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Affect Normal Fires

You may cause small fires (up to 3' in diameter) to reduce in size and brightness to become that of a match, or increase in both so as to become as bright as a torch.

Reducing the fire will cut fuel consumption to half normal and increasing the fire will double consumption. Note that heat output is not altered in either case.

V,S	1 Turn
5'/Lvl	1 Round/Lvl
None	1' D. of Fire

1

Burning Hands

Jets of searing flame shoot from your fingertips. The burning hands send out flame jets of 3' length in a horizontal arc of about 120° in front of the magic-user. Any creature in the area of flames takes 1 hit point of damage for each level of experience of the spellcaster, and no saving throw is possible. Inflammable materials touched by the fire will burn, i.e. cloth, paper, parchment, thin wood, etc.

V,S	1 Turn
Self	1 Round
None	Special

1

Charm Person

This spell will affect any single humanoid it is cast upon. The creature then will regard the Wizard who cast the spell as a trusted friend and ally to be heeded and protected. The spell does not enable the Wizard to control the charmed creature as if it were an automaton, but the Wizard's words are viewed in the most favorable way. See the "Charm Person or Mammal Table" for how a person can break free from this spell.

V,S	1 Turn
120'	Special
Negate	1 Humanoid

1

Comprehend Languages

You are able to read or understand any language (magic writing is not understood but you will know it is magic). You must touch the object to be read or the creature to be understood. The spell does not enable you to write or speak the language. The reverse, Confuse Languages, prevents comprehension or cancels this spell.

C: A pinch of soot and a few grains of salt

V,S,M	1 Turn
Touch	5 Rounds/Lvl
None	1 Target

1

Dancing Lights

You can create 1 to 4 lights which resemble one of the following:
A) Torches and/or lanterns
B) Glowing spheres of light
C) One faintly glowing, vaguely man-like shape.

The Dancing Lights move as you desire, forward or back, straight or turning corners.

C: a bit of phosphorus or wychwood or a glowworm.

V,S,M	1 Turn
40' +10'/Lvl	2 Rounds/Lvl
None	Special

1

Detect Magic

You can detect magical radiations in a path 10' wide, and up to 60', long, in the direction you're facing.

You can turn 60° per round.

Note that stone walls of 1' or more thickness, solid metal of but 1/12' thickness, or 3' or more of solid wood will block the spell.

V,S	1 Turn
0	2 Rounds/Lvl
None	10' x 60'

1

Enlarge

This spell causes instant growth in size and weight of a creature or object, by 20% per level of experience of the caster, with a maximum additional growth of 200%. Max volume is 10' cubic/caster's level for creatures (Objects: all values 1/2).

The creature or object must be seen in order to effect the spell.

Reduce: Negates Enlarge or reduces in size per the same rules as Enlarge.

C: a pinch of powdered iron.

V,S,M	1 Turn
5'/Lvl	10 Rounds/Lvl
Negate	Special

1

Erase

Erase removes writings of either magical or mundane nature from a scroll or one or two pages or sheets of paper, parchment or similar surfaces (exception: Explosive Runes or a Symbol). There is a 50% the spell will succeed (Magic: +2%/level, Mundane: +4%/level). This percentage represents the saving throw, and any percentile dice score in excess of the adjusted percentage chance means the spell fails.

V,S	1 Turn
30'	Permanent
Negate	1 scroll/2 Pages

1

Feather Fall

The target immediately assumes the mass of a feather. Rate of falling is a constant 2' per second, and no damage is incurred when landing.

The spell affects an area of 1' cubic, and the target's weight cannot exceed 200lbs + 200lbs per level of the caster.

The spell works only on free-falling or propelled objects.

C: a small feather or a piece of down

V,M	0.6 Seconds
10'	1 Turn/Lvl
None	Special

1

Find Familiar

A familiar is of certain benefit to a magic-user, as the creature adds to the spell caster's hit points, it conveys its sensory powers to its master, and it can converse with and will serve as a guard/scout/spy as well. This can be attempted but once a year. You must stoke up a brass brazier with charcoal, and when this is burning well, add 100 g.p. worth of incense, herbs (basil, savoury, and catnip), and fat. The DM will roll on a special table for the type of familiar.

V,S,M	1-24 Hours
1 Mile/Lvl	1 Turn/Lvl
Negate	1 Mile/Lvl

1

Friends

You gain a temporary +2-8 points in charisma - or a temporary -1-4 points (depends on saving throw) Those that fail will be very impressed with the caster and desire greatly to be their friend and help. Those that succeed will be uneasy in the caster's presence and tend to find them irritating. Note: no effect on creatures of animal intelligence or lower. C: chalk (or white flour), lampblack (or soot), and vermilion applied to the face before casting the spell.

V,S,M	1 Turn
0	1 Round/Lvl
Special	10'+10'/Lvl

1

Hold Portal

This spell magically bars a door, gate or valve of wood, metal or stone. The magical closure holds the portal fast just as if it were securely locked. Note that any extra-dimensional creature will shatter such a held portal. A magic-user of four or more experience levels higher than the caster can open the held portal at will. A Knock spell or Dispel Magic spell will negate the Hold Portal. Held portals can be broken or battered down.

V	1 Turn
20'/Lvl	1 Round/Lvl
None	80'Sqr./Lvl

1

Identify

One item may be handled by the caster to find what magic it possesses. The item must be held or worn as normal. For each turn the spell is active, it is 65% + 5%/lvl probable that all properties can become known. Each time a property can be known, the DM will make a saving throw. After casting, you lose 8 points of constitution. You must rest for 1 hour per 1 point. C: a pearl and an owl feather steeped in wine. (Luckstone: +5% chance and saving throws are +4.

V,S,M	1 Turn
0	1 Turn/Lvl
Special	One Item

1

Jump

The caster can empower an individual to leap 30' forward or 10' backward or straight upward. Horizontal leaps forward or backward are in only a slight arc. Note: The spell does not insure any safety in landing. You can empower the same target with +1 Leap/3 caster levels. All leaps must be completed within 10 rounds after the spell is cast. C: a grasshopper's hind leg, one for each leap, to be broken when the leap is made.

V,S,M	1 Turn
Touch	Special
None	Creat. Touched

1

Light

This spell causes excitation of molecules so as to make them brightly luminous. The light caused is equal to torch light in brightness. Light can spring from air, rock, metal, wood, or almost any similar substance.

Darkness: same as light except the blackness lasts 1/2 as long. If cast upon a creature, they can make a saving throw. Success indicates that the spell affects the area immediately behind the creature

V,S	1 Turn
60'	1 Turn/Lvl
None	20' R. Globe

1

Magic Missile

One or more magical missiles dart forth from the caster's fingertip and unerringly strike their target. Each missile does 1d4+1 points of damage. If the caster has multiple missile capability, he can have them strike a single target creature or several creatures.

For every 2 levels of experience, the caster gains an additional missile: 2 at 3rd level, 3 at 5th level, 4 at 7th level, etc.

V,S	1 Turn
60'+10'/Lvl	Special
None	10' Sqr. Area

1

Mending

This spell repairs small breaks in objects. It will weld a broken ring, chain link, medallion or slender dagger, providing only one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by a mending spell. This spell will not repair magic items of any kind. C: two small magnets of any type (lodestone in all likelihood) or two burrs.

V,S,M	1 Turn
30'	Permanent
None	1 Object

1

Message

The caster can whisper a message and secretly, or openly, point his finger, and the message will travel in a straight line and be audible to the creature pointed at. The message must fit spell duration, and if there is time remaining, the creature who received the message can whisper a reply and be heard by the spell caster. Note that there must be an open and unobstructed path between the caster and the recipient.

C: a short piece of copper.

V,S,M	1 Turn
60'+10'/Lvl	5 Turns+1/Lvl
None	2.5' Path

1

Nystul's Magic Aura

Any one item of a weight of 5lbs/lvl of the caster can be given an aura which will be noticed if detection of magic is exercised upon the object. If the object bearing the spell is actually held by the creature detecting for magic, they may make a saving throw, and if successful, the creature knows that the aura is fake. Otherwise, the aura is simply magical, but testing will not reveal what the magic is. C: a small square of silk which must be passed over the object.

V,S,M

1 Round

Touch

1 Day/Lvl

Special

Special

1

Protect From Evil

This spell acts as magical armor. The protection encircles the target at a 1' distance, and prevents body contact by enchanted, summoned, or conjured creatures. All attacks from evil creatures have -2 "to hit", and any saving throws caused by such attacks are made at +2. (R: Protection From Good). To complete this spell, the caster must trace a circle on the ground with powdered iron for Protection vs Evil and in the air with powdered silver for Protection vs good.

V,S,M

1 Turn

Touch

2 Rounds/Lvl

None

Creat. Touch

1

Push

An invisible force strikes against an object the caster is pointing at. The force is small, being 1lb/lvl of the caster, but it can move small objects up to 1' in a direction directly away from the caster, topple an object, or cause a creature to lose its balance (skips its turn). Casted against an object held by a creature will cause -1 to the creatures to hit roll per lb if the creature fails its saving. C: a small pinch of powdered brass which must be blown from the palm.

V,S,M

1 Turn

10'+2.5'/Lvl

Instant

Negate

Special

1

Read Magic

The caster is able to read magic inscriptions on objects. This deciphering does not invoke the magic contained in the writing, although it may if it is a curse scroll. Once the spell is cast and the caster has read the inscription, they are able to read that particular writing permanently. C: a clear crystal or mineral prism. R: Makes such writing unreadable, even with Read Magic, until the spell wears off or the magic is dispelled. C: a pinch of dirt and a drop of water.

V,S,M

1 Round

0

2 Rounds/Lvl

None

Special

1

Shield

An invisible barrier before the front of the magic-user comes into being. This Shield totally negates magic missiles. It provides an AC 2 against hand hurled missiles, AC 3 against device-propelled missiles, and AC 4 against all other attacks. The Shield also adds +1 to the caster's saving throw vs. frontal attacks. Note that all benefits of the spell only apply to attacks aimed at the front of the caster, where the Shield can move to interpose itself properly.

V,S

1 Turn

0

5 Rounds/Lvl

None

Special

1

Shocking Grasp

The caster develops a powerful electrical charge which gives a jolt to the creature touched. The spell deals 1d8 damage +1/lvl of the caster. The caster must only come close enough to their opponent to lay a hand on the opponent's body or upon an electrical conductor which touches the opponent's body. A like touch from the opponent does not discharge the spell.

V,S

1 Turn

Touch

1 Touch

None

Creat. Touch

1

Sleep

Casting Sleep causes a comatose slumber to come upon one or more creatures (other than undead and certain other creatures). The number of creatures which can be affected is a function of their hit dice (see Sleep Table). Slapping or wounding will awaken a creature but not noise. Awakening requires 1 round. Sleeping creatures can be slain at a rate of 1/slayer/round. C: a pinch of fine sand, or rose petals, or a live cricket.

V,S,M

1 Turn

30'+10'/Lvl

5 Rounds/Lvl

None

30' D. Circle

1

Mending

The target can climb and travel upon vertical surfaces just as a giant spider is able to do (30' movement), or even hang upside down from ceilings. The creature must have bare hands and feet in order to climb in this manner. During the spell, the target cannot handle objects less than 5 lbs, as they will stick to their hands/feet. A caster cannot cast spells under a Spider Climb spell. C: a drop of bitumen and a live spider, both of which must be eaten by the target

V,S,M

1 Turn

Touch

1 Rd. +1/Lvl

None

Creat. Touch

1

Tenser's Floating Disc

The caster creates a circular plane of null-gravity known as Tenser's Floating Disc. The disc is concave, 3' in diameter, and holds 100lbs/lvl of the caster. The disc floats at approximately 3' above the ground at all times and remains level likewise. It maintains a constant interval of 6' between itself and the magic-user if unbidden. It will otherwise move within its range, as well as along with him at a rate of 60', at the command of the caster. C: a drop of mercury.

V,S,M

1 Turn

20'

30 Rd.+10Rd/Lvl

None

Special

1

Unseen Servant

The Unseen Servant is an invisible butler. The spell creates a force which is not strong, but which obeys the command of the caster. It can carry only 20lbs of weight (double across smooth surfaces) It can only open normal doors. The Servant cannot fight or be killed, as it is a force rather than a creature. It can be magically dispelled, or eliminated after taking 6 points of magical damage.
 C: a piece of string and a bit of wood.

V,S,M	1 Turn
0	60Rd+10Rd/Lvl
None	3' R. of Caster

1

Ventriloquism

The caster can make it sound as if their voice-or someone's voice or similar sound-is coming from someplace else. The caster can make their voice sound as if a different creature were speaking or making the noise; of course, in a language known by them, or a sound which the caster can normally make. There is a 10% chance per point of intelligence above 12 of the hearer that the ruse will be recognized. C: a small cone of parchment.

V,M	1 Turn
10'/Lvl (60' M)	20Rd+10Rd/Lvl
None	1 Object

1

Write

The caster can try to inscribe a spell to make a magical scroll he or she can't understand. The caster must make a saving throw (+2 if it is 1 level greater, 0 at 2 levels higher, and -1 per level from 3 and up). If failed, the caster takes 1d4 damage/lvl of the spell and is knocked unconscious for as many turns. The damage, can only be healed by 1d4 points/day. A spell takes 1 hour/lvl to write. While writing, the caster is always surprised. C: rare ink (min. 200 gp).

V,S,M	1 Round
0	1 hour/Lvl
Special	1 Inscription