## *Identify*

Divination

| | | | |
|---|---|---|---|
| **Range:** | 0 | **Components:** | V,S,M |
| **Duration:** | 1 segment / level | **Casting Time:** | 1 turn |
| **Area of Effect:** | One item | **Saving Throw:** | Special |

Level 1 Magic-User

## *Jump*

Alteration

| | | | |
|---|---|---|---|
| **Range:** | Touch | **Components:** | V,S,M |
| **Duration:** | Special | **Casting Time:** | 1 segment |
| **Area of Effect:** | Creature Touched | **Saving Throw:** | None |

Level 1 Magic-User

## *Light*

Alteration (Reversable)

| | | | |
|---|---|---|---|
| **Range:** | 6" | **Components:** | V,S |
| **Duration:** | 1 turn / level | **Casting Time:** | 1 segment |
| **Area of Effect:** | 6" radius globe | **Saving Throw:** | None |

Level 1 Magic-User

## Description

When an identify spell is cost, one item may be touched and handled by the magic-user in order that he or she may possibly find what dweomer it possesses. The item in question must be held or worn as would be normal for any such obiect, i.e. a bracelet must be placed on the spell caster's wrist, a helm on his or her head, boots on the feet, a cloak worn, a dagger held, and so on. Note that any consequences of this use of the item fall fully upon the magic-user, although any saving throw normally allowed is still the privilege of the magic-user. For each segment the spell is in force, it is 15% + 5% per level of the magic-user probable that 1 property of the object touched can become known - possibly that the item has no properties and is merely a ruse (the presence of Nystul's Magic Aura or a magic mouth being detected). Each time a property can be known, the referee will secretly roll to see if the magic-user made his or her saving throw versus magic. If the save was successful, the property is known; if it is 1 point short, a false power will be revealed; and if it is lower than 1 under the required score no information will be gained. The item will never reveal its exact plusses to hit or its damage bonuses, although the fact that it has few or many such plusses can be discovered. If it has charges, the object will never reveal the exact number, but it will give information which is +/-25% of actual, i.e. a wand with 40 charges could feel as if it had 30, or 50, or any number in between. The item to be identified must be examined by the magic-user within 1 hour per level of experience of the examiner after it has been discovered, or all readable impressions will have been blended into those of the characters who have possessed it since. After casting the spell and determining what can be learned from it, the magic-user loses 8 points of constitution. He or she must rest for 6 turns per 1 point in order to regain them. If the 8 point loss drops the spell caster below a constitution of 3, he or she will fall unconscious, and consciousness will not be regained until full constitution is restored 24 hours later. The material components of this spell are a pearl (of at least 100 g.p. value) and an owl feather steeped in wine, with the infusion drunk and a live miniature carp swallowed whole prior to spell casting. If a luckstone is powdered and added to the infusion,probability increases 25% and all saving throws are made at +4.

## Description

When this spell is cast, the individual is empowered to leap up to 30' forward or 10' backward or straight upward. Horizontal leaps forward or backward are in only a slight arc - about 2'/10' of distance traveled. The jump spell does not insure any safety in landing or grasping at the end of the leap. For every 3 additional levels of experience of the magic-user beyond the 1st, he or she is able to empower 1 additional leap, so a 4th level magic-user can cast a jump spell which enables the recipient to make 2 leaps, 3 leaps at 7th level, etc. All leaps must be completed within 1 turn after the spell is cast, for after that period has elapsed the spell wears off. The material component of this spell is a grasshopper's hind leg, one for each leap, to be broken when the leap is made.

## Description

With the exceptions noted above, this spell is the same as the first level cleric light spell (q.v.).

This spell causes excitation of molecules so as to make them brightly luminous. The light thus caused is equal to torch light in brightness, but its sphere is limited to 4” in diameter. It lasts for the duration indicated (7 turns at 1st experience level, 8 at 2nd, 9 at 3rd. etc.) or until the caster utters a word to extinguish the light. The light spell is reversible, causing darkness in the same area and under the same conditions, except the blackness persists for only one-half the duration that light would last. If this spell is cast upon a creature, the applicable magic resistance and saving throw dice rolls must be made. Success indicates that the spell affects the area immediately behind the creature, rather than the creature itself. In all other cases, the spell takes effect where the caster directs as long as he or she has a line of sight or unobstructed path for the spell; light can spring from air, rock, metal, wood, or almost any similar substance.