



MAGIC-USER SPELL REFERENCE SHEET LEVELS 1-3



Level One	Range	Duration	Magical Effect
	(feet)	(turns)	
1	Charm Person	120' variable	Charms 1 humanoid, unless a Save is made. Time until new save is based on INT: 1 day if 18+ INT, 2d if 16-17, 7d if 12-15, 14d if 10-11, 21d if 7-9, 28d if 3-6
2	Dancing Lights	120' 2	Creates 1-6 lights equal to floating lanterns under control of caster's voice
3	Detect Magic	60' 2	Caster can detect magic in any person, place or object in range
4	Enlargement	30' 1+lvl	Increases size of living target by $\times 1.5$, or non-living $\times 2$, to a max of 12 ft ³ /lvl
5	Hold Portal	10' 2d6	Locks a single door, gate or other portal for the duration
6	Light	120' 6+lvl	Lights a 15' radius equal to a torch for the duration, caster can end earlier
7	Magic Missile	150' -	Fires 1 magic arrow (+1 hit/damage) per 5 levels with a range as long bow
8	Protection from Evil	0' 6	Caster gains +1 Saves, -1 AC vs evil attackers, & immunity to enchanted monsters
9	Read Languages	0' 2	Caster can decipher any language or code
10	Read Magic	0' 2	Caster to read and understand a scroll for future use
11	Shield	0' 2	Caster is protected with AC2 vs missiles, AC4 vs other attacks
12	Sleep	240' 4d4	Sleeps 2d8 creatures of 1HD, 2d6 of 2HD, 1d6 of 3HD or 1 of 4HD, no save!
13	T's Floating Disc	10' 6	Creates a disc that carries up to 500 lbs (5000 gp) & follows 6' behind caster
14	Ventriloquism	60' 2	Caster can project voice from any object or creature in range
Level Two			
1	Audible Glamer	240' 2	Creates sounds equivalent to up to 8 people per two levels
2	Continual Light	120' ∞	Lights a 30' radius that lasts until dispelled
3	Darkness	120' 6	Darkness om 50' radius, prevents all vision, ended by Light or Dispel Magic
4	Detect Evil	60' 2	Caster can detect evil in any person or object in range
5	Detect Invisible	10' \times lvl 6	Caster can see any invisible person or object in range
6	ESP	60' 12	Caster can detect the thoughts of creatures in range, thru 2' rock but not lead
7	Invisibility	240' ∞	Turns a creature or item invisible, ends if the creature makes an attack
8	Knock	60' -	Unlocks a locked or barred door, gate or chest
9	Levitate	20' \times lvl 6+lvl	Target can move upward at 60'/turn
10	Locate Object	60'+lvl 2	Tells the caster with the direction of a well-known object within range
11	Magic Mouth	0' ∞	Creates a magical mouth that speaks up to 25 words when triggered
12	Mirror Image	0' 6	Creates 1d4 (roll) mimicking duplicates of the caster that each last until hit
13	Phantasmal Forces	120' ∞	Creates a silent illusion that lasts until touched or the caster is disturbed
14	Pyrotechnics	240' 6	Turns a fire into a fireworks display or thick smoke covering a 30' radius
15	Ray of Enfeeble.	30' lvl	Target must Save or lose 4 points strength & do 1/4 less damage
16	Strength	0' 48	Target gains strength by class: Fighter 2d4 points, Cleric 1d4, Thief 1d6
17	Web	10' 48	10' \times 10' \times 20' web, normal man 2d4 turns to free, giant 2 rounds, fire 1 round
18	Wizard Lock	10' ∞	As Hold Portal but permanent, can be passed by Knock or MU 3 levels higher
Level Three			
1	Clairaudience	60' 6	Caster can hear in range, through doors or 2' rock but not lead
2	Clairvoyance	60' 6	Caster can see in range, through doors or 2' rock but not lead
3	Dispel Magic	120' 1	Disrupts spells in 15' radius, % chance = level of caster / level of other caster
4	Explosive Runes	0' ∞	Does 4d6 hp & destroys item, MU 2 levels higher can detect/remove: 50/75%
5	Fire Ball	240' -	Burns all in a 20' radius of blast for 1d6 \times level hp; Save vs Spells for 1/2
6	Fly	0' d6+lvl	Caster can fly at 120'/turn. DM rolls secretly for duration.
7	Haste	240' 3	Up to 24 creatures double their move & attack twice, at beginning & end of round
8	Hold Person	120' 6+lvl	Save vs Spells or paralyzed, up to 4 targets, if only 1 save is at -2
9	Infravision	0' 1 day	Target can see in the dark as an elf or dwarf with a 60' range
10	Invisibility 10'	240' ∞	As per Invisibility, but affects all within a 10' radius
11	Lightning Bolt	240' -	Zaps all in 60' long, 7.5' wide path for 1d6 \times level hp; Save vs Spells for 1/2
12	Monster Summ. I	10' 6	Summons 1st level monsters to fight for caster, 1d6 if <1 HD, 1d3 if \geq 1 HD
13	Protection/Evil 10'	0' 12	As per Protection from Evil, but affects all in a 10' radius and duration is double
14	Protection/N.M.	30' 12	Target immune to non-magical missiles, except from creatures with >1HD
15	Rope Trick	0' 6+lvl	Creates a secure space at end of a rope from 6-24' long for up to 4 persons
16	Slow	240' 3	Up to 24 creatures halve their move & attack once every other round
17	Suggestion	60' 1 week	Target must save vs spells or carry out an order of up to two sentences
18	Water Breathing	0' 12	One person (caster or other) can breath underwater, no aid to swimming