Enlarge

Alteration (Reversable)

Range:	1/2" / level	**Components:**	V,S,M
Duration:	1 turn / level	**Casting Time:**	1 segment
Area of Effect:	Special	**Saving Throw:**	Negates

Level 1 Magic-User

Erase

Alteration

Range:	3"	**Components:**	V,S
Duration:	Permanent	**Casting Time:**	1 segment
Area of Effect:	1 scroll / 2 facing pages	**Saving Throw:**	Negates

Level 1 Magic-User

Feather Fall

Alteration

Range:	1" / level	**Components:**	V,M
Duration:	1 segment / level	**Casting Time:**	1/10 segment
Area of Effect:	Special	**Saving Throw:**	None

Level 1 Magic-User

Description

This spell causes instant growth of a creature or object Enlargement causes increase in both size and weight. It can be cast upon only a single creature or object. Spell range is 1/2" for each level of experience of the magic-user, and its duration is 1 turn per level of experience of the spell caster. The effect of the enlargement spell is to increase the size of a living creature (or a symbiotic or community entity) by 20% per level of experience of the magic-user, with a maximum additional growth of 200%. The effect on objects is one-half that of creatures, i.e. 10% per level to a 100% maximum additional enlargement. The creature or object must be seen in order to effect the spell. The maximum volume of living material which can be initially affected is 10 cubic feet - for non-living matter, 5 cubic feet - per level of the magic user. While magical properties are not increased by this spell - a huge +1 sword is still only +1, a staff-sized wand is still only capable of its normal functions, a giant-sized potion merely requires a greater fluid intake to make its magical effects operate, etc. - weight, mass and strength are. Thus, a table blocking a door would be heavier and more effective; a hurled stone would have more mass (and be more hurtful providing enlargement took place just prior to impact); chains would be more massive; doors thicker; a thin line turned to a sizable, longer rope; and so on. Likewise, a person 12' tall would be as an ogre, while an 18' tall person would actually be a giant for the duration of the spell.

The reverse spell, reduce, will negate the effects or actually make creatures or objects smaller in the same ratios as the regular spell application functions. Unwilling victims of the spell, or its reverse, are entitled to a saving throw, which, if successful, indicates the magic does not function, and the spell is wasted. The material component of this spell is a pinch of powdered iron.

Description

The erase spell removes writings of either magical or mundane nature from a scroll or one or two pages or sheets of paper, parchment or similar surfaces. It will not remove explosive runes or a symbol (see these spells hereafter), however. There is a basic chance of 50%. plus 2% per level of experience of the spell caster with respect to magical writings, plus 4% per level for mundane writing, that the spell will take effect. This represents the saving throw, and any percentile dice score in excess of the adjusted percentage chance means the spell fails.

Description

When this spell is cast, the creature(s) or objects affected immediately assumes the mass of a feathery piece of dawn. Rate of falling is thus instantly changed to a mere constant 2' per second or 12' per segment, and no damage is incurred when landing when the spell is in effect. However, when the spell duration ceases, normal rate of fall occurs. The spell can be cast upon the magic-user or some other creature or object up to the maximum range of 1" per level of experience of the spell caster. It lasts for 1 segment for each level of the magic-user. The feather fall affects an area of 1 cubic inch, and the maximum weight of creatures and/or objects cannot exceed a combined total equal to a base 2,000 gold pieces weight plus 2,000 gold pieces weight per level of the spell caster. example a 2nd level magic-user has a range of 2", a duration of 2 segments, a weight maximum of 6,000 gold pieces (600 pounds) when employing the spell. The spell works only upon free-falling or propelled obiects. It will not affect a sword blow or a charging creature, but it will affect a missile. The material component is a small feather or a piece of down somewhere on the person of the spell caster.