

## Theranil, Wizard 1 – Spells

### Acid Splash

### Wizard 0

**School:** conjuration / earth elemental (creation) [acid]; **Components:** V, S; **Casting Time :** 1 action; **Range:** close (25 + 5 ft./2 levels); **Effect:** one missile of acid; **Duration:** instantaneous; **Save:** none; **Resistance:** no  
Orb deals 1d3 acid damage.

### Ghost Sound

### Wizard 0

**School:** illusion (figment); **Components:** V, S, M (a bit of wool or a small lump of wax); **Casting Time :** 1 action; **Range:** close (25 + 5 ft./2 levels); **Effect:** illusory sounds; **Duration:** 1 round/level (D); **Save:** DC 14 Will disbelief; **Resistance:** no  
Figment sounds.

### Mage Hand

### Wizard 0

**School:** transmutation; **Components:** V, S; **Casting Time :** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one nonmagical, unattended object weighing up to 5 lbs.; **Duration:** concentration; **Save:** none; **Resistance:** no  
5-pound telekinesis.

### Mage Armor

### Wizard 1

**School:** conjuration (creation) [force]; **Components:** V, S, F (a piece of cured leather); **Casting Time :** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 hour/level (D); **Save:** Will negates (harmless); **Resistance:** no  
Gives subject +4 armor bonus.

### Magic Missile

### Wizard 1

**School:** evocation / aether elemental [force]; **Components:** V, S; **Casting Time :** 1 action; **Range:** medium (100 + 10 ft./level); **Target:** up to five creatures, no two of which can be more than 15 ft. apart; **Duration:** instantaneous; **Save:** none; **Resistance:** yes  
1d4+1 damage; +1 missile per two levels above 1st (max 5).