



**Lent - 1 Credit**

To cast, spend {X} spirit. Set {X} ingredients in your cabinet aside. Pick another student. That student must give you {X} ingredients from his or her cabinet. If {X} is greater than the number of ingredients in that student's cabinet, you get all of that student's ingredients. That student gets the ingredients you set aside.

**Hie - 1 Credit**

To cast, Spend 2 times the number of tokens on this spell in spirit. Put a token on this spell. Take one scrounge action for every token on this spell.

**Veer - 2 Credits**

To cast, spend 1 spirit for every ingredient in your cabinet. Set those ingredients aside. Take that many ingredients from the laboratory. Put the ingredients you set aside back in the laboratory, face up. Do not turn them face down.

**Peri - 2 Credits**

At the start of your turn, put a Peri token on this spell. You can spend Peri tokens as if they were spirit tokens.

**Fade - 2 Credits**

To cast, spend spirit equal to twice the number of tokens on this spell. Move a token from another spell to this spell.

**Doze - 2 Credits**

When you rest, gain two spirit in addition to the amount you normally would for resting.

To cast, spend 4 spirit and pick a player. That player must take a rest action next turn or lose six spirit.

**Token - 2 Credits**

When you give a student an ingredient, you may spend 2 spirit to immediately take two scrounge actions. When you give a student spirit, you may spend 1 spirit to immediately gain the amount you gave, multiplied by 1.5, rounded up.

**Kiln - 2 Credits**

During your cleanup, you must spend 1 spirit or return an ingredient from your cabinet to the laboratory. Take a weave or a scrounge action, or look at two tiles in the laboratory and put them back face-down.

**Wroth - 2 Credits**

To cast, add a token to this spell. Spend spirit equal to three times the number of tokens on this spell. Each student (including you) must remove an ingredient from a spell he or she is weaving or give you 3 spirit.

**Fold - 2 Credits**

During your cleanup, you may take a weave action or you may give 4 spirit to another student to take an ingredient from that student's cabinet.

**Index: - 2 Credits**

At the start of your turn, you may spend {X} spirit. Turn {X} ingredient(s) in the laboratory face up, then face down. You may spend {X} spirit to move an ingredient from the laboratory to your cabinet.

**Savant - 3 Credits**

At the start of your turn, put a token on this spell. Look at the top card of the spell deck. You may spend spirit equal to the number of tokens on this spell. If you do, look at one face-down Ingredient in the laboratory for every token on this spell.

**Thwart - 3 Credits**

When a spell is activated, you may spend spirit equal to 2 times that spell's credit value to prevent that spell from being cast. Any costs already paid to activate the spell are returned to their providers.

**Hazy - 3 Credits**

If an ingredient is face up in the laboratory, you may turn it face-down. After a student looks at a card that's still in in the spell deck, you may shuffle the spell deck. No student may look at concealed items you have, like spells or ingredients.

**Temblor - 3 Credits**

To cast, spend spirit equal to 3 times the number of tokens on this spell. Turn all ingredients in the laboratory face down. Scramble the ingredients in the laboratory. Put a token on this spell.

**Jinx - 3 Credits**

During your cleanup, you may take 1 spirit, 1 ingredient, or 1 unwoven homework spell from a student with more completed credits than you.

To cast, choose a spell that's being woven and look at it and its ingredients. You may spend spirit equal to twice that spell's credit value to move an ingredient from that spell into your cabinet or onto one of your spells.

**Jobs - 3 Credits**

To cast, look at another student's unwoven spells. You may add one of those spells to your homework. If you do, replace it with a spell from your homework or put a spell from your homework on the bottom of the spell deck and let that student draw a spell from the spell deck.

**Scry - 3 Credits**

At the start of your turn, look at any face down ingredient or any spell. You may do this up to 3 times.

**Phage - 3 Credits**

During your cleanup, you may put a Phage token in front of a student. A student with a Phage token gets one credit less at the end of the game for every 5 Phage tokens he or she has.

**Quest - 3 Credits**

At the start of your turn, put a token on this spell. You can spend Quest tokens as if they were spirit tokens. At the end of the game, this spell is worth one credit extra for every 5 tokens on it.

**Squash - 4 Credits**

To cast, spend spirit equal to three times the credit value of a spell that's being woven. Return all ingredients on that spell to the laboratory, face up. You may take a scrounge action.

**Magic - 4 Credits**

After you take your first action, but before your cleanup, you may spend 4 spirit to take a second action.

On your turn:

- Do anything that happens at the start of your turn
- Take one of the following actions: Weave, Cast, Scrounge, Research, Rest.
- Cleanup - Do anything that happens during cleanup. Gain a point of spirit if you have less than 5 spirit. Down to 6 ingredients and 4 homework spells.

When it's not your turn, you may trade ingredients and spells with other students.

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