

# MAGIC USER- SPELLS

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## AUDIBLE GLAMOUR

Magic-User Level 2

Duration: 1 Round/level

Range: 60' + 10'/level

The caster of this spell is able to create false sound. The sound can be centered anywhere within range, and within that range the sound can fluctuate and move, imitating approaching or receding footsteps, laughter, voices, or whatever else the caster desires. Beings are allowed a saving throw versus Magic to realize that the effect is illusory, but only if they actively attempt to disbelieve.

## BOOKSPEAK

Magic-User Level 1

Duration: 1 Round/level

Range: Touch

When the subject of this spell touches a book, it animates, forming a mouth around the edge where the paper shows. The subject can ask the book one question per Round, and if the information is contained within the book, it will answer. If anyone else approaches or asks questions the book snaps and growls that Round instead of answering a question. Intelligent books can save to resist the spell (as a Magic-User of a level equal to the author). Magical books do not impart their effect when they answer. The spell is a shortcut to actually reading a book, and it will not give more information than a careful reading would.

## CHANGE SELF

Magic-User Level 2

Duration: 1 Turn/level

Range: 0

This spell creates a dweomer of illusion, altering the caster's appearance. The illusion must take the appearance of a humanoid, not taller or shorter than the caster by more than 1', but apparent weight and clothing or items can be altered in any way. This does not affect the voice, abilities, and skills of the caster—only his appearance.

## CHARM PERSON

Magic-User Level 1

Duration: See Below

Range: 120'

The Charm Person spell makes a single subject utterly enamored with the caster and desperate to please him if the saving throw versus Magic is failed. This is not mind control, as the subject retains his personality and controls how he acts but for his utter fascination with the caster. The caster must articulate his desires if he expects the subject to fulfill them.

Any request which is not against the subject's interests or personality will be followed. Any request which is against the subject's interests or personality triggers a saving throw to refuse the request. If the saving throw is successful, the request will be refused, but this will not break the Charm. If as part of a request, the caster promises the subject something that the subject is normally inclined to want, then this saving throw is not necessary, and the subject will comply.

This spell works on all humans and human-like creatures (except Elves); other (non player character class) humanoids are not affected if they have more than

four Hit Dice. Abuse or neglect of the subject will trigger another saving throw to negate the Charm, and murderous violence towards the subject also triggers a save, but with a +5 bonus to the roll. The subject, if intelligent, will realize that he has been victim to mesmerism, and retain full memory of his actions while under the Charm after the spell ends.

## COMPREHEND LANGUAGES\*

Magic-User Level 1  
Duration: 1 Turn/level  
Range: 0

The caster can understand the spoken words of creatures or read otherwise incomprehensible written messages by summoning the spirits of the all-knowing dead to translate for him. The creature or the writing must be touched by the caster before the spirits can deliver any translation. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables the caster to understand or read an unknown language, not speak or write it.

Obscure Languages, the opposite of Comprehend Languages, dispels the effects of Comprehend Languages, or can be used to make spoken or written language incomprehensible by summoning spirits to possess the lips of a speaker, or the eyes of a reader, ruining all chances of communication.

## DETECT INVISIBLE

Magic-User Level 2  
Duration: 5 Rounds/level  
Range: 10'/level

By means of this spell the caster is able to see invisible characters, creatures, or objects within the given range, seeing them as translucent shapes.

## DETECT MAGIC

Magic-User Level 1  
Duration: Instantaneous  
Range: Line of Sight

This spell allows the caster to know if anything within his field of vision (or on his person) is in any way magical. This includes magical creatures, magical items, or any creature or object under the effect of an ongoing spell. Spellcasters such as Magic-Users and Elves do not detect as magic with this spell, but anyone that is under the effects of an active spell does.

The spell does not identify the nature of the magic, only that magic is present.

The caster must already be able to see the object in question in order to detect it as magical. Concealed, covered, or invisible objects will not be revealed by this spell.

**ENLARGE\***

Magic-User Level 1

Duration: 1 Turn/level

Range: 5'/level

The forces of magic do not recognize the relationships of size and distance between things; it is the limitations of the mind's ability to master magic that results in strictures such as "spell range," but sometimes the infinite nature of magic can be applied to material objects. This spell causes instant growth (and corresponding increase in weight and damage done) of a single object or creature that is in visible range. This increase changes a creature's size by 20% per caster level, up to three times the original size of the creature. The effectiveness of this spell is half of this on non-living objects, which are only enlarged 10% per level and to a maximum of double the original size of the object. The caster can affect a 10' cube of living matter per level or a 5' cube per level of non-living matter.

Magical item properties are not affected by this spell. For instance, a wand will have the same function even though it is increased to the size of a staff, and potion dosages are not increased, though they may take longer to drink. Objects do become stronger or heavier, so that a small rock gains the weight of an appropriately sized larger one, and a person enlarged will have a strength appropriate to his size (as an ogre or a giant, for example) with corresponding strength adjustments.

The damage done by an Enlarged character during *mêlée* is increased by the same percentage as his size.

The reverse of Enlarge, Reduce, can reduce objects or creatures in size by the same proportions as Enlarge. These spells cancel each other out. For either version

of the spell a saving throw versus Magic is allowed to negate the effect. This save can be forfeited if the recipient desires.

**FAERIE FIRE**

Magic-User Level 1

Duration: 2 Rounds/level

Range: 80'

A pale glow surrounds and outlines the subjects, making them hypervisible. Outlined subjects shed light that makes them visible in darkness at a distance of 80', or half this if the creatures are near a light source. The Magic-User can affect creatures within a 40' radius, and may outline up to one human-sized creature per caster level. The Faerie Fire can be blue, green, or violet, according to the Magic-User's choice at the time of casting. The Faerie Fire does not cause any harm to the objects or creatures thus outlined. However, their greater visibility grants attackers a +2 bonus to hit them while the spell is in effect.

**FEATHER FALL**

Magic-User Level 1

Duration: See Below

Range: 10'/level

The affected creatures or objects in range fall slowly. Feather Fall instantly changes the rate at which the targets fall to that of a feather (about 5' per Round), and the subjects take no damage upon landing while the spell is in effect. The spell ends immediately when the subject stops falling.

The spell can affect one or more objects or creatures, including gear and carried objects up to each creature's maximum encumbrance. The maximum volume is a 10' cube, and 200 pounds + 200 pounds

per level can also be affected, such that a 1st level Magic-User can affect 400 pounds.

The spell can be cast with an instant utterance, quickly enough to save the caster or another creature if he unexpectedly falls, but Initiative, if appropriate, must be on the side of the caster. The spell can be cast on falling items or creatures and missiles, but is ineffective against creatures firmly on the ground or flying. No saving throw is permitted.

### FORCE OF FORBIDMENT

Magic-User Level 2

Duration: 1 Turn/level or until concentration lapses

Range: 120'

The caster can block one subject of less than 6 Hit Dice from being able to advance past a certain point, the subject being blocked by a wall of magical force. A saving throw versus Magic applies, but at -2. The caster must maintain concentration thereafter in order to continue blocking the creature. Missiles will penetrate the magical force, and can do so in either direction. However, magical arrows are disenchanting if they pass through the barrier.

### FLOATING DISC

Magic-User Level 1

Duration: 6 Turns

Range: 20'

The caster creates a slightly concave, circular plane of force that follows him about and carries a heavy load for him. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 500 pounds. If used to transport a liquid, its capacity is 2 gallons. The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany the caster with an equal movement rate. If not otherwise directed, it maintains a constant interval of 6' between itself and the caster, and will follow the caster without prompting to maintain a minimum of 6' distance. When the disk winks out at the end of the spell's duration, whatever it was supporting falls to the surface beneath it.

### FORGET

Magic-User Level 2

Duration: Permanent

Range: 30'

This spell allows the caster to obliterate the memory of an opponent. The time span is equal to the previous 1 Round, +1 Round per 3 levels of the caster. This spell only affects memory, it does not alter any actual events that have taken place or nullify any other spell effects. The spell is capable of affecting up to 4 beings in range who are allowed a saving throw versus Magic, which is modified depending on how many creatures are targeted. No modifier is applied if 3 or 4 creatures are targeted, but if 2 are targeted the save is at -1, and -2 if only one being is targeted.

## **HOLD PORTAL**

Magic-User Level 1

Duration: 2d6 Turns

Range: 10'

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.

## **IDENTIFY**

Magic-User Level 1

Duration: Instantaneous

Range: Touch

This spell allows the Magic-User to discern the magical properties of an item. The spell requires one uninterrupted day in a laboratory worth at least 1,000 sp to cast. At the end of the day, the Magic-User will have successfully determined one magical property of an item. The character will not know if there are additional properties unless he casts Identify again and another magical property of the item is determined. He will only know all of the magical properties of an item when he casts the spell and no new property is identified; both the “wasted” day and the “wasted” casting of Identify confirming that the item has no further properties. Note that a cursed item will not be identified as cursed, but as the item it pretends to be. This spell does not reveal command words. Each casting of the spell, successful or not, requires the expenditure of 100 sp worth of ingredients.

## **INVISIBILITY**

Magic-User Level 2

Duration: 1 Turn/level

Range: Touch

With this spell the Magic-User frightens the light of the world, causing it to avoid the subject of the spell. This causes the subject, including all carried equipment, to completely vanish from sight. Equipment that is dropped becomes visible, and items picked up disappear. Light sources carried by the subject cannot be seen by others, but can be seen by the subject.

The subject still makes noise, emits odor, etc., as usual. The subject still has physical mass and can touch and be touched. If the subject makes any sort of offensive action, such as attacking someone, tripping someone, using force to break an object, setting fire to a structure, basically taking any violent action at all, that action enrages the world's light so much that it attempts to attack the subject, resulting in the invisibility being dispelled just after the violent deed is performed. Note that being successful in a violent deed is not necessary; an invisible character that attacks and misses a target still becomes visible.

**KNOCK**

Magic-User Level 2

Duration: Instantaneous

Range: 60'

This spell allows the Magic-User to speak to a stuck, barred, locked, Held, or Wizard Locked door and convince it to open for him. It opens secret doors, as well as locked or trick-opening boxes and chests. It also loosens welds, shackles, or chains (provided they serve to hold shut something which can be opened). If used to open a Wizard Locked door, the spell does not remove the Wizard Lock, but simply suspends its functioning for one Turn. In all other cases, the door does not relock itself or become stuck again on its own. Knock will not raise a portcullis or operate any other similar mechanism, nor will it affect ropes, vines, and the like. Each spell can undo a single means of preventing access.

**LEVITATE**

Magic-User Level 2

Duration: See Below

Range: 20'

Levitate allows the caster to move himself, another creature, or an object up and down as desired. An unwilling creature can make a saving throw versus Magic to avoid the effects, and an object must be unattended or the possessor is allowed a saving throw if he so wishes. By concentrating, the caster can mentally direct the recipient to move up or down as much as 20' each Round. The caster cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half his normal land speed). The spell lasts as long as the caster actively concentrates

on it. If the Magic-User moves, engages in combat, is damaged, or takes any other action, the spell ends immediately.

**LIGHT\***

Magic-User Level 1

Duration: 3 Turns/caster level

Range: 120'

This spell creates a light source equivalent to that of a torch in the target area of the spell. The effect is immobile if cast on an area, but if cast on an object it moves with the object. Once cast, the caster has no control over the light, but can end the spell if he so wishes. If cast on a person or on the equipment of a person who does not wish to be the target of the spell, that person is allowed a saving throw versus Magic; success means that the spell is cast on the area the person is in, but not on a particular object.

The light caused by the spell emits no heat, nor can it be extinguished by water or high winds. The source of the light can be covered, which will block the light, but this will not end the spell.

Darkness, the reverse of the spell causes an area to be covered in total darkness; even creatures able to see in the dark are blind here.

The spell can be targeted at a creature's eyes specifically to blind it. The target gets a saving throw versus Magic. If successful, the spell fails to work at all.

**LIGHT, CONTINUAL\***

Magic-User Level 2

Duration: 1 day

Range: 120'

This spell creates a light source equivalent to that of a torch in the target area of the spell. The effect is immobile if cast on an area, but if cast on an object it moves with the object. Once cast, the caster has no control over the light, but can end the spell if he so wishes. If cast on a person or on the equipment of a person who does not wish to be the target of the spell, that person is allowed a saving throw versus Magic; success means the spell is cast on the area the person is in, but not on a particular object.

The light caused by the spell emits no heat, nor can it be extinguished by water or high winds. The source of the light can be covered, which will block the light, but this will not end the spell.

Continual Darkness, the reverse of the spell causes an area to be covered in total darkness; even creatures able to see in the dark are blind here.

The spell can be targeted at a creature's eyes specifically to blind it, assuming it has eyes in close proximity to one another. The target gets a saving throw versus Magic. If successful, the spell fails to work at all.

**LOCATE OBJECT\***

Magic-User Level 2

Duration: 1 Turn/level

Range: 60' + 10'/level

The caster can sense the direction of a well-known or clearly visualized object. The caster can search for general items, in which case the nearest one of its kind is located. Attempting to find a certain item requires a specific and accurate mental

image; if the image is not close enough to the actual object, the spell fails. Living creatures or animate constructs cannot be located using Locate Object.

The reverse of this spell, Hide Object, makes the location of one object (which must be touched at the time of casting) completely unknown and unknowable to anyone not able to directly sense it (through sight, hearing, smell, etc.) for the duration of the spell.

**MAGIC AURA\***

Magic-User Level 1

Duration: Permanent

Range: Touch

This spell makes an object appealing to the microcosmic forces of magic, giving the item an aura that causes it to register to Detect spells (and spells with similar capabilities) as though it were magical. If the object bearing Magic Aura is physically examined (touched), the examiner recognizes that the aura is false if he succeeds in a saving throw versus Magic. Otherwise, he believes the aura, but no amount of testing reveals what the true magic is.

The reverse of this spell, Obscure Aura, hides the magic aura of a legitimate magical item. A Magic-User casting Detect Magic and actually handling the item is permitted a saving throw versus Magic to see the magical aura of the item.

## MAGIC MISSILE

Magic-User Level 1

Duration: Instantaneous

Range: 60' + 10'/level

A missile of magical energy shoots forth from the caster's fingertip and strikes its target, dealing damage equal to 1d4 per level of the caster (so a second level Magic-User deals 2d4 points of damage). The missile strikes unerringly, even if the target is in *mêlée* combat or has less than total cover or total concealment. Specific parts of a creature cannot be singled out.

The caster can throw the full force of the missile at a single target, but if the caster is 2nd level or higher, he can choose to divide the dice of damage between targets as he wishes. Dice must be assigned to targets before any damage is rolled, and targets of these divided dice are allowed a saving throw versus Magic, with success meaning that the target takes half damage.

Each Magic-User's Magic Missile is unique in appearance and always looks the same. When the caster writes a scroll, the resulting Missile looks identical to the normally cast version. When using a scroll written by another Magic-User, or memorizing a spell out of another's spellbook, the resulting spell will look like that other caster's Missile. Each different 'signature' for a Magic Missile must be researched and/or transcribed as if it were a different spell.

## MAGIC MOUTH

Magic-User Level 2

Duration: Permanent

Range: See Below

This enchantment is set upon an object, and the magic is triggered when certain conditions established by the caster are

met. When that happens, a mouth appears in the object and speaks the message it has been commanded to speak. The message can be up to 30 words long.

## MENDING

Magic-User Level 1

Duration: Instantaneous

Range: 30'

Mending repairs small breaks or tears in objects. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by Mending. The spell cannot repair magic items, nor does it affect creatures.

## MESSAGE

Magic-User Level 1

Duration: Instantaneous

Range: 60' + 10'/level

This spell grants the caster the ability to whisper messages and receive whispered replies. The caster points his finger at a creature he wants to receive the message. The target must be in direct line of sight, with no barrier. The whispered message is audible only to the target. The creature that receives the message can whisper a reply that the caster can hear. The spell transmits sound, not meaning. It does not transcend language barriers. Unlike casting most spells, the gestures of this spell are subtle, and it is easy to conceal that the spell is being cast.

## MIRROR IMAGE

Magic-User Level 2

Duration: 1 Round/level

Range: 0

This spell grabs 1d4 duplicates of the caster from near-identical timelines to confuse foes and make it more difficult for the original caster to come to harm. Since all of the mirror images are the caster, in the same situation and fighting the same battle in their own timeline, they are indistinguishable in every way from the caster and mimic his every motion. When an opponent makes a successful attack against one of the duplicates, it instantly dies and dissipates into nothingness (the others remain). If an opponent attempts to attack a Magic-User obscured by this spell, it is randomly determined whether the to-hit roll is directed toward the caster or one of the duplicates. Note that the duplicates do not take independent action; they are just “mirror images” as the spell name implies.

## PHANTASMAL FORCE

Magic-User Level 2

Duration: 1 Round/level

Range: 10'/level

This spell creates a creature the caster has previously seen that will obey his every mental command. However, it only exists in the minds of those seeing, smelling, or hearing it. The first time a phantasmal creature causes damage in combat, the victim receives a saving throw versus Magic. Success means the creature ceases to exist as far as that character is concerned and no damage is taken, otherwise, the illusion is as deadly as any real creature. The illusion is dispelled the first time it is hit in combat by someone who believes in it.

## RAY OF ENFEEBLEMENT

Magic-User Level 2

Duration: 1 Round/level

Range: 20'

When this spell is cast, a coruscating ray shoots from the caster's hand. The target of the spell suffers a penalty to his Strength equal to 25%, +2% per caster level beyond level 3. This penalty applies equally to *mêlée* and missile damage inflicted by an affected creature as well. A successful saving throw versus Magic negates the effect.

## READ MAGIC

Magic-User Level 1

Duration: Instantaneous

Range: 0

By means of Read Magic, the caster can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This does not normally invoke the magic contained in the writing, although it can do so in the case of a cursed scroll. Furthermore, once the spell is cast and the caster has read the magical inscription, he thereafter is able to read that particular writing without recourse to the use of Read Magic. All spellbooks are written such that only the Elf or Magic-User who owns the book can decipher it without the use of this spell. Each casting of the spell allows the reading of 1d4 items.

If a character loses access to Read Magic (a spellbook is stolen or destroyed, for instance), the character must research the spell as if unknown and write it in a new spellbook.

**SHIELD**

Magic-User Level 1

Duration: 2 Turns

Range: Touch

Magic-Users are masters of matter and as such can command objects racing towards them to stop. The objects are sometimes impertinent, it is true, but this spell will protect the caster from many attacks which would otherwise harm him. Against missile attacks, the spell grants the caster AC 19, and an effective AC 17 for all other attacks. Even if an attack hits, it does -1HP damage.

**SLEEP**

Magic-User Level 1

Duration: d4 Turns

Range: 30' + 10'/level

A Sleep spell causes a magical slumber to come upon creatures with 4+1 or fewer Hit Dice. The caster can only affect 1 creature if it has 4+1 or more Hit Dice, but the spell will otherwise affect creatures totaling no more than 2d8 Hit Dice. Calculate monsters with less than 1 Hit Die as having 1 Hit Die, and monsters with a bonus to their Hit Dice as having the flat amount. For example, a 3+2 Hit Die monster would be calculated as having 3 Hit Dice. Excess Hit Dice that are not sufficient to affect a creature are wasted. Creatures with the fewest Hit Dice are affected first. Slapping or wounding awakens an affected creature, but normal noise does not. Sleep does not affect undead, constructs, or other magical or unnatural creatures (such as Elves).

**SPEAK WITH ANIMALS**

Magic-User Level 2

Duration: 2 Rounds/level

Range: 0

The caster can comprehend and communicate with ordinary animals or giant versions of ordinary animals. The caster can ask questions of, and receive answers from, one particular kind of animal, although the spell does not make it any more friendly or cooperative than normal. The type of animal is decided when the spell is cast. If an animal is friendly toward the caster, it may do him some favor or service.

**SPIDER CLIMB**

Magic-User Level 1

Duration: 1 Round + 1 Round/level

Range: Touch

The subject can climb and travel on vertical surfaces or even traverse ceilings as a spider does. The affected creature must have its hands and feet free to climb in this manner. Any objects weighing less than 5 pounds cling to the spell recipient's hands and feet. This spell can be used on another being (touch required) with no saving throw.

**STINKING CLOUD**

Magic-User Level 2

Duration: 1 Round/level

Range: 30'

Stinking Cloud creates a 20' cubed bank of fog centered anywhere within range, making living creatures within it helpless with nausea. This condition lasts as long as a creature is in the cloud and for 1d4+1 Rounds after it leaves. Success in a saving throw versus Poison when leaving the fog is not affected for the additional Rounds.

## SUMMON

Magic-User Level 1

Duration: See Below

Range: 10'

Magic fundamentally works by ripping a hole in the fabric of space and time and pulling out energy that interacts with and warps our reality. Various mages have managed to consistently capture specific energy in exact amounts to produce replicable results: Spells.

The Summon spell opens the rift between the worlds a little bit more and forces an inhabitant From Beyond into our world to do the Magic-User's bidding. What exactly comes through the tear, and whether or not it will do what the summoner wishes, is wholly unpredictable.

Once the Summon spell is cast, there are a number of steps to resolve:

- ¶ The caster chooses the intended Power of the Summoned Entity
- ¶ The caster makes a saving throw versus Magic
- ¶ Determine the Entity's Form
- ¶ Determine the Entity's Powers
- ¶ Resolve the Domination Roll

See pages 134-143 of Lamentations of the Flame Princess for complete details of steps for Summoning.

## UNSEEN SERVANT

Magic-User Level 1

Duration: 6 Turns +1 Turn/level

Range: 0

An Unseen Servant is an invisible, mindless, shapeless force that performs simple tasks at the caster's command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. It can open only normal doors,

drawers, lids, and the like. It can lift 20 pounds or drag 40 pounds. The Servant cannot attack in any way, and it cannot be killed because it is a magical force, not a living thing.

## WALL OF FOG

Magic-User Level 2

Duration: 5 Rounds +1 Round/level

Range: 30'

The caster of this spell creates an opaque, fog-like vapor in a 20' cube area per caster level. All beings caught within the vapor cannot see beyond 2'. Strong winds of natural or magical origin can dissipate the Wall of Fog before its duration has expired.

## WEB

Magic-User Level 2

Duration: 2 Turns/level

Range: 5'/level

This spell causes a large volume of sticky, disgusting strands of goo to shoot forth from the caster's mouth into an area approximately 20 feet square. Creatures caught within the web become entangled among the gluey fibers. Entangled creatures cannot move, but can break loose depending on their Strength. Any being with Strength in a human range can break free of the webs in 2d4 Turns. Creatures of higher Strength or magically augmented Strength above 18 can break free in 4 Rounds. Creatures larger than ogre size can rip through the web at will. The strands of a Web spell are flammable. All creatures within flaming webs take 1d6 points of fire damage from the flames for 2 Rounds. After this time, all surviving creatures are free of the webs.