Find Familiar

Conjuration/Summoning

Range:	1 mile / level	**Components:**	V,S,M
Duration:	Special	**Casting Time:**	1-24 hours
Area of Effect:	As spell range	**Saving Throw:**	Negates

Level 1 Magic-User

Friends

Enchantment/Charm

Range:	0	**Components:**	V,S,M
Duration:	1 round / level	**Casting Time:**	1 segment
Area of Effect:	1"+1"/level radius sphere	**Saving Throw:**	Special

Level 1 Magic-User

Hold Portal

Alteration

Range:	2" / level	**Components:**	V
Duration:	1 round / level	**Casting Time:**	1 segment
Area of Effect:	80 sq foot / level	**Saving Throw:**	None

Level 1 Magic-User

Description

A familiar is of certain benefit to a magic-user, as the creature adds to the spell caster's hit points, it conveys its sensory powers to its master, and it con converse with and will serve as a guard/scout/spy as well. However, the magic-user has no control over what sort of creature will answer the summoning, or if any at all will come, and the power of the conjuration is such that it can be attempted but once per year. At such time as the mogic-user determines to find a familiar, he or she must stoke up a brass brazier with charcoal, and when this is burning well, add 100 g.p. worth of incense, herbs (basil, savory, and catnip for sure), and fat. When these items are burning, the spell caster begins his or her incantation, and it must be continued until the familiar comes or the casting time is finished. Your referee will secretly determine all results. The magic-user has absolutely no control over what sort of a creature appears to become his or her familiar. This will be determined on the table below:

<< See Player's Handbook for Charts of Familiars >>

Description

A friends spell causes the magic-user to gain a temporary increase of 2-8 points in charisma - or a temporary lowering of charisma by 1-4 points- depending on whether creatures within the area of effect of the spell make - or fail - their saving throw versus magic. Those that fail their saving throw will be very impressed with the spell caster and desire greatly to be his or her friend and help. Those that do not fail will be uneasy in the spell caster's presence and tend to find him or her irritating. Note that this spell has absolutely no effect on creatures of animal intelligence or lower. The components for this spell are chalk (or white flour), lampblack (or soot), and vermillion applied to the face before casting the spell.

Description

This spell magically bars a door, gate or valve of wood, metal or stone. The magical closure holds the portal fast just as if it were securely stopped and locked. The range of the spell is 2' per level of experience of the caster, and it lasts for 1 round per level. Note that any extra-dimensional creature (demon, devil, elemental, etc.) will shatter, such a held portal. A magic-user of four or more experience levels higher than the spell caster can open the held portal at will. A knock spell (q.v.) or dispel magic spell (q.v.) will negate the hold portal. Held portals can be broken or battered down.