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| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Chill Blood | 10 | C | T | I | N | * 2d4 penetrating damage * Target is chilled for 2d3 rounds (SPI 12) |
|  |  |  |  |  |  |  |
| Quicken Blood | 10 | C | S | 6r | Y | * +2 initiative * Fast(2) |
| Warm Blood | 8 | C | S | 1h | Y | * Immune to normal cold or heat * +2 saves vs. magical cold or heat * Damage effects do -1 point/die |
|  |  |  |  |  |  |  |
| **Second Circle** | | | | | | |
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| **Third Circle** | | | | | | |
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| **Fourth Circle** | | | | | | |
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