Appendix A – Starting Spells by type

MAGIC 1	Petty
	Detect Magic
	Mage Light
	Sigil
	Wizard Flame

FIRE	Magic 3		
	Magic 2		
	Petty	Basic	Advanced
	Detect Magic	Drop	Enchanted Armour Self
	Mage Light	Flame Weapon Self	Fire Dart
	Mend Item	Magic Armour Self	Fire Shield Self
	Sigil	Spell Guard Self	Shatter
	Wizard Flame		

ICE	Magic 3		
	Magic 2		
	Petty	Basic	Advanced
	Detect Magic	Ice Weapon Self	Enchanted Armour Self
	Mage Light	Magic Armour Self	Ice Dart
	Mend Item	Mute	Ice Shield Self
	Sigil	Spell Guard Self	Root
	Wizard Flame		

LIGHTNING	Magic 3		
	Magic 2		
	Petty	Basic	Advanced
	Detect Magic	Lightning Weapon Self	Enchanted Armour Self
	Mage Light	Magic Armour Self	Lightning Dart
	Mend Item	Spell Guard Self	Lightning Shield Self
	Sigil	Stun	Strikedown
	Wizard Flame		

CONJURING	Magic 3		
	Magic 2		
	Petty	Basic	Advanced
	Detect Outsider	Enchant Weapon Self	Enchanted Armour Self
	Detect Magic	Magic Armour Self	Root Outsider
	Mage Light	Pact Outsider	
	Mend Item	Repel Outsider	
	Sigil	Spell Guard Self	
	Wizard Flame		

MIND	Magic 3		
	Magic 2		
	Petty	Basic	Advanced
	Detect Magic	Enchant Weapon	Enchanted Armour Self
	Detect Outsider	Fear	Pact
	Mage Light	Magic Armour Self	
	Mend Item	Spell Guard Self	
	Sigil		
	Wizard Flame		

NECROMANCY	Magic 3		
	Magic 2		
	Petty	Basic	Advanced
	Detect Magic	Enchant Weapon	Dismiss my Servant
	Detect Undead	Magic Armour Self	Enchanted Armour Self
	Mage Light	Mend Undead	Fear Undead
	Mend Item	Repel Undead	
	Sigil	Spell Guard Self	
	Trap the Soul		
	Wizard Flame		

SPIRIT	Magic 3		
	Magic 2		
	Petty	Basic	Advanced
	Detect Magic	Enchant Weapon	Enchanted Armour Self
	Detect Undead	Healing	Warding Self
	Mage Light	Magic Armour Self	
	Mend Item	Spell Guard Self	
	Sigil		
	Speak with Dead		
	Wizard Flame		