

School	Order	Spell	Combat	Mass	Sorcerous College				
					Dorondar	Harringran	Justria	Olica	Xadamos
UNIVERSAL	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
BODY	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		
		Freeze	Yes	Yes	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
		Poison	Yes	Yes	Yes				Yes
		Purge Poison		Yes	Yes	Yes		Yes	Yes
	Wound Body	Yes		Yes	Yes		Yes		
	High	All Heal			Yes	Yes	(Yes)		
		Enhance Strength III, Ritual			Yes	Yes			
		Enhance Tough. III, Ritual			Yes	Yes			
		Paralyze	Yes	Yes	Yes	Yes			
		Restore Limb / Organ, Ritual			Yes	(Yes)			
		Regeneration, Ritual		Yes	Yes				
		Strengthen Flesh, Ritual		Yes	Yes				
		Strike Down	Yes	Yes	Yes	(Yes)			

School	Order	Spell	Combat	Mass	Sorcerous College				
					Dorondar	Harringran	Justria	Olica	Xadamos
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
	S P I R I T	First	Dismiss Spirit, Lesser (I)		Yes	Yes	Yes	Yes	Yes
Enhance Vigour I, Ritual				Yes			Yes	Yes	Yes
Enhance Will I, Ritual				Yes			Yes	Yes	Yes
Instruct Spirit, Lesser (I)								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
		Dismiss Spirit, Greater (II)		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, Greater (II)						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	
High		Black Channels / Blast Spirit	Yes					Yes	Yes
		Dismiss Spirit, True (III)		Yes				Yes	
	Enhance Vigour III, Ritual		Yes				Yes		
	Enhance Will III, Ritual		Yes				Yes		
	Exorcism, Ritual						Yes		
	Greater Spirit Tether, Ritual						Yes	Yes	
	Instruct Spirit, True (III)						Yes		
	Restore Spirit, Ritual		Yes	Yes			Yes	Yes	
	Summon Fetch, Ritual						Yes	Yes	
Ward against Spirits, Ritual						Yes	Yes		

School	Order	Spell	Combat	Mass	Sorcerous College									
					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							
		Instruct Automata, Lesser (I)					Yes							
		Knock Back	Yes	Yes	Yes	Yes	Yes							
		Mend Item			Yes	Yes	Yes	Yes						
		Sacrifice Substance, Ritual					Yes							
Trip	Yes			Yes	Yes									
M A T T E R	Second	Empower Automata, Grtr					Yes							
		Enchant Armour, Grtr, Ritual		Yes		Yes	Yes							
		Enchant Weapon, Grtr, Ritual		Yes		Yes	Yes							
		Heat	Yes		Yes		Yes							
		Instruct Automata, Grtr (II)					Yes							
		Knock Down	Yes	Yes	Yes	Yes	Yes							
		Shatter	Yes		Yes	Yes	Yes							
		Stun	Yes	Yes		Yes	Yes							
		Warp	Yes		Yes	Yes	Yes							
		Hard Shield, area				Yes	Yes							
		M A T T E R	High	Empower Auto., True					Yes					
				Enchant Armour, True, Ritual		Yes		(Yes)	Yes					
Enchant Weapon, True, Ritual				Yes		(Yes)	Yes							
Instruct Auto., True (III)							Yes							
Iron Guard, Ritual				Yes		(Yes)	Yes							
Heat, Greater	Yes						Yes							
M A G I C	School	Order	Spell	Combat	Mass	Sorcerous College								
						Dorondar	Harringran	Justria	Olica	Xadamos				
						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									

School	Order	Spell	Combat	Mass	Sorcerous College				
					Dorondar	Harringran	Justria	Olica	Xadamos
D I M E N S I O N S	First	<i>Dismiss Outsider, Lesser (I)</i>		Yes				Yes	Yes
		<i>Instruct Outsider, Lesser (I)</i>					Yes	Yes	
		Invisibility, Self					Yes	Yes	
		Restore Energy, Ritual						Yes	
	Second	Blink, Self						Yes	
		<i>Dismiss Outsider, Greater (II)</i>		Yes				Yes	Yes
		<i>Instruct Outsider, Greater (II)</i>						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	Blink, other							
		Close Rift, Ritual							
		Create Portal, Ritual							
		<i>Dismiss Outsider, True (III)</i>		Yes					
		Greater Invisibility, Other							
		Greater Teleport							
		<i>Instruct Outsider, True (III)</i>							
Summon Familiar, Ritual							Yes	Yes	
True Invisibility, Self									