

Mysterious Stranger, Wizard 2 – Spells in Spellbook

Detect Magic Wizard 0

Range: 60 ft.

Duration: 1 minute/level

You detect magic items and spells, or identify a magic item. On the round you cast it, you sense if any are in range. On round 2, you know how many there are. On round 3, you know exactly which things are magic. If cast on a magic item, you learn its powers.

Mage Hand Wizard 0

Range: Close

Duration: Concentration

You can lift and move an object from a distance by pointing your finger. You can move the object 15 feet as a move action. If you move it out of range, the spell ends. You cannot use this to move an item held or worn by another creature.

Ray of Frost Wizard 0

Range: Close

Duration: Instantaneous

You fire a ray of freezing ice from your finger. Make a ranged touch attack. If you hit, the creature takes 1d3 cold damage (roll 1d6; 1-2 means you do 1 damage, 3-4 is 2 damage, 5-6 is 3 damage).

Read Magic Wizard 0

Range: Personal

Duration: 10 minutes/level

You can read magic scrolls and other magic writing. If you use this on a magic scroll, and the scroll has a cleric spell on it, you can cast the spell from the scroll just like it was one of your prepared spells. The Game Master has more information on magic scrolls.

Burning Hands Wizard 1

Range: 15 ft.

Duration: Instantaneous

You create a 15-foot-long cone of fire from your hands. Creatures in the cone take 1d4 fire damage per wizard level. Each creature can make a Reflex saving throw to take only half damage (DC 11 + your INT Mod).

Charm Person Wizard 1

Range: 30 ft.

Duration: 1 hour/level

You make a humanoid enemy think you are its friend (though this doesn't mean you can give it orders). It can make a Will save to resist (DC 11 + your INT Mod). If you or your allies are attacking it, it gets a +5 on this save. You can't cast this on mindless creatures.

Detect Secret Doors Wizard 1

Range: 60 ft.

Duration: 10 minutes/level

You can sense secret doors and hidden passages. On the round you cast it, you sense if there are any in range. On the second round, you know how many there are. On the third round, you know exactly where they are and how to open them.

Grease Wizard 1

Range: 30 ft.

Duration: 1 minute/level

You make a 10-foot square slippery with nonflammable grease. Creatures in the area must make a Reflex save (DC 11 + your INT Mod) or fall prone. A creature in the area can move at half speed with a DC 10 Acrobatics check. Failing the check means the creature can't move and must make a Reflex save or fall prone.

Mage Armor Wizard 1

Range: Touch

Duration: 1 hour/level

Your touched ally gains a +4 bonus to its Armor Class. If the ally is wearing armor, use this bonus or the bonus from the armor, whichever is higher.

Magic Missile Wizard 1

Range: 100 ft.

Duration: Instantaneous

You fire a blast of magical force that automatically hits an enemy and deals 1d4+1 points of damage. At 3rd level, you fire two missiles with each casting. At 5th level, you fire three missiles. You can fire the missiles at different targets.

Mount Wizard 1

Range: 30 ft.

Duration: 2 hours/level

You summon a trained riding horse (including a bridle and riding saddle) to serve as your mount. It serves you willingly and well. It (including its gear) vanishes if killed or when the spell duration ends.

Sleep Wizard 1

Range: 100 ft.

Duration: 1 minute/level

Living creatures in a 10-foot radius fall asleep. The spell can affect up to 4 Hit Dice, starting with the lowest Hit Dice and ignoring unconscious, mindless, or construct creatures. Creatures can make a Will save (DC 11 + your INT Mod) to resist. Waking a sleeping creature is a standard action. Noise isn't enough to wake them.