Level 1 Spells

**Appraising Touch**

Divination
Level: Bard 1, sorcerer/wizard 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level

Encircling your eye with thumb and foreﬁnger as if holding a jeweler’s lens, you speak the arcane words that complete the spell.

Objects near you suddenly seem clearer, more in focus. You note blemishes and imperfections you had missed before. You gain an intuitive insight into the value of objects you come into contact with. You gain a +10 insight bonus on Appraise checks to determine the value of items you touch while this spell is in effect. Using the Appraise skill in this fashion requires 2 minutes instead of the normal 1 minute.

Even if you fail an Appraise check while this spell is in effect, you never mistakenly estimate the worth of an item by more than 50%.

(Spell Compendium, Page 15)

**Burning Hands**

Evocation [Fire]
Level: Fire 1, Sor/Wiz 1, Duskblade 1
Components: V, S
Casting Time: 1 standard action
Range: 15 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

**Comprehend Languages**

Divination
Level: Brd 1, Clr 1, Sor/Wiz 1
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a permanency spell.

Arcane Material Component
A pinch of soot and a few grains of salt.

**Expeditious Retreat**

Transmutation
Level: Brd 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)

This spell increases your base land speed by 30 feet. (This adjustment is treated as an enhancement bonus.) There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Jump skill).

**Familiar Pocket**

Level: Sorcerer 2, Wizard 2,
Components: V, S, M,
Casting Time: 1 action
Range: Touch
Target: One container or garment with a pocket
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

You enspell a garment or container so that it provides a safe haven for your familiar.
The spell turns one of the target item's pockets into an extradimensional space that can hold your familiar (or about 1 cubic foot for a Tiny or smaller creature).
The familiar fits inside without creating a noticeable bulge in the item.
Whenever the familiar is touching you, you can whisk it inside the pocket as a free action by speaking a command word.
If the familiar can speak, it can command itself inside.
The familiar can leave the space as a free action, or you can call it forth as a free action.
Once inside, the familiar has total cover and concealment.
You or the familiar can seal the pocket, making it airtight and waterproof.
The air supply inside the sealed pocket lasts an hour.
With the pocket open, the familiar can remain inside indefinitely.
If the spell ends with the familiar inside the pocket, it appears in your space, unharmed unless the area you occupy is hazardous.
Creating an extradimensional space within or taking an extradimensional space into an existing extradimensional space is hazardous.
Material Components: A tiny golden needle and a strip of fine cloth given a half-twist and fastened at the ends.

**Feather Fall**

Transmutation
Level: Brd 1, Sor/Wiz 1
Components: V
Casting Time: 1 immediate action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart
Duration: Until landing or 1 round/level
Saving Throw: Will negates (harmless) or Will negates (object)
Spell Resistance: Yes (object)

The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes.

The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature’s maximum load) or objects, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects, and so forth.

You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is a immediate action, allowing you to cast this spell even when it isn’t your turn.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item the object does half normal damage based on its weight, with no bonus for the height of the drop.

Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

**Orb of Acid, Lesser**

Conjuration (Creation) [Acid]
Level: Sorcerer/wizard 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of acid
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Your quick, precise movements culminate in your open palm facing your target. An orb of dark green acid flies from your hand.

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

**Orb of Cold, Lesser**

Conjuration (Creation) [Cold]
Level: Sorcerer/wizard 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of cold
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Your hand takes on a blue tint and your fingers turn numb and unresponsive as you complete the spell. From your chilled palm flies an orb composed of blue ice.You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher

**Orb of Electricity, Lesser**

Conjuration (Creation) [Electricity]
Level: Sorcerer/wizard 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of electricity
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

The air crackles around your outstretched hand and the smell of ozone assaults your nostrils as a ball of electrical energy, its surface crackling with bolts of lightning, streaks from your open palm.You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

**Orb of Fire, Lesser**

Conjuration (Creation) [Fire]
Level: Sorcerer/wizard 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of Fire
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Your hand heats to an uncomfortable temperature just moments before you release the spell’s energy in the form of an orb of white flames speeding from your outwardfacing palm. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

**Orb Of Sound Lesser**

Conjuration (Creation) [Sonic]
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of sonic energy
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

An orb of sonic energy about 2 inches across shoots from your palm at its target, dealing 1d6 points of sonic damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d6 points of damage to a maximum of 5d6 at 9th level.

**Magic Missile**

Evocation [Force]
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: Up to five creatures, no two of which can be more than 15 ft. apart
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can’t be singled out. Inanimate objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

**Ray Of Enfeeblement**

Necromancy
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: 1 min./level
Saving Throw: None
Spell Resistance: Yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject’s Strength score cannot drop below 1.

**Shield**

Abjuration [Force]
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)

Shield creates an invisible, tower shield-sized mobile disk of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance. Unlike with a normal tower shield, you can’t use the shield spell for cover.

**True Casting**

(Complete Mage, p. 121)

Divination
Level: Sorcerer 1, Wizard 1, Spellthief 1,
Components: V, S,
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: One spell

*You focus your magic deep in your soul until it becomes a torrent that must be unleashed.*

Your next single spell (if it is cast before the end of the next round) gains a +10 insight bonus on any caster level check made to overcome spell resistance.