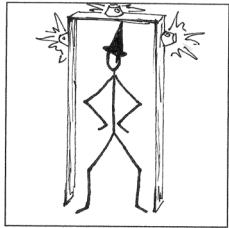




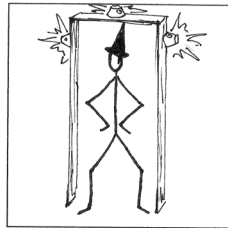
DETECT MAGIC



Detects spells and magic items within 60'

(No roll/save)

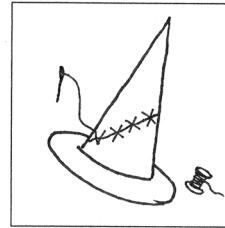
DETECT MAGIC



Detects spells and magic items within 60'

(No roll/save)

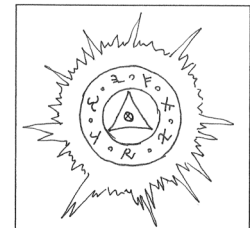
MENDING



Makes minor repairs on an object.

(No roll/save)

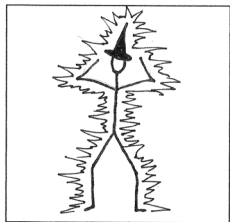
ARCANE MARK



Inscribes a personal rune (visible or invisible)

(No roll/save)

SHOCKING GRASP



A successful attack deals electric damage

(1D6/level)

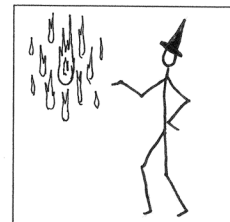
DANCING LIGHTS



Creates torches or other lights.

(Duration: 1 min/range: 150 ft)

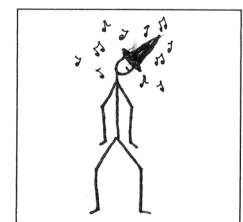
DANCING LIGHTS



Creates torches or other lights.

(Duration: 1 min/range: 150 ft)

LULLABY

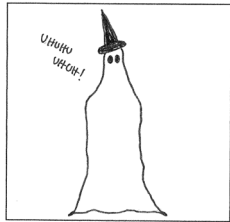


Makes subject drowsy

(-5 on Spot & Listen checks, -2 Will saves against Sleep + will save)



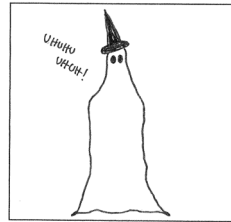
GHOST SOUND



Figment sounds.

(Range: 30 ft + will save)

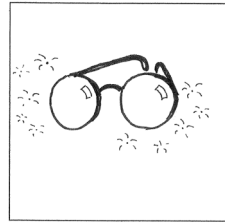
GHOST SOUND



Figment sounds.

(Range: 30 ft + will save)

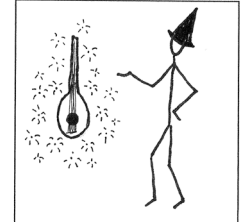
READ MAGIC



Reads scrolls and spell-books.

(Duration: 10 min/lvl)

SUMMON INSTRUMENT



Summons one instrument of the caster's choice.

(Duration: 5 min)

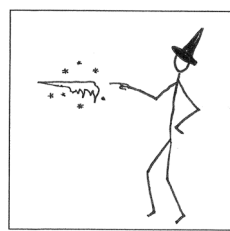
DISRUPT UNDEAD



Deals 1d6 damage to one undead.

(No roll/save)

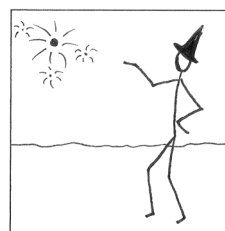
RAY OF FROST



Ray deals 1d3 Cold damage

(Range: 30ft/touch att)

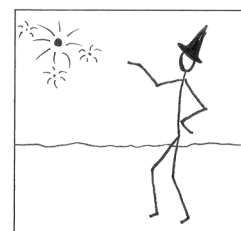
FLARE



Dazzles one creature

(Fort save/-1 to att)

FLARE

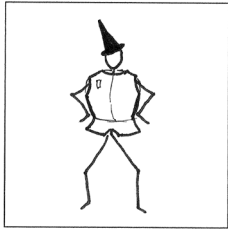


Dazzles one creature

(Fort save/-1 to att)



MAGE ARMOR



Gives subject +4 armor bonus.

(Duration: 1 hour/lvl)

MAGIC WEAPON



Weapon gets magic bonus.

(+ 1 bonus/duration: 1 min/lvl)

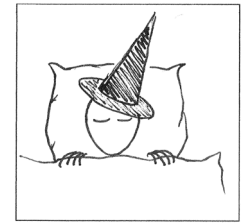
MAGIC WEAPON



Weapon gets magic bonus.

(+ 1 bonus/duration: 1 min/lvl)

SLEEP



Put creature into slumber

(Up to 4 persons/will)

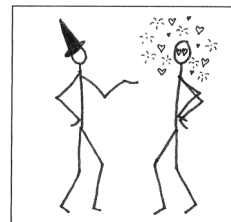
DETECT SECRET DOORS



Reveals hidden doors within 60'

(Duration: 1 min/lvl)

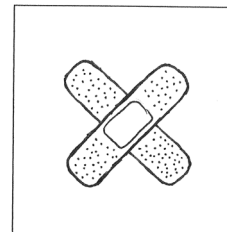
CHARM PERSON



Makes one person your friend

(Duration: hour/lvl. Will save)

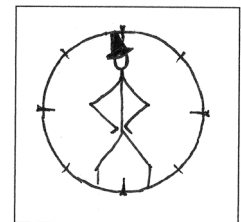
CURE LIGHT WOUNDS



Heals small wounds

(Returns 1d8+5 hp)

TRUE STRIKE

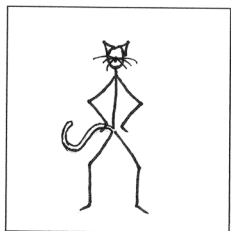


Gives perfect aim/one attack

(+20 to next attack)



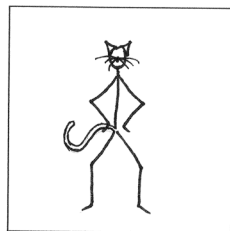
CAT'S GRACE



Subject becomes more agile

(+4 dex. 1min/lvl)

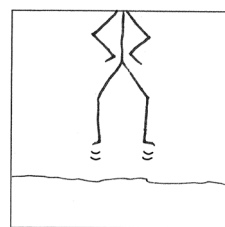
CAT'S GRACE



Subject becomes more agile

(+4 dex. 1min/lvl)

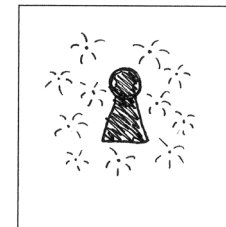
LEVITATE



Levitates target of spell.
Up'n'down.

(1 min/lvl Range: 30 ft)

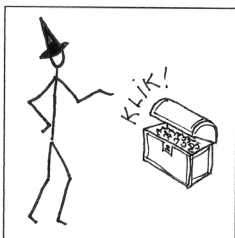
ARCANE LOCK



Magically locks a portal or chest

(Range: touch)

KNOCK



Opens locked or magically sealed door.

(Range: 100 ft)

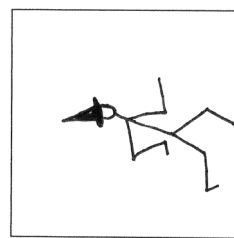
KNOCK



Opens locked or magically sealed door.

(Range: 100 ft)

SPIDER CLIMB



The subject can climb and travel on vertical surfaces or even traverse ceilings.

(10 minutes/level)

FLY



Targets gain fly, 60 ft/round.

(1 min lvl/range touch)

MAGICIAN: IMPOSSIBLE

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MAGICIAN: IMPOSSIBLE

MAGICIAN: IMPOSSIBLE

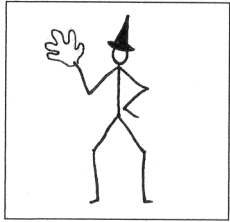
MAGICIAN: IMPOSSIBLE

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MAGICIAN: IMPOSSIBLE

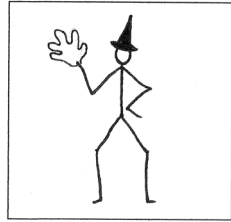
MAGE HAND



5 pound
telekinesis.

(Range: 30 ft)

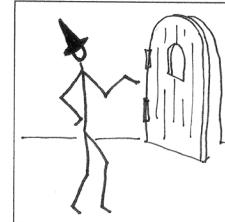
MAGE HAND



5 pound
telekinesis.

(Range: 30 ft)

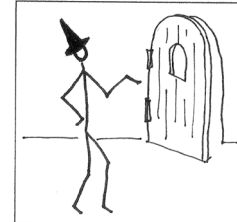
OPEN/ CLOSE



Opens or closes small or
light things.

(Range: 30 ft.)

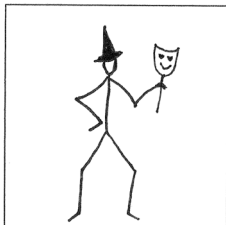
OPEN/ CLOSE



Opens or closes small or
light things.

(Range: 30 ft.)

DISGUISE SELF



Changes your
appearance

(Duration: 10 min/lvl.)

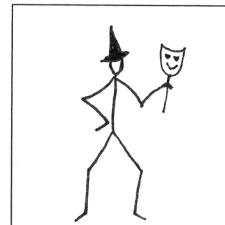
DISGUISE SELF



Changes your
appearance

(Duration: 10 min/lvl.)

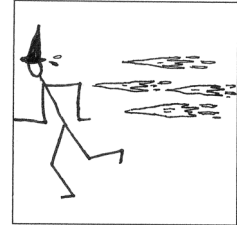
DISGUISE SELF



Changes your
appearance

(Duration: 10 min/lvl.)

MAGIC MISSILE

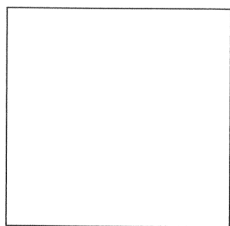


Fires magic projectile

(Auto hit/dmg: 1d4+1)



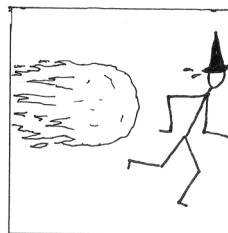
INVISIBILITY



Subjects becomes invisible

(Duration: 1 min/lvl)

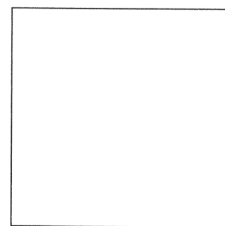
FIREBALL



Fire fireball (5D6 damage)

(Range: 500 ft. Ref for half damage)

INVISIBILITY SPHERE



Creates 10 ft invisibility sphere

(Attaks ends spells)

FLY



Targets gain fly, 60 ft/round.

(1 min lvl/range touch)

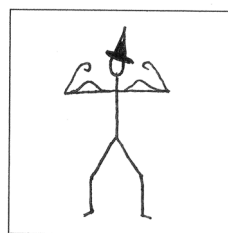
HOLD PERSON



The subject becomes paralyzed and freezes in place.

(1 round/level)

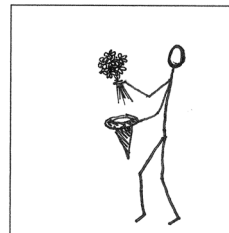
BUL'S STRENGTH



The subject becomes stronger.

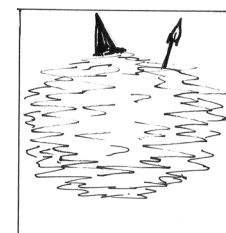
(+4 strength f. 1 minute/level)

PRESTIDIGITATION



Creates a minor trick that novice spellcasters use for practice.

FOG CLOUD

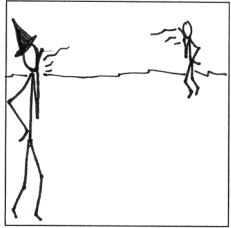


A bank of fog billows out from the point you designate.

(Obscures all sight, incl. darkvision, 10 minutes/level)



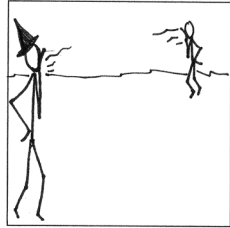
MESSAGE



Whisper conversation at distance.

(Range: 100 ft.)

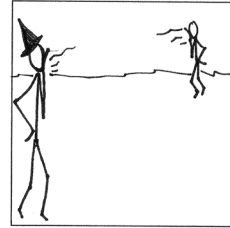
MESSAGE



Whisper conversation at distance.

(Range: 100 ft.)

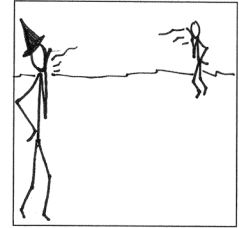
MESSAGE



Whisper conversation at distance.

(Range: 100 ft.)

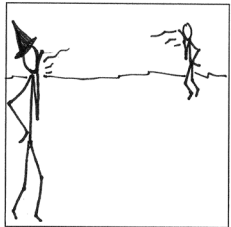
MESSAGE



Whisper conversation at distance.

(Range: 100 ft.)

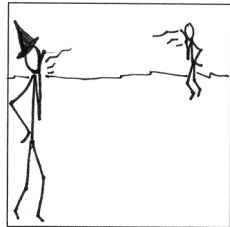
MESSAGE



Whisper conversation at distance.

(Range: 100 ft.)

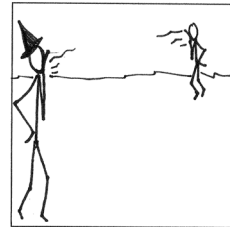
MESSAGE



Whisper conversation at distance.

(Range: 100 ft.)

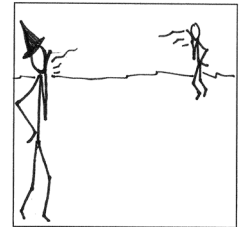
MESSAGE



Whisper conversation at distance.

(Range: 100 ft.)

MESSAGE

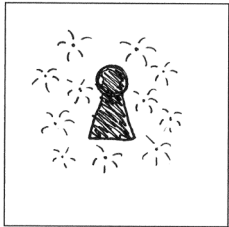


Whisper conversation at distance.

(Range: 100 ft.)

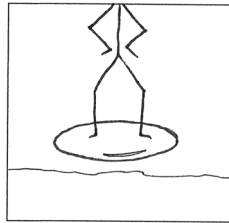


ARCANE LOCK



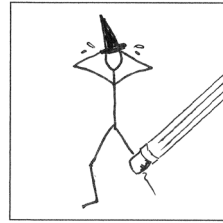
An arcane lock spell cast upon a door, chest, or portal magically locks it.

FLOATING DISC



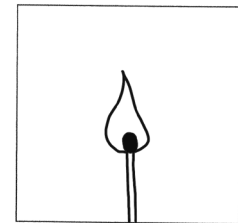
Creates an invisible flying disc that follows your command
(1 hour/level - holds 100 pounds/level)

ERASE



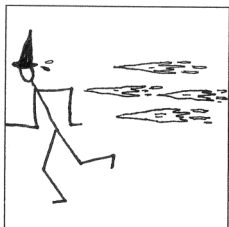
Removes writings of either magical or mundane nature from a scroll or from one or two pages of paper or other surface.

LIGHT



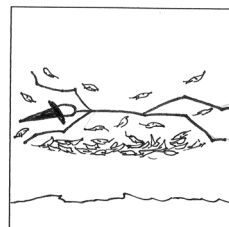
Object shines like a torch.
(Duration: 10 min/level)

MAGIC MISSILE



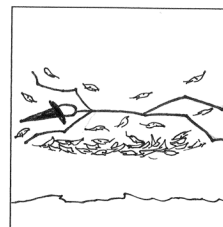
Fires magic projectile
(Auto hit/dmg: 1d4+1)

FEATHER FALL



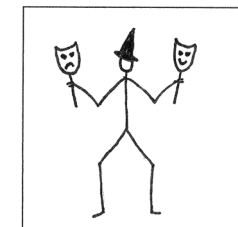
Objects or creatures fall slowly
(Range: 30ft. Duration: 1 round/lvl)

FEATHER FALL



Objects or creatures fall slowly
(Range: 30ft. Duration: 1 round/lvl)

ALTER SELF



Change appearance and form
(Duration: 10 min/lvl)