

## Elf First Level Spells

### Spell List

Analyze  
Animal Friendship  
Detect Magic  
Detect Poisonous Animals  
Elvish Missile  
Invisibility to Animals  
Light (R)  
Predict Weather (the same as the Druid spell)  
Protection From Evil  
Read Languages  
Read Magic  
Sleep Touch  
Ventriloquism

### New Spell Descriptions

#### Animal Friendship

**Target:** One normal animal

**Range:** 15'

**Duration:** Permanent (see bellow)

This spell might be cast upon any normal animal (including giant sized varieties, but only animals which don't have magic abilities) with Intelligence score of 4 or less who must make a Save vs Spell with -1 penalty for each level of the caster to avoid its effects.

If the save is unsuccessful, the animal will become friendly to the caster, just like a domestic dog in front of his owner. The bond will be permanent if the target stays with the caster for at least three months. During this time, the bond will be broken if the target doesn't see the caster for three consecutive days.

During this three months period, the caster may teach the target one trick for each Intelligence point the target has. A trick may be something simple like taking something to a specific place or person, or any trick one usually is able to teach to a dog or pet. Teaching one trick takes a week of daily training (one hour per day).

The bond may be broken at will by the caster or with a successful Dispel Magic.

The Elf caster might not have bonds made by this spell with more Hit Dices worth of animals than twice his level.

#### Detect Poisonous Animals

**Target:** All poisonous animals in range

**Range:** 30'

**Duration:** 10 rounds

This spell lets the caster know the directions and distances to all poisonous normal animals within range. No saving throw is allowed.

**Elvish Missile**

**Target:** A missile object

**Range:** Touch

**Duration:** 1 hour

The Elf must cast this spell on an Arrow, Bolt, Pellet or any object used as ammunition for missile weapons. The target will become an indestructible magic weapon.

If the object is fired by the caster, he gets +3 to-hit bonus plus additional +1 for each level of experience and +1 damage bonus plus additional +1 for each two levels of experience above 1.

The Elvish Arrow is indestructible by mortals while the spell remains, but it can be destroyed by Immortals.

**Invisibility to Animals**

**Target:** One creature

**Range:** Touch

**Duration:** 10 + 5 rounds per level

The target of this spell becomes completely undetectable by any normal animals. He may pass through them and they will not be able to see, smell or hear him. If the target touches an animal, the animal will notice his presence, but any attack made by the animal will have a -6 penalty to hit.

**Sleep Touch**

**Target:** One creature

**Range:** Touch

**Duration:** 4d4 x 10 minutes

This spell will put one creature to sleep. No saving throw is allowed. The target must be a creature with fewer than 5 hit dice or levels. All creatures immune to the Sleep spell are also immune to the Sleep Touch spell.

In combat, the caster must make an Unarmed Strike in order to be able to touch the target when casting this spell.