Affect Normal Fires

Alteration

Range:	1/2" / level	**Components:**	V,S
Duration:	1 round / level	**Casting Time:**	1 segment
Area of Effect:	3" diameter	**Saving Throw:**	None

Level 1 Magic-User

Burning Hands

Alteration

Range:	0"	**Components:**	V,S
Duration:	1 round	**Casting Time:**	1 segment
Area of Effect:	Special	**Saving Throw:**	None

Level 1 Magic-User

Charm Person

Enchantment/Charm

Range:	12"	**Components:**	V,S
Duration:	Special	**Casting Time:**	1 segment
Area of Effect:	1 person	**Saving Throw:**	Negates

Level 1 Magic-User

Description

This spell enables the magic-user to cause small fires - from as small as a torch or lantern to as large as a normal bonfire of 3' maximum diameter - to reduce in size and light to become matchlike or increase in light so os to become as bright as a light spell. Reducing the fire will cut fuel consumption to half normal, and increasing the fire will double consumption, Note that heat output is not altered in either case!

Description

When the magic-user casts this spell, jets of searing flame shoot from his or her fingertips. Hands can only be held so as to send forth a fan-like sheet of flames, as the magic-user's thumbs must touch each other and fingers must be spread. The burning hands send out flame jets of 3' length in a horizontal arc of about 120" in front of the magic-user. Any creature in the area of flames takes 1 hit point of damage for each level of experience of the spellcaster, and no saving throw is possible. Inflammable materials touched by the fire will burn, i.e. cloth, paper, parchment, thin wood, etc.

Description

Except as shown above, this spell is the same as the second level druid spell, charm person or mammal (q.v.), but the magic-user can charm only persons, i.e. brownies, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, and troglodytes. All other comments regarding spell effects apply with respect to persons.

This spell will affect any single person or mammal it is cast upon. The creature then will regard the druid who cast the spell as a trusted friend and ally to be heeded and protected. The spell does not enable the druid to control the charmed creature as if it were an automaton, but any word or action of the druid will be viewed in its most favorable way. Thus, a charmed creature would not obey a suicide command, but might believe the druid if assured that the only chance to save the druid's life is if the creature holds back an onrushing red dragon for "just a round or two". Note also that the spell does not empower the druid with linguistic capabilities beyond those he or she normally possesses. The duration of the spell is a function of the charmed creature's intelligence, and it is tied to the saving throw. The spell may be broken if a saving throw is made, and this saving throw is checked on a periodic basis according to the creature's intelligence.

Intelligence score	Period between checks	Intelligence score	Period between checks
3 or less	3 months	15 to 16	1 week
4 to 6	2 months	17	3 days
7 to 9	1 month	18	2 days
10 to 12	3 weeks	19 or more	1 day
13 to 14	2 weeks		