

Light Divine Spell List

1st Rank Spells

2nd Rank Spells

	Name	FSM	EA	Effect		Name	FSM	EA	Effect
	Ability Focusing Physical	3	1 Creature	Any Physical Checks Made		Ability	5	1 Score/Rank	1 Point/R (25 Max)
	Allergic Reaction	1	1 Creature/Rank	Causes Reaction		Ability Focusing Mental	5	1 Creature	Mental Checks Made
	Alleviate I	1	1 Creature	1 Minor Ailment		Adrenaline M	2	1 Creature	FSM 1/R for 1Hr/R
	Alter Conversing	1	1 Mile/Level	2 Alters of Same Faith		Animal Small	4	1 Animal	1 Small 1-2 HD
	Backlash	3	Caster	1D6/R Paralyzed 1 T		Banishment M	2	1 Creature	Back Plane of Origin
	Bless	1	1 Cre/Object	1 Faith Point		Bark Skin	2	Caster	+1 to DR/Rank
	Bravery	3	1 Creature	Immune to Fear		Beguile	2	20' Radius	Creates False Tracks
	Create Darkness	1	1 5' Square/Rank	Darkens Given Area		Create Potion	10T/R	1 Receptacle	Spell Name
	Create Herb	3	1 Herb/Rank	Creates 1 Herb/Rank		Cure Illness	2	1 Creature	Cures 1 Minor Illness
	Create Light	1	1 5' Square/Rank	Illuminates Given Area		Cure Other II	5	1 Creature	2D4 (+1HP/Level)
	Create Scroll	10	1 Scroll	1 Spell/Rank		Cure Self II	5	1 Creature	2D6 (+2HP/Level)
	Cure Other I	5	1 Creature	1D4 (+1 HP/L)		Detect Charm	2	20' Radius	All Charm or Control
	Cure Self I	5	1 Creature	1D6/R (+2 HP/L)		Detect Life N	2	1 Creature/Level	Identifies Type of Life
	Detect Ailment	1	1 Creature/Rank	Illnesses & Diseases		Detect Residual Magic	2	30' Radius	Type of Field/Order
	Detect Curse	1	1 Creature	Spell Name		Detect Traps	2	20' Radius	Identifies Function
	Detect Life M	1	1 Creature/Rank	Spell Name		Divination M	10	Caster	1 Yes or No Question
	Detect Magic Field	1	20' Radius	Type of Field/Order		Elemental Animal	2	1 Animal 2D4 Dam	1 HD/L DR 20, 1 Att/R
	Detect Poison M	1	1 Creature	Detects Poison Type		Element Augmenter	1	Caster	Increases Die 10 Turns
	Dimensional Travel I	3	1 Portal 1 Turn/R	1 Mile/Rank		Elemental Dome M	1	10' Radius	1D8/L Vs. 1 Element
	Disruption M	1	1 HD/Rank	Dispels Undead Link		Elemental Guard	1	1 Creature/Rank	1D6/L Vs. 2 Elements
	Distraction	1	1 Creature	Breaks Concentration		Elemental Hand	1	5' Cube	Refs Discretion
	Elemental Aura	1	Caster 5' Radius	1D4/Rank		Elemental Manipulation	2	5'/Rank	Refs Discretion
	Elemental Claws	1	Caster	+ 1D6 Damage		Elemental Projectile	2	1 Missile/Rank	2D10 Damage
	Elemental Cone M	1	5' Cone	1D4 (+1/Level)		Elemental Spheres	1	1 6" Sphere/Rank	2D4/Hit
	Elemental Insects	1	1 Insect/Level	1/Insect for 10 T		Elemental Trap	4	1 5' Square Area	1D8/Rank
	Elemental Shield	1	1 Creature/Rank	1D6/L Vs. 1 Element		Elemental Weapon	3	1 Weapon	2D4 (+1/Rank)
	Emotion M	1	1 Creature	Scares, Angers, Etc.		Energy Spheres	2	1 6" Sphere/Rank	2D6/Hit
	Energy Conductor	1	1 Weapon 10 T	Adds 1/Level		Energy Trap	10	5' Square/Rank	1D4/Level
	Energy Cone M	1	5' Cone	1D4 (+1/Level)		Filter	2	10' Radius	Cleans Air
	Engrave Sigil	1	1 Object	Etches Herald		Find Animals	2	10' Square/Rank	Spell Name
	Faith M	3	1 Creature	1 Faith Point		Fog Cloud	2	20' Sphere	Summons Mist
	Find Insects	1	10' Square/Rank	Locates Any Insects		Force Attack M	1	1 Target	1D4/Rank
	Fuse Gateway	1	1 Gateway	Open/Closed 1 Hr/L		Garlic Beads	10	1 Bead/Rank	Repels Undead 10' 1/L
	Generate Element M	3	1' Square/Rank	Single Element		Hold M	2	1 Creature	Hold Small or Med
	Gradual Descent	1	1 Creature/Rank	Target Slowly Falls		Holy Symbol	6	1 Sanctified Object	Creates Divine Sigil
	Hold Object	1	1 Object/Rank	Immobilizes Object		Insect N	2	1 M Insect/Rank	1HD/Rank
	Holy Wafers	3	1 Wafer/Rank	Seals Oath		Insect Swarm II	2	10 Insects/Level	1D100x 10 1 HD/R
	Hunger	1	1 Creature/Rank	Insatiable Hunger		Know Enchantments M	2	1 Creature	1 st -5 th Rank
	Hypnotism	1	1 Creature	MRR or in Trance		Local Stasis	2	1 Creature	Small Area
	Insect M	1	1 T-S Insect/Rank	1 HD		Lock/Unlock	1	1 Lock	Opens or Lock a lock
	Insect Swarm I	3	1 Insect/Level	1 HP Each		Magic Shield I	2	1 Creature	1-2 Rank 1D6/Level
	Lift Object M	1	1 Object	10 lbs. /Level		Magic Torch	1	1 Torch	1 Day/Level
	Light Source	1	1 Light	1 Turn/Level		Might Boost	1	1 Creature	+1 Might/Rank
	Lure	1	1 Line of Sight	1 Light Sphere/Level		Nullify Pain	2	1 Creature/Rank	Cannot Feel Pain
	Messenger	10	1 Animal	Carry a Message		Predict Outcome M	5	1 Turn/ Rank Caster	+1 FSM/Rank
	Mount	3	1 Mount	Untamed		Prismatic Dust	2	10' Radius	Special
	Plant Weapon M	1	3 Cubic Feet	small or med weapon		Prismatic Wheel	2	1 Creature/Level	Special
	Predict Weather	5	Caster	1 Day/Rank		Protection vs. Acid	4	1 Creature/Rank	10 Turns
	Protection Vs. Prismatic	1	1 Creature/Rank	1 Turn/Rank		Protection vs. Poison	4	1 Creature/Rank	Poison 10 Turns
	Purify Food and Drink	3	5' Radius	Spell Name		Protection vs. Undead	4	1 Creature/Rank	10 Turns
	Random Prismatic	1	1 Screen/Rank	Special		Reading M	2	10' Radius	Read Surface Thoughts
	Remove Fatigue	1	1 Creature/Rank	Spell Name		Remove M Charm	2	1 Creature	3rd Rank or Less
	Remove Fear	1	1 Creature	Spell Name		Remove Thorns	6	1 Creature	All Foreign Bodies
	Repair M	2	1 Object	Restores 1 Object		Renew Object M	3	1 Object	1 Hour/Rank
	Repel Evil/Good	1	1 Creature/Level	NA		Restore Ability	2	1 Creature	1 Ability Point/Rank
	Scent Alteration	1	1 Cre./Object/R	Changes Scent		Restore Memory M	4	1 Creature	Spell Name
	Scroll Paper	1/R	1 Page/ Level	Enchants paper		Sanctify Object	10	1 Object	Makes an Object Holy
	Seal Wound	3	1 Creature	Spell Name		Seal Entry	2	5' x 5' Entry/Rank	Magically Held
	Shield DR	1	1 Creature	+1 Bonus to DR/Rank		Sensory Impediment	2	1 Creature	1 Sense
	Sleep M	2	1 Creature	2D4 HD no RR		Shock	2	1 Creature/Rank	1D6/R Paralyzed 1 T/R
	Tangle	1	5' Radius/Rank	Feat of Mig or Stuck		Slow Poison	2	1 Creature	Slows Poison's by ½
	Telepathy M	1	1 Creature	1 Minute/Rank		Spiritual Weapon I	4	Caster	1 Weapon
	Time Alteration M	2	1 10' Area	In/Dec Rest by 25%		Summon Talent	5	1 Creature	1 Day/Rank
	Tracking M	1	Caster	Tracking at Ins 19		Traceless Aura	2	1 Creature/Rank	1 Hour/Rank
	Trip	1	1 Creature/Rank	Causes Creature to Fall		Trap M	10	1 5' Area/Rank	Creates Traps
	Undead Bane	1	1 Undead/Level	1D8/L No MR Allowed		Unhinge	2	5' Square/Rank	Releases Hinge
	Vertigo	1	1 Creature/Rank	-1/-5% All Rolls		Unseen Ladder	2	10'/Rank	Invisible Ladder
	Vestments	10	1 Set of Clothes/R	Common Clothing		Vermine Barrier	2	10' Radius	1 Hour/Level
	Vitalize I (Aid)	1	1 Creature	Grants 5 Bonus HP/R		Weapon Channeling	2	1 Weapon	Spiritual Damage
	Zap	1	1 Creature	1D4/Level		Wings	10	1 Creature	Create Working Wings

Custom Divine Spells
