

Craft First Level Spells

Animal Friendship (Enchantment/Charm)

Level: 1
Range: Close (25 ft. + 5 ft./2 levels)
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: 1 animal
Saving Throw: Will Neg.
Spell Resistance: Yes

The caster is able to show any animal of animal intelligence to semi-intelligence (i.e., Intelligence 1-4) that he desires friendship. If the animal does not roll a successful saving throw vs. Will immediately when the spell is begun, it stands quietly while the caster finishes the spell. Thereafter, it follows the caster about. The spell functions only if the caster actually wishes to be the animal's friend. If the caster has ulterior motives, the animal always senses them (for example, the caster intends to eat the animal, send it ahead to set off traps, etc.).

The caster can teach the befriended animal three specific tricks or tasks for each point of Intelligence it possesses. Typical tasks are those taught to a dog or similar pet (i.e., they cannot be complex). Training for each such trick must be done over a period of one week, and all must be done within three months of acquiring the creature. During the three-month period, the animal will not harm the caster, but if the creature is left alone for more than a week, it will revert to its natural state and act accordingly.

The caster can use this spell to attract up to 2 Hit Dice of animal(s) per experience level he possesses. This is also the maximum total Hit Dice of the animals that can be attracted and trained at one time: no more than twice the caster's experience level.

The material components of this spell is a piece of food liked by the animal.

Anti-vermin Barrier (Abjuration)

Level: 1
Range: 90'
Components: V, S, M
Duration: 1 hour/level
Casting Time: 1 action
Area of Effect: 10' cube/level
Saving Throw: None
Spell Resistance: No

The caster creates an invisible force field that repels non-magical insects, rodents, spiders, snakes, worms, and similar vermin of less than 1 hit die. The spell has no effect on giant-sized versions of these creatures unless they are less than 1 hit die. The barrier affects summoned creatures, such as those called by a *summon insects* spell. Any vermin within the area of effect when the spell is cast will move out of the area and will not attempt to return.

The spell affects a cubic area whose sides are 10 times the caster's level (for instance, a second level practitioner could affect a 20' cube. The area of effect can not be moved. The material component is a rodent's whisker.

Cat Spirit (Alteration)

Level: 1
Range: Touch
Components: S, M
Duration: 1 turn per level
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: Fort Negates
Spell Resistance: Yes

The *cat spirit* spell grants many of the abilities traditionally associated with cats, though it does not significantly alter the features of the recipient. The spell grants a +2 bonus to hide and move silently rolls, as the recipient's tread will be absolutely quiet for the duration. The spell also halves all damage taken from falls and allows the recipient to land on his feet. Finally, it grants the ability to grow claws, allowing each hand to do 1d3 damage. The material component is whiskers from a cat.

Charm Creature (Enchantment/Charm)

Level: 1
Range: 360'
Components: V, S
Duration: Special
Casting Time: 1 action
Area of Effect: One creature
Saving Throw: Will Negates
Spell Resistance: Yes

This spell affect any single creature it is cast upon. The creature receives a save vs. will to avoid the effect. If the Creature receives damage from the caster's party in the same round the *charm* is cast an additional bonus of +1 per hit point lost is added to the victim's saving throw.

If the spell recipient fails his save, he regards the caster as a trusted friend and ally to be heeded and protected. The spell does not enable the caster to control the charmed creature as if it were an automation, but any word or action of the caster will be viewed in the most favorable way.

The duration of the spell is a function of the charmed creature's intelligence and is tied to the saving throw. The spell may broken if a successful save is made, and this save is checked on a periodic basis according to the creature's intelligence. If the caster harms or attempts to harm the creature or a *dispel magic* spell is cast on the creature the *charm* is broken.

Intelligence Score	Time Between Checks
3 or less	3 months
4 to 6	2 months
7 to 9	1 month
10 to 12	3 weeks
13 to 14	2 weeks
15 to 16	1 week
17 to 18	3 days
19 to 20	2 days
21 or more	1 day



Craft First Level

Comeliness (Illusion/Phantasm)

Level: 1
Range: Touch
Components: V, S
Duration: 1 hour per level
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: None (Will, Negates)
Spell Resistance: Yes

A *comeliness* spell will increase or decrease a creature's charisma score (caster's choice) by means of illusion. The change in points is decided by the caster when the spell is cast.

The target's charisma can be raised by one for every two levels of the caster with a minimum of +/-2. A change of greater than 6 points will add +1 to the disbelief attempts of onlookers. Any attempt to raise charisma above 22 or below 6 will add an additional +2 to disbelief attempts.

An unwilling target receives a saving throw, which, if successful, will negate the spell.

Comfort 1 (Alteration)

Level: 1
Range: 30'
Components: V, S
Duration: 8 hours
Casting Time: 1 round
Area of Effect: 12 persons
Saving Throw: None

When *comfort 1* is cast the recipients require no food or drink for the duration of the spell. While under the effect of the spell the recipients will feel nourished as if they had eaten and drunk normally. At the end of the spell duration the recipients will feel no more hungry or thirsty than when the spell was cast.

This spell can not be used more than three times in a row to replace normal consumption. Should a fourth time be attempted the recipients will be ravenous and thirsty at the duration's end as if all four spells had never been cast.

Comprehend Language (Alteration)

Level: 1
Range: Touch
Components: V, S
Duration: 5 minutes/level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: None (Will harmless)
Spell Resistance: Yes

The recipient is able to understand, read, and speak the language of the first person he touches, or writing he attempts to read. The ability to read does not imply understanding on the part of the reader. The recipient cannot write the language, but can write a translation in their own tongue of what they are reading or hearing. The spell will not make clear magically protected writing.



Continual Darkness (Alteration)

Level: 1
Range: 180'
Components: V, S
Duration: Permanent
Casting Time: 1 action
Area of Effect: 60-ft. radius
Saving Throw: Special
Spell Resistance: Yes

This spell causes total, impenetrable darkness in the area of effect. Low light even darkvision are useless. Neither normal nor magical light works unless a *light* or *continual light* spell is used. A *continual darkness* spell will negate a light spell while present but not dispel it. A *continual darkness* cast against a *continual light* will dispel it being dispelled itself, leaving ambient light conditions.

As with the *light* spell, it can be cast into the air, onto an object, or at a creature. When cast at a creature, the target gets a saving throw vs. reflex; success indicates that the spell affects the space about 1 foot behind the creature instead. Note that this spell can also blind a creature if it is successfully cast upon the creature's visual organs, reducing its attack rolls, saving throws, and Armor Class by 4. If the spell is cast on a small object that is then placed in a light-proof covering, the spell's effects are blocked until the covering is removed.

The material components of this spell are a bit of bat fur and either a drop of pitch or a piece of coal.

Continual Light (Alteration)

Level: 1
Range: 180'
Components: V, S
Duration: Permanent
Casting Time: 1 action
Area of Effect: 60-ft. radius
Saving Throw: Special
Spell Resistance: Yes

This spell is similar to a *light* spell, except that it is as bright as full daylight and lasts until negated by magical darkness or by a *dispel magic* spell. Creatures who suffer penalties in bright light suffer them in this spell's area of effect. As with the *light* spell, it can be cast into the air, onto an object, or at a creature. When cast at a creature, the target gets a saving throw vs. reflex; success indicates that the spell affects the space about 1 foot behind the creature instead. Note that this spell can also blind a creature if it is successfully cast upon the creature's visual organs, reducing its attack rolls, saving throws, and Armor Class by 4. If the spell is cast on a small object that is then placed in a light-proof covering, the spell's effects are blocked until the covering is removed.

A *continual light* brought into an area of magical darkness (or vice versa) is temporarily negated so that the otherwise prevailing light conditions exist in the overlapping areas of effect. A direct casting of *continual light* against a similar or weaker magical darkness cancels both.

This spell eventually consumes the material it is cast upon, but the process takes far longer than the time in the typical campaign. Extremely hard and expensive materials can last hundreds or even thousands of years.

Control Fertility (Alteration)

Level: 1
 Range: Touch
 Components: V, S, M
 Duration: See test
 Casting Time: 1 round
 Area of Effect: 1 creature
 Saving Throw: None (Fort negates)
 Spell Resistance: Yes

The spell allows the caster to control the fertility of the target creature. Either making them functionally sterile or improving fertility as desired.

The target creature must have functional sex organs for the spell to work. The spell will not correct the effects of a curse. The spell will not restore damaged sex organs. It will not reverse a castration or hysterectomy.

When used on a female to halt fertility it stops the menstrual cycle and leaves the female in question with a very active libido for a period of 24 hours. Females that have no libido when not in estrus will have a slight libido at all times and be receptive to mating, with some convincing. This lasts for three months.

When used on female to improve fertility it will bring the female into estrus and ready to get pregnant. This casting works for one estrus.

On a male target the spell stops sperm production and renders inert any sperm in the male's system. Again there is a period of enhanced libido. The spell lasts for three months,

When used to improve fertility it will double sperm production. In the case of males with low sperm production it gets it back to normal. This will last for a week.

The material component is a fertile egg, for the reverse an egg shaped cinder.

Detect Evil (Divination)

Level: 1
 Range: 360'
 Components: V, S
 Duration: 1 turn + 5 minutes /level
 Casting Time: 1 round
 Area of Effect: 10 foot path
 Saving Throw: None
 Spell Resistance: No

This spell discovers emanations of evil from any creature, object, or area in a path 10 foot wide to the end of the spell range.

The degree of evil (dim, faint, moderate, strong, or overwhelming) and possibly its general nature (expectant, malignant, gloating, etc.) can be noted. The duration of a *detect evil* spell is one turn plus five minutes per level of the priest. Thus, a 1st-level priest can cast a spell with a 15-minute duration, a 2nd-level priest can cast a spell with a 20-minute duration, etc. The spell has a path of detection 10 feet wide in the direction the priest is facing. The priest must concentrate; stop, be calm, and intently seek to detect the aura for at least one round to receive a reading.



Detect Good (Divination)

Level: 1
 Range: 360'
 Components: V, S
 Duration: 1 turn + 5 minutes /level
 Casting Time: 1 round
 Area of Effect: 10 foot path
 Saving Throw: None
 Spell Resistance: No

This spell discovers emanations of good from any creature, object, or area in a path 10 foot wide to the end of the spell range.

The degree of good (dim, faint, moderate, strong, or overwhelming) and possibly its general nature (contemplative, protective, etc.) can be noted. The duration of a *detect good* spell is one turn plus five minutes per level of the priest. Thus, a 1st-level priest can cast a spell with a 15-minute duration, a 2nd-level priest can cast a spell with a 20-minute duration, etc. The spell has a path of detection 10 feet wide in the direction the priest is facing. The priest must concentrate; stop, be calm, and intently seek to detect the aura for at least one round to receive a reading.

Detect Invisibility (Divination)

Level: 1
 Range: personal
 Components: V, S
 Duration: 5 minutes/level
 Casting Time: 1 action
 Area of Effect: 30'/level
 Saving Throw: None
 Spell Resistance: No

A *detect invisibility* spell, allows the caster to see clearly any objects or beings that are invisible, as well as any that are astral, ethereal, or out of phase. In addition, it enables the practitioner to detect hidden or concealed creatures (for example, thieves in shadows, Hobbits in underbrush, and so on). It does not reveal the method of concealment or invisibility, except in the case of astral travelers (where the silver cord can be seen). It does not reveal illusions or enable the caster to see through physical objects. Detection is a path 10 ft. wide along the wizard's line of sight to the range limit.

Detect Snares & Pits (Divination)

Level: 1
 Range: 0
 Components: V, S, M
 Duration: 4 minutes/level
 Casting Time: 1 Action
 Area of Effect: 10 x 40 ft.
 Saving Throw: None
 Spell Resistance: No

The caster is able to detect snares, pits, dead falls and similar hazards along a path 10 feet wide and 40 feet long. Such hazards include simple pits, dead falls, snares of wilderness creatures (for example, trapdoor spiders, giant sundews, ant lions, etc.), and primitive traps constructed of natural materials (mantraps, missile trips, hunting snares, etc.). The spell is directional, the caster must face the desired direction to determine if a pit exists or a trap is laid in that direction. The caster experiences a feeling of danger

Craft First Level

from the direction of a detected hazard, which increases as the danger is approached. The caster learns the general nature of the danger (pit, snare, or deadfall) but not its exact operation, nor how to disarm it. Close examination, however, enables the caster to sense what intended actions might trigger it. The spell detects certain natural hazards, quicksand (snare), sinkholes (pit), or unsafe walls of natural rock (deadfall). Other hazards, such as a cavern that floods during rain, an unsafe construction, or a naturally poisonous plant, are not revealed. The spell does not detect magical traps (save those that operate by pit, dead fall, or snaring; see the 2nd-level spell *trip* and the 3rd-level spell *snare*), nor those that are mechanically complex, nor those that have been rendered safe or inactive.

Disguise Self (Illusion)

Level: 1
Range: personal
Components: V, S
Duration: 10 minutes./level
Casting Time: 1 action
Area of Effect: self
Saving Throw: None
Spell Resistance: No

You make yourself - including clothing, armor, weapons, and equipment - look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamor gets a Will save to recognize it as an illusion.

Divining Rod (Divination)

Level: 1
Range: 90' + 30' per level
Components: V, S, M
Duration: 1 turn + 1 minute./level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

This spell enables the caster to enchant the branch of a fruit bearing tree to locate a common item that is hidden from view. Unlike *locate object* the caster does not need to have a specific mental image of a particular item; rather he only needs to state the name of the general type of item he wishes to find, such as buried treasure, edible plants, or fresh water. *Divining rod* will not locate invisible or magical items. It will not locate specific items such as a given locket or book. Nor will it locate items protected by *obscure item* or a similar spell.

Once the branch is enchanted, the caster holds the branch with both hands, if the desired item is within the spell range the branch points in the direction of the item and gently pulls the caster along. The spell is not blocked by lead or any other substance. However,

if an impenetrable obstacle is reached, such as the ground or a wall the branch will press against the obstacle and stop. If there is no item in the spell range that matches the description the branch does not react, although the caster can move about and continue to search.

The material component is a forked branch from a fruit bearing tree.

Easy Death (Enchantment/Charm)

Level: 1
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 action
Area of Effect: 1 creature
Saving Throw: None (Will harmless)
Spell Resistance: Yes

This spell will calm a dying creature and ease all pain and discomfort. It can also be used on wounded creatures that can be saved. Just because the spell is used does not mean they must die. The spell will not slow or speed the creature's dying, merely comfort them in their final hours. The spell will last until the creature dies, 1 day has passed, or a second spell of healing nature is cast on them. This does not force the creature to take dying calmly, but will relieve panic.

Endure Elements (Abjuration)

Level: 1
Range: touch
Components: V, S
Duration: 24 hours
Casting Time: 1 action
Area of Effect: creature touched
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45 and 60 degrees Celsius) without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Enlarge Person (Transmutation)

Level: 1
Range: 25' + 5'./level
Components: V, S, M
Duration: 1 minute./level
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: Fortitude Negates
Spell Resistance: Yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and

AC due to its increased size.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it--the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see Table: Medium/Large Weapon Damage). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell.

Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels *reduce person*.

Enlarge person can be made permanent with a *permanency* spell.

Entangle (Alteration)

Level: 1

Range: 80 yds.

Components: V, S, M

Duration: 1 turn

Casting Time: 1 Action

Area of Effect: 40-ft. cube

Saving Throw: Reflex neg.

Spell Resistance: Yes

The caster is able to cause plants in the area of effect to entangle creatures within the area. The grasses, weeds, bushes, and even trees wrap, twist, and entwine about the creatures, holding them fast for the duration of the spell. Any creature entering the area is subject to this effect. A creature that rolls a successful saving throw vs. Reflex can escape the area, moving at only 10 feet per round until out of the area. Exceptionally large (gargantuan) or strong creatures may suffer little or no distress from this spell, based on the strength of the entangling plants.

Find Familiar (Summoning)

Level: 1

Range: 1 mile per level

Components: V, S, M

Duration: Special

Casting Time: 1 to 12 hours

Area of Effect: 1 familiar

Saving Throw: Special

Spell Resistance: No

This spell enables the caster to attempt to summon a familiar creature to act as aide and companion. Familiars are typically small creatures such as cats, ferrets, crows, hawks, and the like. A creature acting as familiar can benefit the practitioner conversing with him, and serving as guard/scout/spy as well. A practitioner can have only one familiar at a time, and can not easily control what sort of creature is summoned.

The creature is always more intelligent than others of its kind, but will share all other traits in common. Its bond with the practitioner grants it exceptionally long life. If treated well the familiar will serve willingly even eagerly. A mistreated familiar can become a thorn the side of the master, becoming sulky and twisting commands by following only the law not the spirit. A sulky familiar can't be simply disposed of. Arranging the death of one's own familiar breaks the balance. That practitioner will never be able to gain another familiar.

The longer the relationship with the practitioner the more intelligent the creature grows. In a few years the creature will be able to read and aid in small ways. After many years some even learn small magics.

The spell can only be attempted on the nights of the equinox. It requires a brazier of incense and herbs worth at least 100 gp. The spell incantation is begun at sunset and can continue till dawn. The spell ends when either a acceptable familiar comes or the dawn ends the enchantment. The DM should secretly roll the type of creature summoned. The caster may turn down the familiar no more than twice in a casting. If the third familiar is not accepted the spell ends and the effort is wasted. With each refusal the DM will subtract one from the die roll.

Should the caster be determined to acquire a given familiar more time and money spent on the preparation will improve the chances for the desired familiar:

An additional 200 gp in preparation will allow the caster to pick a common familiar.

An additional 500 gp will allow the first roll to be on the unusual Familiar table. If the first creature is refused the subsequent rolls as as described above.

d20 roll	Familiar	d20 roll	Unusual Familiars
1-2	Common Cat	1-4	Wolf
3-4	Crow	6-8	Large Cat
5-6	Hawk	9-11	Bear
7-8	Ferret	12-15	Primate (monkey)
9-10	Owl	16-18	High Hawks
11	Raven	19	Pseudodragon
12	Raccoon	20	Fay Creature
13-14	Weasel		
15-16	Fox		
17	Snake, venomous		
18	Snake, constrictor		
19-20	Unusual		

Identify (Divination)

Level: 1

Range: 60'

Components: V, S, M

Duration: 3 rounds/level

Casting Time: 1 action

Area of Effect: Cone shaped emanation

Saving Throw: None

Spell Resistance: No

This spell functions as *detect magic*, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts.

Craft First Level

Incomprehensible Language (Transmutation)

Level: 1
Range: Touch
Components: V, S
Duration: 5 rounds/level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: Will Negates
Spell Resistance: Yes

This spell confuse language cancels a comprehend language spell or renders a writing or a creature's speech incomprehensible for the same duration.

Invisibility to Animals (Alteration)

Level: 1
Range: Touch
Components: S
Duration: 1 turn + 1 minute/level
Casting Time: 4
Area of Effect: 1 creature/level
Saving Throw: None
Spell Resistance: No

When an *invisibility to animals* spell is cast, the creature touched becomes totally undetectable by normal animals with Intelligence under 6. Normal animals includes giant-sized varieties, but it excludes any with magical abilities or powers. The enchanted individual is able to walk among such animals or pass through them as if he did not exist. For example, this individual could stand before the hungriest of lions or a tyrannosaurus rex and not be molested or even noticed. However, a nightmare, hell hound, or winter wolf would certainly be aware of the individual. For every level the caster has achieved, one creature can be rendered invisible. Any recipient attacking while this spell is in effect ends the spell immediately (for himself only).

Know Direction (Divination)

Level: 1
Range: 0
Components: V, S
Duration: 1 hour/level max 8 hours.
Casting Time: 1 action
Area of Effect: Self
Saving Throw: None
Spell Resistance: No

Know direction allows the caster to instantly know the direction of North and the altitude relative to a known location. The spell is effective in any environment, whether underwater, underground, or in darkness (including magical darkness). The knowledge is constantly refreshed for the duration of the spell.



Locate Animal or Plant (Divination)

Level: 1
Range: 300' + 60'/level
Components: V, S
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: 20 foot wide path range long
Saving Throw: None
Spell Resistance: No

The caster can find the direction and distance of any one type of animal or plant they desire. The caster facing in a direction thinks of the animal or plant, and then knows if any such animal or plant is within range. If so, the exact distance and approximate number present is learned. During each round of the spell's duration the caster can face in only one direction, i.e. only a 20 path can be known. The spell lasts one turn per level of experience.

While the exact chance of locating a specific type of animal or plant depends on the details and circumstances of the locale, the general frequency of the subject can be used as a guideline; common = 50%, uncommon = 30%, rare = 15%, and very rare = 05%. Results of the spell are always determined by the DM.

Meditation (Abjuration)

Level: 1
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 minute
Area of Effect: Personal
Saving Throw: None
Spell Resistance: No

This spell protects the practitioner from the detrimental effects of having their meditation disturbed before they are finished. If cast before the practitioner begins the session of meditation they will suffer no system shock if disturbed mid-session. The beneficial effect of meditation are still lost however.

The material component is a pinch of incense burned at the start of the spell.

Magic Aura (Illusion)

Level: 1
Range: Touch
Components: V, S
Duration: 1 day/level
Casting Time: 1 round
Area of Effect: One item
Saving Throw: Special
Spell Resistance: No

Any one item can be given an aura that will be noticed by someone using magic detection. The caster can specify the type of magical aura that is detected (alteration, conjuration, etc.)

If used on an item that is magical this effectively masks the item's actual aura, if any including showing no aura. An artifact or other such powerful item cannot be successfully masked. If the affected item has an *identify* spell cast on it or is similarly examined, the examiner has a 50% chance of recognizing that that aura has been placed to mislead the unwary. Otherwise the aura is

believed and no amount of testing reveals what the true magic is.

Night Wards (Abjuration)

Level: 1
 Range: 0
 Components: V, S, M
 Duration: 6 hours + .5 hours/level
 Casting Time: 1 turn
 Area of Effect: 100 sqyds + 2 sqyds/level
 Saving Throw: None
 Spell Resistance: No

This spell creates a circle of protection around a campsite or house. Any creature larger than a small dog that enters the circle after it is cast will cause the practitioner to wake (if sleeping) to full alertness and be aware of the direction of the intrusion. Any creature within the circle when it is cast will not cause it to alarm even if they leave and return at a later time.

The material component of the spell is flour or salt that must be spread on the edge of the circle during the casting. This forms the border of the circle.

Pattern Weave (Divination)

Level: 1
 Range: 30'
 Components: V, S
 Duration: special
 Casting Time: 1 round
 Area of Effect: 10 foot square
 Saving Throw: Special
 Spell Resistance: No

Pattern weave allows the practitioner to make sense of apparent chaos. The caster can see such things as pottery shards reformed into a whole pot, shreds of paper formed into a page, scattered parts as a working machine, or specific trails appearing out of overlapping footprints. After casting the spell the practitioner studies the seemingly random elements; broken bits of glass, shreds of paper, intermingled trails, etc. The items to be studied must be tangible; coded flashing lights, garbled speech, or thoughts of any kind cannot be studied.

The practitioner must study the random elements for ten minutes, after which they make a saving throw vs. will for the target DC. The DC is determined by the nature of the pattern:

DC	Condition
12	Simple: A torn up paper or drawing.
15	Difficult: A badly shattered pot. A shredded paper.
17	Complex: Dismantled simple puzzles, flakes of paper, mixed trails.
20	Hard: Bits of an unknown device of local make. Bones of unknown creatures
25	Taxing: Bit of machines of unknown technology, complex puzzles, broken bones of weird creatures.
30	Tortuous: Difficult "wheels with in wheels" puzzles, bits of bone, misshapen local device parts.
40	Impossible: Masterwork puzzles. misshapen unknown technology.

If the saving throw is failed, the spell fails and no information is gained. However, if the saving throw is successful, the caster sees in his mind the pattern these objects form. If the items

studied are truly random, that information is gained.

After the caster has visualized the pattern he can attempt to reassemble the parts into their original form. The amount of time required and the quality of the restoration will vary according to the complexity of the task and the skill of the practitioner. Reassembling a shredded map may be easy; rebuilding a broken clock, or a shattered art object will depend on the skills possessed by the practitioner.

Portent (Divination)

Level: 1
 Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1 Action
 Area of Effect: Caster
 Saving Throw: None

The *portent* spell will give the caster an immediate feedback on the desirability of a given action to be taken within the next turn. The *portent* will manifest as either a feeling of confidence or dread (I have a bad feeling about this...). No course of action is demanded by the spell, or prevented. It cannot determine the success or possible failure of an action, only the immediate probable outcome as regards the health and well being of the caster and his party.

Precipitation (Alteration)

Level: 1
 Range: 10 yards per level
 Components: V, S
 Duration: 1 minute per level
 Casting Time: 1 Action
 Area of Effect: 30 yds diameter cylinder up to 60 yds high
 Saving Throw: None (special)
 Spell Resistance: No

All air born water vapor in the area of effect is precipitated in the form of a light rain for the duration of the spell. Since only 1/0th of an inch of rain will fall per minute the spell will have only the following general effects.

Thin light material will become damp in one minute and thoroughly wet thereafter

Twigs and heavy material such as canvas will be damp in 2 minutes and wet thereafter.

Flat, relatively non-porous surfaces, such as stone floors rock, painted wood, etc., will be damp in one minute and filmed with water thereafter.

Semi-porous surfaces and material will become damp on the surface in 2 minutes and the damp area will progress downward/inward until the material is thoroughly wet.

Porous surfaces an materials simply absorb the rain up to the limit of their capacity.

Small flames such as candles are extinguished in one round, small fires will smoke up to one minute after the rain stops. Large fires are unaffected.

In arid regions the rate of rainfall will be halved, humid regions will double the duration of the spell. Freezing temperatures will cause the *precipitation* to fall as sleet or snow.

Craft First Level

Protection From Good (Abjuration)

Level: 1
Range: Touch
Components: V, S
Duration: 1 minute./level
Casting Time: 1 action
Area of Effect: 1 creature
Saving Throw: None
Spell Resistance: No

When this spell is cast, it creates a magical barrier around the recipient at a distance of 1 foot. The barrier moves with the recipient and has three major effects:

- First, all attacks made by good or goodly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll, and any saving throws caused by such attacks are made by the protected creature with a +2 bonus.
- Second, any attempt to exercise mental control over the protected creature (if, for example, it has been charmed by an angel) or to invade and take over its mind (as by a ghost's magic jar attack) is blocked by this spell. Note that the protection does not prevent an angel from casting a charm itself, nor end it, but it does prevent the angel from exercising mental control through the barrier. Likewise, an outside life force is merely kept out, and would not be expelled if in place before the protection was cast.
- Third, the spell prevents bodily contact by creatures of an extraplanar or conjured nature (such as aerial servants, elementals, cherubs, invisible stalkers, salamanders, water weirds, xorn, and others). This causes the natural (body) weapon attacks of such creatures to fail and the creature to recoil if such attacks require touching the protected creature. Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the character. This protection ends if the protected character makes a melee attack against or tries to force the barrier against the blocked creature.

Protection From Evil (Abjuration)

Level: 1
Range: Touch
Components: V, S
Duration: 1 minute./level
Casting Time: 1 action
Area of Effect: 1 creature
Saving Throw: None
Spell Resistance: No

When this spell is cast, it creates a magical barrier around the recipient at a distance of 1 foot. The barrier moves with the recipient and has three major effects:

- First, all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll, and any saving throws caused by such attacks are made by the protected creature with a +2 bonus.
- Second, any attempt to exercise mental control over the protected creature (if, for example, it has been charmed by a vampire) or to invade and take over its mind (as by a ghost's magic jar attack) is blocked by this spell. Note that the protection does not prevent a vampire's charm itself, nor end it, but it does prevent the vampire from exercising mental control through the barrier. Likewise, an outside life force is merely kept out, and would not be expelled if in place before the protection was cast.

- Third, the spell prevents bodily contact by creatures of an extraplanar or conjured nature (such as aerial servants, elementals, imps, invisible stalkers, salamanders, water weirds, xorn, and others). This causes the natural (body) weapon attacks of such creatures to fail and the creature to recoil if such attacks require touching the protected creature. Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the character. This protection ends if the protected character makes a melee attack against or tries to force the barrier against the blocked creature.

This spell can be reversed to become *protection from good*, with the second and third benefits remaining unchanged.

Purify Item (Abjuration)

Level: 1
Range: 10 feet
Components: V, S, M
Duration: Permanent
Casting Time: 1 hour
Area of Effect: 1 item or item set.
Saving Throw: None
Spell Resistance: No

This spell removes foreign psychic influences from items that the practitioner wishes to use in their own magic. This would include the tools for making enchanted items, the objects cast in the *lots* spell and so forth.

The caster must meditate before casting this spell to cleanse themselves of any influences. They cannot be under the affects of any drug or spell. Once done the item retains its purity of purpose unless handled by another person. The only exception is if that handling is required in the casting of a spell.

Reduce Person (Transmutation)

Level: 1
Range: 25' + 5'./level
Components: V, S, M
Duration: 1 minute./level
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: Fortitude Negates
Spell Resistance: Yes

This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means

that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that reduce size do not stack. Reduce person counters and dispels enlarge person.

Reduce person can be made permanent with a permanency spell.

Sleep (Enchantment/Charm)

Level: 1

Range: 90'

Components: V, S

Duration: 5 minutes/level

Casting Time: 1 action

Area of Effect: Special

Saving Throw: None

Spell Resistance: Yes

A comatose slumber to come upon one or more creatures (other than undead and certain other creatures specifically excluded from the spell's effects). All creatures to be affected by the spell must be within 30 feet of each other. The number of creatures that can be affected is a function of hit dice or levels. The spell affects 4d4 hit dice or levels of creatures. Creatures with 4 hit dice, or 4 levels are unaffected. The center of the area is determined by the caster. The creatures with the least hit dice or levels are affected first, and partial effects are ignored.

Slapping or wounding awakens affected creatures, but normal noise does not. Awakening requires one round. Magically sleeping opponents can be attacked with substantial bonuses, and killed in one round.

Speak with Animals (Alteration)

Level: 1

Range: 0

Components: V, S

Duration: 2 minutes/level

Casting Time: 1 action

Area of Effect: any animal within 30'

Saving Throw: None

Spell Resistance: No

This spell allows the practitioner to comprehend and communicate with any warm or cold-blooded normal or giant animal that is not mindless. The practitioner may ask questions of, and receive answers from the animal. Note that the answers will be from the point of view of the animal. While most natural creatures are friendly with the craft even the right questions might not get the wanted answer.

Stinking Cloud (Evocation)

Level: 1

Range: 90'

Components: V, S

Duration: 1 minute/level

Casting Time: 1 action

Area of Effect: 20 foot cube

Saving Throw: Special

Spell Resistance: Yes

When a *stinking cloud* is cast the practitioner creates a billowing mass of nauseous vapors up to 90 feet away from his

position. Any creature caught within the cloud must roll a successful saving throw vs. fortitude or be rendered reeling and unable to attack because of nausea for 1d4+1 rounds after leaving the cloud. Those that make successful saving throws can leave the cloud without suffering any ill effects, although those remaining in the cloud must continue to save each and every round. These poisonous effects can be slowed or neutralized by appropriate magic. The cloud duration is halved in a moderate breeze (8-18 mph) and is dispersed in one round by a stronger breeze.

Summon Monster 1 (Conjuration)

Level: 1

Range: 25' + 5/2 levels

Components: V, S, F

Duration: 1 round/level

Casting time: 1 round

Area of Effect: One summoned creature

Saving Throw: None

Spell Resistance: No

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table: Summon Monster. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish).

Tingling Limb (Enchantment/Charm)

Level: 1

Range: Touch

Components: S

Duration: 1d4 + 1 round/level

Casting Time: 1 action

Area of Effect: 1 creature

Saving Throw: Special

Spell Resistance: Yes

This spell causes a given limb in the target creature to go completely numb and near useless. The caster chooses the limb they wish to deaden and rolls an attack at -4 vs the target's touch Armor Class. Success indicates that the desired limb is affected. A failed roll is a miss. The caster can also choose to not target a given limb, in this case the target's normal touch armor class is used and a random limb is automatically chosen. The spell can be cast multiple times on a single target, but not in excess of the number of limbs possessed. The effects stack, but not if the same limb is affected twice, the duration clock is reset.

Affected creatures suffer a -4 to all Dexterity based skills and saves. The affected limb is "asleep". They cannot grasp with a manipulating limb, and movement is halved if it is a biped walking limb. Quadrupeds can move at three quarters normal speed and cannot run. Creatures with six or more legs generally ignore the

Craft First Level

effects on movement and take only a -2 to Dexterity. If the head is affected the creature cannot bite, if it has a bite attack, for the duration of the spell. Speech is affected if the creature talks. They cannot be understood or cast spells.

Unseen Servant (Conjuration/Summoning)

Level: 1

Range: 0

Components: V, S

Duration: 1 hour + 1 hour/level

Casting Time: 1 round

Area of Effect: 1 room

Saving Throw: None

Spell Resistance: No

The *unseen servant* is a non-visible, mindless, and shapeless force. It is used to step and fetch, open doors, and hold chairs, as well as to clean and mend. It is not strong, but unfailingly obeys the command of the practitioner. It can carry out only one activity at a time and can move only light-weight items; carry a maximum of 20 pounds or push/pull 40 pounds across a smooth surface. It can open only normal doors, drawers, lids, etc. The *unseen servant* cannot fight, nor can it be killed, as it is a force rather than a creature. It can be magically dispelled, or eliminated after receiving 6 points of damage from area effect spells, breath weapons, or similar attacks. If the caster attempts to send it beyond the allowed area, the spell ends immediately.

