

# Magician First Level Spells

## *Affect Normal Fires* (Transmutation)

Level: 1  
Range: 15'/level  
Components: V, S, M  
Duration: 2 minutes/level  
Casting Time: 1 Action  
Area of Effect: 10-ft. radius  
Saving Throw: None  
Spell Resistance: No

This spell enables the magician to cause non-magical fires, from as small as a torch or lantern, to as large as the area of effect. It will reduce in size and brightness to become mere coals, or increase in light to become as bright as full daylight and increase the illumination to double the normal radius. Note that this does not affect either fuel consumption or damage caused by the fire. The caster can affect any or all fires in the spell's area. He can alter their intensities with a single gesture as long as the spell is in effect. The spell lasts until the caster cancels it, all fuel is burned, or the duration expires. The caster can also extinguish all flames in the area, which expends the spell immediately. The spell does not affect fire elementals or similar creatures.

## *Animate Rope* (Transmutation)

Level: 1  
Range: 100 ft + 10 ft/level  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 1 action  
Area of Effect: One rope like object up to 50' + 5'/level  
Saving Throw: None  
Spell Resistance: No

You can animate a nonliving rope-like object. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move action, as if directing an active spell.

The rope can enwrap only a creature or an object within 1 foot of it - it does not snake outward - so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hemp rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a concentration check with a DC of 15 + the spell's level to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check.

The rope itself (material component) and any knots tied in it are not magical.

The spell cannot affect objects carried or worn by a creature.

## *Alarm* (Conjuration)

Level: 1  
Range: 30'  
Components: V, S  
Duration: 4 hrs. + hr./level  
Casting Time: 1 round  
Area of Effect: Up to 20-ft. cube  
Saving Throw: None  
Spell Resistance: No

When an *alarm* spell is cast, the magician causes a selected area to react to the presence of any creature larger than a normal rat; anything larger than about 1/2 cubic foot in volume or more than about three pounds in weight. The area of effect can be a portal, a section of floor, stairs, etc. As soon as any creature enters the warded area, touches it, or otherwise contacts it without speaking a password established by the caster, the *alarm* spell lets out a loud ringing that can be heard clearly within a 60-foot radius. (Reduce the radius by 10 feet for each interposing door and by 20 feet for each substantial interposing wall.) The sound lasts for one round and then ceases. Ethereal or astrally projected creatures do not trigger an alarm, but flying or levitating creatures, invisible creatures, or incorporeal or gaseous creatures do. The caster can dismiss the alarm with a single word.

## *Audible Glamer* (Illusion)

Level: 1  
Range: 180' + 30'/level  
Components: V, S  
Duration: 3 rds./level  
Casting Time: 1 Action  
Area of Effect: Hearing range  
Saving Throw: Special  
Spell Resistance: No

When the *audible glamer* spell is cast, the magician causes a volume of sound to arise, at whatever distance he desires (within range), and seem to recede, approach, or remain at a fixed place as desired. The volume of sound created, however, is directly related to the level of the spellcaster. The volume is based upon the lowest level at which the spell can be cast, 1st level. The noise of the *audible glamer* at this level is that of four men, maximum. Each additional experience level of the magician adds a like volume, so that at 2nd level the magician can have the spell cause sound equal to that of eight men. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The auditory illusion created by an *audible glamer* spell can be virtually any type of sound, but the relative volume must be commensurate with the level of the magician casting the spell. A horde of rats running and squeaking is about the same volume as eight men running and shouting. A roaring lion is equal to the noise volume of 16 men, while a roaring dragon is equal to the noise volume of no fewer than 24 men.

A character stating that he does not believe the sound receives a saving throw vs will, and if it succeeds, the character then hears a faint and obviously false sound, emanating from the caster's direction. Note that this spell can enhance the effectiveness of the *phantasmal force* spell.

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### **Blackmane's Burst Throw** (Evocation)

Researched By: Evan Blackmane

Level 1

Range: Touch

Components: V

Duration: Instantaneous

Casting Time: 1 action

Area of Effect: 1 opponent + 1 opponent per level

Saving Throw: Special

Spell Resistance: Yes

This spell causes a wave of blue light to flash across the caster's body causing creatures touching the target at the time to be forcefully thrown 10 feet from the caster (within the spell limit). The flash itself does no damage but causes all thrown creatures to make a Fortitude save or be stunned for one round. Stunned creatures will be unable to recover from the fall, pick up weapons or otherwise attack. Stunned creatures can defend with a -4 to the AC and no Dexterity bonus to armor class. Any creature in close proximity to the caster may be carried off by the thrown creatures. Note: Giant size creatures such as dragons will only have the area of their body touching the caster affected, claws, tail, jaw, etc. A failed save means the affected limb cannot be used in the next round.

### **Book's Massage** (Alteration)

Researched By: Abba Book

Level: 1

Range: Touch

Components: V, S

Duration: 3 turns

Casting Time: 1 round

Area of Effect: Person touched

Saving Throw: None

Spell Resistance: Yes

The effect of this spell is to increase by a factor of four the penetrating force of the hand's touch. Used by a master masseuse the effect is a deep and soothing rub, far beyond the ability of any training. In the hands of a fighter it can deliver devastating blows. As a side effect of the beneficial effect of the spell it also increases the force of blows by the bare hand. A character employing a bare handed attack will do real damage with an increase of the base damage dice. E.G. a character with a strength of 17 that would do 1-3+3 points of damage stunned damage will now do 1d4+3 points of real damage with a bare hand. Any form of glove, gauntlet, or material over the hand will negate the effect of the spell.



### **Book's Preserve Self** (Enchantment/Charm)

Researched By: Abba Book

Level: 1

Range: Touch

Components: V, S

Duration: Special

Casting Time: 1Action

Area of Effect: Person Touched

Saving Throw: None

Spell Resistance: Yes

This spell allows the being touched to retain their own mind and personality without risk when affected by a *polymorph other* spell or similar effect. The spell will remain in effect for as long as that polymorph remains in effect. The spell can be cast before the polymorph is cast, in which case no more than 19 minutes may pass between the two spells. It can also be cast on a creature that has already been polymorphed provided that they still retain their own mind. If they have already experienced a personality shift the spell is useless.

### **Burning Hands** (Alteration)

Level: 1

Range: 0

Components: V, S

Duration: Instantaneous

Casting Time: 1 action

Area of Effect: The caster

Saving Throw: Reflex Half

Spell Resistance: Yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4).

Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

### **Charm Person** (Enchantment)

Level: 1

Range: 25'

Components: V, S

Duration: Special

Casting Time: 1 action

Area of Effect: 1 person

Saving Throw: Will Negates

Spell Resistance: Yes

This spell affects any single person it is cast upon. The term *person* includes any sentient creature that could possibly fall into the category of player race. This includes any humanoid except the Giants and Giant kin..

The person receives a saving throw vs. will to avoid the effect. If the person receives damage from the caster's group in the same round the *charm* is cast, an additional bonus of +1 per hit point of damage received is added to the victim's saving throw.

If the spell recipient fails his saving throw, he regards the caster as a trusted friend and ally to be heeded and protected. The spell does not enable the caster to control the charmed creature as if it were an automaton, but any word or action of the caster is viewed in the most favorable way. Thus, a charmed person would not obey a suicide command, but he might believe the caster if assured

that the only chance to save the caster's life is for the person to hold back an onrushing red dragon for "just a minute or two". Note also that the spell does not endow the caster with linguistic capabilities beyond those he normally possesses (i.e., he must speak the victim's language to communicate his "suggestions").

The duration of the spell is a function of the charmed person's Intelligence and is tied to the saving throw. The spell may be broken if a successful saving throw is rolled, and this saving throw is checked on a periodic basis, according to the creature's Intelligence (see the following table). If the caster harms, or attempts to harm, the charmed person by some overt action, or if a *dispel magic* spell is successfully cast upon the charmed person, the *charm* spell is broken.

If two or more *Charm* effects simultaneously affect a creature, the result is decided by the DM. This could range from one effect being clearly dominant, to the subject being torn by conflicting desires, to new saving throws that could negate both spells.

Note that the subject has full memory of the events that took place while he was charmed. Most persons will be offended and feel violated by the use of a charm on them.

Intelligence Score	Time Between Checks
3 or less	3 months
4-6	2 months
7-9	1 month
10-12	3 weeks
13-14	2 weeks
15-16	1 week
17	3 days
18	2 days
19 or more	1 day

**Note:** The period between checks is the time period during which the check occurs. When to roll the check during this time is determined (randomly or by selection) by the DM. The roll is made secretly.

### **Chill Touch** (Necromancy)

Level: 1  
Range: 0  
Components: V, S  
Duration: 3 rds. + 1 rd./level  
Casting Time: 1 action  
Area of Effect: The caster  
Saving Throw: Fortitude Negates  
Spell Resistance: Yes

When the caster completes this spell, a blue glow encompasses his hand. This energy attacks the life force of any living creature upon which the magician makes a successful melee attack. The touched creature must roll a successful saving throw vs. spell or suffer 1d4 points of damage and 1 point of Strength damage. If the save is successful, the creature remains unharmed. Creatures not rated for Strength suffer a -1 penalty to their attack rolls for every other successful touch. Lost Strength returns at the rate of 1 point per hour. Damage must be cured magically or healed naturally.

This spell has a special effect on undead creatures. Undead touched by the caster suffer no damage or Strength loss, but they must successfully save vs. spell or flee for 1d4 rounds +1 round per level of the caster.

### **Color Spray** (Alteration)

Level: 1  
Range: 0  
Components: V, S  
Duration: Instantaneous  
Casting Time: 1 action  
Area of Effect: 5 x 20 x 20 ft. wedge  
Saving Throw: Fortitude Negates  
Spell Resistance: Yes

Upon casting this spell, the magician causes a vivid, fan-shaped spray of clashing colors to spring forth from his hand. From one to six creatures (1d6) within the area are affected in order of increasing distance from the caster. All creatures are entitled to a saving throw vs. fortitude. Blind or unseeing creatures are not affected by the spell.

Creatures failing saving throw are struck unconscious for 2d4 rounds; those with Hit Dice or levels 1 or 2 greater than the magician's level are blinded for 1d4 rounds; those with Hit Dice or levels 3 or more greater than that of the spellcaster are stunned (reeling and unable to think or act coherently) for one round.

### **Comprehend Language** (Alteration)

Level: 1  
Range: Touch  
Components: V, S  
Duration: 5 minutes/level  
Casting Time: 1 round  
Area of Effect: One creature  
Saving Throw: None  
Spell Resistance: No

When this spell is cast the recipient is able to understand, read, and speak the language of the first person he touches, or writing he attempts to read. The ability to read does not imply understanding on the part of the reader. The recipient can not write the language, but can write a translation in their own tongue of what they are reading or hearing. The spell will not make clear magically protected writing.

### **Copy** (Evocation)

Researched By: Damian School  
Level: 1  
Range: special  
Components: V, S, M  
Duration: instantaneous  
Casting Time: 1 round  
Area of Effect: one page  
Saving throw: None  
Spell Resistance: No

Copy enables the caster to make a perfect copy of a map, letter or any other written or drawn document. The caster must have a blank page the same size as the original and a bottle of ink, (any color they want). The caster places the blank page over the original and passes the bottle of ink over the page while casting the spell; the copy immediately appears on the blank page. The copy is permanent and a perfect duplicate of the original, including any smudges or blots on the page. A better copy than the original can not be obtained. The ink is consumed as per normal writing from the bottle.

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### **Darkness** (Alteration)

Level: 1  
Range: 180'  
Components: V  
Duration: 1 turn/level  
Casting Time: 1 action  
Area of Effect: 5-ft. radius  
Saving Throw: Reflex Special  
Spell Resistance: Yes

This spell creates an area of darkness, within a fixed radius of the spell's center. Objects in light beyond this sphere can be seen, normally. The spell is centered on a point selected by the caster, and he must have a line of sight and unobstructed path for the spell when it is cast. Darkness can spring from air, rock, metal, wood, or almost any similar substance.

The effect is immobile unless it is specifically centered on a moveable object or mobile creature. If this spell is cast upon a creature, the applicable magic resistance and saving throw rolls must be made. Successful resistance negates the spell, while a successful saving throw indicates that the spell is centered immediately behind the creature, rather than upon the creature itself. Darkness taken into an area of magical light does not function, but if cast directly against magical light negates it (but only for the duration of the *darkness* spell, if the light effect is continual).

Darkness cast on a creature blinds it, reducing its attack rolls and saving throws by -4 and worsening its Armor Class by -4. The caster can end the spell at any time by uttering a single word.

### **Detect Illusion** (Divination)

Level: 1  
Range: Touch  
Components: V, S  
Duration: 2 rounds +1 per level  
Casting Time: 1 action  
Area of Effect: Line of sight  
Saving Throw: None  
Spell Resistance: No

This spell allows a recipient to see illusions for what they are. Note that it can be used to enable others to see illusions as unreal if the spellcaster touches the creature with both hands and the creature looks at the illusion while so touched.

### **Detect Magic** (Divination)

Level: 1  
Range: 0  
Components: V, S  
Duration: 2 rds./level  
Casting Time: 1 rd.  
Area of Effect: 10 x 60 ft.  
Saving Throw: None  
Spell Resistance: No

When the *detect magic* spell is cast the magician detects magical radiations in a path 10 feet wide and up to 60 feet long in the direction he is facing. The intensity of the magic can be determined (dim, faint, moderate, strong, overwhelming), and the magician can recognize if a certain type of magic (alteration,

conjunction, etc.) with a successful spellcraft check. The caster can turn, scanning a 60-degree arc per round. A stone wall of 1 foot or more thickness, solid metal of 1 inch thickness, or a yard or more of solid wood blocks the spell. Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker radiations. This spell does not reveal the presence of good or evil. Otherplanar creatures are not necessarily magical.

### **Detect Secret Doors** (Divination)

Level: 1  
Range: 60 ft.  
Components: V, S  
Duration: concentration, up to 1 minute/level  
Casting Time: 1 action  
Area of Effect: 10 x 60 ft. cone  
Saving Throw: None  
Spell Resistance: No

You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject.

*1st Round:* Presence or absence of secret doors.

*2nd Round:* Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.

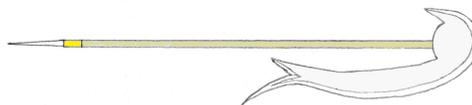
*Each Additional Round:* The mechanism or trigger for one particular secret portal closely examined by you.

Each round, you can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

### **Detect Undead** (Divination)

Level: 1  
Range: 0  
Components: V, S  
Duration: 3 turns  
Casting Time: 1rd.  
Area of Effect: 60 ft. + 10 ft./level  
Saving Throw: None  
Spell Resistance: No

This spell enables the caster to detect all undead creatures out to the limit of the spell. The area of effect extends in a path 10 feet wide and 60 feet long (plus 10 feet longer per level of the magician), in the direction the caster is facing. Scanning a direction requires one round, and the caster must be motionless. While the spell indicates direction, it does not give specific location or distance. It detects undead through walls and obstacles but is blocked by 1 foot of solid stone, 1 yard of wood or loose earth, or a thin coating of metal. The spell does not indicate the type of undead detected, only that undead are present.



### **Disguise Self** (Illusion)

Level: 1  
Range: personal  
Components: V, S  
Duration: 10 minutes./level  
Casting Time: 1 action  
Area of Effect: self  
Saving Throw: None  
Spell Resistance: No

You make yourself - including clothing, armor, weapons, and equipment - look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamor gets a Will save to recognize it as an illusion.

### **Endure Elements** (Abjuration)

Level: 1  
Range: touch  
Components: V, S  
Duration: 24 hours  
Casting Time: 1 action  
Area of Effect: creature touched  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45 and 60 degrees Celsius) without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

### **Enlarge Person** (Transmutation)

Level: 1  
Range: 25' + 5'./level  
Components: V, S, M  
Duration: 1 minute./level  
Casting Time: 1 round  
Area of Effect: 1 creature  
Saving Throw: Fortitude Negates  
Spell Resistance: Yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not

change the target's speed.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it--the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see Table: Medium/Large Weapon Damage). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell.

Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels *reduce person*.

Enlarge person can be made permanent with a *permanency* spell.

### **Erase** (Alteration)

Level: 1  
Range: 90'.  
Components: V, S  
Duration: Permanent  
Casting Time: 1 action  
Area of Effect: 1 scroll or 2 pages  
Saving Throw: Special  
Spell Resistance: Yes

The *erase* spell removes writings of either magical or mundane nature from a scroll or from one to two pages of paper, parchment, or similar surfaces. It removes *explosive runes*, *glyphs of warding*, *sepia snake sigils*, and magician *marks*, but it does not remove *illusory script* or *symbols* (see those spells). Nonmagical writings are automatically erased if the caster is touching them, otherwise, the chance for success is 90%. Magical writings must be touched, and are only 30% likely to be erased, plus 5% per caster level, to a maximum of 90% (for example, 35% for a 1st level caster, 40% for a 2nd level caster, etc.).

### **Expeditious Retreat** (Transmutation)

Level: 1  
Range: Personal  
Components: V, S  
Duration: 1 minute./level  
Casting Time: 1 action  
Area of Effect: Self  
Saving Throw: None  
Spell Resistance: no

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).



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### *Feather Fall* (Alteration)

Level: 1  
Range: 30'/level  
Components: V  
Duration: 1 rd./level  
Casting Time: Swift action  
Area of Effect: Special  
Saving Throw: None  
Spell Resistance: Yes

When this spell is cast, the creature(s) or object(s) affected immediately assumes the mass of a piece of down. The rate of falling is instantly changed to a mere 2 feet per second (120 feet per round), and no damage is incurred upon landing while the spell is in effect. However, when the spell duration ceases, a normal rate of fall occurs. The spell can be cast upon the magician or some other creature or object up to the maximum range and lasts for one round for each level of the magician. The *feather fall* affects one or more objects or creatures in a 10 foot cube, as long as the maximum weight of the creatures or objects does not exceed a combined total of 200 pounds plus 200 pounds per level of the spellcaster.

For example, a 2nd level magician has a range of 20 yards, a duration of two rounds, and a weight limit of 600 pounds when casting this spell. The spell works only upon free-falling, flying, or propelled objects (such as missiles). It does not affect a sword blow or a charging creature. Note that the spell can be effectively combined with *gust of wind* and similar spells.

### *Firewater* (Alteration)

Level: 1  
Range: 30'  
Components: V, S, M  
Duration: 1 round  
Casting Time: 1 action  
Area of Effect: 1 pint per level of the caster  
Saving Throw: None  
Spell Resistance: No

This spell will temporarily change a volume of water into a volatile flammable substance similar to alcohol and likewise lighter than water. If exposed to flame or spark it will burn with a hot fire doing 2-12 hit point damage to anyone exposed to it. If not lit within one minute the firewater will change back into normal water.

### *Freezing Fan* (Evocation)

Researched By: Ariana  
Level: 1  
Range: 0  
Components: V, S  
Duration: Instantaneous  
Casting Time: 1 action  
Area of Effect: Caster  
Saving Throw: Reflex Half  
Spell Resistance: Yes

A cone of chilling cold shoots from your fingertips. Any creature in the area of the cold takes 1d4 points of cold damage per caster level (maximum 5d4).

Materials subject to thermal stress, glass, crystal, etc. may

shatter when hit by the spell. DC as spell + damage done.

### *Friends* (Enchantment/Charm)

Level: 1  
Range: 0  
Components: V, S  
Duration: 1d4 rds. + 1 rd./level  
Casting Time: 1 action  
Area of Effect: 60-ft. radius  
Saving Throw: Will Special  
Spell Resistance: Yes

A friends spell causes the magician to temporarily gain +6 points of Charisma. Intelligent creatures within the area of effect at the time the spell is cast must make immediate reaction checks based on the character's new Charisma. Those with favorable reactions tend to be very impressed with the spellcaster and make an effort to be his friends and help him, as appropriate to the situation. Officious bureaucrats might decide to become helpful, surly gate guards might wax informative, attacking Orcs might spare the caster's life, taking him captive instead. When the spell wears off, the affected creature are entitled to a saving throw vs. Will to see if they realize they have been influenced. The reaction of those that successfully make the save are determined by the DM.

### *Gaze Reflection* (Alteration)

Level: 1  
Range: 0  
Components: V, S  
Duration: 2 rds. + 1 rd./level  
Casting Time: 1 action  
Area of Effect: Special  
Saving Throw: Special  
Spell Resistance: Yes

The *gaze reflection* spell creates a shimmering, mirror-like area of air before the magician that moves with the caster. Any gaze attack, such as that of a basilisk, *eyes of charming*, a vampire's gaze, the *eyebite* spell, and so on, is reflected back upon the gazer if the gazer tries to make eye contact with the spellcaster (the spellcaster suffers no effects from the gaze attack). Such creatures receive a saving throw vs. their own gaze effect. The spell does not affect vision or lighting and is not effective against creatures whose effect comes from being gazed upon (such as a medusa). Only active gaze attacks are blocked by this spell.

### *Grease* (Conjuration)

Level: 1  
Range: 30'  
Components: V, S, M  
Duration: 3 minutes. + 1 minute/level  
Casting Time: 1 action  
Area of Effect: 10 x 10 ft.  
Saving Throw: Reflex Special  
Spell Resistance: No

A *grease* spell covers a material surface with a slippery layer of a fatty, greasy nature. Any creature entering the area or caught in it when the spell is cast must save vs. reflex or slip, skid, and fall. Those who successfully save can reach the nearest non-greased surface by the end of the round. Those who remain in the area are

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allowed a saving throw each round until they escape the area. The DM should adjust saving throws by circumstance; for example, a creature charging down an incline that is suddenly greased has little chance to avoid the effect, but its ability to exit the affected area is almost assured. The spell can also be used to create a greasy coating on an item; a rope, ladder rungs, weapon handle, etc. Material objects not in use are always affected by this spell, while creatures wielding or employing items receive a saving throw vs. spell to avoid the effect. If the initial saving throw is failed, the creature immediately drops the item. A saving throw must be made each round the creature attempts to use the greased item. The caster can end the effect with a single utterance, otherwise, it lasts for minutes plus one minute per level.

### **Hold Portal** (Alteration)

Level: 1  
Range: 60'./level  
Component: V  
Duration: 1 rd./level  
Casting Time: 1 action  
Area of Effect: 20 sq. ft./level  
Saving Throw: None  
Spell Resistance: No

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A knock spell or a successful dispel magic spell can negate a hold portal spell.

Add 5 to the normal DC for forcing open a portal affected by this spell. Held portals can be broken or physically battered down.

### **Hypnotism** (Enchantment/)

Level: 1  
Range: 15'  
Components: V, S  
Duration: 1 rd. + 1 rd./level  
Casting Time: 1 rd.  
Area of Effect: 30 ft. cube  
Saving Throw: Will Negates  
Spell Resistance: Yes

The gestures of the magician, along with his droning incantation, cause 1d6 creatures within the area to become susceptible to a suggestion--a brief and reasonable-sounding request (see the 3rd level magician *suggestion* spell). The request must be given after the *hypnotism* spell is cast. Until that time, the success of the spell is unknown. Note that the subsequent suggestion is not a spell, but simply a vocalized urging (the caster must speak a language the creature understands for this spell to work). Creatures that successfully roll their saving throws are not under hypnotic influence. Those who are exceptionally wary or hostile save with +1 to +3 bonuses. If the spell is cast at an individual creature that meets the caster's gaze, the saving throw is made with a penalty of -2. A creature that fails its saving throw does not remember that the caster enspelled it.



### **Identify** (Divination)

Level: 1  
Range: 60'  
Components: V, S, M  
Duration: 3 rounds/level  
Casting Time: 1 action  
Area of Effect: Cone shaped emanation  
Saving Throw: None  
Spell Resistance: No

This spell functions as *detect magic*, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts.

### **Incomprehensible Language** (Transmutation)

Level: 1  
Range: Touch  
Components: V, S  
Duration: 5 rounds/level  
Casting Time: 1 round  
Area of Effect: One creature  
Saving Throw: Will Negates  
Spell Resistance: Yes

This spell confuse language cancels a comprehend language spell or renders a writing or a creature's speech incomprehensible for the same duration.

### **Jump** (Alteration)

Level: 1  
Range: Touch  
Components: V, S  
Duration: 1d3 rds. + 1 rd./level  
Casting Time: 1 action  
Area of Effect: Creature touched  
Saving Throw: Will (Harmless)  
Spell Resistance: Yes

The individual touched when this spell is cast is empowered to leap once per round for the duration of the spell. Leaps can be up to 30 feet forward or straight upward or 10 feet backward. Horizontal leaps forward or backward have only a slight arc, about 2 feet per 10 feet of distance traveled. The *jump* spell does not ensure safety in landing or grasping at the end of the leap.

### **Light** (Evocation)

Level: 1  
Range: 180'  
Components: V  
Duration: 1 turn/level  
Casting Time: 1 action  
Area of Effect: 20-ft. radius  
Saving Throw: Reflex Special  
Spell Resistance: Yes

This spell creates a luminous glow, equal to torchlight, within a fixed radius of the spell's center. Objects in darkness beyond this sphere can be seen, at best, as vague and shadowy shapes. The spell is centered on a point selected by the caster, and he must have a line of sight and unobstructed path for the spell when it is

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cast. Light can spring from air, rock, metal, wood, or almost any similar substance.

The effect is immobile unless it is specifically centered on a moveable object or mobile creature. If this spell is cast upon a creature, the applicable magic resistance and saving throw rolls must be made. Successful resistance negates the spell, while a successful saving throw indicates that the spell is centered immediately behind the creature, rather than upon the creature itself. Light taken into an area of magical darkness does not function, but if cast directly against magical darkness negates it (but only for the duration of the *light* spell, if the darkness effect is continual).

Light centered on the visual organs of a creature blinds it, reducing its attack rolls and saving throws by -4 and worsening its Armor Class by -4. The caster can end the spell at any time by uttering a single word.

### **Mage Armor** (Conjuration)

Level: 1

Range: Touch

Components: V, S, F

Duration: 1 hour/level

Casting Time: 1 action

Area of Effect: Creature touched

Saving Throw: Will negates (harmless)

Spell Resistance: No

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.

Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

### **Magic Missile** (Evocation)

Level: 1

Range: 180' + 30'/level max 600'

Components: V, S

Duration: Instantaneous

Casting Time: 1 action

Area of Effect: 1-5 targets

Saving Throw: None

Spell Resistance: Yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile - two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.



### **Medley** (Enchantment)

Researched By: Hugo Cather

Level: 1

Range: 0

Components: V

Duration: Instantaneous

Casting Time: 1 action (special)

Area of Effect: Caster

Saving Throw: None

Spell Resistance: No

This spell allows the magician to delay the effects of one or more spells so that they begin simultaneously. The caster begins by casting the *medley* spell, then the first spell desired, then the second spell desired, and so forth. Up to three spells can be so joined. At the finish of the last spell the caster intends to use all spells combined begin. Eg. a magician wanting to attack three opponents at once casts a *medley*, a *magic missile*, a *grease*, and a *jump* spell. At the end of four rounds (the total casting time) all three spells would take effect at once. ie. The *magic missile* would strike its target, *grease* would form at the spot indicated, and the caster could jump away from the area. Spell expenditure is equal to the number of spells cast, in the above example four first level spells. No higher than third level spells can be cast in *medley*. No spell that requires continued concentration can be cast in a *medley*. In all cases the magician expends all spell levels used.

### **Melt** (Transmutation)

Level: 1

Range: 90'

Components: V, S

Duration: 1 minute/level

Casting Time: 1 action

Area of Effect: 30 cu ft of ice or 60 cu ft of snow per level

Saving Throw: Fortitude Special

Spell Resistance: Yes

The spell will effectively raise the temperature in the area of effect. This sudden increase will melt ice in one minute so that a 1st level Magician can melt a cubic yard of ice in a single minute, or twice that volume of snow. The spell will negate the cold based attacks of creature such as White Dragons, Winter Wolves, and Yeti. A successful save will negate this effect. Creatures that are comprised of or connected to the para-elemental plane of cold will take 2 hit points of damage per level of the caster. A successful save will halve this damage.

### **Mount** (Conjuration)

Level: 1

Range: 30'

Components: V, S

Duration: 2 hrs. + 1 hr./level

Casting Time: 1 minute

Area of Effect: 1 mount

Saving Throw: None

Spell Resistance: No

By means of this spell, the caster conjures a normal animal to serve him as a mount. The animal serves willingly and well, but at the expiration of the spell duration it disappears, returning to its

own place. The type of mount gained by this spell depends on the level of the caster; of course, a caster can choose a lesser mount if desired. Available mounts include the following:

Caster Level	Mount
1-3	Mule or light horse
4-7	Draft horse or war horse
8-12	Camel
13-14	Elephant (and howdah at 15th level)
15+	Griffon (and saddle at 18th level)

The mount does not come with any riding gear, unless it is of a class lower than the caster would normally be entitled to; thus, a 4th level magician can gain a war horse without saddle and harness, or a light horse with saddle and harness. The statistics of the animal gained are typical of all creatures of the same class. The mount disappears if slain.

### **Muscle Cramp** (Transmutation)

Researched By: Myatan

Level: 1

Range: 30'

Components: V, S

Duration: 1-4 rounds

Casting Time: 1 action

Area of Effect: One creature

Saving Throw: Fortitude Negates

Spell Resistance: Yes

The effect of this spell is to severely cramp one of the victims voluntary muscles eg. calf, biceps, etc. The victim that fails their save is seized by a violent cramps lasting 1-4 rounds that twitch through their bodies.

Creatures that fail the save lose their dexterity bonus to all rolls or reflex saves and are -2 on attack rolls.

Flying creatures must land or suffer falling damage. (Save reflex vs spell DC +1 per ten feet fallen to avoid damage)

Creatures affected are fatigued for ten minutes after the spell ends.

### **Nystul's Magical Aura** (Illusion)

Level: 1

Range: Touch

Components: V, S

Duration: 1 day/level

Casting Time: 1rd.

Area of Effect: Special

Saving Throw: Special

Spell Resistance: No

By means of this spell, any one item of no more than five pounds weight per level of the spellcaster can be given an aura that is noticed by someone using magic detection. The caster can specify the type of magical aura that is detected (transmutation, conjuration, etc.) and this effectively masks the item's actual aura, if any, unless the item's own aura is exceptionally powerful (if it is an artifact, for instance). If the object bearing Nystul's magical aura is examined by someone skilled in spellcraft they have a chance equal to the DC of the spell to recognizing that the aura has been placed to mislead the unwary. Otherwise, the aura is believed and no amount of testing reveals what the true magic is.

The spell can also hide a magic aura making a magical item

appear to be non-magical.

### **Phantasmal Force** (Illusion)

Level: 1

Range: 180' + 130'/level

Components: V, S

Duration: Special

Casting Time: 1 action

Area of Effect: 400 sq. ft. +100 sq. ft./level

Saving Throw: Special

Spell Resistance: No

This spell creates the illusion of any object, creature, or force, as long as it is within the boundaries of the spell's area of effect. The illusion is visual and affects all believing creatures (undead are immune) that view it. It does not create sound, smell, or temperature. Effects that depend on these senses usually fail. The illusion lasts until struck by an opponent, unless the spellcaster causes the illusion to react appropriately, or until the magician ceases concentration upon the spell (due to desire, moving, or a successful attack that ruins concentration). Saving throws for illusions are explained under "Illusions" in *Chapter 8: Magic of the Players Handbook*. Creatures that disbelieve the illusion see it for what it is and add +4 to associates' saving throws if this knowledge can be communicated effectively. Creatures believing the illusion are subject to its effects (again, as explained in Chapter 8).

The illusionary effect can be moved by the caster within the limits of the area of effect. The DM has to rule on the effectiveness of this spell

### **Precipitation** (Evocation)

Level: 1

Range: 30' per level

Components: V, S

Duration: 1 round per level

Casting Time: 1 rd.

Area of Effect: 90' diameter cylinder up to 180' high

Saving Throw: None

Spell Resistance: No

When this spell is cast all airborne water vapor in the area of effect is precipitated in the form of a light rain for the duration of the spell. 1/60th of an inch of rain will fall per minute. The spell will have the following general effects.

- Thin light material will become damp in one round and thoroughly wet thereafter.
- Twigs and heavy material such as canvas will be damp in 2 rounds and wet thereafter.
- Flat, relatively non-porous surfaces, such as stone floors rock, painted wood, etc., will be damp in round and filmed with water thereafter.
- Semi-porous surfaces and material will become damp on the surface in 2 rounds and the damp are will progress downward/inward until the material is thoroughly wet.
- Porous surfaces and materials absorb the rain up to the limit of their capacity.
- Small flames such as candles are extinguished in one round, small fires will smoke up to one minute after the rain stops. Large fires are unaffected.

In arid regions rate of rainfall will be halved, humid regions

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like rain forest will double the duration of the spell. Freezing temperatures will cause the *precipitation* to fall as sleet or snow.

### **Protection From Good** (Abjuration)

Level: 1  
Range: Touch  
Components: V, S  
Duration: 1 minute./level  
Casting Time: 1 action  
Area of Effect: 1 creature  
Saving Throw: None  
Spell Resistance: No

When this spell is cast, it creates a magical barrier around the recipient at a distance of 1 foot. The barrier moves with the recipient and has three major effects:

- First, all attacks made by good or goodly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll, and any saving throws caused by such attacks are made by the protected creature with a +2 bonus.
- Second, any attempt to exercise mental control over the protected creature (if, for example, it has been charmed by an angel) or to invade and take over its mind (as by a ghost's magic jar attack) is blocked by this spell. Note that the protection does not prevent an angel from casting a charm itself, nor end it, but it does prevent the angel from exercising mental control through the barrier. Likewise, an outside life force is merely kept out, and would not be expelled if in place before the protection was cast.
- Third, the spell prevents bodily contact by creatures of an extraplanar or conjured nature (such as aerial servants, elementals, cherubs, invisible stalkers, salamanders, water weirds, xorn, and others). This causes the natural (body) weapon attacks of such creatures to fail and the creature to recoil if such attacks require touching the protected creature. Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the character. This protection ends if the protected character makes a melee attack against or tries to force the barrier against the blocked creature.

### **Protection From Evil** (Abjuration)

Level: 1  
Range: Touch  
Components: V, S  
Duration: 1 minute./level  
Casting Time: 1 action  
Area of Effect: 1 creature  
Saving Throw: None  
Spell Resistance: No

When this spell is cast, it creates a magical barrier around the recipient at a distance of 1 foot. The barrier moves with the recipient and has three major effects:

- First, all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll, and any saving throws caused by such attacks are made by the protected creature with a +2 bonus.
- Second, any attempt to exercise mental control over the protected creature (if, for example, it has been charmed by a vampire) or to invade and take over its mind (as by a ghost's magic jar attack) is blocked by this spell. Note that the protection does not prevent a vampire's charm itself, nor end it, but it does prevent

the vampire from exercising mental control through the barrier. Likewise, an outside life force is merely kept out, and would not be expelled if in place before the protection was cast.

- Third, the spell prevents bodily contact by creatures of an extraplanar or conjured nature (such as aerial servants, elementals, imps, invisible stalkers, salamanders, water weirds, xorn, and others). This causes the natural (body) weapon attacks of such creatures to fail and the creature to recoil if such attacks require touching the protected creature. Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the character. This protection ends if the protected character makes a melee attack against or tries to force the barrier against the blocked creature.

This spell can be reversed to become *protection from good*, with the second and third benefits remaining unchanged.

### **Pull** (Transmutation)

Level: 1  
Range: 10 yards + 5 yards per level  
Components: V, S  
Duration: Instantaneous  
Casting Time: 1 action  
Area of Effect: Special  
Saving Throw: None  
Spell Resistance: Yes

The *pull* spell allows a magician to extend his reach beyond the physical limits and pull a distant object. Anything can be pulled that the magician could normally pull with his own strength. Small objects can be toppled, a creature put off balance during an attack. The Magician makes a ranged touch attack on the target. Success indicates they target was pulled as if the magician did so physically. Reflex saves or Dex checks should be made as appropriate depending on the circumstances of the Pull (standing around minding his own business, teetering on the edge of an abyss, etc.). Non-living objects receive no save even it targeted at a creature. The creature does get a reflex save to avoid a falling object. Force can only be applied toward from the caster.

### **Push** (Transmutation)

Level: 1  
Range: 30' + 15'/level  
Components: V, S  
Duration: Instantaneous  
Casting Time: 1 action  
Area of Effect: Special  
Saving Throw: None  
Spell Resistance: Yes

The *push* spell allows a magician to extend his reach beyond the physical limits and push a distant object. Anything can be pushed that the magician could normally push with his own strength. Small objects can be toppled, a creature put off balance during an attack. The Magician makes a ranged touch attack on the target. Success indicates they target was pushed as if the magician did so physically. Reflex saves or Dex checks should be made as appropriate depending on the circumstances of the Push (standing around minding his own business, teetering on the edge of an abyss, etc.). Non-living objects receive no save even it targeted at a creature. The creature does get a reflex save to avoid a falling object. Force can only be applied away from the caster.

The reverse of the spell *pull*, will exert the same manner of force toward the caster.

### **Reduce Person** (Transmutation)

Level: 1  
Range: 25' + 5'./level  
Components: V, S, M  
Duration: 1 minute./level  
Casting Time: 1 round  
Area of Effect: 1 creature  
Saving Throw: Fortitude Negates  
Spell Resistance: Yes

This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that reduce size do not stack. Reduce person counters and dispels enlarge person.

Reduce person can be made permanent with a permanency spell.

### **Run** (Transmutation)

Level: 1  
Range: Touch  
Components: V, S  
Duration: 5-8 hours  
Casting Time: 1 action  
Area of Effect: Special  
Saving Throw: None  
Spell Resistance: Yes

The *run* spell allow enables the recipients to run at full speed (twice normal speed) for 5-8 hours without tiring. They must however rest a like number of hours and otherwise replenish themselves. The spell allows the feat to be performed without fatigue, but the energy expended is expended. For every two levels of experience the caster has one additional creature can be affected by the spell. Any creature can receive the spell. Flying and swimming creatures will likewise benefit for their form of locomotion.



### **Shield** (Evocation)

Level: 1  
Range: Self  
Components: V, S  
Duration: 5 rounds./level  
Casting Time: 1 action  
Area of Effect: Self  
Saving Throw: None  
Spell Resistance: No

When this spell is cast, an invisible barrier comes into being in front of the magician. This shield totally negates magic missile attacks. It provides the equivalent protection of AC +7 against missile and melee attacks. The shield also adds a +1 bonus to the magician's saving throws against attacks that are basically frontal. Note that these benefits apply only if the attacks originate from in front of the magician, where the shield can move to interpose itself.

### **Shocking Grasp** (Evocation)

Level: 1  
Range: Touch  
Components: V, S  
Duration: Special  
Casting Time: 1 action  
Area of Effect: Creature touched  
Saving Throw: None  
Spell Resistance: Yes

When the magician casts this spell, he develops a powerful electrical charge that gives a jolt to the creature touched. The spell remains in effect for one round per level of the caster or until it is discharged by the caster touching another creature. The shocking grasp delivers 1d8 points of damage, plus 1 point per level of the magician (for example, a 2nd-level magician would discharge a shock causing 1d8+2 points of damage). While the magician must come close enough to his opponent to lay a hand on the opponent's body or upon an electrical conductor that touches the opponent's body, a like touch from the opponent does not discharge the spell.

### **Sleep** (Enchantment)

Level: 1  
Range: 90'  
Components: V, S  
Duration: 5 rds./level  
Casting Time: 1 action  
Area of Effect: Special  
Saving Throw: None  
Spell Resistance: Yes

When a magician casts a *sleep* spell, he causes a comatose slumber to come upon one or more creatures (other than undead and certain other creatures specifically excluded from the spell's effects). All creatures to be affected by the *Sleep* spell must be within 30 feet of each other. The number of creatures that can be affected is a function of Hit Dice or levels. The spell affects 4d4 Hit Dice of monsters. Monsters with 4+3 Hit Dice or more are unaffected. The center of the area of effect is determined by the spellcaster. The creatures with the least Hit Dice are affected first, and partial effects are ignored.

For example, a magician casts *sleep* at three kobolds, two

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gnolls, and an ogre. The roll (4d4) result is 4. All the kobolds and one groll are affected ( $1/2 + 1/2 + 1/2 + 2 = 3 \frac{1}{2}$  Hit Dice). Note that the remainder is not enough to affect the last groll or the ogre.

Slapping or wounding awakens affected creatures but normal noise does not. Awakening requires one entire round. Magically sleeping opponents can be killed with a *coup de grâce*.

### Spider Climb (Transmutation)

Level: 1

Range: Touch

Components: V, S, M

Duration: 3 rds. + 1 rd./level

Casting Time: 1 action

Area of Effect: Creature touched

Saving Throw: Will Negates. (harmless)

Spell Resistance: Yes

A *spider climb* spell enables the recipient to climb and travel upon vertical surfaces as well as a giant spider, or even hang upside down from ceilings. Unwilling victims must be touched and are then allowed a saving throw vs. will to negate the effect. The affected creature must have bare hands and feet in order to climb in this manner, at a movement rate of 30. The caster can end the spell effect with a word.

### Spook (Illusion)

Level: 1

Range: 30 ft.

Components: V, S

Duration: Special

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: Will Negates

Spell Resistance: No

A *spook* spell enables the magician to play upon natural fears to cause the target creature to perceive the spellcaster as someone or something inimical. Without actually knowing what this is, the magician merely advances threateningly upon the creature. If the creature does not make a successful saving throw vs. will, it turns and flees at maximum speed as far from the magician as possible, though items carried are not dropped. The creature has a saving throw penalty of -1 for every two experience levels of the caster, to a maximum of -6 at 12th level. Note that a natural (unmodified) roll of 20 automatically succeeds, regardless of saving throw penalties. Although the caster does not actually pursue the fleeing creature, a phantasm from its own mind does. Each round after the initial casting, the creature receives another saving throw, without penalty, until it successfully saves and the spell is broken. In any event, the spell functions only against creatures with Intelligences of 2 or more, and undead are not affected at all.



### Summon Monster 1 (Conjuration)

Level: 1

Range: 25' + 5/2 levels

Components: V, S, F

Duration: 1 round/level

Casting time: 1 round

Area of Effect: One summoned creature

Saving Throw: None

Spell Resistance: No

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table: Summon Monster. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish).

### Suszan's Sunscreen (Transmutation)

Researched by: Suszan McDonald

Level: 1

Range: Touch

Components: V, S

Duration: 18 hours

Casting time: 1 action

Area of Effect: 1 creature + 1 creature /2 levels

Saving Throw: None

Spell Resistance: No

This spell protects the creature touched from sunburn for the duration of the spell. It will not protect the eyes from damage from looking at the sun, heatstroke, sunstroke, or dehydration. It does not give any protection from heat or fire.

### Suszan's Umbrella (Evocation)

Researched By: Suszan McDonald

Level: 1

Range: Personal

Components: V, S

Duration: 30 minutes + 10 minutes/level

Casting Time: 1 action

Area of Effect: Self

Saving Throw: None

Spell Resistance: No

The *umbrella* spell is a modified *Tenser's floating disc*. Instead of following the casting mage the spell forms a curving field over their head. This field extends three feet on all sides of the recipient. The field will repel rain, snow, or other forms of precipitation as if it were a solid object. It will stop hail up to 0.5 inches across, objects larger than 0.5 inches will fall unimpeded by the field. The field will remain over the recipient no matter how they move. The spell will not work if there is not at least 5 feet

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clearance above the recipient's head. This does not include over head foliage.

### **Taunt** (Enchantment)

Level: 1  
Range: 180'  
Components: V, S  
Duration: 1 rd  
Casting Time: 1 action  
Area of Effect: 30-ft. radius  
Saving Throw: Will Negates  
Spell Resistance: Yes

A *taunt* spell enables the caster to jape and jeer effectively at a single type of creature with an Intelligence of 3 or greater. The caster need not speak the language of the creatures. His words and sounds have real meaning for the subject creature or creatures, challenging, insulting, and generally irritating and angering the listeners. Those failing to save vs. spell rush forth in fury to do battle with the spellcaster. All affected creatures attack the spellcaster in melee if physically capable of doing so, seeking to use natural or melee weapons rather than missiles or spells.

Separation of the caster from the victim by an impenetrable or uncrossable boundary (a wall of fire, a deep chasm, a formation of set pikemen) causes the spell to break. If the caster taunts a mixed group, he must choose the type of creature to be affected. Creatures commanded by a strong leader (i.e., with a Charisma bonus, with higher Hit Dice, etc.) might gain a saving throw bonus of +1 to +4, at the DM's discretion. If used in conjunction with a *ventriloquism* spell, the creatures may attack the apparent source, depending upon their Intelligence, a leader's presence, and so on.

### **Tenser's Floating Disc** (Evocation)

Level: 1  
Range: 60'  
Components: V, S  
Duration: 30 minutes + 10 minutes/level  
Casting Time: 1 rd.  
Area of Effect: Special  
Saving Throw: None  
Spell Resistance: No

With this spell, the caster creates the slightly concave, circular plane of force known as *Tenser's floating disc* (after the famed magician whose greed and ability to locate treasure are well known). The disc is 3 feet in diameter and holds 100 pounds of weight per level of the magician casting the spell. The disc floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within its range of 60 feet at the command of the caster, and will accompany him at a movement rate of no more than 60'/round. If unguided, it maintains a constant interval of 5 feet between itself and the magician. If the spellcaster moves beyond range (by moving faster, by such means as a *teleport* spell, or by trying to take the disc more than 3 feet from the surface beneath it), or if the spell duration expires, the floating disc winks out of existence, and whatever it was supporting crashes to the surface beneath it.

### **Unseen Servant** (Conjuration)

Level: 1  
Range: 0  
Components: V, S  
Duration: 1 hour + 10 minutes/level  
Casting Time: 1 round  
Area of Effect: One room or 30' radius whichever is smaller.  
Saving Throw: None  
Spell Resistance: No

The unseen servant is an invisible, mindless, and shapeless force, used to step and fetch, open unstuck doors, and hold chairs, as well as to clean and mend. It is not strong, but unfailingly obeys the command of the magician. It can perform only one activity at a time and can move only lightweight items, carrying a maximum of 20 pounds or pushing/pulling 40 pounds across a smooth surface. It can open only normal doors, drawers, lids, etc. The unseen servant cannot fight, nor can it be killed, as it is a force rather than a creature. It can be magically dispelled, or eliminated after receiving 6 points of damage from area-effect spells, breath weapons, or similar attacks. If the caster attempts to send it beyond the allowed radius, the spell ends immediately.

### **Wall of Fog** (Conjuration)

Range: 90'  
Components: V, S  
Duration: 2d4 rds. + 1 rd./level  
Casting Time: 1 action  
Area of Effect: 20 ft. Cube + 10 ft. cube/level  
Saving Throw: None  
Spell Resistance: No

By casting this spell, the magician creates a billowing wall of misty vapors in any area within the spell range. The wall of fog obscures all sight, normal and infravision, beyond 5 feet. The caster may create less vapor if he wishes. The wall must be a roughly cubic or rectangular mass, at least 10 feet across in its smallest dimension. The misty vapors persist for three or more minutes. Their duration can be halved by a moderate wind, and they can be blown away by a strong wind.



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