## 0. Level Spells

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| Acid Splash | Conjuration (Creation) | Acid | V, S | 1 standard | Close | 1 missile | Instantaneous | None | No | Ranged touch attack -> 1d3 acid damage |
| Amanuensis | Transmutation | - | V, S | 1 standard | Close | Object(s) with writing | 10 min/lvl. | Will neg (obj) | Yes | Copy nonmagical text; 250 words/min |
| Arcane Mark | Universal | - | V, S | 1 standard | 0 ft. | One rune/mark within 1 sq. ft. | Permanent | None | No | Inscribes a personal rune (visible or invisible). |
| Caltrops | Conjuration (Creation) | - | V, S | 1 standard | Close | One 5x5 ft. square per 2 lvl. | 1 round/lvl | None | No | Create caltrops that attack (+0 melee +1/2 lvls) any passing creature; 1 dmg. at hit ½ move for small – large injured creatures |
| Dancing Lights | Evocation | Light | V, S | 1 standard | Medium | 1-4 lights in 10 ft. radius | 1 minute (D) | None | No | Creates torches or other lights |
| Daze | Enchantment (Compulsion) | Mind-affecting | V, S, M | 1 standard | Close | 1 humanoid creature | 1 round | Will neg | Yes | Humanoid creature of 4 HD or less loses next action. |
| Detect Magic | Divination | - | V, S | 1 standard | 60 ft. | Cone-shaped emanation | Concentration; up to 1 min./lvl | None | No | Detects spells and magic items within 60 ft. |
| Detect Poison | Divination | - | V, S | 1 standard | Close | 1 creature/ object or  5 ft. cube | Instantaneous | None | No | DC 20 Wisdom/Craft(alchemy) check to determine exact type |
| Disrupt Undead | Necromancy | - | V, S | 1 standard | Close | Ray | Instantaneous | None | Yes | Deals 1d6 damage to one undead; need ranged touch attack |
| Electric Jolt | Evocation | Electricity | V, S | 1 standard | Close | Ray | Instantaneous | None | Yes | Ranged touch attack deals 1d3electricity damage. |
| Flare | Evocation | Light | V | 1 standard | Close | Burst of light | Instantaneous | Fort neg. | Yes | Can dazzle creature 1 minute |
| Ghost sound | Illusion (Figment) | - | V, S, M | 1 standard | Close | Sounds | 1 round/lvl. (D) | Will disbelief | No | Material: bit of wool or a small lump of wax |
| Launch Bolt | Transmutation | - | V, S, **M** | 1 standard | Touch | One crossbow bolt in possession | Instantaneous | None | No | Shoot bolt as fired from a light crossbow (Range 80 ft.); Material: crossbow bolt (1 sp) |
| Launch Item | Transmutation | - | S | 1 standard | Touch | 1 Fine item in possession, up to 10 lb. | Instantaneous | None | No | Launch item up to Medium range (poss. Ranged (touch) attack) |
| Light | Evocation | Light | V, M | 1 standard | Touch | Object | 10 min./lvl (D) | None | No | Light in 20 ft. radius + Dim light in 20 ft from there; Material: firefly or piece of phosphorescent moss |
| Mage Hand | Transmutation | - | V, S | 1 standard | Close | 1 object | Concentration | None | No | 5-pound telekinesis; must be unattended; 15 ft. per round |
| Mending | Transmutation | - | V, S | 1 standard | 10 ft. | 1 object, max 1 lb. | Instantaneous | Will neg.(obj. harm.) | No | Makes minor repairs on an object. |
| Message | Transmutation | Language-Dependent | V, S, F | 1 standard | Medium | 1 Creature | 10 min./lvl. | None | No | Whispered conversation at distance. Focus: A short piece of copper wire. |
| No Light | Transmutation | - | V, S | 1 standard | Close | 20 ft. radius | 1 min/lvl | None | No | Prevents normal light from illuminating |
| Open/Close | Transmutation | - | V, S, F | 1 standard | Close | Object up to 30 lb. or portal | Instantaneous | Will neg (obj) | Yes | Opens or closes small or light things; Focus: A brass key |
| Preserve Organ | Necromancy | - | V, S | 10 minutes | Touch | 1 organ | 24 hours | Fort neg (harml.) | Yes | Protects one detached organ from decay for 24 hours. |
| Prestigitation | Universal | - | V, S | 1 standard | 10 ft. | Special | 1 hour | Special. | No | Performs minor tricks. |
| Ray of frost | Evocation | Cold | V, S | 1 standard | Close | Ray | Instantaneous | None | No | Ranged touch attack -> 1d3 cold damage |
| Read Magic | Divination | - | V, S, F | 1 standard | Personal | You | 10 min./lvl | - | - | Read scrolls and spellbooks, Focus: Clear Crystal or mineral prism; Read 250 words/min |
| Repair Minor Damage | Transmutation | - | V, S | 1 standard | Touch | 1 Construct | Instantaneous | None | No | Repair 1 HP on touched construct |
| Resistance | Abjuration | - | V, S, M | 1 standard | Touch | 1 creature | 1 minute | Will neg (harml) | No | +1 Resistance Bonus to saves; Material: miniature Cloak |
| Silent Portal | Illusion (Glamer) | - | S | 1 standard | Close | 1 portal | 1 min/ lvl. (D) | Will neg (obj) | Yes | Negates sound from door or window. |
| Slash Tongue | Transmutation | Evil | V, S | 1 standard | Close | 1 creature with tongue | 1 round | Fort neg | Yes | Thin cut at tongue; Subject takes –1 penalty on attacks, saves, and checks for 1 round. |
| Sonic Snap | Evocation | Sonic | V, S | 1 standard | Close | 1 creature or object | Instantaneous | Will, part | Yes | Subject takes 1 point of sonic damage and is deafened 1 round (if not saved against Will) |
| Stick | Transmutation | - | V, S, M | 1 standard | Touch | Nonmagical unat-tended object < 5 lb. | Instantaneous | Will neg (obj) | Yes | Stick object to another; Can be separated with minimum force; Material: bit of dried glue |
| Touch of Fatigue | Necromancy | - | V, S, M | 1 standard | Touch | 1 Creature | 1 round/lvl. | Fort neg. | Yes | Needs melee touch attack; victim it fatigued; Material: Drop of sweat |
| Unnerving Gaze | Illusion (Phantasm) | - | V, S | 1 standard | Close | 1 creature | 1 round/lvl | Will neg | Yes | Subject takes –1 penalty on attacks for 1d3 rounds. |

## 1. Level Spells

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| Arrow Mind | Divination | - | V, S, M | 1 immediate | Personal | You | 1 min/lvl (D) | - | - | While wielding a bow, you threaten squares in normal reach and can fire while threatened without provoking attacks of opportunity; Material: a flint arrowhead |
| Benign Transposition | Conjuration (Teleportation) | - | V | 1 standard | Medium | 2 willing creatures, up to large size | Instantaneous | None | No | 2 Creatures (caster can be one) within range swap Positions |
| Identify | Divination | - | V, S, **M** | 1 hour | Touch | Touched object | Instantaneous | None | No | Determine properties of magic item; Material: Pearl (100 gp) with owl feather in wine – has to be drunk |
| Lesser Orb of Cold | Conjuration (Creation) | Cold | V, S | 1 standard | Close | 1 Orb of Cold | Instantaneous | None | No | Ranged touch attack deals 1d8 + 1d8/2 lvl after 1st cold damage (max 5d8) |
| Mount | Conjuration (Summoning) | - | V, S, M | 1 round | Close | 1 mount | 2 hours/lvl. (D) | None | No | Summons light horse or pony; Material: a bit of horse hair |
| Remove Scent | Transmutation | - | V, S, M | 1 standard | Touch | 1 creature | 10 min/lvl | Will neg | Yes | Removes scent of creature; Material: Pinch of unscented candle wax |
| Silent Image | Illusion (Figment) | - | V, S, F | 1 standard | Long | Four 10-ft.-cubes + 1 cube/lvl (S) | Concentration | Will disbelief | No | Creates Visual illusion; Focus: Bit of fleece |
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## 2. Level Spells

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
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## 3. Level Spells

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
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## 4. Level Spells

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
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## 5. Level Spells

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
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## 6. Level Spells

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
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## 7. Level Spells

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
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## 8. Level Spells

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
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## 9. Level Spells

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
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