LLight
^{Ma}Making & Breaking
^{Me}Meta
^{Mi}Mind Control
^{Mo}Movement
^NNecromantic

^{Pl}Plant
^{Pr}Protection
^SSound
^TTechnological
^{Wa}Water
^{We}Weather

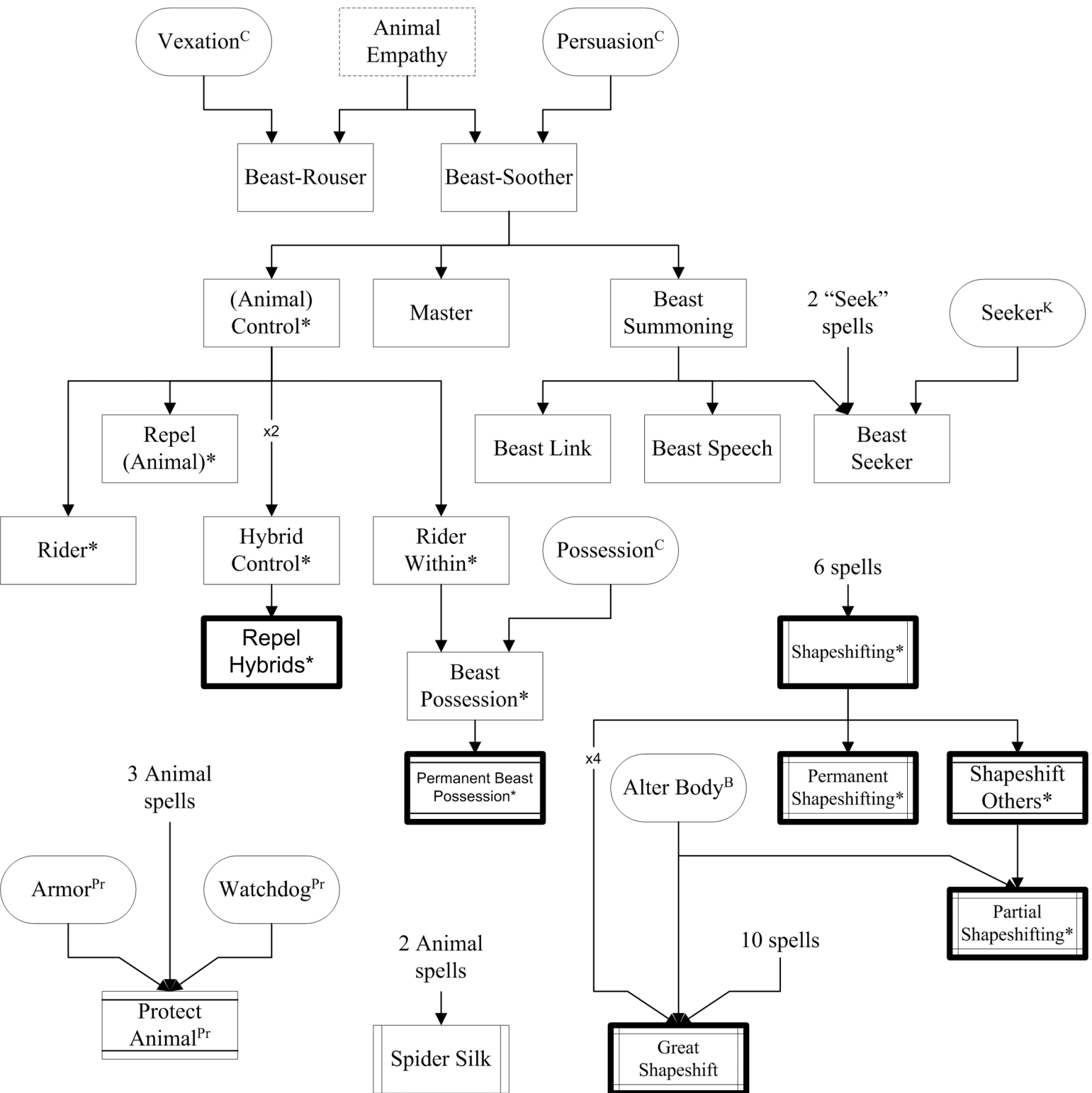
Air College

1 of 2





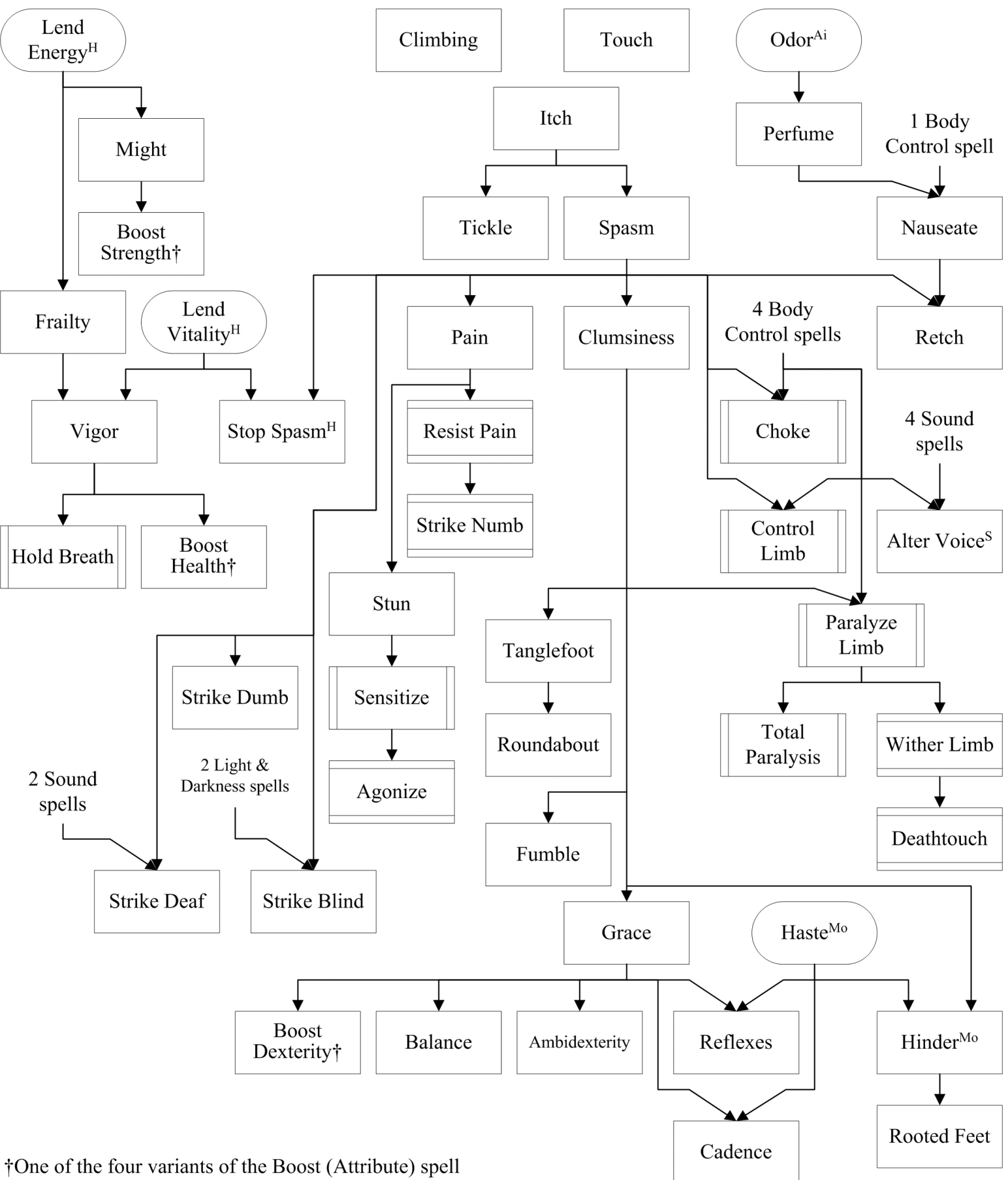
Animal College



*Each animal requires a different spell; each Animal (Control) or Shapeshifting spell is the prerequisite for subsequent spells for the same animal (or animals, for the Hybrid spells).

Body Control College

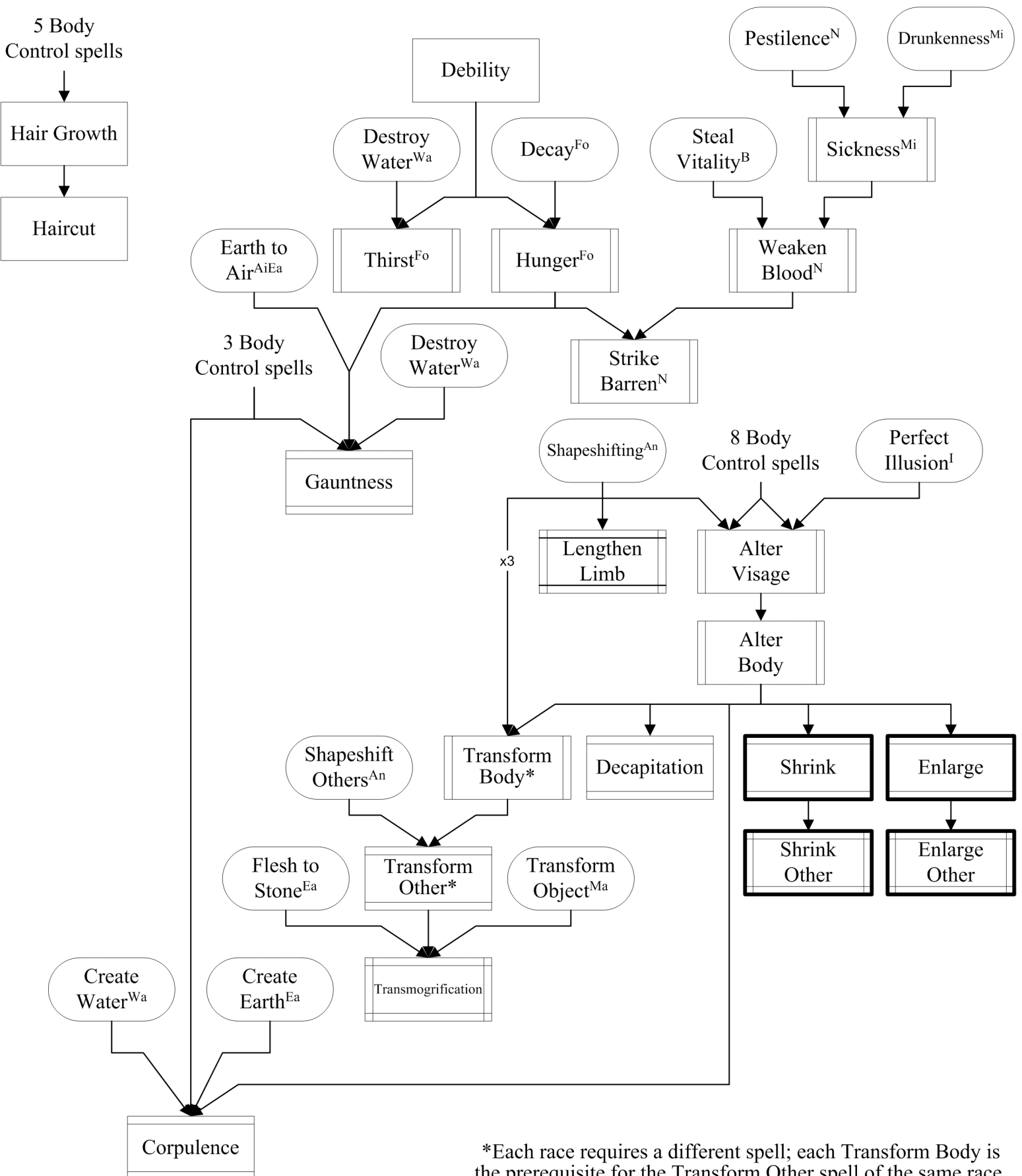
1 of 2



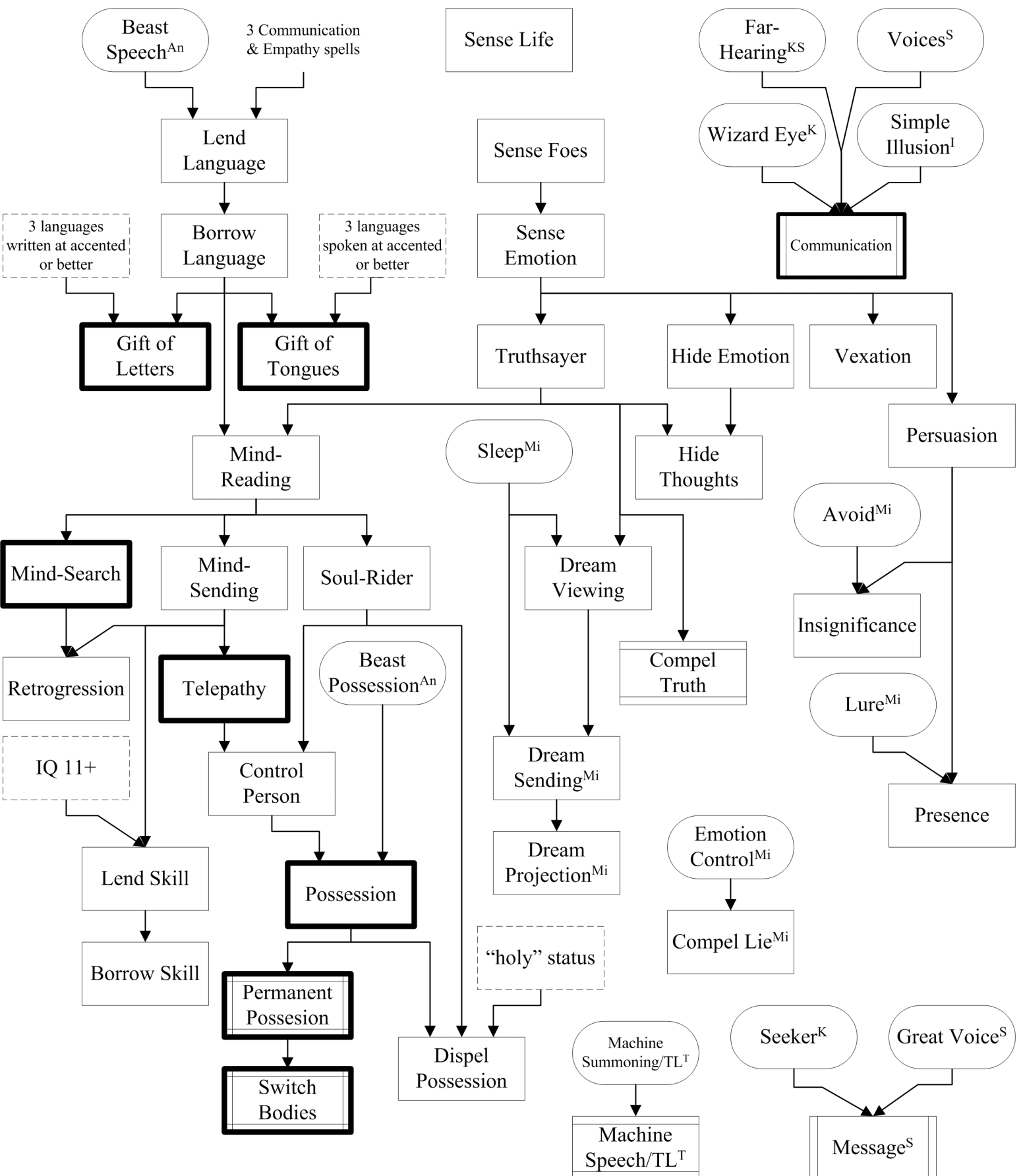
†One of the four variants of the Boost (Attribute) spell

Body Control College

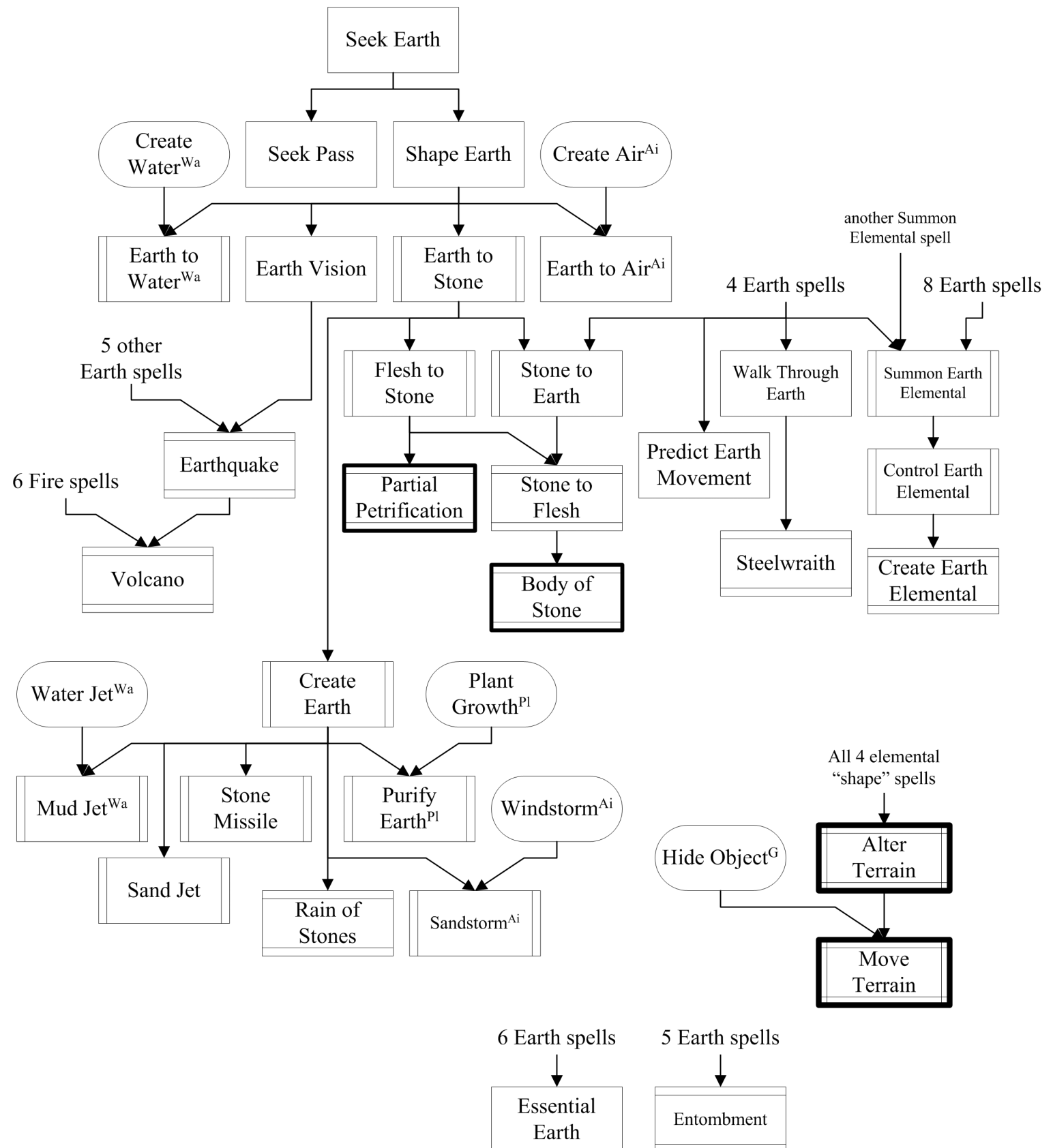
2 of 2



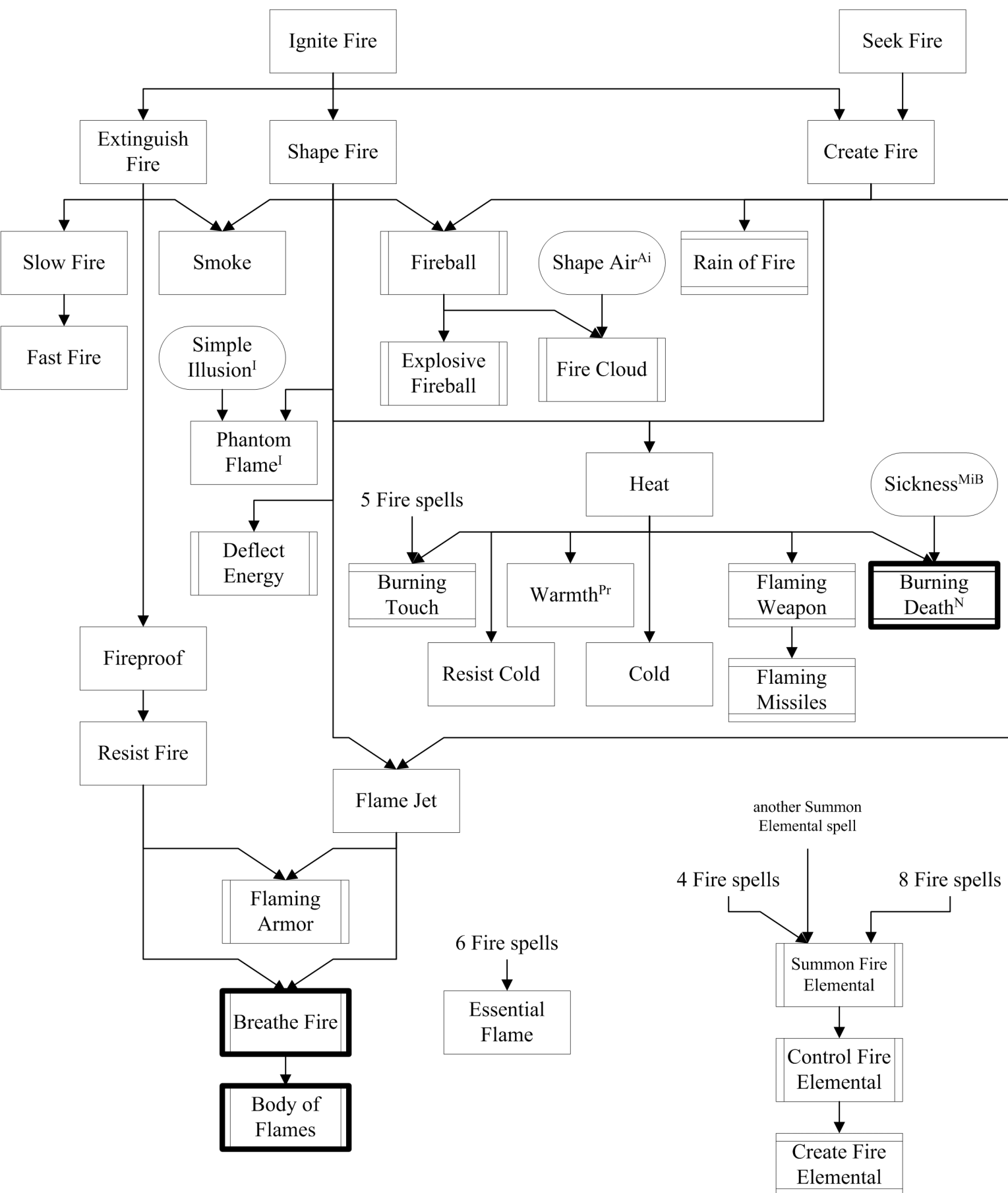
Communication & Empathy College



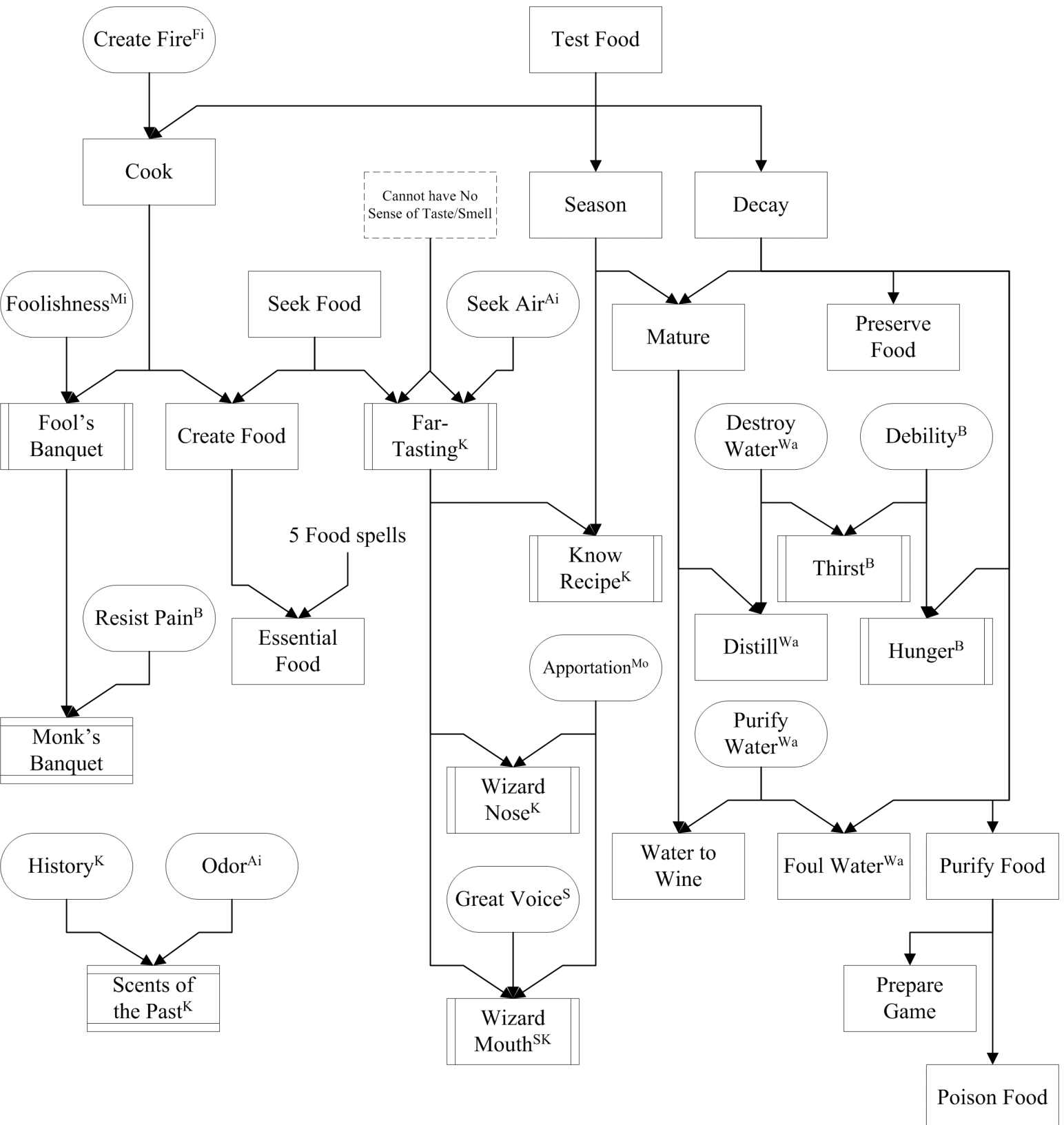
Earth College



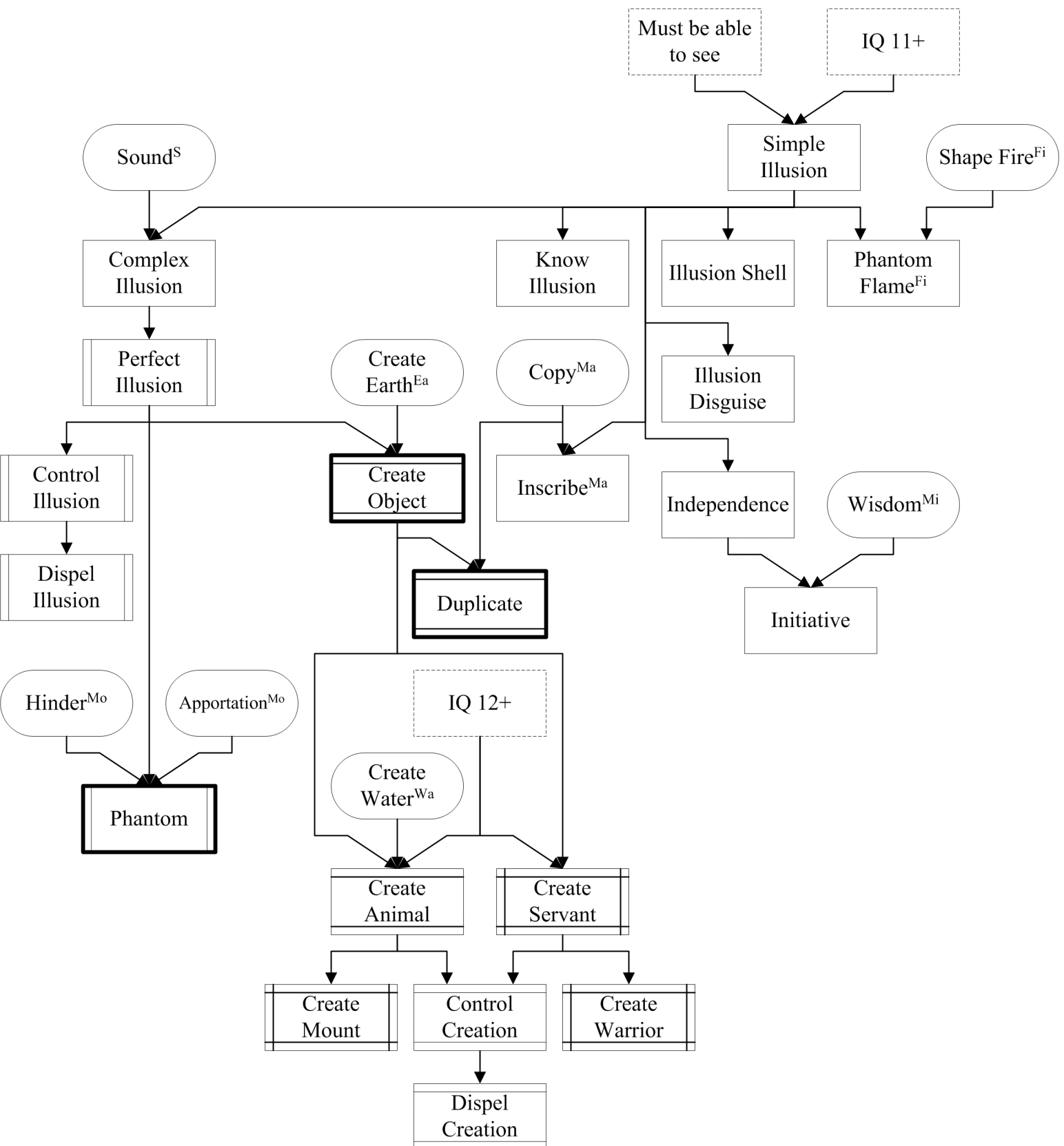
Fire College



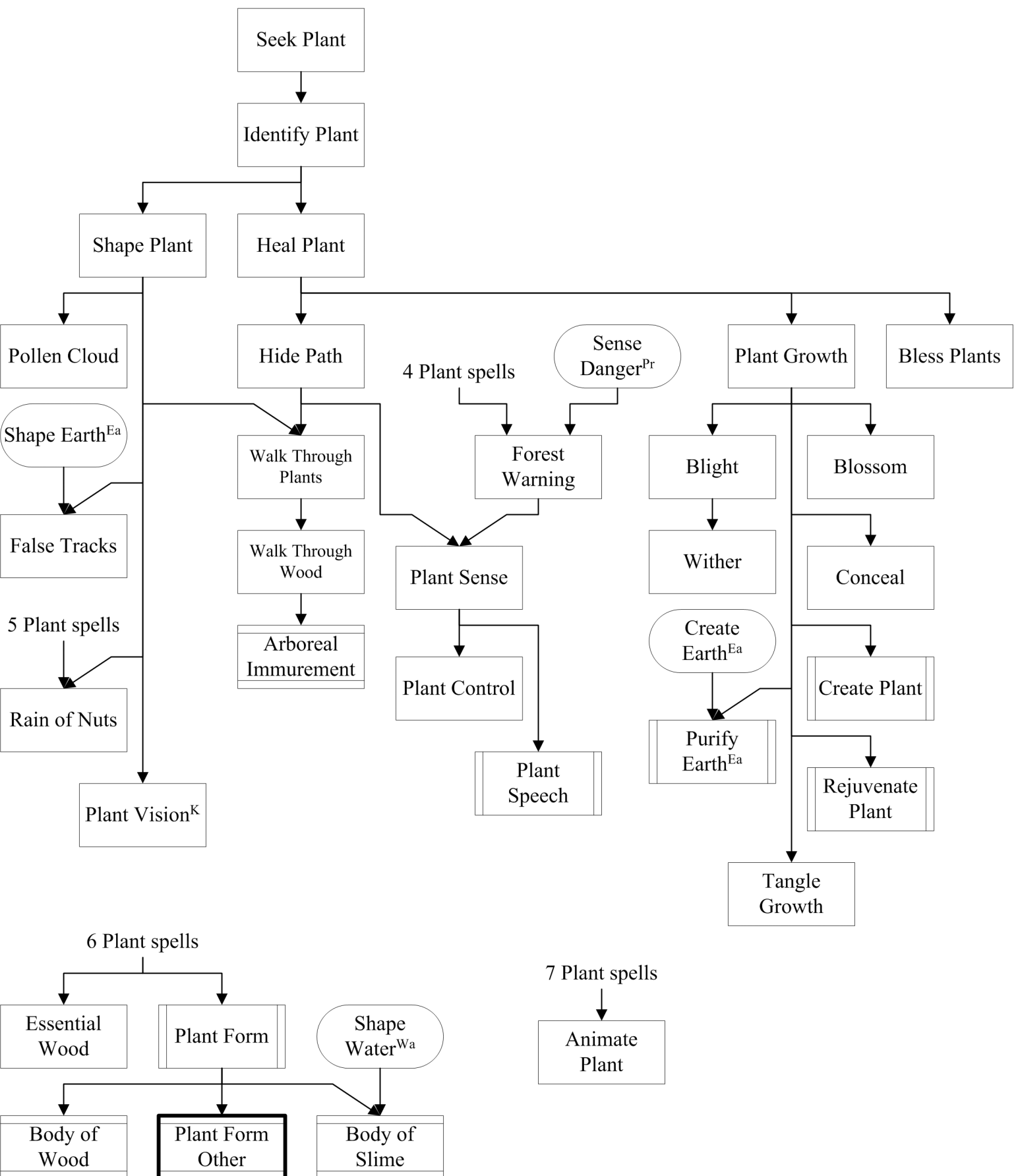
Food College

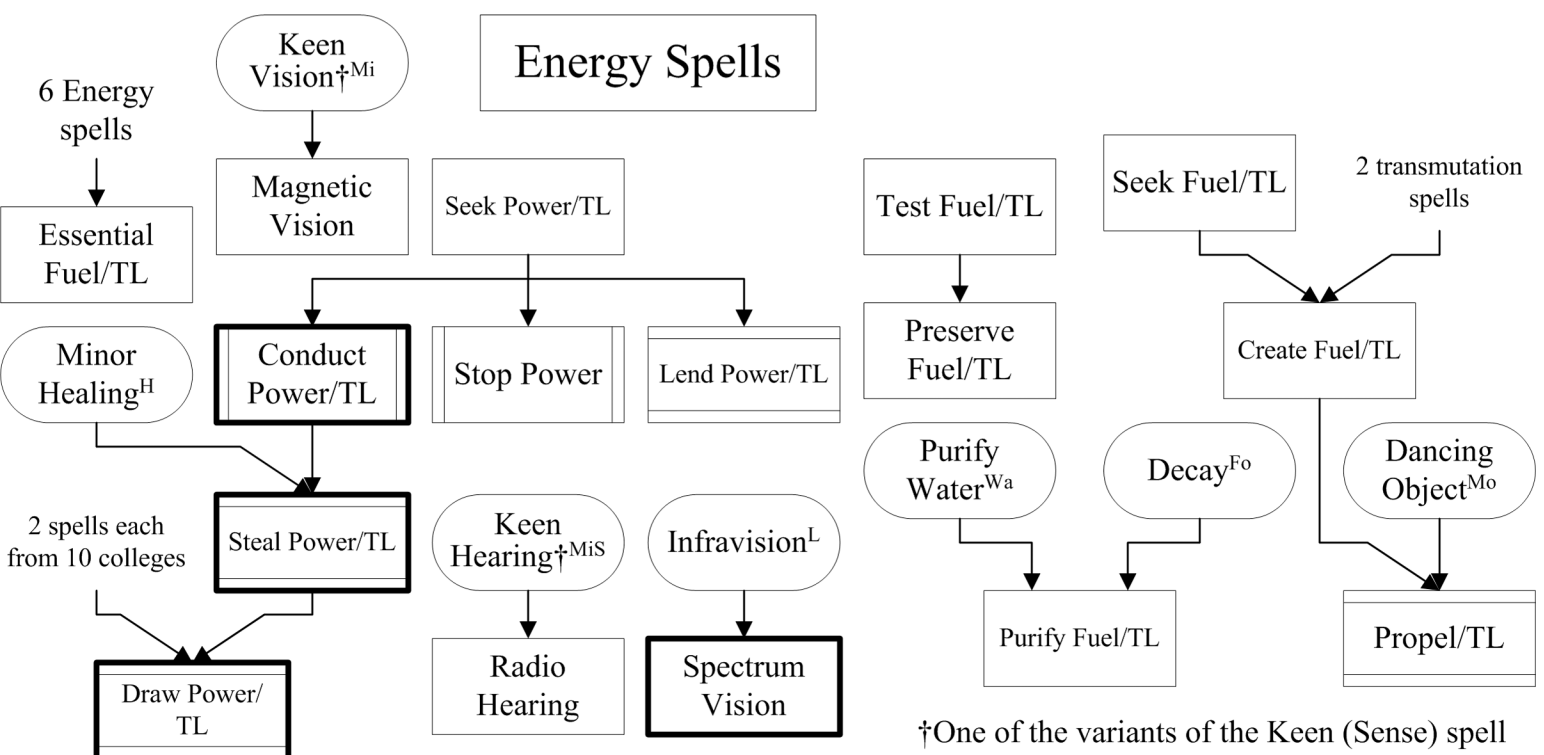
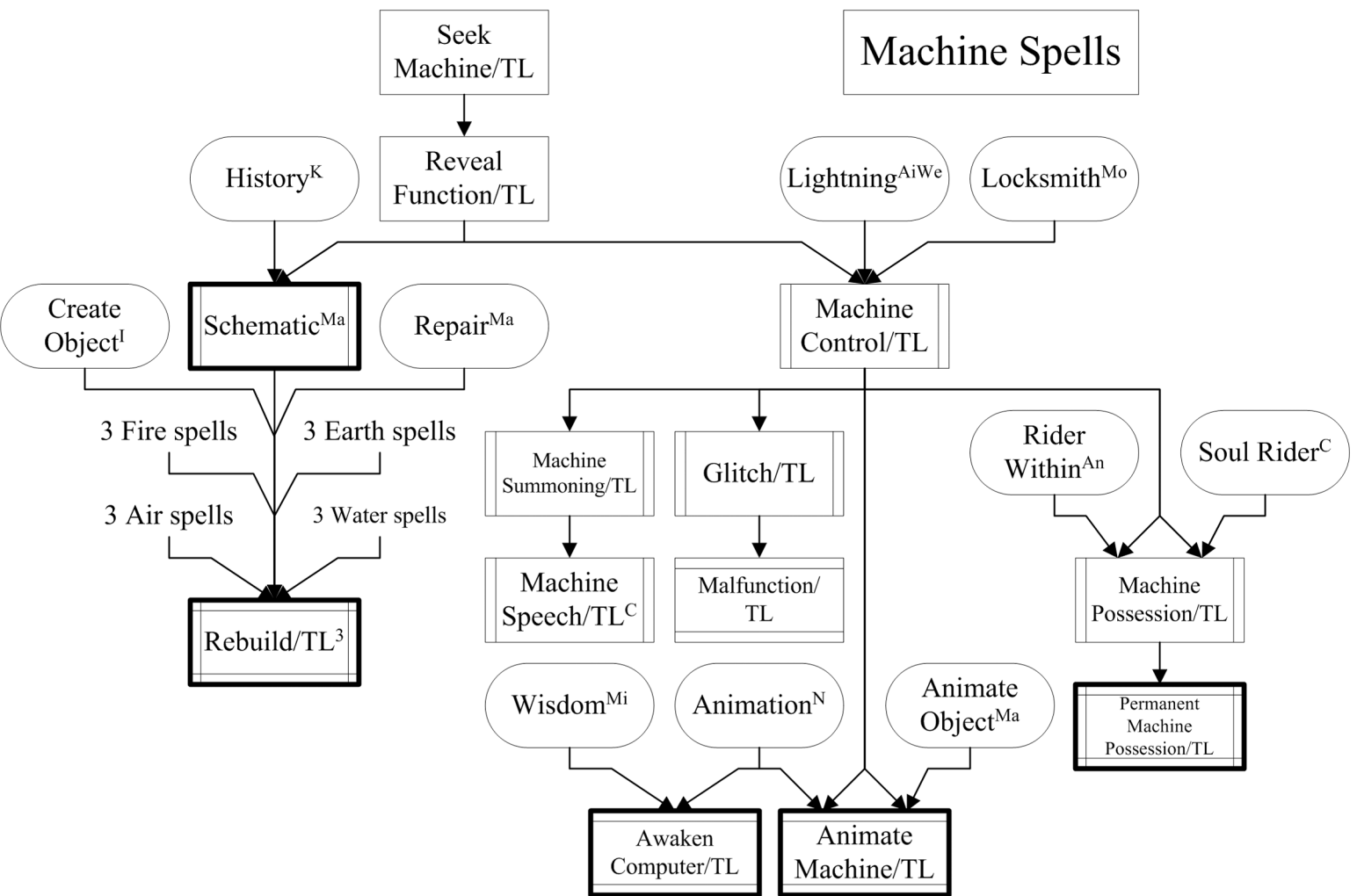


Illusion & Creation College

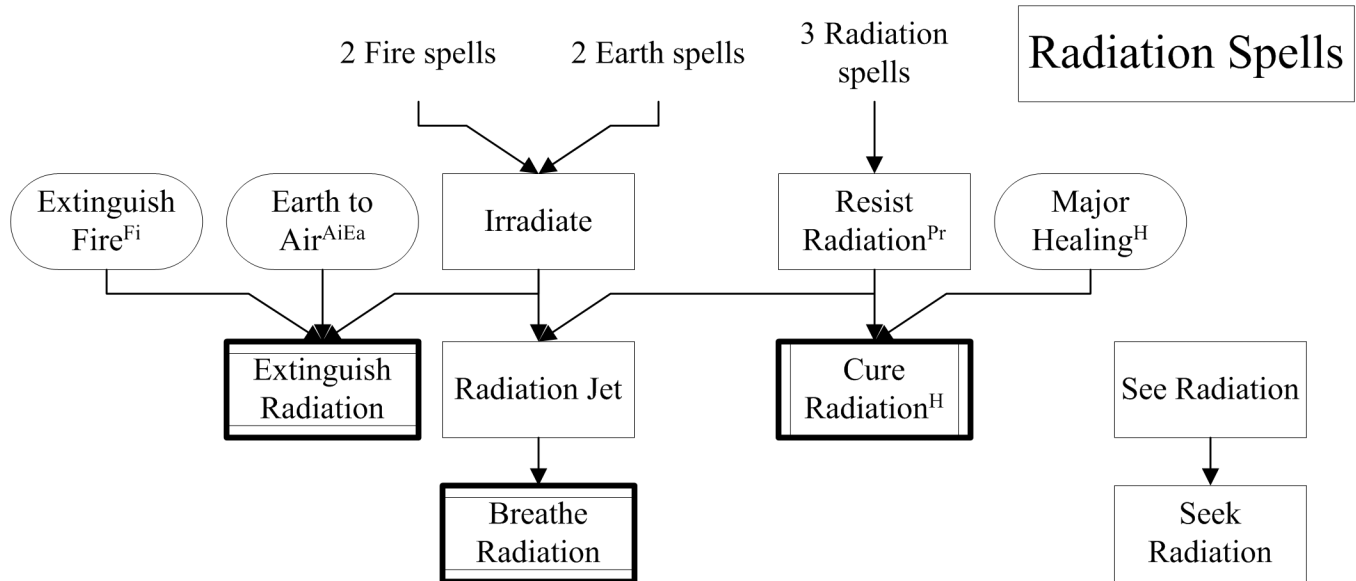


Plant College

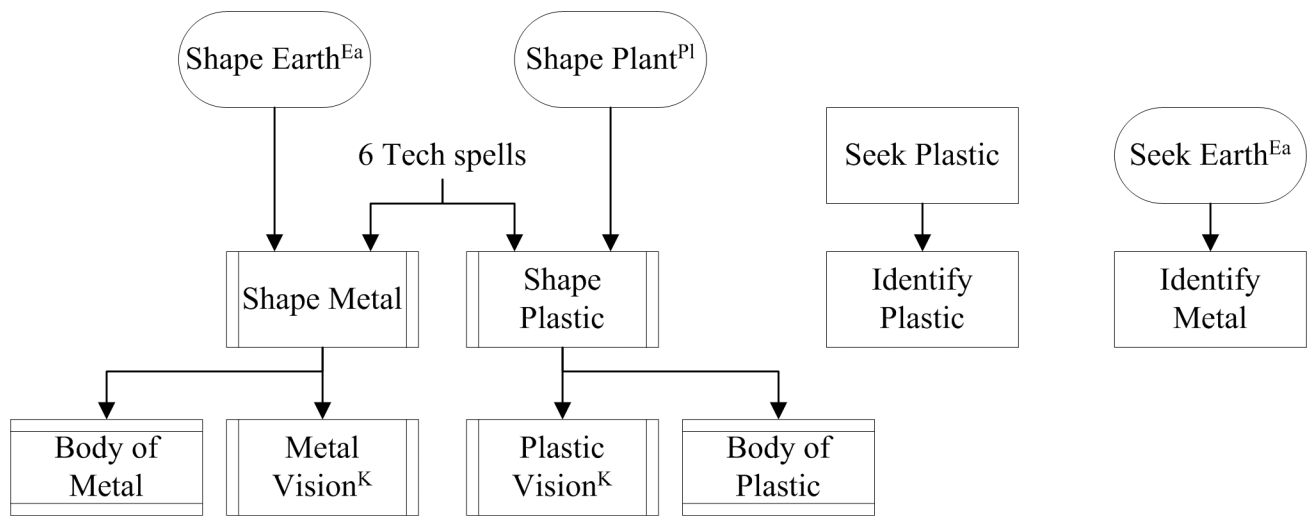




†One of the variants of the Keen (Sense) spell



Metal & Plastic Spells



NOTE: Many Tech spells are technological skills (p. B168) and must be learned at a particular TL.