## 0. Level Spells

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| 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). |
| 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 |
| 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) |
| 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. |
| 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. |
| 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 |
| Backbiter | Necromancy | - | V, S, F | 1 standard | Close | 1 wood-hafted weapon | 1 round/lvl or discharge | Will neg (obj) | Yes | Magic items may save; Next time weapon is used to melee attack, it stikes wielder, automatically hit; Focus: A dagger |
| Charm Person | Enchantment (Charm) | Mind-Affecting | V, S | 1 standard | Close | 1 humanoid | 1 hour/lvl. | Will neg | Yes | Persons thinks you are an old and trusted friend |
| Chill Touch | Necromancy | - | V, S | 1 standard | Touch | Up to 1 creature/lvl | Instantaneous | Fort part or Will neg | Yes | 1 touch/lvl; against living 1d6 damage and (if not saved) 1 Str damage; against undead: will save or panicked for 1d4 +1/lvl rounds |
| Color Spray | Illusion (Pattern) | Mind-Affecting | V, S, M | 1 standard | 15 ft. | Cone-shaped burst | Instantaneous | Will neg | Yes | Unconscious, blinded, stunned for 2d4 rounds (HD 2-), blinded, stunned for 1d4 rounds (HD 4-), stunned 1 round; Material: pinch of red, yellow, blue sand |
| Dead End | Illusion (Shadow) | - | V, S, M | 1 standard | Touch | 1 creature/lvl | 10 min/lvl (D) | Will neg (harm) or Will disbelief | Yes | Removes spoor of 1 creature/lvl (all senses); can’t be tracked if tracker doesn’t disbelief; Material: pinch of some odiferous Spice |
| Death’s Call | Necromancy | Sonic | V | 1 standard | 10 ft. | 10 ft. burst on you | Instantaneous | Fort part | Yes | 1 damage/lvl (max 5); if not saved fatigued; swarms take 1d4/lvl (instead +50%) |
| 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 |
| Net of Shadows | Illusion (Shadow) | Darkness | V, S | 1 standard | Close | 1 creature/lvl | 1d6 rounds | Will neg | Yes | Gives Concealment, subject can see 5 ft. and all have Concealment from it |
| 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 |
| Claws of Darkness | Illusion (Shadow) | - | V, S | 1 standard | Personal | You | 1 round/lvl (D) | Fort part | Yes | Gain shadowy claws (1d8 cold), deal claw damage with grapple checks, grappled enemies are under slow effect (if not saved), can extend as free action to reach, can’t use hands  |
| Invisibility | Illusion (Glamer) | - | V, S, M | 1 standard | Personal or Touch | You or creature or object up to 100 lb./lvl | 1 min./lvl. (D) | Will neg (harm, obj) | Yes | Subject becomes invisible (with equipment) until it attacks; Material: eyelash encased in a bit of gum arabic |
| Minor Image | Illusion (Figment) | - | V, S, F | 1 standard | Long | 4 10 ft.-cubes + 1 cube/lvl (S) | Concentration +2 rounds | Will disbelief | No | Visual and Auditory Illusion (no understandable speech); Focus: A bit of Fleece |
| Shadow Spray | Illusion (Shadow) | - | V, S, M | 1 standard | Medium | 5 ft.-burst | Instantaneous | Fort neg | Yes | 4 Str damage and dazed for 1 round; Material: black ribbons |
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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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