

Craft Second Level Spells

Bear's Endurance (Alteration)

Level: 2
Range: Touch
Components: V, S
Duration: 1 minute/level
Casting Time: 1 Action
Area of Effect: Person touched
Saving Throw: None
Spell Resistance: Yes

Application of this spell increases the target's Constitution score by +4 points for the duration of the spell. Fortitude saves are +2 better and 2 temporary hit points per level are gained.

Blight (Alteration)

Level: 2
Range: 160 yards
Components: V, S
Duration: Permanent
Casting Time: 1 Action
Area of Effect: Special
Saving Throw: Fort (special)
Spell Resistance: Yes

The *blight* spell enables the caster to choose either of two different uses.

The first causes normal vegetation to wither and die. The area must have brush and trees in it in order for this spell to take effect. The area of effect is a square 20 feet on a side per level of experience of the caster, in any square or rectangular shape that the caster decides upon at the time of the spellcasting. Thus, an 8th-level caster can affect a maximum area of a 160-foot x 160-foot square, a 320-foot x 80-foot rectangle, a 640-foot x 40-foot rectangle, a 1,280-foot x 20-foot rectangle, etc. The spell's effects persist in the area until it is cleared by labor, or fire.

Plant based creatures so targeted are entitled to a fortitude save. If failed they are sicked and suffer debilitating disease as per the *inflict disease* spell.

The second use of the spell affects a one-mile square area. The spell renders plants less vigorous, fruitful, and hardy, decreasing yields by 20% to 50% $([1d4+1] \times 10\%)$, given a normal growing season. The spell does not cause disaster in the form of floods, drought, fire, or insects, but it helps them along doubling the damage done. This effect lasts only for the life cycle of one season, the winter "death" marking the end of a life cycle even for the sturdiest of trees. In many farming communities, this spell is normally cast at planting time as part of the spring festivals.

A *dispel magic*, or *remove curse* spell will halt the damage, but not repair it. A *plant growth* will recover lost crops, but not increase the yield.



Bull's Strength (Alteration)

Level: 2
Range: Touch
Components: V, S
Duration: 1 minute/level
Casting Time: 1 Action
Area of Effect: Person touched
Saving Throw: None
Spell Resistance: Yes

Application of this spell increases the target's Strength score by +4 points for the duration of the spell. Attacks and strengths checks are +2 better.

Cat's Grace (Alteration)

Level: 2
Range: Touch
Components: V, S
Duration: 1 minute/level
Casting Time: 1 Action
Area of Effect: Person touched
Saving Throw: None
Spell Resistance: Yes

Application of this spell increases the target's Dexterity score by +4 points for the duration of the spell. Reflex saves are +2 better as are all skills checks involving Dexterity.

Circle of Power (Evocation)

Level: 2
Range: Special
Components: V, S
Duration: Special
Casting Time: Special
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

This powerful spell allows a group of practitioners to work in conjunction to create a special area of effect (the circle) into which one practitioner may enter and have their working level of experience increased. A minimum of four practitioners is required to initiate the spell, and the spell must be cast by the practitioners of the circle, not read or used from any device.

First, the practitioners form a circle and begin casting the spell. The spells from each practitioner must then synchronize into a rhythmic chanting effect thisw takesa full minute. From that point on, a practitioner may enter the circle and have his working level of experience increased by the total combined levels of the circle spellcasters minus one level for each member of the circle. Once entered, the central practitioner cast spells as a higher level Craft but may not use new spell levels, just the higher capabilities, spell range, duration increases, etc.

Any members of the circle who are injured immediately fall away from the circle's synchronization and the central practitioner lose the benefits of that member's levels one round later. A new practitioner may join into the circle at any time (taking six rounds to synchronize with the circle). Should the number of circle members ever drop below four the circle is immediately broken and all benefit lost.

Members of the circle may chant (from the synchronization

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point) for a period of 10 minutes per Constitution point. The circle members gain a spell resistance of 20+ the number of members to any attacks against the circle.

Clairaudience (Divination)

Level: 2
Range: Special
Components: V, S, M
Duration: 1 minute/level
Casting Time: 1 Action
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

The *clairaudience* spell enables the practitioner to concentrate upon some locale and hear in his mind any noise within a 60 foot radius of the spell's target point. Distance is not a factor, but the locale must be known, or currently seen. Only sounds that are normally heard by the practitioner can be detected. Magical protection can prevent the spell from working and the caster will have some indication that the spell is so blocked. The spell only functions in the caster current plane of existence. The spell creates a invisible sensor that can be dispelled.

The material component is a horn of natural origin. It is not consumed by the spell.

Clairvoyance (Divination)

Level: 2
Range: Special
Components: V, S, M
Duration: 1 minute/level
Casting Time: 1 Action
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

Similar to the *clairaudience* spell, the *clairvoyance* spell empowers the practitioner to see in his mind whatever is within sight range from the target locale chosen. Distance is not a factor but the locale must be known, familiar or obvious. Light is also a factor, as the spell does not enable the use of magical enhancements. The practitioner can see only what their own eyes would naturally see. Magical protection can prevent the spell from working and the caster will have some indication that the spell is so blocked. The spell only functions in the caster current plane of existence. The spell creates a invisible sensor that can be dispelled.

The material component is a piece of rock crystal. It is not consumed by the spell.



Conceal Trap (Illusion/Phantasm)

Level: 2
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 3 minutes
Area of Effect: Object touched
Saving Throw: None
Spell Resistance: No

Conceal trap will render one trap on a closure undetectable. Neither a thief nor a *detect trap* spell can discover that the item is trapped. Both *conceal trap* and *false trap* cannot be placed on one object, even if it has more than one closure.

In the case of either spell the closure will detect as magic for the duration of the spell. The spell lasted until the trap is set off or disabled.

Cure light Wounds (Necromancy)

Level: 2
Range: Touch
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 Action
Area of Effect: Creature touched
Saving Throw: Will (harmless)
Spell Resistance: Yes

When casting this spell and laying on the hands the practitioner causes 1d8+1/ caster level up to 5. points of wound or other injury to the creature's body to be healed.

The material component is a wad of raw cotton or soft cloth.

Detect Spirit (Divination)

Level: 2
Range: 20 yards + 5 yards per level
Components: V, S
Duration: Special
Casting Time: 1 Action
Area of Effect: One creature or object
Saving Throw: None
Spell Resistance: No

This spell detects the presence of a soul, spirit or mentality in any body or object (stoned people, enchanted swords, etc.), and whether or not the mind controlling the body is its "native". Thus, it will not detect charming or hypnosis but will detect possession. Only the fact that a soul or spirit is detected will be known, not its nature. If it is cast on a normally invisible spirit (such as an Invisible Stalker or Aerial Servant), the caster can see the creature as a visible force for 10 minutes per level.

Dimensional Pocket (Alteration/Enchantment)

Researched By: Abba Eecreeana
 Level: 2
 Range: 0
 Components: V
 Duration: 1 hour +1 hour per level
 Casting Time: 1 minute
 Area of Effect: Special
 Saving Throw: None
 Spell Resistance: No

This spell creates an extra dimensional space in the area of the caster that can be used to hold small objects. The area created is no larger than one cubic foot, and can only contain one object, shape and weight are not a factor as long as the object does not exceed a cubic foot. The *dimensional pocket* will follow the caster around, and by concentration (swift action) the caster can reach in and grasp what ever is stored there at any time. Removing the object does not dispel the *pocket*, and it can be used and reused for the full duration of the spell. The stored object will pop back into real space when the spell duration expires.

The *dimensional pocket* will remain in the place relative to the caster no matter the method of moving, including *teleport*. It will follow the caster to other planes excluding **Curtain Walls**.

Dispel Magic (Abjuration)

Level: 2
 Range: 360'
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1 Action
 Area of Effect: 30 foot cube
 Saving Throw: None
 Spell Resistance: Yes

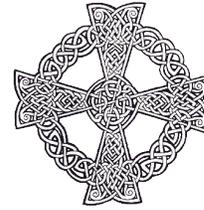
This spell has a chance to neutralize or negate magic it comes in contact with, as follows.

First it removes spells and spell like effects. Second, it disrupts the casting or use of these in the area of effect at the instant the dispel is cast. Third it destroys magical potions.

Each magic effect or potion in an area has a base DC of 10 plus the casting level of the effect.

A *dispel magic* spell does not affect a specially enchanted item such as a magical scroll, ring, wand, rod, staff, miscellaneous item, weapon, shield, or armor unless it is cast directly on the item. This renders the item nonoperational for 1d4 rounds. An interdimensional interface (such as a **bag of holding**) rendered non-operational is temporarily closed. An item carried by a creature gains the creature's saving throw against this effect. Note, an item's physical properties are unchanged, a sword is still a sword.

Artifacts and relics are not subject to this spell. Some of their effect might be. Certain other spells or effect cannot be dispelled, these are listed in the spell or item description.



Dumbness (Illusion/Phantasm)

Level: 2
 Range: 100'
 Components: V, S
 Duration: Special
 Casting Time: 1 Action
 Area of Effect: One creature
 Saving Throw: Will partial
 Spell Resistance: Yes

This spell requires a ranged touch attack. It causes the recipient creature to become completely dumb, believing that they is unable to speak by means of voice in any way. This effect can only be removed by *dispel illusion*, *dispel magic*, or by the will of the caster, and is permanent until such time. If by some means the victim is forced to speak the effect will end. They must be truly coerced however, under no circumstances will they speak of their own will.

The victim does get a saving throw vs. Will to avoid the full effect. If the save is made the target creature is rendered speechless for 1d4 rounds plus half the level of the caster.

Eagle's Splendor (Alteration)

Level: 2
 Range: Touch
 Components: V, S
 Duration: 1 minute/level
 Casting Time: 1 Action
 Area of Effect: Person touched
 Saving Throw: None
 Spell Resistance: Yes

Application of this spell increases the target's Charisma score by +4 points for the duration of the spell. Craft spell DC is affected as are all rolls for charisma based skills.

False Trap (Illusion/Phantasm)

Level: 2
 Range: Touch
 Components: V, S
 Duration: Permanent
 Casting Time: 3 rounds
 Area of Effect: Object touched
 Saving Throw: None
 Spell Resistance: No

The *false trap* is designed to fool a thief or other character attempting to pilfer the caster's goods. The practitioner places the spell upon any small mechanism or device, such as a lock, hinge, hasp, screw-on cap, etc. Any character able to detect traps or who uses any spell or device enabling trap detection, is 100% certain that a real trap exists. Of course, the spell is illusory and nothing happens if the trap is sprung.

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Fastidiousness (Enchantment/Charm)

Level: 2
Range: 100'
Components: V, S
Duration: Permanent
Casting Time: 1 Action
Area of Effect: One person
Saving Throw: Will partial
Spell Resistance: Yes

This spell requires a ranged touch attack. The target of this spell will become the Felix Unger from Hell, in the matter of personal hygiene and habits. His person must be at all times immaculate, nails clean and manicured, hair perfect, etc. He will be unwilling to dirty himself in any manner. The very idea of willingly dirtying his person is totally repugnant. While this obsession will not prevent the victim from defending themselves, they will bemoan the state of their person after the battle. They will be far more concerned with appearance than actual wounds. "Oh, that? A mere flesh wound, how will I EVER get the blood out of this shirt?" While the matter of defense is not subject to debate, the victim will not willingly engage in any action that will spoil their appearance, if given any choice. They will spend all their free time on fussing with their person and clothing. They will spend money on new clothing and cosmetics to the exclusion of anything else but food and shelter.

The victim is entitled to a saving throw vs. Will, that casuedapartial effect if the save is made. In such cases the target creature is rendered sickened for 1d4 rounds plus half the level of the caster. The effects of the spell are permanent unless dispelled.

Forget (Enchantment/Charm)

Level: 2
Range: 90'
Components: V, S
Duration: Permanent
Casting Time: 2
Area of Effect: 20 foot cube.
Saving Throw: Will Negates
Spell Resistance: Yes

The practitioner causes creatures within the area of effect to forget the events of the one minute previous to the casting of the spell. For every three levels of experience of the practitioner another minute of past time is forgotten. This does not negate *charm*, *suggestion*, *geas*, *quest* or similar spells, but it is possible that the caster who placed the spells can be forgotten. From one to four creatures can be affected, at the discretion of the caster. If only one is to be affected, the target saves vs. spell with a +2 fo the DC, if two, they save with a +1 to DC, if three or four they save normally. A *heal* or *restoration*, if cast specially for this purpose will restore the lost memories, as will a *wish* or *limited wish*. No other means will do so.

Fox's Cunning (Alteration)

Level: 2
Range: Touch
Components: V, S
Duration: 1 minute/level
Casting Time: 1 Action
Area of Effect: Person touched
Saving Throw: None
Spell Resistance: Yes

Application of this spell increases the target's Intelligence score by +4 points for the duration of the spell. This increases spells DCs, Knowledge rolls and the like but does not grant additional spells.

Frisky Chest (Enchantment/Charm)

Level: 2
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 2 minutes
Area of Effect: 10 foot cube
Saving Throw: None
Spell Resistance: No

The caster can enchant a chest, book, or any other nonliving object no larger than a 10' cube. When any creature other than the caster comes within three feet of the enchanted object, it sprouts appendages and moves away from the creature as quickly as possible. The object will move until it is at least ten feet from the nearest creature in the area.

After it has moved a satisfactory distance from the nearest creature the appendages disappear. This process will repeat every time a creature moves within three feet, or until the enchantment is negated by *dispel magic*, or similar spell, or the object is subdued or destroyed.

The enchanted object can sprout feet (Mv 24) wings (Fl 24 good) or fins (Sw 24). The enchanted object can freely trade appendages as necessary.

The enchanted object will move only through open spaces. It will not crash through windows or crash through closed doors. It can not attack or take any action other than movement. If surrounded the enchanted object moves in random directions until it is restrained or destroyed.

The enchantment end if the caster voluntarily negates it, if the enchanted object is destroyed, or the object is restrained for 2-5 rounds. The object will have a strength of 20 against attempts to restrain it

The material components are a dried frog's leg, a feather, and a fish scale.



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Hesitation (Enchantment/Charm)

Level: 2
Range: 90'
Components: V, S
Duration: 1 round + 1 round/level
Casting Time: 1 Action
Area of Effect: 20' radius circle
Saving Throw: Will Negates
Spell Resistance: Yes

Creatures affected by this spell hesitate before executing their intended actions. Targeted creatures are stunned for the first round, and slowed thereafter losing one action per round for the duration of the spell.

The spell effects all creatures in the area of effect. All possible victims are allowed saving throws vs. Will; those failing modify their initiative rolls by -4 for a number of rounds equal to the caster's level.

Hold Creature (Enchantment/Charm)

Level: 2
Range: 120 yards
Components: V, S
Duration: 2 minutes/level
Casting Time: 1 Action
Area of Effect: 1 to 4 creatures
Saving Throw: Fortitude Negates
Spell Resistance: Yes

This spell holds one creature immobile for the duration of the spell. The *hold creature* spell will affect any living creature. Undead and animate objects are not affected.

The effect is centered on a point selected by the caster, and it affects creatures selected by the caster within the area of effect. If the spell is cast at three or more persons, each gets a normal saving throw; if only two persons are being enspelled, each rolls his saving throw with a -1 penalty; if the spell is cast at only one person, the saving throw die roll suffers a -2 penalty. Those who succeed on their saving throws are totally unaffected by the spell. Undead creatures cannot be held.

Held creatures cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subject's condition due to wounds, disease or poison. The caster can end the spell with a single utterance at any time; otherwise the spell runs to the end of its duration.

Invisibility (Illusion/Phantasm)

Level: 2
Range: Touch
Components: V, S
Duration: Special
Casting Time: 1 Action
Area of Effect: Creature touched
Saving Throw: Will (harmless)
Spell Resistance: Yes

This spell causes the creature touched to vanish from sight and be undetectable by any vision. The creature effected remains audible and smellible, and certain other conditions can render the creature detectable. Even allies cannot see the invisible creature or

his gear unless they can normally see invisible things or they employ magic to do so. Items dropped or put down by the creature become visible, items picked up disappear if tucked into clothing or pouches worn by the creature. Note however that light never becomes invisible, although a source of light can become invisible. This gives the effect of light with no source.

The spell remains in effect until it is magically broken or dispelled, the practitioner or recipient cancels it, the recipient attacks any creature, or 24 hours have passed.

Lighten Load (Alteration)

Level: 2
Range: 30 yards
Components: V, S
Duration: 1 hour/level
Casting Time: 1 Action
Area of Effect: 10 foot cube
Saving Throw: None
Spell Resistance: No

This spell reduces the weight of equipment supplies and other objects by 50%. Weapons, provisions, and even disabled characters can be made more portable by this spell.

The spell affects one pile of objects whose volume is equivalent to a 10 foot cube or less. After the spell is cast the items can be divided among several characters or pack animals. The spell has no effect on magic items.

Any items affected may be used normally; the spell has no effect on an objects mass, size, strength or other physical features.

Lots (Divination)

Level: 2
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 minute
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

This spell provides a means of determining facts in a situation. A question is asked that can be answered by means of opposites (yes/no, hot/cold, left/right, etc.) The spell reveals only matters of fact; Is the castle to the right or the left. Are enemies on the five miles of road ahead. Etc. It answers the question as applies to the here and now. No future event can be determined. If a question is asked that is a matter of opinion, or cannot be answered in the described fashion, the question is not answered and lost. The practitioner casts the spell while tossing a specially prepared set of sticks, stones, or bones. He then reads the result in the pattern of the lots and can give an answer to the question.

For every 5 levels the practitioner possess he can cast the lots an additional time I.E. twice at 6th level, three time at 11th, etc.

The material component of the spell is the set of lots. They can be made of stone, bone, or wood. The practitioner must prepare the set in advance and let no other person handle them. Should the lots be mishandled they must be cleansed and re-keyed to the caster before they can be used again. The lots are not consumed in the spell.

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Make Whole (Transmutation)

Level: 2
Range: close (25 ft. + 5 ft./2 levels)
Components: V, S
Duration: instantaneous
Casting Time: 10 minutes
Area of Effect: one object of up to 10 cu. ft./level or one construct creature of any size
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

This spell functions as mending, except that it repairs 1d6 points of damage per level when cast on an object or construct creature (maximum 5d6).

Make whole can fix destroyed magic items (at 0 hit points or less), and restores the magic properties of the item if your caster level is at least twice that of the item. Items with charges (such as wands) and single-use items (such as potions and scrolls) cannot be repaired in this way. When make whole is used on a construct creature, the spell bypasses any immunity to magic as if the spell did not allow spell resistance.

Nap (Alteration)

Level: 2
Range: Touch
Components: V, S
Duration: 1 hour
Casting Time: 1 round
Area of Effect: One creature/2 levels
Saving Throw: None
Spell Resistance: Yes

Creatures affected by this spell are put to sleep for one hour. Upon awakening, the creature is as refreshed as if he had slept for eight hours. The affected persons recover hit points as if he rested for a full night. Wizards can recover spells as if real time had passed.

Because the rest is so complete and rejuvenating, a character does not feel fatigued after waking. Attempts to use *nap* more than once in a 24 hour period are ineffective. Only willing subjects can be affected by *nap*. The down side is that creatures under the effect of a *nap* cannot be wakened by any means short of wounding or a *dispel magic* spell. They are totally helpless until the spell expires.

The caster cannot target themselves.

Obscure Spirit (Divination)

Level: 2
Range: 20 yards + 5 yards per level
Components: V, S
Duration: 10 minutes/level
Casting Time: 1 Action
Area of Effect: One creature or object
Saving Throw: None
Spell Resistance: No

Obscure spirit, conceals a single mind or spirit from detection by *detect spirit*, *aura sight* or other means for the duration of the spell. Be it a living person or object.

Owl's Wisdom (Transmutation)

Sphere: Combat
Level: 2
Range: Touch
Components: V, S
Duration: 1 minute/level
Casting Time: 1 action
Area of Effect: Creature touched
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, paladins, and rangers (and other Wisdom-based spellcasters) who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

Pass Without Trace (Enchantment/Charm)

Level: 2
Range: Touch
Components: V, S, M
Duration: 10 minutes/level
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: None
Spell Resistance: No

This spell enables the recipient to move through any type of terrain, mud, snow, dust, etc. and leave neither footprints nor scent. The area that is passed over radiates magic for 10 to 60 minutes after the affected creature passes. Thus, tracking a person or other creature covered by this spell is impossible by normal means. Of course, intelligent tracking techniques, such as using a spiral search pattern, can result in the trackers picking up the trail at a point where the spell has worn off.

The material component of this spell is a sprig of pine or evergreen, which must be burned and the ashes powdered and scattered when the spell is cast.

Personal Reading (Divination)

Level: 2
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 10 minutes
Area of Effect: One person
Saving Throw: None
Spell Resistance: No

This spell allows the practitioner to divine personal information about one sentient being and learn valuable facts about that person. To cast the spell the practitioner must have at least two of the following; the subject's birth name or true name should it differ, the date and place of the person's birth, a personal item belonging to the person in question, the person themselves. If present the subject need not be conscious or willing, they don't even have to be alive. The more of these things the practitioner has the better the information the spell will give.

The historical information discovered through this spell is generally vague. For example the practitioner might learn that the

subject was born in the wood and moved to the city only after hardship made his life untenable. Specific information is up to the DM. The DM might provide some or all of the following information.

- The subject's character class or profession
- The subject's approximate level or mastery.
- The subject's standing in the community (respected, mistrusted, recluse, etc.)
- The subject's success or failure in life or profession.
- The subject's prevailing character traits or mannerisms.

If the spell is cast using an alias or incorrect birth information, the reading will be inaccurate. The DM should develop a history and personality at odds with the truth. This might allow the practitioner to determine whether the name or birthdate of the subject is correct. A reading giving information that conflicts with what is known should be a clue that the name or birthdate is incorrect.

Plant Growth (Alteration)

Level: 2
Range: 160 yards
Components: V, S
Duration: instantaneous
Casting Time: 1 Action
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

The *plant growth* spell enables the caster to choose either of two different uses.

The first causes normal vegetation to grow, entwine, and entangle to form a thicket or jungle that creatures must hack or force a way through at a movement rate of 10 feet per round (or 20 feet per round for large sized creatures). Note that the area must have brush and trees in it in order for this spell to take effect. Briars, bushes, creepers, lianas, roots, saplings, thistles, thorn, trees, vines, and weeds become so thick and overgrown in the area of effect as to form a barrier. The area of effect is a square 20 feet on a side per level of experience of the caster, in any square or rectangular shape that the caster decides upon at the time of the spellcasting. Thus, an 8th-level caster can affect a maximum area of a 160-foot x 160-foot square, a 320-foot x 80-foot rectangle, a 640-foot x 40-foot rectangle, a 1,280-foot x 20-foot rectangle, etc. The spell's effects persist in the area until it is cleared by labor, or fire.

The second use of the spell affects a one-mile square area. The spell renders plants more vigorous, fruitful, and hardy, increasing yields by 20% to 50% ($[1d4+1] \times 10\%$), given a normal growing season. The spell does not prevent disaster in the form of floods, drought, fire, or insects, although even in these cases the plants survive better than expected. This effect lasts only for the life cycle of one season, the winter "death" marking the end of a life cycle even for the sturdiest of trees. In many farming communities, this spell is normally cast at planting time as part of the spring festivals.

The reverse of the spell *wither plant* causes all plants in up to a one square mile area of effect to weaken and die. A *dispel magic*, or *remove curse* spell will halt the damage, but not repair it. A *plant growth* will recover lost crops, but not increase the yield.

Predict Weather (Divination)

Level: 2
Range: Special
Components: V, S
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell allows the practitioner to gain some foreknowledge into what the weather will be in the near future. The greater the span of days the caster tries to predict the less accurate the forecast.

The caster has a 75%+INT chance of accurately predicting the weather for the next 24 hours. The accuracy drops by half for every 24 hours farther afield the caster tries to predict. I.e. a practitioner with an intelligence of 16 will have a 91% chance of predicting the next day's weather, a 45% chance of predicting two days in advance, and only a 22% chance for the third day.

The spell will give general information on temperature, wind speed and direction, cloud cover, and precipitation, if any. All terms should be general i.e.. Warm, with fair winds from the east, clear skies, no chance of rain.

Protection form Normal Missiles (Abjuration)

Level: 2
Range: Touch
Components: V, S
Duration: 1 turn/level
Casting Time: 1 Action
Area of Effect: Creature touched
Saving Throw: Will (harmless)
Spell Resistance: Yes

By means of this spell, the caster bestows total invulnerability to hurled and projected missiles such as arrows, axes, bolts, javelins small stones, and spears. Furthermore, it causes a reduction of 1 from each die of damage (but no die does less than 1 point damage) inflicted by large or magical missiles such as ballista missiles, catapult stones, canon balls, hurled boulders, and magical arrows, bolts javelins, etc. The spell allows the recipient to automatically make their fortitude save against cannon or other "instant kill" missiles. Note however that this spell does not convey any protection from such magical attacks as fireballs lightning bolts or magic missiles.

Simples (Alteration)

Level: 2
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 hour
Area of Effect: 1 item
Saving Throw: None
Spell Resistance: No

This spell allow the creation of magical items of limited power known as "simples". Generally those items that contain a single spell for one use. The item to contain the spell must be suitable for the spell; e.g., a dagger will not hold a spell of healing. The item may be of natural construction; i.e. a stick of normal

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wood, a wreath of flowers or leaves, a single feather from a rare bird, or it may be man made, objects of art or metal. The object must be purified, then the *simples* spell cast upon it. Afterwards the spell to be contained must be cast, either by the practitioner, or another whose magic is desired. The spell is bound to the item until used.

Expensive items are not required, in fact items of nature, unaltered except for their procurement are preferred

Speak With Plants (Alteration)

Level: 2
Range: 0
Components: V, S
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: 30 foot radius
Saving Throw: None
Spell Resistance: nO

A *Speak with plants* spell enables the practitioner to converse, in very rudimentary terms, with all sorts of living vegetables (including fungi, molds, and plant-like monsters such as shambling mounds) and to exercise limited control over normal plants. Thus the caster can question plants as to whether or not creatures have passed through them, cause thickets to part easing passage, require vines to entangle pursuers, and other like services. The spell does not enable plants to up-root and move about, but any movements within the plants' normal capabilities are possible. All vegetation within the area of effect is affected by the spell.

Summon Monster 2 (Conjuration/Summoning)

Sphere: Summoning
Level: 2
Range: Close (25 ft. + 5 ft./2 levels)
Components: V, S
Duration: 4 rounds +1 round per level
Casting Time: 1 Action
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 creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. You choose which kind of creature to summon, and you can change that choice 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.

Weighty Chest (Alteration)

Level: 2
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 2 rounds
Area of Effect: 10 foot cube
Saving Throw: None
Spell Resistance: No

This spell enables the caster to enchant a chest, book or any other nonliving object no larger than a 10 foot cube. When the enchanted object is touched by anyone other than the caster the apparent weight of the object increases, becoming 2-5 times the weight of the person or persons touching it. This condition makes the object extremely difficult to move for anyone but the caster. The caster can move the object normally.

The material component is a lead ball.

Whispering Wind (Alteration/Phantasm)

Level: 2
Range: 1 mile/level
Components: V, S
Duration: Special
Casting Time: 1 Action
Area of Effect: 2 foot radius
Saving Throw: None
Spell Resistance: No

By means of this spell the practitioner is able to either send a message or cause some desired sound effect. The *whispering wind* can travel as many miles above ground as the practitioner has levels of experience, to a specific location within the range that is familiar to the practitioner. The *whispering wind* is a gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound.

Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates. A message of up to 25 words, or sounds lasting one round can be send via the wind. The wind can move as slow as a mile per hour or as fast as a mile per turn. When the spell reaches its objective it swirls and remains until the message is delivered. The *whispering wind* cannot be used to cast spells.

