Comprehend Languages

Alteration

Range:	Touch	**Components:**	V,S,M
Duration:	5 rounds / level	**Casting Time:**	1 round
Area of Effect:	1 writing or speaker	**Saving Throw:**	None

Level 1 Magic-User

Dancing Lights

Alteration

Range:	4" + 1" / level	**Components:**	V,S,M
Duration:	2 rounds / level	**Casting Time:**	1 segment
Area of Effect:	Special	**Saving Throw:**	None

Level 1 Magic-User

Detect Magic

Divination

Range:	0	**Components:**	V,S
Duration:	2 rounds / level	**Casting Time:**	1 segment
Area of Effect:	1" path, 6" long	**Saving Throw:**	None

Level 1 Magic-User

Description

When this spell is cast, the magic-user is able to read an otherwise incomprehensible written message such as a treasure map (but not a magical writing, other than to know it is "magic") or understand the language of a speaking creature. In either case, the magic user must touch the object to be read or the creature to be understood, and the spell does not enable the spell caster to write or speak the language. The material components of this spell are a pinch of soot and a few grains of salt. The reverse, confuse languages, prevents comprehension or cancels a comprehend languages spell.

Description

When a dancing lights spell is cast, the magic user creates, at his or her option, from 1 to 4 lights which resemble either A) torches and/or lanterns (and cast that amount of light), B) glowing spheres of light (such as evidenced by will-0-wisps), or C) one faintly glowing, vaguely man-like shape, somewhat similar to that of a creature from the Elemental Plane of Fire. The dancing lights move as the spell caster desires, forward or back, straight or turning corners, without concentration upon such movement by the magic-user. The spell will wink out if the range or duration is exceeded. Range is a base of 4" plus 1" for each level of the magic-user who cast the spell. Duration is 2 melee rounds per level of the spelt caster. The material component of this spell is either a bit of phosphorus or wytchwood or a glowworm.

Description

The only differences between this spell and the first level cleric detect magic spell are noted above (duration, area of effect, and no material component).

When the detect magic spell is cast, the cleric detects magical radiations in a path 1" wide, and up to 3" long, in the direction he or she is facing. The caster can turn 60' per round. Note that stone walls of 1' or more thickness, solid metal of but 1/12' thickness, or 3' or more of solid wood will block the spell.