

Magic-User Spells

Level 1

Charm Person

Range: 120 ft Duration: Until dispelled

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

Detect Magic

Range: 60 ft Duration: 20 minutes

The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. As examples: magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

Hold Portal

Range: Sight Duration: 2d6 turns

This spell holds a door closed for the spell's duration (or until dispelled). Creatures with magic resistance can shatter the spell without effort.

Light

Range: 60 ft Duration: 1 hour (+10 min/level)

The target person or object (at a range of up to 120 ft) produces light about as bright as a torch, to a radius of 20 ft.

Magic Missile

Range: 150 ft Duration: Immediate

A magical missile flies where the caster directs, with a range of 150 ft. The missile hits automatically, doing 1d4+1 points of damage. The magic user casts an additional two missiles for every 5 levels of experience. Thus, at fifth level, the caster is able to hurl 3 magic missiles, and 5 missiles at 10th level.

Protection from Evil

Range: Caster Duration: 1 hour

Creates a magical field of protection around the caster, blocking out all enchanted monsters (e.g., elementals and demons). Evil monsters suffer a -1 penalty to hit the caster, and the caster gains +1 on all saving throws against such attacks. If the caster already has any magical bonuses to his saving throws or armor class, the bonus from the magic circle has no effect (although the protective circle still functions against enchanted creatures).

Read Languages

Range: Normal reading distance

Duration: One or two readings

This spell allows the caster to decipher directions, instructions, and formulae in languages unknown to the caster. Particularly useful for treasure maps; doesn't solve codes.

Shield

Range: Caster Duration: 20 minutes

The caster conjures up an invisible shield that interposes itself in front of attacks. The shield improves the caster's armor class to 2 [17] against missile attacks and to 4 [15] against other (melee) attacks. If the caster's armor class is already better than the spell would grant, the spell has no effect.

Sleep

Range: 240 ft Duration: 1 hour

This spell puts enemies into an enchanted slumber (no saving throw is permitted). It affects creatures based on their hit dice.

Hit Dice of Victims

Less than 1 to 1+

1+ to 2+

3 to 3+

4 to 4+

Number Affected

4d4

2d6

1d6

1

Level 2

Continual Light

Darkness, 15 ft Radius

Detect Evil

Detect Invisibility

ESP

& More . . .