

# Druid

Spell: Goodberry

Spell Level: 2

Range: touch

Duration: 1 day + 1 day/caster level

Area of Effect: 2d4 fresh berries

Description: From a bunch of freshly picked berries, 2d4 will be imbued with the ability to satiate the hunger of a human-sized creature or cure 1 hp of damage (maximum 8 per 24-hour period). If reversed, the berries are rotten and will cause 1 hp of poison damage (no save).

Spell: Charm Person or Mammal

Spell Level: 2

Range: 8"

Duration: special

Area of Effect: one person or mammal

Description: One person or mammal that fails its save will treat the caster as an ally to be obeyed and protected, though it doesn't enhance the caster's ability to communicate with the target. The charm lasts until the target succeeds on its subsequent save v. spells, which is based on its intelligence: up to 3, 3 months; 4-6, 2 months; 7-9, 1 month; 10-12, 3 weeks; 13-14, 2 weeks; 15-16, 1 week; 17, 3 days; 18, 2 days; and 19+, 1 day. The charm is broken automatically if the caster intentionally harms the charmed creature or if dispelled by Dispel Magic. A "person" includes brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, and troglodytes.

Spell: Create Water (Primal)

Spell Level: 2

Range: 1"

Duration: permanent

Area of Effect: 1 ft cubed/caster level

Description: The caster creates clean, drinkable water.

Spell: Cure Light Wounds

Spell Level: 2

Range: touch

Duration: permanent

Area of Effect: character touched

Description: A living, corporeal target has 1d8 hp healed. The target must not be one which can be harmed only by iron, silver, or magical weapons. If reversed, the 1d8 hp is inflicted but requires a successful to-hit roll.

Spell: Feign Death

Spell Level: 2

Range: 1"

Duration: 4 rounds + 2 rounds/caster level

Area of Effect: one creature

Description: A willing creature is placed into a cataleptic state indistinguishable from death. The target can spell, hear, and know what's happening in the surrounding area, but neither feel nor see. All damage will be halved, and the target is immune to paralysis, poison, and energy level drain, though injected poison will take effect upon spell expiration on a failed save. The caster can dismiss the spell, but it takes 1 round to leave the cataleptic state.

Spell: Predict Weather

Spell Level: 1

Range: 0

Duration: 2 hours/caster level

Area of Effect: nine sq miles

Description: The caster unerringly knows the weather in a 9 square mile radius, including how the weather will change during the duration of the spell (unless magically altered).

Spell: Tree

Spell Level: 3

Range: 0

Duration: 6 turns + 1 turn/caster level

Area of Effect: personal

Description: The caster assumes the form of a small tree, shrub, or dead tree trunk, absorbing all gear into the transformation. The caster unerringly appears as the plant to an observer and can observe as if in humanoid form. The caster can dismiss the spell prematurely.

Spell: Fire Trap

Spell Level: 2

Range: touch

Duration: permanent until discharged

Area of Effect: object touched

Description: A closeable item is imbued with a trap that does 1d4 + 1 per caster level hps of fire damage to anyone within a 5-foot radius of the item upon anyone entering or touching the item or attempting to disable the trap (save for half damage). The item is not harmed, and the caster's manipulation or use of the item does not trigger the trap. There is a 50% less chance than usual of detecting the trap, but disabling it has the normal chance. The item cannot have a second, related spell cast on it while subject to this one except as follows. The first of Hold Portal and Fire Trap will be active, and the other negated (both negated if cast simultaneously). If Fire Trap is cast on an object subject to an existing Wizard Lock, the Fire Trap fails. If Wizard Lock is cast on an object subject to an existing Fire Trap, it will fail, and there's a 50% chance the Fire Trap will be negated. If cast simultaneously, both Fire Trap and Wizard Lock will fail. A Knock spell will not affect a Fire Trap.

Spell: Water Breathing

Spell Level: 3

Range: touch

Duration: 6 turns/caster level

Area of Effect: creature touched

Description: The touched creature can breathe underwater. If reversed, water breathers can breath air.

Spell: Flame Blade

Spell Level: 2

Range: 0

Duration: 1 round/caster level

Area of Effect: 3-foot long sword-like blade

Description: Creates a scimitar-like blade that does 1d4+4 damage to a target (+2 if undead or fire-vulnerable, -2 if protected from fire). The blade cannot be used to attack non-undead creatures that are immune to magical weapons, nor does it damage fire-dwellers or creatures with natural fire attacks. The blade ignites flammable objects.

Spell: Barkskin

Spell Level: 2

Range: touch

Duration: 4 rounds + 1 round/caster level

Area of Effect: creature touched

Description: The touched creature's AC and saves verses non-magical attacks receive a +1 bonus.

Spell: Detect Poison

Spell Level: 1

Range: 0

Duration: 1 round/caster level

Area of Effect: special

Description: Detects whether an area, creature, or object (within 1 cubic yard of space) contains or has been infected by poison, with a 5% chance per caster level of knowing the type and delivery method of the poison. A different area can be scanned for each round of the duration, but a single failure to detect the type of poison renders that aspect of the spell useless for subsequent scans.

Spell: Detect Balance

Spell Level: 1

Range: 6"

Duration: 1 round/caster level

Area of Effect: one object or creature per round

Description: Detects non-neutral forces and alignments in the area of effect. A completely non-neutral alignment gives off a stronger aura than a partially neutral one, but the specific alignment isn't learned. Objects without a natural aura are unaffected, nor will creatures under the effect of a spell such as Unknowable Alignment. If a target is true neutral, the aura will indicate that.

Spell: Detect Magic

Spell Level: 1

Range: 0

Duration: 12 rounds

Area of Effect: a path 1" wide and 4" long

Description: Detects magic radiation in a 1"-wide line from the caster in the direction of facing. The caster can turn 60 degrees per round. Stone walls thicker than 1', solid metal thicker than 1/12', and solid wood thicker than 3' will block the spell.

Spell: Locate Plants

Spell Level: 2

Range: 0

Duration: 1 turn/caster level

Area of Effect: 1" diameter/caster level circle

Description: The caster can locate any type of plant on which concentration is maintained. The area of effect is centered on and moves with the caster.

Spell: Animal Friendship

Spell Level: 1

Range: 1"

Duration: permanent

Area of Effect: one animal

Description: True neutral animals possessing an intelligence between 1 and 4 (animal or semi-intelligent) and collectively with up to 2 HD per caster level that fail their save at the start of casting patiently wait for the casting to complete, after which they become friendly to the caster. They will follow the caster and can learn 3 specific typical animal "tricks" for each point of intelligence. Each trick requires 1 week of training and must be taught within 3 months of casting. During the training, if left alone for three days, an animal will revert to its normal state.

Spell: Spike Growth (Primal)

Spell Level: 3

Range: 6"

Duration: 3d4 turns + 1 turn/caster level

Area of Effect: 10 feet sq./caster level

Description: Local vegetation become rigid and sharp. Without True Seeing or similar spells or abilities, the altered nature of the area is undetectable. For each 1" of movement through the area, a creature is attacked twice using the caster's to-hit expression, and on a hit takes 1d4 damage. The spell can be dispelled by Dispel Magic or a spell that controls or harms vegetation.

Spell: Reflecting Pool

Spell Level: 2

Range: 1"

Duration: 1 round/caster level

Area of Effect: special

Description: A pool of normal water no larger than 2 feet in diameter per caster level facilitates scrying as a Crystal Ball (DMG, p. 141). Unlike the other spell components, the water itself is not damaged by the spell. Infravision and Ultravision will operate normally through the pool, and the spells Moonbeam Starshine can be cast through the pool without error. The following spells can be cast through the mirror with a 5% chance per caster level of success: Detect Magic, Detect Snares and Pits, and Detect Poison. Each round of scrying, there is an ascending, cumulative chance the target of scrying will detect it. The chances are 1%, 3%, 6%, 10%, 15%, 21%, at Intelligence of 13, 14, 15, 16, 17, and 18, plus a cumulative chance of 1% per target's level or HD. If the target is a cavalier, the base chance is 5%, and ascending from there by the same amounts. If the target is a spell-user (cleric, druid, magic-user, or illusionist), use the Detection of Invisibility table on page 60 of the DMG instead, checking each round. The various protections applicable against a Crystal Ball will simply leave the mirror hazy and non-functioning. Scrying can extend to any plane adjacent to the Prime Material Plane, but suffers a -25% penalty of success if scrying extends to a farther plane.

Spell: Slow Poison (Primal)

Spell Level: 2

Range: touch

Duration: 1 hour/caster level

Area of Effect: creature touched

Description: The effects of poison on the target are slowed if the target was poisoned a number of turns equal to or lower than the level of the caster. The target will still lose 1 hit point per turn but never drop to 0 hp. Upon spell expiration, the poison will continue its course. If the poison came from a living plant, then the caster has a 5% chance per caster level of knowing the natural antidote, which can then be delivered to neutralize the poison.

Spell: Know Alignment (Primal)

Spell Level: 3

Range: 1"

Duration: 5 rounds

Area of Effect: one creature per round

Description: The caster knows the precise alignment of up to 5 creatures.

Spell: Cloudburst (Primal)

Spell Level: 3

Range: 1"/caster level

Duration: 1 round

Area of Effect: 3" diameter cylinder up to 6" high

Description: In 1 segment, the spell drenches everything in the area of effect with heavy rainwater, falling at 1/10 inch per segment. Normal fires will be extinguished according to size: small, instantly; medium, 3-5 segments; and large, 8-10 segments. Magical fires will be extinguished, but permanent ones will relight in 1-2 rounds, but small, relightable fires will be effected only during the spell's duration. Most fire-based spells are negated, but large-area fire spells will be extinguished by convert the area to a cloud of steam four times as large as this spell's area of effect, which inflicts 1d3 hps of damage per round on most creatures in the area, but double damage to cold-dwelling or cold-using creatures. The steam cloud persists for 1d4+1 rounds, or half that if a light breeze is present, or 1 round if a strong wind is present. In arid regions, this spell will act only as a double-strength Precipitation spell, in hot or humid areas, the duration will double, in areas of temperature from 33° F to 31° F sleet instead of rain will produce ice and slush, and in even lower temperatures the rain will instead be the same depth of snow. This spell can't be used to conjure lightning, nor can a Call Lightning spell be used in the same area affected by this spell.

Spell: Starshine

Spell Level: 3

Range: 1"/caster level

Duration: 1 turn/caster level

Area of Effect: 10 feet sq./caster level

Description: The area of effect is lit with starlight such that vision is clear to 30 feet, vague to 60 feet, and indiscernible beyond unless glowing. Shadows are cast by this light, and this light enhances ultravision to 100 yards clearly and 300 yards vaguely, and allows its use underground.

Spell: Neutralize Poison

Spell Level: 3

Range: touch

Duration: permanent

Area of Effect: creature touched

Description: Any venom in a creature or substance is detoxified. If the target is unwilling, the caster must score a hit. The effect is permanent only for the currently present venom; a creature that reproduces venom will not be permanently devenomed. If reversed, on a successful hit, the target that fails its save v. poison is killed.

Spell: Precipitation

Spell Level: 1

Range: 1"/caster level

Duration: 1 segment/caster level

Area of Effect: 3" diameter cylinder up to 12" high

Description: Creates light rain in the area of effect, affecting various materials as follows: light material damp in 1 segment then thoroughly wet each following segment; twigs and heavy materials damp in 2 segments then thoroughly wet each following segment; flat, non-porous surfaces damp in 1 segment then filmed with water each following segment; semi-porous surfaces damp in 2 segments then thoroughly wet after 5 segments; porous surfaces will not be affected; small flames extinguished in 1 segment; small fires will slow and become smoky for 1 round after the duration has expired; and large fires will not be affected. If the temperature is above 90° F, the duration will be doubled (except for arid environments); from 33° F to 31° F, the rain will fall as sleet; and for lower temperatures, the rain will fall as snow, which will delay the wetting effects until the snow melts. Magical heat covering a large area will convert the precipitation to a warm fog covering twice the area of effect, and magical cold will convert the precipitation to ice.

Spell: Heat Metal

Spell Level: 2

Range: 4"

Duration: 7 rounds

Area of Effect: special

Description: On rounds 1 and 7, items made of ferrous metal are warm and uncomfortable to touch. On rounds 2 and 6, the heat causes 1d4 hps of damage and blisters. On rounds 3, 4, and 5, the heat causes 2d4 hps of damage and disability as follows: hands or feet, 2-8 days; head, 1-4 turns and unconscious; and body, 1-4 days. Cloth or wood touching heated metal ignites, which will cause more damage on the next round. The spell affects one medium creature per caster level. If reversed, the affects are as follows: rounds 1 and 7, cold and uncomfortable; rounds 2 and 6, 1d2 hps of damage; and rounds 3, 4, and 5, 1d4 hps of damage and amputation of fingers, toes, nose, or ears.

Spell: Detect Snares & Pits

Spell Level: 1

Range: 0

Duration: 4 rounds/caster level

Area of Effect: a path 1" wide and 4" long

Description: The caster detects snares and pits in a 1" wide, 4" long area. Underground only simple pits are detected, but outdoors, all forms are detected.

Spell: Produce Flame

Spell Level: 2

Range: 0

Duration: 2 rounds/caster level

Area of Effect: special

Description: The caster can hurl a magic flame as bright as a torch 4" to cause inflammable materials in a 3' diameter to catch fire, at which point the flame itself will vanish. The caster can end the spell prematurely.

Spell: Trip

Spell Level: 2

Range: touch

Duration: 1 turn/caster level

Area of Effect: one 10' long object

Description: The caster causes a lengthy object to rise slightly above ground to trip medium or smaller creatures that cross it and fail their save. If running, the creatures take 1d6 hps of damage and are stunned for 1d4+1 rounds if the surface is hard. Creatures aware of the object receive a +4 bonus to their saves, but is 80% undetectable without a magical means to do so. Only one medium creature can be tripped at a time per 3' of length of the object.

Spell: Warp Wood

Spell Level: 2

Range: 1"/caster level

Duration: permanent

Area of Effect: special

Description: A 15" long, up to 1" in diameter (both per level of the caster) shaft of wood is permanently warped and weakened. Weapons and doors affected will be rendered useless.

Spell: Ceremony (Primal)

Spell Level: 1

Range: touch

Duration: permanent

Area of Effect: one creature, item, or area

Description: This spell has several, level-restricted applications, which will fail if cast on an unwilling person (except for Amathematize). They leave behind no magical aura but could leave a neutrality aura. \*\* Coming of Age (1st): The target, usually age 14, receives a +1 bonus to a single save. The cost is 5-15 sp. \*\* Rest Eternal (1st): speeds a soul/spirit to its final resting place, preventing Raise Dead or Resurrection from returning them to life. The cost is 5-50 gp. \*\* Marriage (1st): Has no mechanical effect but carries a moral or legal significance. The cost is 1-20 gp. \*\* Dedication (3rd): Officially welcomes a true neutral person into the faith. The cost is 0-10 sp. \*\* Investiture (3rd): A necessary requirement to become a first-level druid. The cost is 1-100 gp. \*\* Initiation (7th): A necessary requirement to gain the seventh-level druid powers of shape changing and immunity to woodland charm powers. This must be cast once the target has reached 7th level (or later). If necessary, the caster can be the target. \*\* Special Vows (7th): Received by a prospective cavalier, bestowing immunity from the spell, Bestow Curse, and imposing a -4 penalty to saves against the spell, Quest, cast on the target by a cleric of the same alignment, until the target reaches their next level. The cost is 1-100 gp. \*\* Hallowed Ground (9th): Cast upon the druid's permanent grove, protecting the trees from non-magical disease and disasters. The cost is 100-600 gp depending on the size of the area and the caster level. \*\* Cast Out (9th): Excommunicates the target failing its save (with a -4 penalty), requiring authorization from an Archdruid to perform (who must seek permission from a Great Druid and Grand Druid). If reversed, it can largely be undone, though it will be completely undone if cast by a Hierophant druid. This ceremony causes non-magical animals, woodland monsters, domesticated animals, druids, and druids' followers to have a negative disposition towards the target. This ceremony is reserved for the most heinous offenses against the natural environment or druidic principles generally. A caster will be punished by a superior that denies the caster's requesting to cast this ceremony. There is never a cost.

Spell: Hold Animal

Spell Level: 3

Range: 8"

Duration: 2 rounds/caster level

Area of Effect: one to four animals

Description: One to four normal or giant-sized animals are immobilized, to a maximum of 400 lbs. per animal per caster level (100 lbs. if non-mamalian). Animals receive a penalty to their saves based on the number of animals the caster attempts to hold: -4 if only one, -2 if only 2, -1 if only 3, and no penalty of 4.

Spell: Speak with Animals

Spell Level: 1

Range: 0

Duration: 2 rounds/caster level

Area of Effect: one animal type in a 4" radius from the caster

Description: The caster can comprehend and communicate with any ordinary animal (not mindless). The caster may ask questions, which will be answered. Other animals of its kind won't attack during this communication. If the animal has a similar alignment as the caster, the animal may assist the caster in some way (see DMG, p. 63).

Spell: Plant Growth

Spell Level: 3

Range: 16"

Duration: permanent

Area of Effect: 2" x 2"/caster level

Description: Causes normal, present vegetation to become dense, forcing creatures to hack through at a rate of 1" (medium or smaller) or 2" (any larger). The effect lasts until dispelled or cleared by labor or fire.

Spell: Protection from Fire

Spell Level: 3

Range: touch

Duration: special

Area of Effect: creature touched

Description: If cast on the caster, the spell grants invulnerability to normal and magical fires, blocking up to 12 hps of damage per caster level, at which point the spell is negated. In no event does the protection last more than 1 turn per caster level. If cast on a touched creature, the spell grants invulnerability to normal fires, grants a bonus of +4 to saves against magical fires, and halves damage from magical fires.

Spell: Pyrotechnics

Spell Level: 3

Range: 16"

Duration: special

Area of Effect: 10 or 100 times the fire source

Description: This spell can produce one of the following effects emanating from a fire source of any sort within range. First, blinding creatures within the 10 times the volume of the source for a one segment per caster level. Second, form a cloud 100 times the volume of the source that obscures vision beyond 2" for 1 round per caster level. The source is immediately extinguished by using it for the spell.

Spell: Snare

Spell Level: 3

Range: touch

Duration: permanent until triggered

Area of Effect: 2 foot diameter circle + 1/6 foot/caster level

Description: Creates a snare 90% undetectable without magic from a vine, thong, or rope. One end forms a loop that will ensnare one or more limbs of a creature (or the neck of a limbless creature) that enters the loop. The other end is fastened to a nearby, strong tree, which will bend and straightened to aid in the capture and elevation above ground of the creature and cause 1d6 hps of damage. If no tree is available, the snare will instead bound the creature doing no damage. The snare is magical for one hour being breakable by a strength of 23 or better, reduced by 1 point of per hour down to 18 at six hours elapsed. After another six hours, the magic completely fades, and the creature is released.

Spell: Stone Shape

Spell Level: 3

Range: touch

Duration: permanent

Area of Effect: 3 ft cubed, plus 1 ft cubed/caster level

Description: The caster can roughly mold stone into a useful shape, such as a weapon, trapdoor, secret door, or idol, which can include a door serving as an obstacle.

Spell: Invisibility to Animals

Spell Level: 1

Range: touch

Duration: 1 turn + 1 round/caster level

Area of Effect: creature touched

Description: A touched target becomes undetectable to normal animals (i.e., with no magical abilities) with an intelligence less than 6, including giant-sized versions.

Spell: Call Lightning

Spell Level: 3

Range: 0

Duration: 1 turn/caster level

Area of Effect: 72" diameter

Description: As long as even a light storm is in the area, once per turn the caster can call a bolt of lightning to a point within 36" doing damage equal to  $2d8 + 1d8$  per caster level to any creature within 1" of that point (save for half damage). The caster must normally be outdoors (DM discretion).

Spell: Summon Insects

Spell Level: 3

Range: 3"

Duration: 1 round/caster level

Area of Effect: special

Description: The spell attracts a swarm of one insect type (70% chance a type that can fly). The swarm will attack any creature the caster designates, causing 2 hps of damage per melee round, and the creature must dedicate it's actions to fending off the swarm. The caster can designate a new target, which the swarm will reach after at least 1 round of transit (12" speed if crawling). The caster has a 30% chance of summoning 1-4 giant ants instead (100% if giant ants are nearby).

Spell: Obscurement

Spell Level: 2

Range: 0

Duration: 4 rounds/caster level

Area of Effect: special

Description: A misty vapor reduces visibility including infravision to  $2d4''$ . The area of effect is a  $X''$  cube where  $X$  is the caster level, though underground, the height is restricted to  $1''$ . A strong wind will cut the duration by 75%.

Spell: Locate Animals

Spell Level: 1

Range: 0

Duration: 1 round/caster level

Area of Effect:  $2''$  path  $2''$  long/caster level

Description: Determines the distance to any type of animal on which the caster concentrates that is located in a path in the direction the caster is facing. The caster can change the direction of facing once per round. Whether the animals are present is at DM's discretion (DMG, p. 43).

Spell: Faerie Fire

Spell Level: 1

Range:  $8''$

Duration: 4 rounds/caster level

Area of Effect: 12 linear feet/caster level within a  $4''$  radius

Description: The target creature(s) or object(s) are outlined in light. The light can trace 12' per caster level but must trace the entire body of a target before moving to the next. Thus 6' of height can be covered per caster level. The targets are visible at  $8''$  in the dark, or  $4''$  if the viewer is near a bright light source. Opponents gain a +2 to hit outlined creatures.

Spell: Purify Water

Spell Level: 1

Range: 4"

Duration: permanent

Area of Effect: 1 ft cubed/caster level, 1" sq area

Description: Converts undrinkable water to drinkable water. If reversed, drinkable water becomes undrinkable. This can also spoil holy or unholy water.

Spell: Entangle

Spell Level: 1

Range: 8"

Duration: 1 turn

Area of Effect: 4" diameter

Description: If they fail their save, creatures in the area are immobilized in the area. If they make their save, their movement is instead slowed to 50%.

Spell: Shillelagh

Spell Level: 1

Range: touch

Duration: 1 round/caster level

Area of Effect: one normal oaken club

Description: Enchants the caster's oaken cudgel to a +1 weapon inflicting 2d4 hps of damage to medium or small opponents, or 1d4+1 to larger opponents. The caster must wield it.

Spell: Cure Disease

Spell Level: 3

Range: touch

Duration: permanent

Area of Effect: creature touched

Description: The target is cured of a parasitic, bacterial, or viral disease within 1 turn to 1 week depending on its type and state of advancement. If reversed, and the touched target fails its save, disease will affect the target in 1d6 turns, causing loss of 1 hp per turn and 1 point of strength per hour until the creature is at 10% of its original hps and strength, rendering the target helpless.

Spell: Pass Without Trace

Spell Level: 1

Range: touch

Duration: 1 turn/caster level

Area of Effect: creature touched

Description: The touched creature can move through any type of terrain without leaving tactile or aromatic traces, though the path will radiate a magical aura for 6d6 turns after the target passes.

## Magic-user

Spell: Jump

Spell Level: 1

Range: touch

Duration: special

Area of Effect: creature touched

Description: The touched creature can jump 30 feet forward, 10 feet backward, or 10 feet vertically. Horizontal leaps are at 2 feet high for every 10' jumped horizontally. For every 3 caster levels, the target gets an additional jump. All jumps must be made within 1 turn.

Spell: Feather Fall

Spell Level: 1

Range: 1"/caster level

Duration: 1 segment/caster level

Area of Effect: special

Description: The target's fall rate changes to 12' per segment, and no damage is incurred upon landing during the spell's effect. The target cannot exceed 1 cubic inch per caster level, and cannot exceed 2,000 gp weight plus 2,000 per caster level. The spell will affect a missile attack.

Spell: Affect Normal Fires

Spell Level: 1

Range: 1/2"/caster level

Duration: 1 round/caster level

Area of Effect: 3-foot diameter fire

Description: The caster causes small fires (3' maximum diameter) to reduce in size, or light to become either dimmed considerably or brightened (torch light in a 4" diameter). Reducing the fire will halve fuel consumption, and increasing it will double fuel consumption, but heat is unaffected.

Spell: Identify

Spell Level: 1

Range: 0

Duration: 1 segment/caster level

Area of Effect: 1 item

Description: Identifies the magic imbued in one item touched and appropriately handled by the caster, which may carry consequences for the caster. For each segment the spell is in force, the probability of knowing a feature of the item is 15% + 5% per caster level. Each time a feature can be known, the DM rolls a save v. spells. If successful, the property is known; if failed by 1, a false property is known; and otherwise nothing is learned. Accurate information will nevertheless be conveyed vaguely (e.g., whether there are multiple pluses or minuses, +/-25% of charges left). The caster must cast the spell within 1 hour per caster level of having discovered it. The caster loses points of Constitution and must rest 6 turns per point in order to regain them. If the loss drops the caster to less than 3, the caster is unconscious for 24 hours. If luckstone powder is added to the material components, the probability rises by 25% and saves are made at +4.

Spell: Burning Hands

Spell Level: 1

Range: 0

Duration: 1 round

Area of Effect: special

Description: Any creature in a 120 degree arc 3' in front of the caster takes 1 hp damage per caster level (no save), and inflammable materials will ignite.

Spell: Tenser's Floating Disc

Spell Level: 1

Range: 2"

Duration: 3 turns + 1 turn/caster level

Area of Effect: special

Description: The caster creates a 3-foot diameter, concave, circular disc of energy that can hold 100 lbs. per caster level. It floats 3 feet and remains level and 6 feet from the caster until brought closer. It can move at 6". It disappears if the caster moves it more than 6 feet away.

Spell: Charm Person

Spell Level: 1

Range: 12"

Duration: special

Area of Effect: one person

Description: One person that fails its save will treat the caster as an ally to be obeyed and protected, though it doesn't enhance the caster's ability to communicate with the target. The charm lasts until the target succeeds on its subsequent save v. spells, which is based on its intelligence: up to 3, 3 months; 4-6, 2 months; 7-9, 1 month; 10-12, 3 weeks; 13-14, 2 weeks; 15-16, 1 week; 17, 3 days; 18, 2 days; and 19+, 1 day. The charm is broken automatically if the caster intentionally harms the charmed person or if dispelled by Dispel Magic. A "person" includes brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, and troglodytes.

Spell: Comprehend Languages

Spell Level: 1

Range: touch

Duration: 5 rounds/caster level

Area of Effect: one written object or speaking creature

Description: The caster can read an otherwise indecipherable, non-magical, written message or understand spoken words, but not speak or write the language. If reversed, words are rendered incomprehensible, or a comprehend languages spell can be cancelled.

Spell: Dancing Lights

Spell Level: 1

Range: 4" + 1"/caster level

Duration: 2 rounds/caster level

Area of Effect: special

Description: The caster creates 1 to 4 lights resembling torches and/or lanterns (4" or 3" diameter), four glowing orbs, or something resembling an anthropomorphic creature from the Elemental Plane of Fire. Without concentration, the caster can move the lights about within the range of the spell: 4" + 1" per caster level.

Spell: Detect Magic

Spell Level: 1

Range: 0

Duration: 2 rounds/caster level

Area of Effect: 1" path 6" long

Description: Detects magic radiation in a 1"-wide line from the caster in the direction of facing. The caster can turn 60 degrees per round. Stone walls thicker than 1', solid metal thicker than 1/12', and solid wood thicker than 3' will block the spell.

Spell: Erase

Spell Level: 1

Range: 3"

Duration: permanent

Area of Effect: one scroll or two facing pages

Description: Removes normal or magical writings from a scroll or up to two pieces of paper or parchment. It cannot remove Explosive Runes or Symbol. There is a 50% plus 2% per caster level chance for magical writings, plus an additional 4% for normal writings, that the spell will succeed.

Spell: Mending

Spell Level: 1

Range: 3"

Duration: permanent

Area of Effect: one object

Description: Repairs small breaks in non-magical objects.

Spell: Magic Missile

Spell Level: 1

Range: 6" + 1"/caster level

Duration: special

Area of Effect: one or more creatures in 10-foot sq area

Description: One magical dart plus one for every two caster levels beyond 1st automatically hit their targets within 6" plus 1" per caster level, doing 1d4+1 hps of damage. The darts may target the same or different creatures designated once launched.

Spell: Enlarge

Spell Level: 1

Range: 1/2"/caster level

Duration: 1 turn/caster level

Area of Effect: special

Description: Increases the size and weight of a living creature (originally no larger than 10 cubic feet per caster level) by 20% per caster level up to 200%, or half those limits for objects. Magical properties don't change, but weight, mass, and strength are. For example, a 12' tall person is as strong as an ogre; 18' as a giant. If reversed, the spell will either negate and enlarge spell or reduce a creature or object by the same ratios. An unwilling creature can save to negate the attempt.

Spell: Wizard Mark

Spell Level: 1

Range: touch

Duration: permanent

Area of Effect: 1 sq. foot

Description: Inscribes, visibly or not, the caster's personal mark and up to six additional characters upon stone, metal, or any softer substance without harming the substance. Invisible marks are readable by Detect Magic, Detect Invisibility, True Seeing, True Sight, a Gem of Seeing, or a Robe of Eyes. Read Magic will discern the caster's meaning, and Erase will dispel it.

Spell: Light

Spell Level: 1

Range: 6"

Duration: 1 turn/caster level

Area of Effect: 2" radius sphere

Description: A point in space, creature, or object within the caster's line of sight sheds torch light in a 4" diameter, lasting the duration or until the caster dismisses it. A targeted creature may save v. spell. On a success, the light is instead cast 1' behind the target. If reversed, the spell causes darkness for one-half the duration.

Spell: ESP

Spell Level: 2

Range: 1/2"/caster level (max 9")

Duration: 1 round/caster level

Area of Effect: one creature per probe

Description: The caster can detect the surface thoughts of creatures in range that have minds (undead are immune). ESP can be blocked by 2' of rock, 2 inches of metal, or a thin sheet of lead. ESP will not necessarily reveal what type the creature is.

Spell: Detect Invisibility

Spell Level: 2

Range: 1"/caster level

Duration: 5 rounds/caster level

Area of Effect: 1" path

Description: The caster can clearly see any objects or creatures within light of sight (1" path) that are invisible, astral, ethereal, hidden, or out of phase.

Spell: Detect Evil

Spell Level: 2

Range: 6"

Duration: 5 rounds/caster level

Area of Effect: 1" path

Description: Determines whether an intelligent creature or object in a 1"-wide line from the caster is evil (or good if reversed).

Spell: Darkness

Spell Level: 2

Range: 1"/caster level

Duration: 1 turn + 1 round/caster level

Area of Effect: 1-1/2" radius sphere

Description: Causes darkness even for infravision, ultravision, normal light, and magical light other than Light or Continual Light. This spell and each of the other spells negate each other.

Spell: Continual Light (Arcane)

Spell Level: 2

Range: 6"

Duration: permanent

Area of Effect: 6" radius sphere

Description: A point in space, creature, or object within the caster's line of sight sheds daylight in a 4" diameter, lasting until magically negated. A targeted creature may save v. spell. On a success, the light is instead cast 1' behind the target. If successfully cast on the target's visual organs, the target is blinded. If reversed, the spell causes darkness.

Spell: Ventriloquism

Spell Level: 1

Range: 1"/caster level (max 6")

Duration: 2 rounds + 1 round/caster level

Area of Effect: one object

Description: The caster's voice seems like it's emanating from a creature, object, or place within range. The voice can be the caster's own, another creature's, or a noise the caster can mimic. There is a 10% chance per intelligence above 12 that the listener will realize the sound is a misdirection.

Spell: Invisibility

Spell Level: 2

Range: touch

Duration: special

Area of Effect: creature touched

Description: The touched creature and carried gear (or object) are undetectable by normal vision or infravision until the spell expires, is dispelled, is canceled by the caster, or the target attacks any creature. High intelligence, sensitivity, or hit dice grants creatures a chance of detecting invisible objects, but still may suffer the standard -4 to hit invisible creatures, who also gain a +4 to saves (see DMG, p. 60).

Spell: Irritation

Spell Level: 2

Range: 1"/caster level

Duration: special

Area of Effect: one creature

Description: Creatures without very thick or insensitive skins experience one of two irritating effects on an area of their skin. \*\* Itching: The creature must spend 1d4+1 segments scratching the area (spoiling casting if any) or else suffer a -4 penalty to AC, and -2 to attacks for the next 3 rounds. \*\* Rash: After 1d4 nondescript rounds, a rash breaks out that lasts until a Cure Disease or Dispel Magic is cast on it. If not cured, for the next four days, the target's Comeliness drops by 1 point, and after 1 week, the target's Dexterity drops by 1 point. All effects vanish upon cure.

Spell: Grease

Spell Level: 1

Range: 1"

Duration: permanent

Area of Effect: 1 sq. foot/caster level

Description: A creature stepping into the area of effect, or making contact with an affected object, that fails a save v. petrification will slip, skid, or fall. If cast upon a possessed item, the item will be dropped (save v. spell to negate).

Spell: Melt

Spell Level: 1

Range: 3"

Duration: 1 round/caster level

Area of Effect: 1 yd cubed of ice or 2 yds cubed of snow/caster level

Description: The temperature in the area of effect is raised such that an affected volume of ice or snow will melt in 1 round. Alternatively, cold-natured creatures will take 2 hps of damage per caster level (save v. spell for half damage). The spell doesn't directly harm other creatures.

Spell: Mount

Spell Level: 1

Range: 1"

Duration: 12 turns + 6 turns/caster level

Area of Effect: one creature

Description: Calls a normal animal to serve as the caster's mount, which disappears the moment the spell expires. The type of mount available varies by caster level: 1-3, mule (MM p. 72) or light horse (MM p. 53); 4-7, draft horse (MM p. 53) or warhorse (MM p. 53); 8-12, camel (MM p. 13); and 13 or higher, elephant (MM p. 38). If the caster summons a mount in the level band beneath the caster's level band, the mount comes with riding gear (at level 18, an elephant will come with riding gear).

Spell: Precipitation

Spell Level: 1

Range: 1"/caster level

Duration: 1 segment/caster level

Area of Effect: 3" diameter cylinder up to 12" high

Description: Creates light rain in the area of effect, affecting various materials as follows: light material damp in 1 segment then thoroughly wet each following segment; twigs and heavy materials damp in 2 segments then thoroughly wet each following segment; flat, non-porous surfaces damp in 1 segment then filmed with water each following segment; semi-porous surfaces damp in 2 segments then thoroughly wet after 5 segments; porous surfaces will not be affected; small flames extinguished in 1 segment; small fires will slow and become smoky for 1 round after the duration has expired; and large fires will not be affected. If the temperature is above 90° F, the duration will be doubled (except for arid environments); from 33° F to 31° F, the rain will fall as sleet; and for lower temperatures, the rain will fall as snow, which will delay the wetting effects until the snow melts. Magical heat covering a large area will convert the precipitation to a warm fog covering twice the area of effect, and magical cold will convert the precipitation to ice.

Spell: Knock

Spell Level: 2

Range: 6"

Duration: special

Area of Effect: 10 sq feet/caster level

Description: Opens doors, boxes, and chests that are stuck, barred, secret, or locked by Wizard Lock, or will loosen shackles or chains. It can perform only two of those functions with a single casting, so if more than two apply, a second Knock spell may be required. The spell doesn't dispel Wizard Lock but merely suspends it for 1 turn. It doesn't raise bars or impediments like a portcullis.

Spell: Preserve

Spell Level: 2

Range: touch

Duration: permanent

Area of Effect: 1/2 cubic ft/caster level

Description: Keeps targeted material components fresh indefinitely, but not those that must be periodically gathered (e.g., mistletoe, berries). The type of target varies by caster level: 2-4, hard and dry; 5-7, soft and damp; 8 and higher, semi-liquid and liquid. If the target contains a high degree of moisture, they must be kept in a container.

Spell: Firewater

Spell Level: 1

Range: 1"

Duration: 1 round

Area of Effect: 1 pint of water/caster level

Description: Converts water to a flammable liquid lighter than water. If ignited, a creature in contact will suffer 2d6 hps of damage. The liquid evaporates within 1 round regardless of how it's contained.

Spell: Deeppockets

Spell Level: 2

Range: touch

Duration: 24 turns + 6 turns/caster level

Area of Effect: one garment

Description: Alters a finely crafted garment (minimum value of 300 gp) to have a minimum of 12, hand-sized pockets. The spell can allow one pocket to hold 5 cubic feet of material up to 100 lbs. as if it weighed 10 lbs., providing no visual cue it holds anything. Alternatively, it can allow 10 pockets to hold 1/2 cubic foot of material up to 10 lbs. each as if it weighed 1 lb. If the garment costs at least 1,000 gp, then it can be made to have 100 or more pockets each able to hold 1/6 cubic foot of material up to 1 lb. each. If the spell expires or is dispelled, the wearer must save v. spell. On a success, the material suddenly appears around the wearer; on a failure, the material is lost to the Astral Plane.

Spell: Zephyr

Spell Level: 2

Range: 0

Duration: 1 segment

Area of Effect: 1" path, 1/2" long/caster level

Description: A gust of air moves from the caster in a chosen direction, causing small flames to flicker, but fanning larger flames such that they do +1 damage per die rolled. It will hold back moving clouds (e.g., Cloudkill) for 1 round, and reduce the duration of Fog Cloud and Wall of Fog by 1/2. It will move stationary gases 1" and reduce their duration and potency (for poisons) by 1/2.

Spell: Whip

Spell Level: 2

Range: 1"

Duration: 1 round/caster level

Area of Effect: special

Description: Conjures a whip composed of force that each round can make an audible crack and attack (for no damage) as commanded by the caster. A non-magical animal, with an intelligence less than four and no larger than a bear, that fails its save v. spell will be kept at bay by the sound alone, but if struck will retreat for an hour unless making the save at a -1 to -4 penalty (DM discretion). Creatures with an Intelligence above 3 aren't affected. If used in melee, a successful to hit (nullified by a successful magic resistance check) will grab a target's weapon. If the whip successfully saves (13 v. an edged weapon, and 6 v. any other weapon type, both modified by the magical bonus, if any, of the weapon), the weapon will be dropped, requiring one turn to retrieve.

Spell: Vocalize

Spell Level: 2

Range: touch

Duration: 5 rounds

Area of Effect: one spellcasting creature

Description: While this spell is in effect, a target spell-casting creature may cast spells having a verbal component without having to speak that component. However, any audible effect of subsequently cast spells (such as the return message for the Message spell) are suppressed if a Silence spell is in effect.

Spell: Run

Spell Level: 1

Range: touch

Duration: 1d4+4 hours

Area of Effect: special (only humans and demi-humans)

Description: Enables a touched target human or demi-human (in natural form) to run at twice normal speed for 1d4+4 hours without tiring but requiring an equal time to rest upon spell expiration. Another target may be affected per two caster levels. Barbarians are immune to the spell's effects.

Spell: Protection from Cantrips

Spell Level: 2

Range: touch

Duration: 1 day/caster level

Area of Effect: one creature or object

Description: The target gains immunity to cantrips. An unwilling creature must be successfully attacked, and then may save to negate the effect.

Spell: Taunt

Spell Level: 1

Range: 3"

Duration: instantaneous

Area of Effect: 2 levels or HD/caster level

Description: Creatures of the same type failing a save v. spell will immediately attempt to engage the caster in melee against all other considerations. Inability to do so will break the enchantment. Closer creatures will be affected first, and creatures with a strong leader gain a bonus to the save of between +1 and +4 (DM's discretion).

Spell: Melf's Acid Arrow

Spell Level: 2

Range: 3"

Duration: special

Area of Effect: one target

Description: Launches a magical arrow at a target as if fired by a fighter of the caster's level. The arrow has a +1 bonus to hit and does 1d4+1 hps of damage. Whether or not it hits, acid bursts in a 1-foot diameter doing 2d4 hps of damage to the target (items get a save) in the first round and for an additional round per every three caster levels above 3rd (unless neutralized). This acid will affect creatures that can be hit only by +2 or greater weapons.

Spell: Know Alignment (Arcane)

Spell Level: 2

Range: 1"

Duration: 1 round/caster level

Area of Effect: one creature per 2 rounds

Description: The caster knows the precise alignment of up to 10 creatures. If reversed, the creatures' alignment is obscured for the duration divided by the number of targets. If a target is scried for only 1 round, only its law/chaos ethic is divined.

Spell: Alarm

Spell Level: 1

Range: 1"

Duration: 2d4 turns + 1 turn/caster level

Area of Effect: up to 20 sq feet/caster level

Description: A selected area is enchanted to react to the presence of any living creature larger than about 1/2 cubic foot in volume or more than 3 lbs. in weight. When such a creature enters or contacts the area, the spell produces a loud noise audible for 1 segment to 60' radius, reduced by 10' for interposing doors or 20' for interposing walls). Neither undead, astral, or ethereal creatures will trigger the alarm, but invisibility, flight, levitation, and an extraplanar nature don't provide immunity to the effect.

Spell: Flaming Sphere

Spell Level: 2

Range: 1"

Duration: 1 round/caster level

Area of Effect: 6 foot diameter sphere

Description: Conjures a sphere of fire within 1" of the caster that rolls up to 1" per round as directed by the caster, able to clear barriers up to 4 feet tall. The sphere ignites unattended flammable items and strikes creatures within 5 feet of it for 2d4 hps of damage (save to negate damage). The sphere is dispelled by any means that would extinguish a normal fire of its size, and also by a successful save.

Spell: Bind

Spell Level: 2

Range: 3"

Duration: 1 round/caster level

Area of Effect: special

Description: A target non-living, rope-like object behaves as the caster commands: 50 feet plus 5 feet per caster level of 1-inch diameter rope can be affected, doubling the length as the diameter is halved, and halving the length as the diameter is doubled. The commands that can be given are the following combinations of cantrips: Coil and Knot, Loop, Loop and Knot, or Tie and Knot (as well as the corresponding reversed cantrips). These commands can affect other objects within 1 foot of the target object. A creature holding the target overrides its magic and can handle it normally. The target can take 2 hps of damage before breaking, and while it can't be used directly to cause damage, it can be commanded to serve as a tripwire or as the Entangle spell against a single opponent.

Spell: Leomund's Trap

Spell Level: 2

Range: touch

Duration: permanent

Area of Effect: object touched

Description: To scare off or delay theft, the caster places an illusory trap on any small mechanism (e.g., lock, clasp, hinge, cap), which has an 80% chance of being seen by any character capable of detecting traps. The chance decreases by 4% per level of experience of the meddler. If detected, the meddler's chance to believe in success is 20% + 4% per level.

Spell: Tasha's Laughter

Spell Level: 2

Range: 5"

Duration: 1 round

Area of Effect: one creature

Description: A target creature with an Intelligence above 3 that fails its save v. spell feels a subtle effect that, in the following round, incapacitates the target. In the third and fourth round, the spell imposes a -2 Strength (leading to a -2 to hit and damage). A penalty to the save depends on the Intelligence of the target: -6 for Int 4-8, -4 for Int 9-12, -2 for Int 13-15, and -0 for any higher Intelligence.

Spell: Web

Spell Level: 2

Range: 1/2"/caster level

Duration: 2 turns/caster level

Area of Effect: special

Description: A web anchored to two opposing solid surfaces covers a maximum of 8 cubic inches, with the web at least 1" thick. Any creature in contact with this web are stuck with a 5% cumulative chance of suffocating to death per turn. Creatures with a strength below 13 must be freed by another, whereas a strength between 13 and 17 can break through 1 foot of webs per turn. A strength of 18 (or an analogous size) breaks through 1 foot per round. Stronger and huge creatures will break through 1 foot per segment. Any fire will ignite the web and burn it away in a single round, inflicting 2d4 hps of damage to any within the webs. When first stuck, a creature makes a save with a -2 penalty. If successful, the creature jumped free before getting stuck, unless the creature lacks enough movement to do so, in which case movement through the webs is doubled for that creature.

Spell: Message

Spell Level: 1

Range: 6" + 1"/caster level

Duration: 5 segments + 1 segment/caster level

Area of Effect: 1/4" path

Description: The caster whispers a message (secretly if desired) that travels in a straight line to a chosen creature. If the message can be stated in less time than the duration of the spell, the target can use the remaining time to whisper a response.

Spell: Nystul's Magic Aura

Spell Level: 1

Range: touch

Duration: 1 day/caster level

Area of Effect: special

Description: Any one non-magical object of 5 lbs. per caster level can be given a magical aura. A creature holding the item can make a save to determine that the object is non-magical.

Spell: Find Familiar

Spell Level: 1

Range: 1 mile/caster level

Duration: special

Area of Effect: as spell range

Description: An animal within range may come to serve as the caster's familiar (subject to practical constraints as discussed at DMG, p. 43), conveying to the caster the familiar's special senses. A d20 is rolled to determine the familiar: 1-4, black cat (excellent night vision and superior hearing); 5-6, crow (excellent vision); 7-8, hawk (very superior distance vision); 9-10, screech owl (night vision equals human daylight vision, superior hearing); 11-12, toad (wide angle vision); 13-14, weasel (superior hearing and very superior olfactories); 15, special; 16-20, none available. If a 16-20 is rolled, subtract 1 for each 3 caster levels. If that modified score is <16, roll again using a d16, with a 16 being a final result. If 15 was rolled, then the special familiar is based on alignment: CE or CN, quasit (MM p. 80); CG, N, or NG, pseudo dragon (MM p. 79); LN or LG, brownie (MM p. 11); and LE or NE, imp (MM p. 54). Normal familiars have AC 7, 1d3+1 hps, and are abnormally intelligent. The familiar's hps are added to the caster when within 12", and the familiar is completely loyal (special familiars may save to negate being called). If the familiar is killed, the caster takes twice its hps in damage. Special familiars convey powers as specified in their MM descriptions, but brownies convey their Dexterity (18), immunity to surprise, and +2 on saves. Quasits and imps are only 90% likely to risk death to defend their masters. This spell is useable once per year.

Spell: Friends

Spell Level: 1

Range: 0

Duration: 1 round/caster level

Area of Effect: a sphere of radius  $1" + 1"/\text{caster level}$

Description: The caster gains 2d4, or loses 1d4, points in Charisma depending on whether creatures (intelligence of at least 2) in the area make or fail their saves. Those that make their save will be annoyed by the caster, while those that fail will assist the caster as asked (reasonable requests only).

Spell: Push

Spell Level: 1

Range:  $1" + 1/4"/\text{caster level}$

Duration: instantaneous

Area of Effect: special

Description: A small force (1 foot-pound per caster level) strikes an object, moving it up to 1' away, toppling it if appropriate, or imbalancing it if it's a creature (thus preventing it from attacking in the present round if it fails a save). The mass of a creature must not exceed the force by more than 50. If cast at a held object, the holding creature subtracts the strength of the force from its to-hit with the object, or the holding creature's target adds that strength to its save.

Spell: Read Magic

Spell Level: 1

Range: 0

Duration: 2 rounds/caster level

Area of Effect: special

Description: The caster can read magical inscriptions otherwise indecipherable, which doesn't trigger the magic of the inscription unless a curse. From that point forward, the text can be read by the caster without magical assistance. If reversed, the text becomes indecipherable until the spell expires, or the magic is dispelled.

Spell: Shield

Spell Level: 1

Range: 0

Duration: 5 rounds/caster level

Area of Effect: special

Description: The caster gains an invisible shield protecting only from frontal attacks. It negates Magic Missile attacks, provides an AC of 2 against hurled missiles, an AC of 3 against device-propelled missiles, and AC 4 against all other attacks. The shield also adds +1 to the caster's saves.

Spell: Shocking Grasp

Spell Level: 1

Range: touch

Duration: one touch

Area of Effect: creature touched

Description: The caster can touch a target for 1d8 + 1hp per caster level electrical damage. The spell is not discharged if the caster is hit once the charge is gained.

Spell: Sleep

Spell Level: 1

Range: 3" + 1"/caster level

Duration: 5 rounds/caster level

Area of Effect: special

Description: Causes non-undead targets within a 3" diameter circle to fall asleep. The number affected are determined by the following schedule: HD up to 1, 4d4; 1+1 to 2 HD, 2d4; 2+1 to 3 HD, 1d4; 3+1 to 4 HD, 1d2; and 4+1 to 4+4 HD, 1d2-1. The sleeping targets can be wakened in 1 round by being roused non-violently or by inflicting any damage on them, or they can be slain automatically at a rate of 1 per slayer per round.

Spell: Spider Climb

Spell Level: 1

Range: touch

Duration: 1 round + 1 round/caster level

Area of Effect: creature touched

Description: The touched creature can clumb vertical surfaces with movement of 3", or hang from ceilings. The target must have bare hands and feet and can't handle objects weighing less than 5 lbs..

Spell: Hold Portal

Spell Level: 1

Range: 2"/caster level

Duration: 1 round/caster level

Area of Effect: 80 feet sq/caster level

Description: Magically holds fast a door, gate, or valve of metal, stone, or wood. An extra-dimensional creature will shatter the portal. A magic user with 4 more levels than the caster can open the portal at will, and a Knock or Dispel Magic spell will negate it. Held portals can still be broken or battered down as normal.

Spell: Protection from Evil

Spell Level: 1

Range: touch

Duration: 2 rounds/caster level

Area of Effect: creature touched

Description: A target creature has a barrier surrounding it out to 1' preventing bodily contact from enchanted or conjured creatures. Moreover, any attack from an evil creature (or good if reversed) incur a -2 penalty on to-hit rolls, or the protected creature gains a +2 bonus to saves against such attacks. If reversed, enchanted evil creatures are still also kept out.

Spell: Wizard Lock

Spell Level: 2

Range: touch

Duration: permanent

Area of Effect: 30 sq feet/caster level

Description: A door, chest, or portal is magically locked, opened only by breaking, dispelling, or a Knock spell (which only suspends the magic). A Magic User 4 or more levels higher than the caster can ignore the lock. Extra-dimensional creatures don't affect a Wizard Lock.

Spell: Forget

Spell Level: 2

Range: 3"

Duration: permanent

Area of Effect: 2" x 2"

Description: Causes 1 to 4 target creatures within the area of effect to forget the 60 seconds before the spell was effective. For every 3 caster levels, an additional 60 seconds is forgotten. Other spells affecting the targets aren't dispelled. If there is only 1 target, the save is at -2; 2 targets at -1; and 3 or 4 save normally. Only a Heal, Restoration, or Wish spell will restore lost memories.

Spell: Pyrotechnics

Spell Level: 2

Range: 12"

Duration: special

Area of Effect: 10 or 100 times the fire source used

Description: This spell can produce one of the following effects emanating from a fire source of any sort within range. First, blinding creatures within the 10 times the volume of the source for a one segment per caster level. Second, form a cloud 100 times the volume of the source that obscures vision beyond 2" for 1 round per caster level. The source is immediately extinguished by using it for the spell.

Spell: Levitate

Spell Level: 2

Range: 2"/caster level

Duration: 1 turn/caster level

Area of Effect: special

Description: The target creature weighing no more than 100 lbs. per caster level can move straight up and down at 10' per round (20' if the creature is the caster), though the target can conceal the effect from others where possible. An unwilling target can negate the effect with a successful save. Horizontal movement is not facilitated by neither is it hindered if there's a surface within reach to assist.

Spell: Fools Gold

Spell Level: 2

Range: 1"

Duration: 6 turns/caster level

Area of Effect: 1 ft cubed/caster level

Description: A cubic foot per caster level of copper and brass objects can be turned to gold. For coins, 4,000 cp fill 1 cubic foot. Creatures viewing the false gold must roll a save falling below their intelligence score but adds one per caster level. If struck by cold iron, there's a chance the object will revert to its natural state. The chance depends on the material component used to cast the spell. For a 50 gp citrine, 30%; for a 100 gp amber stone, 25%; for a 500 gp topaz, 10%; and for a 1,000 gp corundum, 1%.

Spell: Write

Spell Level: 1

Range: 0

Duration: 1 hour/caster level

Area of Effect: one spell inscription

Description: With a successful save, the caster can inscribe a spell not currently understood into a tome of spells in one hour per spell level. The save is made at +2 if the level is only 1 greater than the caster currently uses, 0 if at 2 levels greater, and -1 per level beyond 3 levels greater. If the save fails, the caster takes 1d4 damage per spell level, and falls unconscious for that same number of rounds. If the caster survives, the damage can be healed only at 1d4 points per day. While scribing, the caster is in a trance and always surprised.

Spell: Audible Glamer

Spell Level: 2

Range: 6" + 1"/caster level

Duration: 2 rounds/caster level

Area of Effect: hearing range

Description: The caster creates a noise, the volume of which is up to as loud as four humanoids per caster level. The sound can be talking, walking, marching, singing, etc., but it can also be an appropriately volumed other sound, such as a swarm of rats (8 humanoids), a roaring lion (16 humanoids), or a roaring dragon (at least 24 humanoids). A character that expressly states disbelief receives a save to reduce the sound for themselves to an ignorable whisper or silence.

Spell: Ray of Enfeeblement

Spell Level: 2

Range: 1" + 1/4"/caster level

Duration: 1 round/caster level

Area of Effect: one creature

Description: A target creature that fails its save suffers a reduction in strength score, and damage scored from physical attacks, of 25% plus 2% for every caster level beyond third. The DM may apply other appropriate penalties.

Spell: Unseen Servant

Spell Level: 1

Range: 0

Duration: 6 turns + 1 turn/caster level

Area of Effect: 3" radius from the caster

Description: Creates an invisible valet that can manipulate up to 20 lbs. of weight, or 40 lbs. if moving across a low-friction surface. It can neither fight nor be killed, but it can be dispelled magically or by taking 6 points of magical damage.

Spell: Magic Mouth

Spell Level: 2

Range: special

Duration: special

Area of Effect: one object

Description: Places a magic mouth on an inanimate, unintelligent object set to speak a mundane message of no more than 25 words upon a triggering event set at casting. The language must be one the caster speaks, and the trigger must not be something the mouth can't discern (i.e., whether a creature is invisible, alignment, level, HD, or class), though it does recognize gear. The spell lasts until the message is spoken.

Spell: Mirror Image

Spell Level: 2

Range: 0

Duration: 2 rounds/caster level

Area of Effect: 6-foot radius from the caster

Description: Creates 1d4 (+1 for an illusionist) duplicates of and around the caster, acting precisely as the caster does. When a duplicate is struck, it disappears, leaving the remaining duplicates intact. Striking the caster doesn't assist striking the caster in subsequent rounds. The number of duplicates created is based on a percentage die roll, adding the caster level to that roll: 1-25, 1; 26-50, 2; 51-75, 3; 76+, 4. If an attack roll against the caster is successful, the chances of a duplicate or caster is equal among all.

Spell: Rope Trick

Spell Level: 2

Range: touch

Duration: 2 turns/caster level

Area of Effect: special

Description: One end of a rope from 5' to 30' rises into the air at a height equal to its length, leaving the rope hanging from an interdimensional space created by the spell. The caster and up to five other creatures can climb one person at a time into the space and hide (or five persons and the rope can be pulled up into the space as well). Any person still in the space when the spell expires emerges and falls from the height climbed.

Spell: Scare

Spell Level: 2

Range: 1"

Duration: 3d4 rounds

Area of Effect: one creature

Description: A creature not on the following list with fewer than six levels or HD that fails to save will be overcome with fear, suffering -1 penalties on to-hit, damage, and save rolls. Elves, half-elves, larvae, lemures, manes, undead, and clerics are immune.

Spell: Shatter

Spell Level: 2

Range: 6"

Duration: permanent

Area of Effect: one object

Description: Non-magical ceramic, crystal, glass, or porcelain no heavier than 10lbs. per caster level are shattered unless they succeed on a save.

Spell: Stinking Cloud

Spell Level: 2

Range: 3"

Duration: 1 round/caster level

Area of Effect: 2" x 2" x 2" cloud

Description: Creates a cloud rendering those within it helpless for 1d4+1 rounds due to nausea. If a target successfully saves, the nausea lasts only while they're in the cloud and one round thereafter.

Spell: Strength

Spell Level: 2

Range: touch

Duration: 6 turns/caster level

Area of Effect: person touched

Description: A touched person's strength increases, subject to racial and class-based restrictions, according to the following schedule: cleric or druid, +1d6; fighter (includes barbarian, ranger, cavalier, or paladin) +1d8; magic-user or illusionist +1d4, monk +1d4, thief, assassin, or thief-acrobat +1d6. If a fighter, et al. is already at 18 or rises to 18, each additional point rolled is treated as an additional 10% with respect to extraordinary strength.

Spell: Armor

Spell Level: 1

Range: touch

Duration: special

Area of Effect: one creature

Description: Conjures magical armor providing a -1 bonus to AC (maximum AC of 8) to any target creature not already wearing armor. The armor doesn't encumber or affect spellcasting and lasts until dispelled or until the target takes hps in damage equal to 8 plus the caster's level.

Spell: Locate Object

Spell Level: 2

Range: 2"/caster level

Duration: 1 round/caster level

Area of Effect: special

Description: The caster knows when facing the direction of a familiar object (not creature) in range. If reversed, the object is hidden from divination magic.