

THE FIRST CIRCINATE

AFFECT NORMAL FIRES

Third Initiation of the Pyrurge

Level: 1, Transmutation

Duration: 1 minute/level

Range: 5'/level

Effect: 5' diameter fire, no save

Components: 1 round, V, S

With a word and quick gesture, you manipulate the size and brightness of fires up to a bonfire 5' in diameter. Any such fire may be either reduced in size and brightness to that of a small candle, or increase in brightness to become as bright as a light spell. Reducing a fire cuts fuel consumption in half, while increasing it doubles it. The temperature of the flame is not altered in either case.

AUDIBLE ALARM

Lesser Ward against Material Trespass

Level: 1, Abjuration

Duration: 1 hour/level

Range: 5'/level

Effect: 15' + 5'/level radius, no save

Components: 1 turn, V, S, M (A specially cut reed)

You invisibly ward an area such that each time a creature larger than a mouse enters, without speaking a password, an alarm is sounded. The alarm is a shrill whistling noise which lasts for 3 seconds and is audible to anyone within 60' of the center of the spell. Reduce the range by 10' for each interposing closed door and 20' for each substantial interposing wall. In quiet conditions, the alarm may be heard as far as 180' away.

AUDIBLE FIGMENT

Aid unto the Beleaguered Choirmaster

Level: 1, Illusion (Figment)

Duration: 2 minutes/level

Range: 50' + 10'/level

Effect: Maximum 4 men/level equivalent sound, conditional save vs. Spells to disbelieve

Components: 2 rounds, V, M (A bit of wool or lump of wax)

You cause sounds to arise at the indicated point, seeming to recede, close, or remain in a fixed place as desired. While any type of sounds with which the caster is familiar may be produced, the total volume of the sound is related to the level of the caster. The sounds of 4 men may be produced for every caster level: a horde of rats squeaking and running about is the equivalent of 8 men, while the roar of a lion is the equivalent of 16. If a character states they do not believe in the sound, a saving throw is made, with success meaning they hear only a faint, unsettling murmuring. *Audible figment* may duplicate speech, but only if the caster is familiar with the language chosen.

BURNING HANDS

Invocation of the Prime Ignifer

Level: 1, Evocation

Duration: 1 round

Range: Caster

Effect: 2' + 1'/level gout of flame, no save

Components: 1 round, V, S

You cause jets of searing flame to shoot forth from the fingertips. The caster's hands must be held so that the thumbs are touching and the fingers are spread. Because of this, the flame covers an arc roughly 120 degrees in front of the caster, dealing 1 hp of damage per caster level to each creature caught within the flames.

CALL VERMIN

Compulsion of the Lowly to Service

Level: 1, Conjuraton

Duration: Concentration + 2 rounds/level

Range: 180'

Effect: One 10' square or 10'/level, no save

Components: 2 rounds, V, S

You summon a swarm of small creatures such as rats, bats, spiders, or beetles, and command them to congregate in an area of your choice. While the caster concentrates, they may impel the swarm to move or remain stationary, until the swarm encounters any other creature (save the caster themselves). The swarm will then attack, and will no longer be able to be controlled.

Creatures attacked by the swarm take 1 hp of damage per round spent in the swarm if they focus on fending off the creatures, or 1d4 hp if they focus on other things (including leaving the swarm). Spellcasting within the swarm is impossible. The swarm has 2 hp per caster level, and can be held off by any *protection from evil* spell. When the caster's concentration is broken, the swarm lingers for a time before dispersing. The caster may be attacked by the swarm at this time. The summoned creatures are usually randomly determined by throw of percentile dice:

1 - 40	41 - 70	71 - 80	81 - 90	91 - 00
Rats	Centipedes/Beetles	Spiders	Bats	Flying Insects

CHANGE SELF

Induction of the Body to the Dissimulative Path

Level: 1, Illusion (Glamer)

Duration: 2d6 rounds + 2 rounds/level

Range: Caster

Effect: Caster, conditional save vs. Spells + INT to disbelieve

Components: 1 round, V, S

You alter the appearance of your form, including clothing and equipment, to appear one foot shorter or taller; thin, fat, or in between; human, humanoid, or any other generally man-shaped bipedal creature. The caster cannot duplicate a specific individual, nor does the spell provide the abilities or mannerisms of the chosen form. Creatures may make a saving throw to disbelieve the illusion, but only if they have some reason to examine the caster. The spell does not alter the tactile properties of the caster, and the ruse may be discovered in this way.

CHARM PERSON

Neophytic Insistence of Amity

Level: 1, Enchantment

Duration: Variable, based on target's Intelligence

Range: 15'

Effect: 1 person, save vs. Spells + WIS negates

Components: 1 round, V, S

You compel a person (bipedal human or humanoid) to behave as though they view you as a trusted friend and ally to be heeded and protected. The target receives a saving throw vs. Spells to resist this effect. They add their Wisdom modifier and the total hp damage they have recently sustained from the caster's associates to their throw.

A *charmed* creature is not an automaton, but will view the actions or words of the caster in the most favorable way. *Charmed* characters will generally obey the commands of the caster, except where doing so would be obviously self-destructive. For example, a *charmed* creature will not commit suicide upon command, but could be convinced to hold back an onrushing monster if assured that doing so is the only chance to save the caster's life.

Charmed creatures receive saving throws to break the effect at regular intervals, based on their Intelligence scores. A more powerful *charm* spell will override the weaker one. Equal-power *charm* spells will create conflicting obligations.

INT	≤3	4 - 6	7 - 9	10 - 12	13 - 14	15 - 16	17	18	19
CHECK	3 mo.	2 mo.	1 mo.	3 wks.	2 wks.	1 wk.	3 days	2 days	1 day

CHILL TOUCH

Disturbance of the Primordial Breath

Level: 1, Animation

Duration: 3 rounds + 1 round/level

Range: Touch

Effect: Creature or creatures touched, save vs. Spells negates

Components: 1 round, V, S

The touch of your hand, glowing with haunting blueish-green energy, disrupts the life energy of living creatures. On a successful melee touch attack, you deal 1d6 points of damage and reduce the target's Strength score by 1. Strength lost to this spell returns at a rate of 1 point every hour.

Undead creatures do not take damage from this spell, but must save or flee for 1d4 rounds + 1 round per caster level.

DETECT MAGIC

Perlustration of the Veil

Level: 1, Divination

Duration: Concentration, up to 1 minute/level

Range: Caster

Effect: Field of caster's vision out to 50' + 10'/level, no save

Components: 1 round, V, S

You detect the disturbances caused by magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round – Presence or absence of magical auras.

2nd Round – Number of different magical auras and power of the most potent aura.

3rd Round – The strength and location of each aura.

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. The spell may penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or earth blocks it.

DETECT UNLIFE

Cognizance of the Restless and Returned

Level: 1, Divination

Duration: Concentration, up to 30 minutes + 5 minutes/level

Range: Caster

Effect: Field of caster's vision out to 50' + 10'/level, no save

Components: 1 round, V, S, M (A bit of earth from a grave)

You detect the presence of undead creatures. The amount of information revealed depends on how long you study a particular area or subject.

1st Round – Presence or absence of undead auras.

2nd Round – Number of different undead auras and power of the most potent aura. If the strongest undead aura's strength is both greater than 11 HD and twice your level, you are knocked unconscious and the spell ends.

3rd Round – The strength and location of each aura.

The spell may penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or earth blocks it. You may turn while using on this spell, but you cannot move faster than walking pace.

ENLARGE

Umbonion's Formulae of Stature

Level: 1, Transmutation

Duration: 10 minutes/level

Range: 5'/level

Effect: Target creature or object, save vs. Spells negates

Components: 1 round, V, S, M (A pinch of powdered iron)

You cause a single creature or object to instantly grow in both volume and mass. The effect on living creatures is a 20% increase per level, up to 200%; the effect on objects is half this, 10% per level up to 100%. The maximum volume of living material which may be affected is 10 cubic feet per level of living matter, or 5 cubic feet of non-living matter. (An adult human is about 2.5 cubic feet, or 1 cubic foot per 60 pounds, roughly). This spell does not increase or augment the magical properties of anything it is cast on – an *enlarged* potion would merely require a larger dose to attain the same effect. A table blocking a door, however, would become heavier, a thin cord a thick rope, and a hurled stone that much more effective (if cast close to time of impact).

Multiply all damage done in melee and falling damage suffered by the creature's new proportions. For example a character 140% normal size who rolls 8 damage would actually deal 11 damage. If it is necessary to calculate mass, cube the new proportions of the target and multiply the original mass by the result. For surface area, use the same procedure, squaring instead of cubing.

The reverse of this spell is *reduce*.

FEATHER FALL

Gentle Rebuke of the Earthward Impulsion

Level: 1, Transmutation

Duration: 1 minute/level or upon landing

Range: 30'/level

Effect: Up to 200 lbs/level in a 10' cube around target creature, object, or point, no save

Components: Instant, V

You cause creatures or objects to fall as if they were a feathery piece of down. Creatures under the effect of this spell fall at a constant rate of 2' per second, and take no damage when they land. However, when the effect ends, a normal rate of falling resumes. The spell's effect may be extended to other creatures or objects around the target if the caster is powerful enough.

The spell works only upon free-falling or propelled objects. It will not stop a sword blow or charging creature, but will affect a missile. Motion perpendicular to the axis of the fall is unaffected by this spell.

You may cast this spell as a reaction, if the target is yourself.

FLOATING DISK

Tenzariel's Answer to the Disobedient Porter

Level: 1, Evocation

Duration: 30 minutes + 10 minutes/level

Range: 20'

Effect: 3' diameter disk that can hold 100 lbs/level

Components: 1 minute, V, S, M (sinews from a horse, ox, or man, specially knotted)

You create a circular plane of force that follows you around and carries loads for you. The plane is 3' in diameter and slightly concave, being 1" deep at its center. It holds 100 lbs. of weight per caster level, or 2 gallons of liquid. The disk floats approximately 3' above the ground or floor at all times and remains level. It will maintain a constant 6' interval between the caster if unbidden. The disk can move at the caster's normal movement speed, and can move up to 20' away from the caster with a mental command. If the disk moves past this range, or is forced to move 3' above the ground, it winks out of existence, and whatever it was supporting is precipitated to the surface beneath it.

FRIENDS

Gift unto the Charlatan

Level: 1, Enchantment

Duration: 1 minute/level

Range: Caster

Effect: 10' + 10'/level radius sphere, save vs. Spells + WIS reverses effect

Components: 1 round, V, S, M (white powder, black powder, and vermillion, applied to the face)

You affect the minds of creatures around you, greatly improving your charisma – or harming it, if a successful save is made. Creatures of greater than animal intelligence who fail their save perceive your Charisma as being 2d4 points higher for the duration of the spell. They will generally be impressed with the caster's presence, and desire to become their friend. For this reason, they will usually offer help when asked, within reason. Creatures who make their saving throw instead perceive the caster as vaguely menacing. The character's charisma goes down 1d4 points instead, as far as these creatures are concerned.

GREASE

Maegwinor's Transient Unction

Level: 1, Conjuraton

Duration: 2 minutes + 1 minute/level or until canceled

Range: 30'/level

Effect: 1 target object or a 10' square, save vs. Spells to resist

Components: 1 round V, S, M (a bit of pork rind or butter)

You cover a solid surface or object with a slippery layer of fatty, greasy nature. Any creature entering the affected area or caught in it must make a saving throw or slip and fall. Those who make their saving throw can move 5' through the *greased* area. A creature may make a saving throw each round until it escapes. Saving throws are subject to circumstance – *greasing* an inclined surface offers little chance for creatures to avoid the effect, but their exit is almost assured!

Material objects not in use are always affected by this spell when targeted. Creatures wielding or employing a targeted object may save vs. Spells to prevent the effect. If this initial saving throw is unsuccessful, the creature loses hold of the item. Each round a greased item is attempted to be used, a creature must make a successful save or drop the item. Grease may not be cast on a creature, but it may be cast on a creature's clothing or armor. The caster may end the effect with an utterance.

HOLD PORTAL

Imposition unto the Threshold

Level: 1, Abjuration

Duration: 1 minute/level

Range: 20'/level

Effect: 1 door/level, no save

Components: Instantaneous, V

With a grave word of command, you compel a door, gate, valve, or lid of wood, metal, or stone to remain shut. The magical closure holds the portal fast as if it were securely stopped and locked. The portal may still be battered open, broken apart, or otherwise destroyed. A Wizard of four levels higher than the caster may automatically compel a *held* portal to open, as can a *knock* spell.

HYPNOTISM

Reduction of the Mind to Pliancy

Level: 1, Enchantment

Duration: 1 minute + 1 minute/level

Range: 30'

Effect: 30' cube, save vs. Spells negates

Components: 1 round, V, S

Your gestures and droning incantations fascinate nearby creatures, causing them to stop and stare blankly at you. 1d6 creatures in the area of effect are so affected, and are susceptible to suggestion – a brief and reasonable sounding request, as per the 3rd-level spell *suggestion*. The request must be given after the spell is successfully cast, and is not magical in and of itself – it is merely a normal utterance. While creatures need not be able to understand the caster to be fascinated, they must be able to understand their requests to carry them out.

Exceptionally wary or hostile creatures save with +1 to +3 bonuses. If the caster chooses to affect only a single creature, that creature saves at -2. A creature that fails its saving throw does not remember that it was enspelled.

INVIGORATING BREATH

Convalescence of the Fractured Vessel

Level: 1, Animation

Duration: Instantaneous

Range: Caster

Effect: 1 target breathing creature within 5', save vs. Spells to negate

Components: 1 minute, V, S

You channel your life energy into another breathing creature through your breath. For every one of your own max hp that you sacrifice, your target is healed for 1d4 hp. You may choose not to sacrifice any hp, but in this case, the target is healed for only 1 hp.

LIGHT

Minor Relief of the Midnight Scholar

Level: 1, Transmutation

Duration: 10 minutes/level

Range: 50' + 10'/level

Effect: 20' radius globe, conditional save vs. Spells to avoid

Components: 3 rounds, V, S

You cause an object to glow with the brightness of a torch, shedding light in a 20' radius around it. The effect is immobile unless cast on a moveable object. The spell may be cast at a point in the air, or on a creature, which may save vs. Spells to avoid the effect. Success indicates that the spell is cast immediately behind the creature. *Light* may be dispelled by the caster with a word or gesture. The reverse of this spell is *dim*.

MAGIC MISSILE

Unerring Projection of Intent

Level: 1, Evocation

Duration: Instantaneous

Range: 60' + 20'/level

Effect: 1 or more creatures within a 10' cube, no save

Components: 1 round, V, S

Darts of base magical energy shoot forth from your outstretched hand and unerringly strike their targets. Each missile does 1d4+1 damage, and cannot be avoided. The caster must, however, be able to see and perceive their targets. At every odd level (3rd, 5th, etc.) the caster gains an additional dart, which may either target an additional creature, or coalesce with another dart to deal more damage.

This spell can only target creatures; it will fail to strike inanimate objects.

MENTAL ALARM

Perception of Material Trespass

Level: 1, Divination

Duration: 2 hours/level

Range: Touch

Effect: 15' + 5'/level radius, no save

Components: 10 minutes, V, S, M (Purple chalk)

You invisibly ward an area such that each time a creature larger than a mouse enters without uttering a password, an alarm is sounded. Only the caster is aware of the intrusion, which registers as a "ping" in their mind, sufficient to wake them from non-magical sleep.

OBSCURING MIST

Entreaty to Obscuring Vapors

Level: 1, Conjuration

Duration: 1 minute/level

Range: Caster

Effect: 10' + 10'/level radius cloud, no save

Components: 1 round, V, S

You cause a pillar of misty vapor to rise around you. It is stationary once created. The vapor obscures all non-magical sight beyond 5 feet. Creatures 5 feet away have 20% concealment. Creatures farther away have 50% concealment.

A moderate wind (11+ mph) disperses the fog in 4 rounds. A strong wind (31+ mph) disperses the fog in 1 round. A spell that creates fire or an explosion burns away the fog in the area of effect. This spell does not function underwater.

PERCEIVE LIFE FORCE

Attentiveness to the Highest of the Higher

Level: 1, Animation

Duration: Concentration, up to 1 minute/level

Range: Caster

Effect: 20' + 10'/level radius, no save

Components: 2 rounds, V, S, M (A freshly-crushed insect or other small creature)

You are able to sense the presence of life forces, including the forces of unlife, in an area around you. The amount of information revealed depends on how long you concentrate.

1st Round - Presence or absence of life forces.

2nd Round - Direction of life auras.

3rd Round - Comparative magnitude of auras (many weak forces close together coalesce into a single "blip").

Creatures within the area of effect feel cold, and as though they are being watched, with these feelings intensifying as the spell is maintained. Unintelligent animals may panic or otherwise react poorly. The spell may penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or earth blocks it. You may not move faster than walking pace while concentrating on this spell.

PROTECTION FROM EVIL

Somatic Ward against Demonic Servants

Level: 1, Abjuration

Duration: 1 minute/level

Range: Touch

Effect: Creature touched

Components: 1 minute, V, S, M (silver powder mixed with salt, with which to trace a 3' circle on the floor)

You ward a creature from attack by evil creatures, creating a magical barrier that extends 1 foot away from them in all directions. The barrier moves with the target, and protects them from the attacks of demons, from mental control, and from summoned creatures. The barrier causes demons great discomfort, giving the target a +2 bonus to AC and +2 bonus to all saves made against such creatures.

The barrier also blocks attempts to possess the warded creature, or to exercise mental control over the creature. The spell does not prevent its subject from being targeted by such effects, but suppresses them for its duration. The barrier cannot expel or exorcise a possessing life force already in control of the target.

Finally, the barrier prevents bodily contact from summoned creatures. Such creatures cannot strike the target with natural weapons, and recoil in pain and fear if their attacks require touching the warded creature. The protection ends if the warded creature attempts to attack the blocked creature. Demons that have been summoned count as summoned creatures first.

RAY OF ENFEEBLEMENT

Remembrance of Creeping Decrepitude

Level: 1, Animation

Duration: 1 minute/level

Range: 10' + 5'/level

Effect: Target creature, save vs. Spells to reduce effect

Components: 1 round, V, S

A ghostly ray springs from your hand, weakening the creature it strikes. You must succeed on a ranged touch attack to strike a target. The target's Strength is reduced to 3, resulting in a -3 modifier to melee attack rolls and damage. Additional effects may occur as a result of the creature's new profound weakness. If the creature already has a Strength score of 3, *ray of enfeeblement* reduces it to 2 (-4 modifier), and so forth. On a successful save, the target's Strength is merely reduced by 1d4 points, to a minimum of 5.

SHIELD

Aegis of the Enlightened

Level: 1, Abjuration

Duration: 5 minutes/level

Range: Caster

Effect: Barrier in front of caster, no save

Components: 2 rounds, V, S

You cause a faintly shimmering barrier of magical force to spring into being before you. The barrier grants the caster AC 18 vs. hand-hurled projectiles (javelins, stones, throwing axes), AC 17 vs. small device-propelled missiles (arrows, quarrels), and AC 16 vs. all other forms of physical attack. Additionally, it grants the caster a +1 bonus to saving throws from effects that are essentially frontal. *Shield* will always move to cover the caster's front, and offers no protection from attacks from the side or rear.

SHOCKING GRASP

First Conveyance of the Cumulonimbic Will

Level: 1, Evocation

Duration: 1 hour or 1 use

Range: Caster

Effect: Touched creature, no save

Components: 1 round, V, S

You charge your hands with electric power, delivering a powerful shock at a time of your choosing. Upon a successful melee touch attack, the caster deals 1d8+1 +1/caster level points of electricity damage, with a +4 bonus to hit if the target is wearing or carrying significant amounts of metal. Another creature touching the caster will not discharge the spell.

SILENT IMAGE

Initiation to the Houses of Dusk

Level: 1, Illusion (Figment)

Duration: Concentration + 1 round/level

Range: 60'

Effect: Visual illusion no larger than one 10' cube/level, save vs. Spells + INT disbelieves

Components: 1 round, V, S

You create the visual illusion of an object, creature, or force, as visualized by you. This spell cannot create sound, smell, texture, or temperature. The caster may move the image within the limits of the size of the effect.

SLEEP

Appeal to Latent Torpor

Level: 1, Enchantment

Duration: 5 minutes/level

Range: 30' + 10'/level

Effect: Creatures capable of sleep in a 15' radius circle, no save

Components: 1 round, V, S, M (A pinch of fine sand, rose petals, or a live cricket)

You cause a deep sleep to fall upon a number of creatures in an area of your choosing. This spell does not affect creatures who do not sleep, such as undead. The number of creatures which can be affected is a function of their life energy levels, expressed as hit dice and hit points:

HD	up to 1	1+ to 2	2+ to 3	3+ to 4	4+ to 5
No. Affected	4d4	2d4	1d4	1d2	1d2-1

The spell is ineffective against creatures more powerful than this. Loud noises will not usually wake creatures under the effect of *sleep*, but slapping, wounding, smelling salts, and so forth will suffice. Creatures will require 1d3 rounds to fully rouse themselves in any case.

TRUE STRIKE

Vision of the Duelist's Error

Level: 1, Divination

Duration: 1 minute/level or next melee attack

Range: Caster

Effect: Caster's next attack, no save

Components: 1 round, V, S, M (A strip of white cloth with eyes painted on in purple)

You gain temporary, intuitive insight of the movements and predilections of an opponent in combat. Your next single attack roll in melee gains a +20 bonus to hit. Additionally, you ignore the effects of concealment. You must be able to see your opponent or opponents when you cast this spell.

UNSEEN SERVANT

Summons unto a Docile Un-Being

Level: 1, Conjuraton

Duration: 1 hour/level

Range: Caster

Effect: 30' radius of caster, no save

Components: 1 round, V, S, M (A bit of string and a specially carved piece of wood)

You call an invisible, mindless, shapeless force to do your bidding. The *unseen servant* obeys the caster's mental commands, and is capable of simple tasks, such as fetching items, opening unstuck doors, holding chairs, cleaning, mending, and the like. It can perform only one activity at a time, but may repeat the activity if commanded to do so. It is not strong, and can only carry items of up to 20 lbs. in weight, or shove 100 lbs. across a relatively frictionless floor. It can only open normal doors, drawers, lids, and the like. It can follow the caster at 15'/round, and dissipates if the caster moves more than 30' away from it.

An *unseen servant* may never attack, and cannot be struck with normal weapons. 6 points of area damage will dissipate it.

VENTRILOQUISM

Dissociation of the Corporeal Utterance

Level: 1, Illusion

Duration: 2 minutes + 1 minute/level

Range: Caster

Effect: Point within 10' + 10'/level (max 100'), conditional save vs. Spells to disbelieve

Components: 1 round, V, M (A small cone of parchment)

You make your voice (or any other sound which you can normally make vocally) appear to be issuing from somewhere other than where you are standing, such as from behind a door or from another creature. You may speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and suspects it is false may roll a save, adding their Intelligence bonus.

THE SECOND CIRCINATE

ACID ARROW

Base Projection of the Vitriolic Principle

Level: 2, Conjuraton

Duration: 1 round + 1 round/3 caster levels

Range: 240'

Effect: One target creature or 2' square, see desc. for saves

Components: 1 round, V, S

You conjure a bolt of magical acid, which you hurl like an arrow toward your foes. The caster makes a ranged touch attack, replacing their normal BAB with their Wizard level (i.e., behaving as if they were a Fighter). A creature struck by an acid arrow takes 2d4 points of acid damage each round the acid is present. The acid may be neutralized by immersion in water. A creature struck by this spell must make saving throws for their items.

A creature with a small or medium shield may make a saving throw vs. Spells + DEX to sacrifice their shield and avoid the attack. A creature with a large or tower shield may automatically sacrifice their shield.

ALTER SELF

Second Proof of the Corporeal Deception

Level: 2, Transmutation

Duration: 3d4 rounds + 2 rounds/level or until canceled

Range: Caster

Effect: Appearance altered within guidelines, conditional save vs. Paralyze + INT succeeds

Components: 2 rounds, V, S

By uncanny formulae, you reshape your own flesh and bone for a brief period. The caster alters their appearance and form - including clothing and equipment physically touched - to appear taller or shorter; thin, fat, or in between; human, humanoid, or any other generally man-shaped bipedal creature. The caster may change size up to 50% larger or smaller, and deals proportionally greater or lesser damage.

The caster also assumes the physical qualities of the new form, albeit somewhat clumsily. If the new form has wings, wall-climbing, burrowing, or the like, the caster may do so as well at half speed. If the form has gills, temperature resistance, or damage reduction, these are gained at full effect for the duration of the spell. The caster may freely designate the new form's minor physical qualities (hair color, texture, skin color, etc.)

The caster gains all physical natural weapons (e.g. claws, fangs, tentacles, long sticky tongues), but does not gain special weapons (e.g. poison glands, gaze or breath attacks). Additionally, the caster does not gain any attack bonuses, or the ability to make multiple attacks per round, even if the base creature normally does. However, the caster retains all spell-casting abilities and special attacks of their base form, save those requiring a body part the new form lacks (e.g. fingers for spell-casting Somatic components).

The caster is not limited to creatures that they have personally seen; even totally "bespoke" forms are possible. However, to successfully assume such a form, the caster must save vs. Paralyze + INT or suffer 5d6 damage as their body is rent in ways unimaginable. Slain casters automatically return to their normal form.

ARCANE LOCK

Greater Ward against Material Trespass

Level: 2, Abjuration

Duration: Permanent

Range: Touch

Effect: One doorway, container, or portal up to 30 square feet/level

Components: 1 turn, V, S

You create a magical ward which holds doors, hatches, lids, and other similar closures fast. The caster may freely pass their own lock without affecting it. Otherwise, the lock may only be opened by physically battering it down; by a successful Dispel Magic; by a Knock spell, or by a wizard four or more levels higher than the caster. The last two methods do not permanently remove the Arcane Lock, but merely suppress it for a dungeon turn. Summoned creatures cannot burst an Arcane Lock as they can a held portal.

BIND

Imposition unto the Mindless

Level: 2, Animation

Duration: Permanent

Range: 60' + 20'/caster level

Effect: One mindless animated creature, save vs. Spells negates*

Components: 6 seconds, V, S

By means of this spell you bend the crude animations that inhabit creatures such as skeletons and lesser golems to your will. A creature affected by this spell will serve you faithfully to the best of its intellectual capacity. This is normally extremely limited, essentially to commands such as "watch the door" "go here" "attack!" and so forth.

A creature which is not bound to another spell caster receives no saving throw. A creature which is bound to another spell caster receives a saving throw; in fact, the caster saves on behalf of the creature. The spell caster is aware that someone tried to sway their servant, in any case.

A caster may have HD equal to their caster level bound by this spell simultaneously. If this number is exceeded, then all creatures under the effects are unbound.

BLUR

Dissolution of the Absolute Boundary

Level: 2, Illusion (Glamer)

Duration: 3 rounds + 1 round/level

Range: Touch

Effect: Creature touched, save vs. Spells negates

Components: 6 seconds, V, S

You make the edges of the target's body appear blurry, shifting and wavering randomly. This distortion grants the target Heavy Concealment at range (+5 to AC), and Light Concealment in melee (+2 to AC). Creatures that cannot see the target ignore this effect, though in many cases this will impose a harsher penalty in and of itself.

DARKNESS

Alatinel's Inversion of Luminosity

Level: 2, Evocation

Duration: 10 minutes + 1 minute/level

Range: 20' + 10' per level

Effect: 15' radius globe centered on target object, creature, or point, conditional save vs. Spells + DEX negates

Components: 6 seconds, V, S

You call forth total, impenetrable darkness surrounding a point of your choosing. Even special forms of vision, like infravision or ultravision, are useless inside of the area of effect. Neither normal nor magical light will work unless the darkness is dispelled. The clerical spell Daylight can be used to dispel this spell: alternatively, it will temporarily suppress its effects, allowing "normal" lighting conditions to resume.

DAZE

Lesser Invocation of Sloth

Level: 2, Enchantment

Duration: 1d4 rounds

Range: 120'

Effect: Target creature, save vs. Spells + WIS negates

Components: 3 seconds, V, S

You cloud the mind of a humanoid creature with 5 or fewer HD so that it takes no actions save those which are essentially reactive in nature. Humanoids with 6 or more HD are unaffected, as are non-humanoid creatures. The target can still defend themselves and slowly stagger away from obvious threats, but they cannot purposefully move, attack, counterattack, or cast spells.

DETECT EVIL

Inquisition of the Unenlightened

Level: 2, Divination

Duration: 1 minute/level

Range: Caster

Effect: Field of caster's vision out to 50' + 10'/level, no save

Components: 12 seconds, V, S

You detect the disturbances caused by antithetical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round – Presence or absence of "general evil".

2nd Round – Number of different "general evil" auras and power of the most potent aura.

3rd Round – The strength and location of each aura.

10th Round – Hostile intentions (though the nature thereof is not revealed).

Whether or not an effect falls into the category of "general evil" is subject to DM ruling. As a general rule, however, the following types of creatures and effects will register: all Animation spells and creatures under the effects thereof, all summoned creatures, and certain types of demons.

FALSE LIFE

Refusal of the Call Beyond

Level: 2, Animation

Duration: 1 hour/level

Range: Caster

Effect: Caster

Components: 12 seconds, V, S

You twist the powers of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to $1d12 + 1/\text{level}$.

FLAMING SPHERE

Fifth Initiation of the Pyurge

Level: 2, Evocation

Duration: 1 round + 1 round/level

Range: 30'

Effect: 6' diameter sphere, save vs. Spells negates

Components: 12 seconds, V, S

You create a burning globe of fire on the ground, which then rolls in whichever direction you choose. The sphere rolls at a rate of 30' per round over a level surface. For every 5 degrees of incline, it rolls 10 feet faster or slower, as appropriate. The sphere does not accelerate over time. If the sphere is in freefall for more than 30' it blows out. The sphere can roll over barriers less than 4' tall, such as furniture and low walls.

The sphere ignites flammable substances upon contact. Creatures directly in the path of the sphere must save vs. Spells or take 3d6 fire damage as the sphere rolls over them. Creatures within 5' of the sphere, even if not in its path, must save vs. Spells or suffer 1d6 damage from the intense heat.

Directing the sphere requires the spellcaster's full attention, during which time they cannot move or take any other action. If undirected, the sphere rolls down inclines or merely stays at rest and burns as appropriate. The surface of the sphere has a spongy, yielding consistency and cannot batter down large obstacles or push creatures aside. It cannot cause damage except by flame. Despite its nature, the sphere is considered a normal fire, and can be extinguished by anything which would extinguish a normal fire.

FOG CLOUD

Subjugation of Concealing Vapors

Level: 2, Conjuration

Duration: 1 minute/level

Range: 60' + 10'/level

Effect: 30 10' cubes + 10 10' cubes/level

Components: 12 seconds, V, S

You cause a bank of thick fog to billow out from the point you designate. The fog rapidly expands to fill the chamber containing it. If cast outdoors or in a large enough chamber, it assumes a roughly spherical or hemispherical shape as appropriate. The fog obscures all non-magical sight beyond 5 feet. Creatures 5 feet away have light concealment. Creatures farther away have heavy concealment.

A moderate wind (11+ mph) disperses the fog in 4 rounds. A strong wind (31+ mph) disperses the fog in 1 round. A spell that creates fire or an explosion burns away the fog in the area of effect. This spell does not function underwater.

FORGET

Remembrance of Mental Frailty

Level: 2, Enchantment

Duration: Permanent

Range: 60'

Effect: 20' cube centered on target point OR target caster, save vs. Spells + WIS negates

Components: 2 rounds, V, S

Your voice, attended by a choir of dread whispers, causes creatures within the area of effect to forget the events of the previous minute. For every three caster levels, another minute is forgotten. This does not negate charms, suggestions, quests, or geasa.

Instead of targeting an area, this spell may be directed against a single spellcaster. If the target caster fails their save, then they forget a random memorized spell - including, potentially, one they are in the process of casting! Shamans do not memorize spells, and are therefore unaffected by this alternate deployment.

GHOUL TOUCH

Grasp of Mortal Vigor

Level: 2, Animation

Duration: 1d6+2 rounds

Range: Caster

Effect: Creatures touched, save vs. Paralyze negates

Components: 6 seconds, S

You channel death energy through your hands, allowing you to afflict creatures with paralysis. The caster must strike the target with a successful melee touch attack. A target which fails their save is paralyzed for 1d6+2 rounds. During that time, they exude a decaying stench in a 10' radius. All creatures who smell it (save the caster) must save vs. Spells or vomit, rendering them unable to attack or cast and inflicting a -2 penalty to AC. This stench is considered poison, and effects which resist poison grant immunity.

GLITTERDUST

Imposition of Brilliance

Level: 2, Conjuraction

Duration: 1d4 rounds + 1 round/level

Range: 60'

Effect: 20 foot cube centered on target point, save vs. Spells negates

Components: 6 seconds, V, S

You conjure a thick cloud of glittering golden particles. The initial appearance of these particles blinds all creatures in the area of effect who fail their saving throw. Creatures who fail are blinded for 1d4+1 rounds. Additionally, the particles cling to whatever they land on and continue to sparkle until they fade away, thereby revealing any invisible creatures. In conditions of poor illumination, Glitterdust gives all ranged attacks against an affected creature +2 to hit. In daylight, however, it inflicts a -2 penalty to such attacks instead.

GUST OF WIND

Initiation to the Zephyric Names

Level: 2, Evocation

Duration: 1 round

Range: Caster

Effect: Path 10' wide by 20 yds/level long

Components: 6 seconds, V, S

By lifting your hand and reciting the names of ten cruel winds, you cause a severe blast of air to shoot forward. The force of this gust (about 50 mph) is sufficient to extinguish all candles, torches, and similar unprotected flames. It causes protected flames and small campfires to dance wildly, and has a 5% chance per caster level of extinguishing such flames. Small flying creatures are pushed backwards 1d6 x 10 yards, while man-sized creatures are held motionless if attempting to move into the force. Larger creatures move at half speed.

In addition to these effects, it does anything that a sudden blast of wind would be expected to do (fan a large fire, disperse gases, kick up dust, etc).

HIDEOUS LAUGHTER

Tazhara's Uncontrollable Wit

Level: 2, Enchantment

Duration: 1 round/caster level

Range: 60'

Effect: 1 target creature, save vs. Spells + INT negates

Components: 6 seconds, V, S

You afflict a creature with uncontrollable peals of laughter, causing it to drop all held items or fall prone. The target chooses which of these effects to suffer. While the creature cannot make attacks or cast while laughing, it can defend itself, stagger away, roll around on the ground, and so forth.

Creatures with 2 or less Intelligence are unaffected by this spell. Creatures of different type than the caster (e.g. mammalian vs. reptilian or insectoid) receive a +4 bonus on their saving throw.

HYPNOTIC PATTERN

Immanence of False Mandalas

Level: 2, Illusion

Duration: Concentration + 2 rounds

Range: 60'

Effect: 30' cube, save vs. Spells + INT negates

Components: 6 seconds, S, M

With the wave of a glowing stick of incense or baton, you create a weaving, twisting pattern of subtle colors in the air. This pattern causes any creature looking at it closely to become fascinated and stand gazing at it as long as the caster maintains the display. The spell can captivate a total of 24 HD worth of creatures (i.e. twelve 2-HD creatures, four 3-HD, etc.) within the area of effect. Creatures who take damage are freed immediately.

While maintaining this spell, the caster cannot move. Maintenance cannot be resumed once it is cancelled.

KNOCK

Boon unto the Thoughtless Porter

Level: 2, Transmutation

Duration: Permanent with exception

Range: 60'

Effect: 2 target: locking or closing mechanisms OR door, gate, valve, etc. 40 square feet/level

Components: 6 seconds, V, S

Your gesture and incantation suffices to force open a lock, door, or other similar closure. This spell will open locks, undo bars, loosen shackles and chains, force open closed or stuck doors, and dispel the effects of the spell Hold Portal. It will suppress the spell Wizard Lock for ten minutes. Each casting of the spell performs two opening functions. For example, a door has two locks on it could be unlocked (but not thrown open) with a single casting.

This spell cannot be used to raise bars or similar impediments (such as a portcullis), nor can it open secret doors if the mechanism is unknown to the caster.

LEVITATE

First Gift of the Aerie-Master

Level: 2, Transmutation

Duration: 10 minutes/level

Range: Touch

Effect: One creature touched, plus 2 slots of carried equipment/caster level, save vs. Spells negates

Components: 6 seconds, V, S

You give a creature limited powers of flight, albeit at your control. You can levitate yourself vertically up to 20'/round, or another creature at a rate of 10'/round. This spell does not provide any horizontal translation, although a levitating creature could push against a wall, for instance, to provide their own.

The caster can cancel this spell at will. Levitating one creature does not impede the caster's other actions (although being airborne certainly could!) A maximum of ½ Intelligence creatures may be moved at once.

LOCATE OBJECT

Minor Guidance of the Blinded Eye

Level: 2, Divination

Duration: 1 round/level

Range: Caster

Effect: Nearest instance of target object located within 100'/level.

Components: 12 seconds, V, S

You sense the direction of a known or familiar object. Almost any inanimate object, from jewelry to tools to weapons, even to staircases and ladders. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, no information is gained. Unique items can only be located if the caster has observed it firsthand (i.e. not through divination).

A thin sheet of lead is sufficient to block this spell. Creatures or the unrefined remains thereof cannot be located.

MIRROR IMAGE

Bolstering of the Convocation

Level: 2, Illusion (Figment)

Duration: 3 rounds/level

Range: Caster

Effect: 1d6 images + 1 image/3 caster levels in 10' radius centered on caster, no save

Components: 6 seconds, V, S

You appear to "split" a number of exact duplicates of yourself out of your body. The images do exactly what the caster does. The spell also causes a blurring and slight distortion when it is cast, rendering it impossible for opponents to determine which are the illusions and which is the real caster. The images remain within 10' of the caster or another image at all times.

When an image is successfully struck by a melee or missile attack, magical or otherwise, it disappears, but any other existing images remain until struck or expiration. Images have AC 8 + caster DEX. When the caster moves, they can briefly recall their images and split them off again, to again confound those who have determined which is real.

MISDIRECTION

Cloak of the Heretic

Level: 2, Illusion

Duration: 10 minutes/level

Range: Touch

Effect: Two creatures or objects touched, save vs. Spells negates

Components: 12 seconds, V, S

You temporarily misdirect spells and effects which detect magical auras (Detect Evil, Detect Magic, Perceive Life Force, etc.) When this spell is cast, the auras of the two subjects are "switched" with each other. Unusually, this spell will suffice to confound the clerical spell Detect Evil. It will fail against Detect Magic.

OBSCURE OBJECT

Rebuke of the Scholar Looking Downward

Level: 2, Abjuration

Duration: 2 hours/caster level

Range: Touch

Effect: One target object

Components: 30 seconds, V, S

You cloak an object from magical location and observation. This spell foils all attempts at scrying, spells which locate objects, crystal balls, and the like. Attempts will automatically fail even if the target of Obscure Object is not necessarily the target of the attempt; scrying a room or scene would fail if an Obscured object was present therein. Creatures or the unrefined remains thereof cannot be affected by this spell.

PERCEIVE THOUGHTS

Attentiveness beyond the Deceptive Faculties

Level: 2, Divination

Duration: 1 round/level

Range: Caster

Effect: 30' radius, conditional save vs. Spells + WIS negates

Components: 6 seconds, V, S

You gain the ability to detect the surface thoughts of any creatures within range. This spell is foiled by 2 or more feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead foil. The caster is aware of all conscious creatures in the area of effect, and may probe one creature's thoughts per round. Creatures in the area of effect feel slightly uncomfortable, as if they are being watched; creatures being probed suffer a minor headache.

If a target is aware of a probe, they may attempt to conceal their thoughts. This spell does not work on mindless creatures (such as undead and constructs). If a creature of 10 Intelligence higher than the caster is in the area of effect, the caster suffers 1d6 damage and the spell ends.

PROTECTION FROM NORMAL MISSILES

Vengeance of the Overthrown Knight

Level: 2, Abjuration

Duration: 10 minutes/caster level

Range: Touch

Effect: Creature touched, save vs. Spells negates

Components: 18 seconds, V, S, M (a piece of tortoise or turtle shell)

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. Such missiles simply bounce off the target as they would a solid stone wall. Furthermore, it halves the damage caused by siege weapons (e.g. ballistae, catapults) or small missiles of magical nature (but not the spell magic missile). This spell does not protect the target from magical spells which project a missile or missile-like object.

PYROTECHNICS

Fourth Initiation of the Pyurge

Level: 2, Transmutation

Duration: Special

Range: 240'

Effect: One target fire up to 20' cube, save vs. Spells negates

Components: 6 seconds, V, S

You turn a source of flame into your choice of either a burst of blinding fireworks or a thick cloud of choking smoke.

The first option creates a flashing, fiery, momentary burst of colorful, glowing, aerial lights 10 times the volume of the original flame. All creatures within the area of effect, or facing it up to 120' distant, may make a save vs. Spells to avoid being blinded for 1d4+1 rounds.

The second option causes a stream of thick smoke to billow outward from the source, filling an area approximately 100 times the volume of the original flame. The cloud obscures vision, so that all creatures within the cloud receive Light concealment. All within the cloud additionally take -4 to hit and AC, as they are hampered by the stinging fumes.

The flame targeted by this spell is immediately extinguished. A fire larger than a 20' cube is only partially extinguished. Magical fires are not extinguished, although fire-based creatures take 1 point of damage per caster level if targeted by this spell.

RESIST ELEMENTAL ENERGY

Rebuke unto the Schools of Dawn

Level: 2, Abjuration

Duration: 10 minutes/level

Range: Touch

Effect: Creature touched, save vs. Spells negates

Components: 30 seconds, V, S

You shield yourself from one of the forms of elemental energy. The caster designates one of the following energy types upon the casting of this spell: Fire/Heat; Water/Acid/Cold; Air/Lighting; Earth/Sonic. The target gains Lesser DR vs. that energy type, or +4 to saving throws to avoid an effect that originates from one of these energy types (but not both!)

At 9th level, this spell offers Greater DR or a +8 bonus to saving throws instead. A creature may only be affected by one instance of this spell at a time. If another is cast, both spells fail, leaving the creature unprotected.

SCARE

Offering of a Glimpse Beyond

Level: 2, Enchantment

Duration: 1d6+1 rounds

Range: 60'

Effect: 30' cube centered on target point, conditional save vs. Spells negates

Components: 2 rounds, V

You cause creatures to tremble and shake with otherworldly fear. This spell affects creatures of up to 6 HD, triggering morale checks at -1. Creatures who pass, or who are cornered, will fight, but suffer -1 to hit, damage, and saving throws. Generally speaking, intelligent creatures will attempt to move away from the caster, but creatures of animal intelligence may behave unpredictably.

Upon the end of this spell, creatures who fled due to a failed morale check resume their normal behavior (although the status quo may have altered enough by then to warrant continued flight). Only Clerics and Shamans may attempt saving throws against this spell. If the caster can see themselves for any reason, they are also affected!

SEE INVISIBILITY

Disruption of Ethereal Transit

Level: 2, Divination

Duration: 3 rounds/level

Range: Caster

Effect: Field of caster's vision, no save

Components: 12 seconds, V, S, M

When the magic-user casts a Detect Invisibility spell, he or she is able to clearly see any objects which are invisible, as well as astral, ethereal, hidden, invisible or out of phase creatures. Detection is in the magic-user's line of sight along a 10' wide path to the range limit. The material components of this spell are a pinch of talc and a small sprinkling of powdered silver.

SHATTER

Call unto the Entropic Principle

Level: 2, Evocation

Duration: Instantaneous

Range: 60'

Effect: 10' radius or 1 target object, special saving rules

Components: 3 seconds, V, sometimes S

With a grim word, you create a loud noise, simultaneously thundering and ringing, which breaks brittle objects such as those made of glass, crystal, ceramic, or porcelain in the area of effect. Objects of sturdier construction, or weighing more than 1 pound per caster level are unaffected. The caster may point at and target one crystalline creature, or object of any composition weighing up to 5 pounds per level. Objects must save vs Crushing Blow, with a penalty equal to the caster's maximum weight divided by the weight of the target, rounded down. Valid creatures take 1d6 points of sonic damage per caster level, up to 10d6. A save vs. Spells will halve the damage.

SPECTRAL HAND

Maleficence of the Spheres

Level: 2, Animation

Duration: 2 rounds/level

Range: Caster

Effect: 20' + 5'/level

Components: 6 seconds, V, S

You create a ghostly, glowing hand shaped from your own life-force. The hand may move free within the spell's range as the caster desires, and can deliver touch attacks with a +2 bonus to hit. The caster cannot perform any other actions while manipulating the hand; it returns to its default position, one foot above the caster's head, if they take any other action. The hand persists for the duration of the spell until dismissed. It is possible to deliver more than one attack with the hand. The hand has Total DR Physical, AC 24. A successful strike against the hand immediately ends the spell and deals 1d4 damage to the caster.

WEB

Aranea's Bargain

Level: 2, Conjuration

Duration: 20 minutes/level

Range: 20'/level

Effect: 8 contiguous 10' cubes, save vs. Paralyze + STR negates or reduces effect

Components: 20 seconds, V, S

You create a thick mass of strong, sticky strands similar to those of a spider web, but far thicker and stronger. For this spell to work, the masses must be anchored to two or more diametrically opposing points (e.g. floor and ceiling, opposing walls).

Creatures caught within the webs, or simply touching them, become stuck amongst the gluey fibers. Creatures with less than 13 Strength are trapped until freed or the spell wears off. Creatures of between 13 and 17 Strength can break through 1' of web each dungeon turn. Creatures with 18 to 20 Strength can break through 1' of web each minute. Sufficient mass equates to great strength in this calculus; sufficiently massive and strong creatures will break through a Web at a rate of 1' per round, or ignore it entirely. A creature caught in a web has a 5% chance of suffocating to death for each full turn so ensnared.

Webs are highly flammable, and can be burnt away in a single minute. Any creature caught within will suffer 1d8 fire damage, and must save vs. Spells or catch fire themselves! Creatures who save at the edge of the effect are assumed to have broken free; those deeper within are assumed to have discovered a region of half strength.

THE THIRD CIRCINATE

ARCANE SIGHT

Attendance to the Veil

Level: 3, Divination

Duration: 1 minute/level

Range: Caster

Effect: Caster's field of vision

Components: 18 seconds, V, S

Your eyes glow with maroon light, granting you the ability to see magical auras. This spell is similar to the spell Detect Magic, but does not require concentration, and instantly tells you the strength and location of any auras in your field of vision. If you concentrate for twelve seconds on a specific creature within 120', you can determine whether or not it is a spellcaster; if it is, whether or not it can cast arcane magic; if it can, the power and school of the most powerful spell it has available for use. This spell does not penetrate solid barriers.

BLINK

Intermittent Dissolution of the Material Lie

Level: 3, Conjuration

Duration: 1 round/level

Range: Caster

Effect: Caster's body and items in personal contact

Components: 6 seconds, V, S

You cause your body to rapidly "blink" in and out of existence. In reality, this spell rapidly and randomly moves the caster between various planes of existence. The caster gains the benefits of Total concealment, but Blind-Fighting and most other abilities that are normally of help are useless. However, all targets of the caster receive Light concealment, as the caster sometimes blinks out just as they are about to strike.

The caster may generally only cast spells which affect themselves during the duration of this spell. Any spell targeting the caster has a 75% chance of failing. The caster takes only half damage from area effects and falling.

The caster can step (but not see) through solid objects while blinking. However, for every 5' so travelled there is a 50% chance the that the caster blinks in, at which point the caster is violently shunted out to the nearest open space, ending the spell and suffering 1d6 damage for each foot traveled in this manner. The caster may move any direction while blinked out, including directly up or down.

CREATE ELEMENTAL

Call unto the Four Corners

Level: 3, Evocation

Duration: 30 seconds/level

Range: 30'

Effect: One 4 HD Elemental created at target point

Components: 24 seconds, V, S

By carefully reciting the Eight Hidden Names of a particular base element, you generate a living mass thereof. Elementals are mindless creatures formed entirely of one of the four physical Elements: Fire, Air, Water, or Earth.

Elementals do not count as summoned creatures. They do count as created creatures or constructs, however.

While not truly malevolent, they are not of this world, and if left to their own devices will seek to destroy living or undead creatures around them, save the caster of the spell. By devoting their full concentration, the caster can give the elemental basic directions (e.g. go here, wait here, attack!). The caster cannot move while doing this.

FIRE: 4 HD; 8' dia. & h.; Move 60'; AC 15, GDR Phys; Flame Lash + 8 @ 1d8, Heat Aura 10' 1d6, sv. Spells ½

AIR: 4 HD; 2' dia, 8' h; Fly 120'; AC 20, TDR Missile; Internal Lighting @ 2d6 sv. Wands ½

WATER: 4 HD; 8' dia, 4' h; Move 30'; AC 15, GDR Fire; Trample 3d6 sv. Breath ½

EARTH: 4 HD+24; 4' dia, 8' h; Move 30'; AC 20, GDR All except Sonic; Batter + 6 @ 1d6

CLAIRVOYANCE

Lesser Transposition of the Profane Eye

Level: 3, Divination

Duration: 1 minute/caster level

Range: Caster

Effect: One unoccupied point on caster's plane

Components: 10 minutes, V, S

You create a magical sensor at a specific location which enables you to see or hear as if you were there. The point chosen may be anywhere that the caster is familiar with, and that is on the caster's plane of existence. For a point to be familiar, the caster must have visited that place and observed it for at least a minute (i.e. a corridor that the caster was chased down would be invalid, unless the caster had been there before). The caster chooses whether the sensor will be audial or visual; a caster of seventh level or higher may use both simultaneously.

If the point chosen no longer exists, or is occupied by a solid mass, the caster immediately must save vs. Spells + WIS or suffer 2d6 points of damage from mental backlash.

DARKVISION

Stygian Embrace

Level: 3, Divination

Duration: 10 minutes/level

Range: Touch

Effect: One creature touched

Components: 6 seconds, V, S

You grant a creature the ability to see in the dark as well as any of its denizens. The target creature's eyes will glow faintly red, and the creature will detect as evil to both clerics and wizards.

DISPEL MAGIC

Level: 3, Abjuration

Duration: Permanent

Range: 120'

Effect: 20' cube, special negation rules

Components: 6 seconds, V, S

With a stern word and the wave of your arm, you attempt to end ongoing magical effects. The caster has a 50% chance of ending spells of a wizard of their own level, modified by 5% for each level of difference (e.g. a 3rd level Wizard would have but a 30% chance of dispelling a 7th level Wizard's spells, but the 7th level Wizard would have a 70% chance of dispelling the 3rd level Wizard's). Clerics and Shamans are considered one level lower for the purposes of this calculation.

This spell automatically destroys magical potions, but not seals and scrolls. Magic items are not destroyed, are instead disabled for 1d6 rounds.

DISPLACEMENT

Lesser Glamour

Level: 3, Illusion

Duration: 2 rounds/level

Range: Touch

Effect: One creature touched, save vs. Spells negates

Components: 6 seconds, V, S

Your touch causes a creature to appear to be two or three feet away from its true location. This spell grants the target the benefits of Total concealment. The illusion created by this spell shifts position every second or two, preventing an observer from working out the degree and direction of displacement. This spell does not protect against area effects.

DRAINING TOUCH

Redistributive Grasp

Level: 3, Animation

Duration: 1 hour until discharged; 1 discharge/level

Range: Caster

Effect: Creatures touched, no save

Components: 6 seconds, V, S

With the touch of your hand, you siphon life or death energy from a creature. The caster must succeed at a melee touch attack. The touch deals 1d6 points of damage, which are then transferred to the caster or to another creature the caster is touching as temporary hit points. Touching undead creatures will instead harm the caster (or alternatively heal them, if they are undead).

ENRAGE

Arousal of the Slumbering Dragon

Level: 3, Enchantment

Duration: Concentration + 1 round/level

Range: 60'

Effect: 1d6 creatures in 30' cube, save vs. Spells + WIS negates

Components: 6 seconds, V, S

You cause a number of creatures to become filled with an unearthly rage. The targets of this spell gain +3 to Strength and Constitution, +1 to all saving throws, and -6 to AC. Targets affected by this spell pass all morale checks, cannot cast spells, and generally act with little regard for their own lives. Creatures with low Intelligence may have difficulty distinguishing friend from foe. If the caster enspells more HD than they currently possess, they must save vs. Spells or become enraged themselves.

FEIGN DEATH

Temporary Dissolution of the Barrier Mysterious

Level: 3, Animation

Duration: 6 minutes + 1 minute/level

Range: Touch

Effect: One creature touched up to caster's HD

Components: 6 seconds, V, S

You cause a creature to enter a cataleptic state indistinguishable from actual death. The target of this spell can still smell, hear, and think, but cannot see or feel anything. If struck by a weapon, damage will be taken, but the target will be unaware. While under the effects of this spell, the target is immune to paralysis, energy drain, and poison. However, poison introduced to the body will become effective when the spell ends. The caster may end the spell at any time, however, it takes 1d6 rounds for bodily functions to resume in such a case.

FIREBALL

Projection of the Initiated

Level: 3, Evocation

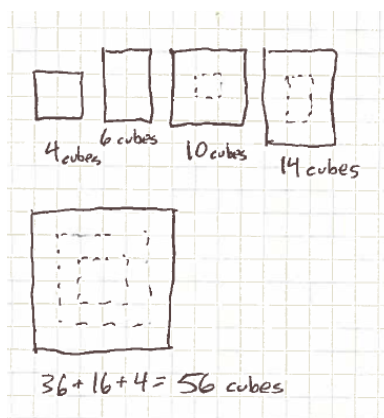
Duration: Instantaneous

Range: 120' + 30'/level

Effect: 20' radius sphere, 25' hemisphere, or 33 10' cubes as appropriate, save vs. Spells halves

Components: 6 seconds, V, S

A bead of crimson-yellow energy streaks forth from your finger, which blossoms into a firestorm with a dull roar. In most cases, the caster need merely indicate the target of this spell, and the large blast will do the rest. However, if the target is behind some obstacle (on the other side of a distant arrow slit) the caster may have to make a ranged touch attack or prematurely strike an obstacle, whereupon the projectile will burst, dealing 1d6 damage per caster level to all creatures in the blast area.



The blast of a fireball will generally conform to the shape of the area it is in, if used in tight quarters. Unless otherwise stated, assume dungeon corridors are composed of rough 10' cubes (or half-cubes, for 5' wide corridors). Assume any room larger than 20' x 30' has a high ceiling, assigning cubes in a roughly pyramidal fashion. The blast will travel outward from the center of detonation like a swift liquid, flowing in all directions equally (including up and down).

If there are many unusually-shaped rooms to consider, note that Fire is the element most frustrated by subtlety and unusual geometry, and often turns against its would-be masters in such situations! (When in doubt, light 'em up).

While the fireball produces comparatively little pressure, it is enough to potentially throw open doors and destroy thin walls. Make a Open Doors check whenever the blast of a fireball reaches a door. Ignore the protection afforded by normal locks.

The heat of a fireball is sufficient to ignite flammable objects (including most creatures) and melt soft metals, such as copper, silver, and gold. Important items may be granted saving throws.

FLY

Stern Rebuke of the Earthward Impulsion

Level: 3, Transmutation

Duration: 10 minutes + 1d6 x 10 minutes

Range: Touch

Effect: One creature touched

Components: 18 seconds, V, S

You bestow the power of magical flight. The target may move horizontally and/or horizontally at 60'/round (halved if ascending, doubled if descending). If the target is encumbered, their speed is halved. Flying by this spell requires no more concentration than walking, and the target is free to take other actions as appropriate. The exact duration of this spell is unknown to the caster or target.

GASEOUS FORM

Aspect of the Early Morning

Level: 3, Transmutation

Duration: 2 minutes/level

Range: Touch

Effect: One corporeal creature touched, save vs. Spells negates

Components: 3 seconds, V, S

You cause a creature's body and held gear to become insubstantial, as if composed of mist. The target gains Greater DR vs. Physical, Total DR vs. Missile, and Immunity to Poison and Critical Damage. Additionally, the target can float up to 10 above the ground, and falls as if under the effects of a Feather Fall spell. The target may pass through small holes or narrow openings - even cracks - with all it was wearing or holding in its hands.

The target's physical armor and weapons becomes worthless, although its Dexterity bonus and magical protections still apply. The target cannot attack, cast spells with somatic components, speak, or manipulate objects, even ones carried. The creature is likewise subject to the effects of the wind, and it cannot enter water or other liquid.

HALLUCINATORY TERRAIN

Lesser Deception unto a Greater

Level: 3, Illusion (Glamer)

Duration: 1 hour/level

Range: 20'/level

Effect: One 30' cube/level, conditional save vs. Spells + INT negates

Components: 10 minutes, V, S

You create an illusion which makes an area of natural terrain look, sound, and smell like another sort of natural terrain. The caster could make open fields or a road look like a swamp, hill, or crevasse; a pond appear as a grassy meadow; or a steep cliff a gentle slope. Structures, equipments, and creatures within the area are not hidden or altered in appearance.

Interacting with the terrain may allow a saving throw or immediately break the spell for a given individual, depending on severity of the incongruity. However, very subtle alterations may be essentially undetectable without magical aid.

HOLD PERSON

Inversion of the Fourth Principle

Level: 3, Enchantment

Duration: Until broken

Range: 60'

Effect: One target creature, save vs. Spells + WIS negates

Components: 3 seconds, V, S

With a word and a gesture, you paralyze a humanoid creature of human-size or smaller. The target is aware and breathes normally, but cannot take any actions, even speech. 1d6 rounds after being initially paralyzed, the target may resume making saving throws to cast off the spell, gaining a +1 bonus each additional round.

HOLD UNDEAD

Chastisement of the Rebellious Servant

Level: 3, Animation

Duration: 1 round/level

Range: 60'

Effect: 1d4 undead creatures within 30' cube, conditional save vs. Spells negates

Components: 6 seconds, V, S

You compel a number of undead creatures to stop in their tracks, as if paralyzed. Unintelligent undead receive no saving throw against this spell. The effect is broken if the held creatures are attacked or take damage. Otherwise, this spell is similar to the spell Hold Person.

LIGHTNING BOLT

Lesser Channeling of the Unseen Maelstrom

Level: 3, Evocation

Duration: Instantaneous

Range: Caster's location

Effect: 5' x 100' line, save vs. Spells halves

Components: 6 seconds, V, S

You hurl a powerful stroke of electrical energy from your outstretched hand. The bolt deals 1d6/caster level damage to any creatures in its path. It will set fire to combustibles, melt soft metals, sunder wooden doors or walls of no greater than 3' thickness, and splinter stone of no greater than 1' thickness.

The bolt has an unusual interaction with thicker stone and wood walls. Rather than being grounded, a bolt hurled at such an obstacle with "unexpended range" will double back the way it came, continuing until it has fully traversed its range. Each time the bolt bounces in this fashion, its damage is halved. Metal walls will absorb the bolt and conduct its energy to any creatures in contact.

MAGIC CIRCLE

Geometric Ward against Demonic Servants

Level: 3, Abjuration

Duration: 10 minutes/level

Range: 5'

Effect: One prepared circle touched

Components: 6 seconds, V, S

Having drawn a magical circle upon the ground or floor, you activate its power to ward away demons. The caster must declare the directionality of the circle; that is, whether or not it is to keep demons trapped within or without.

If the latter is chosen, all creatures within the circle gain the effects of the spell Protection from Evil. Non-demonic or summoned creatures may freely cross the barrier, but each time this is done there is a 1-in-20 chance that the powdered silver of the circle is disturbed, breaking the barrier and ending the spell prematurely. Add Dexterity penalties to this check.

If the former is chosen, any creature summoned within the circle will be trapped therein. Again, other creatures may cross the barrier freely, with the same chance of accidentally disturbing the boundary. The spell does not prevent teleportation or other similar effects from working.

Demons or summoned creatures cannot cross or disturb the boundary directly or indirectly. Drawing a magic circle requires 10 minutes and a pound of powdered silver. A creature already warded by Protection from Evil gains no additional benefit from this spell.

MOUNT

Summons unto a Phantom Steed

Level: 3, Conjuration

Duration: 2 hours + 1 hour/level

Range: 30'

Effect: 1 mount summoned

Components: 12 seconds, V, S

You conjure a horse-like creature to carry you or one person you designate. The steed has a black head and body, gray mane and tail, red eyes, and smoke-colored, insubstantial hooves that make no sound. It has what appears to be a saddle, bit, and bridle. While it will not fight, animals will shun it and refuse to attack it. While moving at a gallop, the steed appears to have eight legs, although while stationary, it has only four.

At 8th level, the caster creates a steed unaffected by sandy, muddy, or swampy ground. At 10th level, the steed can walk on water. At 12th level, the steed can fly. If the steed loses all its HP, it disappears. It can bear the weight of its rider up to full encumbrance.

STEED: 4 HD + 1/caster level; Move 20'/caster level to 240'; AC 15.

NONDETECTION

Safeguard against the Eyes of God

Level: 3, Abjuration

Duration: 1 hour/level

Range: Touch

Effect: One creature or object touched

Components: 10 minutes, V, S

You ward a creature or object against divinations. Whenever the target is targeted or would be affected by any divination effect, there is a chance the effect fails, equal to 80% ± 5% for every difference in caster level. If cast on a creature, the creature's held objects are also warded. If the location of a warded creature or object is targeted by scrying, the ward activates.

PIERCE DISGUISE

Consultation of the Akashic Form

Level: 3, Divination

Duration: 1 minute/level

Range: Caster

Effect: Caster's field of vision

Components: 6 seconds, V, S

You see through magical disguises or alterations of form, be they illusions or transmutations. This spell affects all such effects up to 5th level. It does not affect enchantments on the caster. When the caster closes their eyes, they see a "photograph" of what they last saw. True forms will be visible in this "photograph".

PHANTASMAL FORCE

Immanence of the Chimeric Vision

Level: 1, Illusion (Phantasm)

Duration: Stationary concentration

Range: 60' + 10'/level

Effect: 10' radius + 5'/level, save vs. Spells + INT negates

Components: 3 rounds, V, S, M

You create a purely visual illusion which affects creatures who believe in it as if it were real, to the extent of taking damage from phantasmal missiles or from falling into an illusory pit of spikes. This illusion can be any object, creature, or force, mobile or immobile, as long as it is constrained to the area of effect. The illusions persist until struck by an opponent - unless the caster makes the illusion react appropriately - or until concentration is broken.

Creatures with reason to disbelieve the phantasmal force gain a saving throw, and if successful, see it for what it really is. A creature which has successfully seen past the illusion can grant allies +4 on their saving throws. This spell is only effective on creatures which can see it. The illusions cannot produce any sound.

PROTECTION FROM ELEMENTAL ENERGY

Ward against the Dawn

Level: 3, Abjuration

Duration: 10 minutes/level or until discharged

Range: Touch

Effect: Creature touched, save vs. Spells negates

Components: 6 seconds, V, S

You grant a creature temporary immunity to a type of elemental energy. The caster designates one of the following energy types upon the casting of this spell: Fire/Heat; Water/Acid/Cold; Air/Lighting; Earth/Sonic. The creature warded by this spell gains 5 temporary hit points per caster level against that type of energy.

This effect stacks with that of the spell Resist Elemental Energy. A creature may only be affected by one instance of this spell at a time. If another is cast, both spells fail, leaving the creature unprotected.

RAY OF EXHAUSTION

Erosion of Vigor

Level: 3, Animation

Duration: 1d6 x 10 minutes

Range: 30'

Effect: One target creature

Components: 6 seconds, V, S

A black ray springs from your fingertip, afflicting whomever it strikes with lethargy. The caster must succeed at a ranged touch attack. If successful, the target must save vs. Spells + CON + HD after performing a strenuous action (e.g. melee, using a bow, reloading a crossbow, spellcasting, running). If this is failed, the creature falls prone from exhaustion, and cannot stand until they make another saving throw.

SHRINK ITEM

Relief of the Burdened Artificer

Level: 3, Transmutation

Duration: 1 day

Range: Touch

Effect: One target object up to 2 cubic feet/level

Components: 6 seconds, V, S

You shrink one non-magical item to 1/16 of its normal size in each dimension. This reduces the object to about 1/4000 of its original volume and mass, making most objects un-encumbering. Objects changed by this spell can be returned to normal composition and size merely by tossing them onto a solid surface or by word of command from the caster.

The object targeted must be a discrete object. Targeting a backpack would only shrink the backpack, leading to its destruction if any objects were contained within.

SIGIL OF IMMOBILIZATION

Mark of the Sepia Serpent

Level: 3, Conjuration

Duration: Until discharged

Range: Touch

Effect: One surface capable of bearing writing, save vs. Spells negates

Components: 10 minutes, S

You create a sigil which, when read or closely examined, utterly immobilizes the reader. Simply seeing the symbol is not enough to trigger it - in fact, many Wizards recognize the shape of the sigil, and will safely avoid it unless it is imbedded in a more complicated design or in text. The mind must be opened in a certain way for the sigil to activate. If the sigil is read, the reader may make a saving throw versus Spells. If this is failed, the sigil conjures an unearthly serpent which strikes and immobilizes the reader.

The target is not merely paralyzed - they are completely unaware of their surroundings and the passage of time. They will not age, breathe, grow hungry, sleep, or regain spells. However, they may still be damaged or slain by outside forces. This state will persist for 1d4 + caster level days or until lifted at the caster's volition.

A text bearing a sigil detects as magical in its entirety. Dispel magic can remove the sigil.

SLEET STORM

Call of the Wendigo

Level: 3, Conjuration

Duration: 1 minute/level

Range: 120'

Effect: Cylinder with 120' radius, 60' high

Components: 12 seconds, V, S

You conjure driving sleet, blocking all sight and causing the ground in the area of effect to be icy. Moving at more than half speed across the ice brings with it the risk of falling (Dexterity check avoids). The sleet extinguishes torches and small fires.

SLOW

Formulae of Enervated Temporality

Level: 3, Transmutation

Duration: 3 rounds + 1 round/level

Range: 90' + 10'/level

Effect: 1 creature/level in 40' cube, save vs. Spells negates

Components: 18 seconds, V, S

You cause a number of creatures to move more slowly. Creatures affected by this spell move, attack, and cast at half their current rate. The number of counterattacks per turn is likewise halved. This effect stacks with other slowing effects and itself. A creature affected by two Slow spells would therefore move at ¼ their normal speed, etc.

SLUMBER

Stern Imposition of Torpor

Level: 3, Enchantment

Duration: 10 minutes/level

Range: 30' + 10'/level

Effect: Creatures capable of sleep in a 15' radius circle, no save

Components: 1 round, V, S, M (A pinch of fine sand, rose petals, or a live cricket)

You cause a deep sleep to fall upon a number of creatures in an area of your choosing. This spell functions more or less the same as the 1st level spell Sleep, save that it affects more creatures:

HD	up to 1+	2 to 2+	3 to 3+	4 to 4+	5 to 5+
No. Affected	6d6	3d6	1d6	1d3	1d2

The spell is ineffective against creatures more powerful than this. Loud noises will not usually wake creatures under the effect of *sleep*, but slapping, wounding, smelling salts, and so forth will suffice. Creatures will require 1d3 rounds to fully rouse themselves in any case.

SPHERE OF INVISIBILITY

Imposition of Non-reflection

Level: 3, Illusion (Glamer)

Duration: Until dispelled or broken

Range: Caster

Effect: 10' radius emanation (one-time)

Components: 12 seconds, V, S

You cause all creatures within 10' of you at the moment of casting to vanish from sight - including yourself. The spell remains in effect until the caster ends it, or until broken by attacking another creature or casting another spell. Almost all other actions will not break the spell. The spell does not magically silence the recipients whatsoever, and they are still capable of being bumped into and interacting with objects (which float). Only objects held in the hands are also rendered invisible.

The recipients of the spell are also invisible to each other and any allies. To maintain invisibility, creatures must remain within 10' of the caster, although creatures which step into the same area after the spell is cast do not themselves become invisible.

SUGGESTION

Inception of the Pliant Mind

Level: 3, Enchantment

Duration: 1 month or until completed.

Range: Conversational speaking distance (usually 20')

Effect: One target creature, save vs. Spells + WIS negates

Components: 12 seconds, V

With a short utterance - up to a sentence or two - you influence the actions of a single creature. The target must be able to understand your request for it to be effective.

The suggested action must sound reasonable to the recipient; a request asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act will automatically cause the spell to fail. However, a suggestion that a pool of acid was actually pure water, and that a quick dip would be refreshing is another matter; or the urging that a cessation of attack upon the caster's party would benefit a dragon, for the group could loot a rich treasure elsewhere through co-operative action, is likewise a reasonable use of this spell's power.

A very reasonable suggestion will cause the saving throw to be made at a penalty.

WIND WALL

Erection of the Zephyric Battlement

Level: 3, Evocation

Duration: 1 round/level

Range: 30'

Effect: Wall 5'/level high, up to 10'/level long, save vs. Spells + DEX negates incidental

Components: 12 seconds, V, S

You create an invisible vertical curtain of roaring wind, 2 feet thick and of considerable strength. The blast is sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands (a save may be thrown to avoid this effect). Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upwards when caught in a Wind Wall.

Arrows and bolts are deflected upwards and miss, while sling bullets/stones and hurled weapons take a -5 penalty. Siege-class ranged weapons are unaffected. Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall, although it is no barrier to incorporeal creatures.

The wall must be vertical, but it may follow any contiguous path along the ground the caster wishes.