Range	Duration	Target
Personal: The effect of the spell is centered on the caster. The amount affected depends on the effect of the spell.	**Momentary:** The spell last but a moment, and then dissipates. Any effect that it has remains, however. This is the normal duration for combat spells.	**Small:** Affects a small item, something that a person of average strength could comfortably hold in both hands.
Touch: The caster or anything he touches, whether a person or thing. **Eye:** The caster may target any person or creature that he has established eye contact with.	**Concentration:** The spell lasts as long as the caster concentrates. **Diameter:** The spell lasts until the sun moves it's diameter in the sky - almost exactly two minutes.	**Individual:** The spell can affect a single discreet thing, such as one person or one object. A huge boulder is a discreet object, a mountain is not (because it is joined to the ground).
Reach: Anything the caster could touch (but is not necessarily touching) without moving substantially. Anything within roughly two paces.	**Sun:** The spell lasts until the sun next rises or sets.	**Group:** The spell can affect a small group of people or things. There should be no more than about a dozen things, and they must be an obvious group. Three grogs huddled together or a ring of standing stones are a group: six people out of a crowd are usually not.
Near: Anything within fifteen paces of the caster.	**Ring:** The spell lasts until the target of the spell moves outside the ring drawn at the time of casting, or until the ring is physically broken. Similar potentially-permenant durations such as "until this fire burns out" are available. They should be as easy to break as rings. **Moon:** this spell lasts until both the full and new moon have been in the sky.	**Circle:** The spell affects everything within a ring drawn by the caster at the time of casting, and ends if the circle is broken, irrespective of the of the normal duration of the spell. **Structure:** The spell affects a single structure and everything within it. The structure can range in size from a hut to a castle, but must be a single, linked edifice. As a rule of thumb, if it is all covered by one roof, it is one structure, but Storyguide discretion applies. Structures in time are also possible: Bloodlines, for example.
Far: Anything within a hundred paces of the caster.	**Season:** The spell lasts until the next solstice or equinox after its casting.	**Boundary:** The spell affects a well defined natural or man-made boundary. This could be the wall of a city, the edge of a village, the shores of a lake, the edge of a forest, or the base of a mountain. Since the ocean is not obviously bounded, it cannot be affected in this way. The caster must be able to see most of the bounded area unless the spell is being cast at Arcane Connection range.
Sight: Any thing that the caster can see. If the caster is standing on the highest point for miles, the range can be immense.	**Year:** The spell lasts until the fourth equinox or solstice after its casting. **Year and a Day:** The spell lasts until a year and a day from its casting.	**Sight:** The spell affects everything within the sight of the caster.
Arcane Connection: Anything the caster has an arcane connection to. Distance is immaterial unless the Storyguide chooses to impose some limit.	**Permanent:** The spell lasts forever, but remains forever magical. Thus it could be dispelled at some point in the future. This duration is only available for spells that have magical effects: natural effects are instant duration instead. **Instant:** The spell effect persists forever as a mundane thing. It cannot be magically dispelled, although it can be destroyed by any method which would destroy the mundane thing it is. This duration is only available for spells with natural effects. Note also that this duration cannot be attained for magical creation or healing without the use of raw vis. **Until (Condition):** The spell lasts until some condition is met. For example, such a spell might last until the name of God is invoked, until some item is touched with iron, or until a word in a list is said out of place (days of the week are spoken out of order, for example). Colors, words, or actions can also trigger the termination of the spell. Untill (Condition) spells cannot usually be dispelled by formulaic magic if that is not part of the condition. Conditions must be specified when the spells that employ them are created. Alternately, they may be determined by the caster's sigil.	