

Magic-Users

Spells which vary in effect dependant on the level of the caster are charged at 100gp per caster level. Other spells are charged at 200gp per spell level. Some minor spells (*light*, *detect magic*), cost 50gp. Spells which carry some risk to the caster (including *identify*), cost at least double the normal price.

#	Name	Location	Description / Services Available
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