

LIGHT & ARCANIC SPELL BOOK

1ST RANK SPELLS

2ND RANK SPELLS

	Name	FSM	EA	Effect		Name	FSM	EA	Effect
	Acid Splash	1	1 Creature/Rank	1D4 for 1 Turn/Rank		Acid Arrow	2	1 Creature	1D4 (+1/Level) 1 T/R
	Alter Object M	2	1 Object	1 Lbs/Level		Age Object M	3	1 Object	1 Minute for 1 Day
	Anti-Magic Shield	5	5' by 2'	100% MR		Anti-Magic	2	1 Creature	5%/Rank
	Backlash	3	Caster	1D6/Rank		Anti-Vermin Zone	10	5' Radius/Level	1 HP Creatures
	Barbed Vine	5	1 Vine 2' (+1'/Level)	1D4 (+1/Level)		Body Manipulation M	2	Caster	1 Part/Rank
	Blast	1	1 Creature/Rank	1D6/Level		Cause Laughter	1	1 Creature/Rank	Laughter
	Bolt	1	1 Bolt/Level	1D6/Bolt		Cling	2	1 Object/Rank	Adhesive 10 Turns
	Change Weight M	2	1 Cre or Object/R	10 lbs/Rank		Comprehend Languages	2	Caster	1 Hour/Rank
	Charm M	1	1 Creature	1 HD/Level		Create Potion	10T/R	Up to 4 Doses	Spell Created
	Comprehend Animals	1	Caster	Speak w/Animals		Damage Enhancer I	2	1 Spell or Object	Double Damage
	Compression	1	1' square/Rank	100lbs/Rank		Defy Gravity	2	Caster	Levitation
	Copy M	10	1 Non-Magical Work	Drawn or written		Detect Constructs	2	20' Radius	10 Turns
	Create Bond	1Hr	1 Creature	Bond to a Familiar		Detect Danger	2	Caster	1 Hour/ Rank
	Create Paper	5	1 Page/Level	Non-Magical Paper		Detect Life N	2	1 Creature/ Level	10 Turns
	Create Scroll	10	1 Scroll	1 Spell/Rank		Detect Residual Magic	2	30' Radius	10 Turns
	Delusion	1	1 Creature/Rank	Illusory Injury		Detect Traps	2	20' Radius	1 Hour/ Rank
	Detect Life M	1	1 Creature/Rank	10 Turns		Disjoin	2	1 Object 100lbs/R	Breaks into two
	Detect Magic Field	1	Line of Sight	10 Turns		Dispel Effect N	1	1 Caster/Rank	11 on 1D20
	Detect Undead M	1	5' Radius/Ranks	1-3 HD for 10 Turns		Displacement	2	1 Creature/Rank	+2 to DR 1 Turn/Rank
	Diminish Spell Capacity M	2	1 Caster	Halves Targets spells		Dormancy I	2	1 Object or Spell	1 Turn/Rank
	Dispel Effect M	2	1 Caster	1 1 st Rank Spell		Elemental Arrow	2	1 Creature	2D4 for 1 Turn/Rank
	Dispel Magic M	3	1 Object	15 or better 1D20		Elemental Burst	2	10' Radius or 1/R	1D8/Level
	Ditto	1	1 Spell	Repeats Last Spell		Elemental Grasp	1	1 Creature	1D6/Level
	Dragon Fire Oil	10	1 Beaker/Rank	3D4		Elemental Resistance N	2	1 Creature/Rank	2 Elements
	Elemental Blast	1	5' Radius or 1/R	1D6/Level		Elemental Shower	3	20' Radius	1D6/R for 1 Turn/R
	Elemental Resistance M	1	1 Creature/Rank	1 Element		Elemental Wall M	2	1' Squared/Rank	1D4/Level
	Elemental Touch	1	1 Creature attacked	1D4/Level		Energy Strike	2	1 Creature	1D8/Level
	Enchant Item M	3	1 Object/Rank	+1 for 1 Turn/Level		Energy Wheel	2	1 Creature/Level	20' Radius 1D6/Level
	Energy Conductor	1	1 Weapon	+1 Damage/Level		Enhance Senses	2	Caster	+1 to all Senses
	Energy Resistance	1	1 Creature/Rank	All Energy		Enhancement II	2	1 Spell	EA 10%/Rank
	Enhancement I	1	1 Spell	EA increase 5%/Rank		Expel	2	1 Caster	1 Spell Slot/Level
	Familiar	1 Hr	1 Creature	1 Tasked Creature		Focused Illumination	2	1 Object	Light 30' Radius
	Forget M	1	1 Creature	1 Minute/Rank		Force Entry	2	5' by 5' Entry/R	Opens Portals
	Fuse Gateway	1	1 Portal	1 Turn/Level		Identify Personality N	3	1 Creature/Rank	Personality & Traits
	Grease	1	10' Radius	-50% Feat 2D4 lit		Increase Spell Capacity II	5	1 Spell	+2/Level
	Hypnotism	1	1 Creature	Trance		Invisibility M	2	1 Creature	Invisible
	Identify M	1 Hr	1 Object/Rank	3 rd rank or lower		Knowledge Transference	1	1 Creature	Shared Information
	Identify Personality M	2	1 Creature	Must Specify		Levitation	1	1 Creature/Object	100lbs/Level
	Increase Spell Capacity I	1	1 Spell	+1/Level Damage		Locate Object M	5	20' Radius	1 Object/R 10 Turns
	Instant Illumination	1	1 Object or 10' area	Creates light		Lock/Unlock	1	1 Lock	Magically Locked
	Lift Object M	1	1 Object	10lbs./Level		Magic Pocket	2	1 Pocket/Rank	10lbs/L for 1 Day/R
	Locate Creature I	2	1 Creature/Rank	Small size or less		Magic Rope	4	1 Rope	1 Hour/Level
	Locate Path	1	Caster	Sees Chosen Path		Magic Shield I	2	1 Creature	1D6/Level 1-2 Rank
	Mute	1	1 Caster	Prevent Incantations		Mirror Images	2	Caster	1 Duplicate/Rank
	Paralyzation M	1	1 Creature	10 Turns		Morph M	5	Caster	5%/Rank
	Poison Needle	1	1 Creature	10 Damage/Rank		Personal Possession	2	1 Item/Rank	Casters Items
	Preserve Object	10	1 Object/Rank	Minor Protection		Phantom Itch	2	1 Creature/Rank	Moving Itch
	Random Prismatic	1	1 Screen/Rank	Special		Plant Spores	2	10' Radius	Status Effects
	Reflect Detection	0	Caster	Rebounds detections		Plant Strike I	2	10' Radius	1D6/Level 10 Turns
	Reflective Gaze	1	1 Creature	Reflect gaze attacks		Prismatic Wheel	2	1 Creature/Level	20' Radius
	Repair M	2	1 Object	Restores Object		Programmed Speech	10	1 Object	1 Sentence/Rank
	Scribe/Erase	10	1 Page/Level	Dictate or erase		Renew Object M	3	1 Object	1 Hour/Rank
	Scroll Paper	1/R	1 Page/Level	Enchants Paper		Revealing Dust	1	10' Radius	Glittering Dust
	Sending M	1	1 Message	1 Mile/Rank		Seal Entry	2	5' by 5' Entry/R	Magically Held
	Servant Humanoid	1	Caster	1 Servant 1 Hour/L		Sending N	1	1 Message/Rank	1 Mile/Rank
	Shield DR	1	1 Creature	+1 DR/Rank		Snuff Element	1	Caster	1 1st Rank Element
	Size Alteration	1	1 Cre or Object/R	10%/Rank		Snuff Energy/Magical Light	2	Caster	1 Spell
	Sleep M	2	1 Creature	2D4 HD/No RR		Spell Transference	3	1 Caster	10 Spell Slots/Rank
	Solid Energy Cart	1	Creates 1 Cart	10 lbs/Level		Stink Bomb	1	10' Radius 1 T/L	Nauseated 1D4+1T
	Sound Effect	1	30' Radius	Illusory sound		Summon Element N	10	1 Element	5' Square/Rank
	Springing Step	1	1 Creature	Double Jumping		Summon Missile M	1	1 Missile/Rank	Specified Missiles
	Summon Element M	10	1 Element	1' Square/Rank		Summon Small Creature	4	1 Creature/Rank	Controlled Creatures
	Summon Herb	3	1 Herb/Rank	1 Mile/Rank		Summon Vermin Horde	2	1 Creature/Level	Up to 2 HD
	Summon Item M	3	1 Item	Non-magical item		Summon Weapon	4	1 Weapon	N0n-Magical
	Summon Mindless Creature	10	1 Creature/Rank	3HD or less		Target Dispel M	2	1 Caster	11+ on 1D20
	Summon Vermin	2	1 Creature/Rank	Small 1-4 HP		Transport N	3	Caster	Nearest Settlement
	Touch	1	1 Creature attacked	1D8 (+2/Level)		Vanishing Allies	2	1 Creature/Rank	Allies Seem Gone
	Transport M	3	Caster	Nearest Shelter		Vocalize	1	1 Creature	Counters Silence
	Visual Effect	1	5' area/Rank	Illusory Image		Water Breathing	2	1 Creature/Rank	1 Hour/Rank
	Wall Climbing	1	1 Creature	100% Climb Walls		Web	2	1 10' Cube/Rank	10 Turns
	Warning Sensor	3	1 Object/Rank	Alarm		Zone of Silence	2	15' Radius	1 Turn/Rank

Custom Spells

[illegible]