Sleep

Enchantment/Charm

Range:	3" + 1" / level	**Components:**	V,S,M
Duration:	5 rounds / level	**Casting Time:**	1 segment
Area of Effect:	Special	**Saving Throw:**	None

Level 1 Magic-User

Spider Climb

Alteration

Range:	touch	**Components:**	V,S,M
Duration:	1 round + 1 round / level	**Casting Time:**	1 segment
Area of Effect:	Creature touched	**Saving Throw:**	None

Level 1 Magic-User

Tenser's Floating Disk

Evocation

Range:	2"	**Components:**	V,S,M
Duration:	3 turns + 1 turn / level	**Casting Time:**	1 segment
Area of Effect:	Special	**Saving Throw:**	None

Level 1 Magic-User

Description

Explanation/Description: When a magic-user casts a sleep spell, he or she will usually cause a comatose slumber to come upon one or more creatures [other than undead and certain other creatures specifically excluded (see ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL) from the spells effects]. All creatures to be affected by the sleep spell must be within a 3" diameter circle. The number of creatures which can be affected is a function of their life energy levels, expressed as

Creatures Hit Dice	Number Affected by Sleep Spell
up to 1	4-16 (4d4)
1+1 to 2	2-8 (2d4)
2+1 to 3	1-4 (1d4)
3+1 to 4	1-2 (1/2d4, Round off)
4+1 to 4+4	0-1 (1dr, on 3 or 4)

The area of effect is determined by the range and area center decided upon by the spell caster. Slopping or wounding will awaken affected creatures, but noise will not do so. Awakening requires 1 complete melee round. Note that sleeping creatures con be slain automatically at a rote of 1 per slayer per melee round. The material component for this spell is o pinch of fine sand, rose petals, or a live cricket.

Description

A spider climb spell enables the recipient to climb and travel upon vertical surfaces just as a giant spider is able to do, i.e. at 3" movement rate, or even hang upside down from ceilings. Note that the affected creature must have bare hands and feet in order to climb in this manner. During the course of the spell the recipient cannot handle objects which weigh less than 50 g.p., for such objects will stick to the creature's hands/feet, so a magic-user will find it virtually impossible to cast spells if under a spider climb dweomer. The material components of this spell are a drop of bitumen and a live spider, both of which must be eaten by the spell recipient.

Description

With this spell, the caster creates the circular plane of null-gravity known as Tenser's Floating Disc after the famed wizard of that appellation (whose ability to locate treasure and his greed to recover every copper found ore well known). The disc is concave, 3' in diameter, and holds 1,000 g.p. weight per level of the magic-user casting the spell. The disc floats at approximately 3' above the ground at all times and remains level likewise. It maintains a constant interval of 6' between itself and the magic-user if unbidden. It will otherwise move within its range, as well as along with him at a rate of 6", at the command of the magic-user. If the spell caster moves beyond range, or if the spell duration expires, the floating disc winks out of existence and whatever it was supporting is precipitated to the surface beneath it. The material component of the spell is a drop of mercury.