Knock

Alteration

Range:	6"	**Components:**	V
Duration:	Special	**Casting Time:**	1 segment
Area of Effect:	10 sq feet / level	**Saving Throw:**	None

Level 2 Magic-User

Leomund's Trap

Illusion/Phantasm

Range:	Touch	**Components:**	V,S,M
Duration:	Permanent	**Casting Time:**	3 rounds
Area of Effect:	Object Touched	**Saving Throw:**	None

Level 2 Magic-User

Levitate

Alteration

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

Level 2 Magic-User

Description

The knock spell will open stuck or held or wizard-locked doors. It will also open barred or otherwise locked doors. It causes secret doors to open. The knock spell will also open locked or trick opening boxes or chests. It will loose shackles or chains as well. If it is used to open a wizard-locked door, the knock does not remove the former spell, but it simply suspends its functioning for 1 turn. In all other cases, the knock will permanently open locks or welds - although the former could be closed and locked again thereafter. It will not raise bars or similar impediments (such as a portcullis). The spell will perform two functions, but if a door is locked, barred, and held, opening it will require two knock spells.

Description

This false trap is designed to fool the dwarf and/or thief attempting to pilfer or otherwise steal the spell caster's goods. It enables the magic-user to place a dweomer upon any small mechanism or device such as a lock, hinge, hasp, screw-on cap, ratchet, etc. Any examination by a character able to detect traps will be 80% likely to note the Leomund's Trap and believe it to be real. This probability reduces by 4% for each level of experience of the examiner beyond the first. If the supposed "trap" is then to be removed, it is only 20% likely that the creature attempting it will believe he or she has succeeded, +4% probability per level of experience of the remover. Of course, the spell is illusory, nothing will happen if the trap is ignored, and its primary purpose is to frighten away thieves or make them waste precious time. The material component of the spell is a piece of iron pyrite touched to the object to be "trapped". Only one Leomund's Trap may be placed within a 50' by 50' area.

Description

When a levitate spell is cast, the magic-user can place it upon his or her person, or upon some other creature, subject to a maximum weight limit of 1,000 gold pieces equivalence per level of experience, Le., a third level magic user can levitate up to 300 pounds (3,000 g.p.) maximum. If the spell is cast upon the person of the magic-user, he or she can move vertically at a rate of 20' per round. If cast upon another creature, the magic-user can levitate it at a maximum vertical movement of 10' per round. Horizontal movement is not empowered by this spell, but the recipient could push along the face of a cliff, for example, to move laterally. The spell caster can cancel the spell as desired. If the recipient of the spell is unwilling, that creature is entitled to a saving throw to determine if the levitate spell affects it. The material component of this spell is either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.