			Elec and Fire damage is better than normal due to resistances												
			Higher level spells are more burst damage but less efficient	MA or Random	Assume max MA	FT cost	FT efficiency	4 speed to cast			Fire,Elec,Normal				
Spell ID	Spell Name	Type	Damage	Damage Scale	Avg Damag	Cost	Damage /Cost	Damage /Spd	Radius	Range	Damage Type	Save	School	Notes	
55	Harm	Single Target Low	1 - 8	MA	8	3	2.66	2	0	8	Normal		Necro		
16	Stone Throw	Single Target Low	1 - 8	MA	8	4	2	2	0	19	Normal		Earth		
33	Bolt of Lightning	Single Target Mid	10 - 25	MA	20	8	2.5	5	0	10	Elec		Force		
2	Kinesis	Single Target Mid	1 - 20	MA	20	15	1.33	5	0	15	Normal		Conveyance	knockback	
48	Disfigurement	Single Target Mid-High	25 - 50	MA	50	35	1.428	12.5	0	15	Normal		Morph	st -10	
68	Agony	Single Target Mid-High	40 - 80	Rand	60	30	2	15	0	10	Normal		Phantasm		
14	Suffocate	Single Target High	100	None	100	50	2	25	0	10	Normal		Air	entangle	
34	Disintegrate	Single Target High	75 - 175	Rand	125	75	1.66	31.25	0	19	Elec		Force		
59	Finger of Death	Single Target High	200 - 350	Rand	275	120	2.291	68.75	0	2	Normal		Necro	close range	
22	Fireball	Aoe Ranged Low	1 - 15	MA	15	8	1.875	3.75	2	10	Fire		Fire		
29	Tsunami	Aoe Ranged High	100 - 200	Rand	150	150	1	37.5	5	15	Normal		Water	knockback	
31	Jolt	Aoe Self Low	2 - 20	MA	20	10	2	5	2	0	Elec		Force		
24	Inferno	Aoe Self High	75 - 105	Rand	90	75	1.2	22.5	7	0	Fire		Fire		
26	Flood	Aoe Maintained	5+10+10, then 10+10 per turn, 10 per turn if save	None	25	25	1	6.25	5	15	Normal		Water	can cast and cancel to use as aoe nuke	
27	Acid Rain	Aoe Maintained	5-20+10+10, then 10+10 per turn, 10 per turn if save	MA	40	25	1.6	10	1	10	Normal		Water	can cast and cancel to use as aoe nuke	
21	Wall of Fire	Aoe Maintained	10+14, then 10+14 per turn	None	24	25	0.96	6	4 wall	10	Fire		Fire		
11	Poison Vapors	Aoe Maintained	2 - 20, then 1-16 maintain damage	MA	20	15	1.33	5	1	15	Normal		Air	Poisons aoe. Can cast and cancel to use as aoe nuke. Maintained damage does not hit every turn (about every 48 turns).	
38	Mental Combat	Single Target Maintained	1 - 40 target and 1-25 self damage maintained	MA	40	100	0.4	10	0	3	Normal		Mental	Currently only functional in real time. close range, stuns target and caster, damages caster also	