

Magician Second Level Spells

Alter Self (Alteration)

Level 2
Range: 0
Components: V, S
Duration: 3d4 rds. + 2 rds./level
Casting Time: 1 action
Area of Effect: The caster
Saving Throw: None
Spell Resistance: No

When this spell is cast, the wizard can alter his appearance and form, including clothing and equipment, to appear taller or shorter; thin, fat, or in between; human, humanoid, or any other generally man-shaped bipedal creature. The caster's body can undergo a limited physical alteration and his size can be changed up to 50%. If the form selected has wings, the wizard can actually fly, but at only one-third the speed of a true creature of that type, and with a loss of two maneuverability classes (to a minimum of E). If the form has gills, the caster can breathe under water as long as the spell lasts. However, the caster does not gain any multiple attack routines or additional damage allowed to an assumed form.

The caster's attack rolls, Armor Class, and saving throws do not change. The spell does not confer special abilities, attack forms, or defenses. Once the new form is chosen, it remains for the duration of the spell. The caster can change back into his own form at will; this ends the spell immediately. A caster who is slain automatically returns to his normal form.

Bind (Enchantment)

Level: 2
Range: 30 yds.
Components: V, S, M
Duration: 1 rd./level
Casting Time: 1 action
Area of Effect: 50 ft. + 5 ft./level
Saving Throw: Special
Spell Resistance: Yes

When this spell the wizard can command any nonliving rope-like object, from string, to a cable. The spell affects 50 feet of normal rope (with a 1 inch diameter), plus 5 feet per caster level. This length is reduced by 50% for every additional inch of thickness and increased by 50% for each half-inch less. The possible commands are coil (form a neat, coiled stack), coil & knot, loop, loop & knot, tie & knot, and the reverses of all of the above. One command can be given each round.

The rope can only entrap a creature or an object within 1 foot of it, it does not snake outward, so it must be thrown or hurled near the intended target. Note that the rope itself, and any knots tied in it, are not magical. A typical rope might be AC 14 and take 4 points of slashing damage before breaking. The rope does not inflict damage of any type, but it can be used as a trip line or to entangle a single opponent who fails a save vs. Reflex DC 12.

Blindness (Illusion/Phantasm)

Range: 30 yds. + 10 yds./level
Component: V
Duration: 6 hours per caster level
Casting Time: 1 action
Area of Effect: 1 creature
Saving Throw: Will Neg.
Spell Resistance: Yes

The *blindness* spell causes the victim to become blind, able to see only a grayness before its eyes. Various *cure* spells will not remove this effect, and only a *dispel magic*, the caster dismissing the spell, or the end of duration can do away with the blindness if the creature fails its saving throw vs. will. A blinded creature suffers a -4 penalty to its attack rolls, and its opponents gain a +4 bonus to their attack rolls.

Blur (Illusion/Phantasm)

Level 2
Range: 0
Components: V, S
Duration: 3 rds. + 1 rd./level
Casting Time: 1 action
Area of Effect: The caster
Saving Throw: None
Spell Resistance: No

When a *blur* spell is cast, the wizard causes the outline of his form to become blurred, shifting and wavering. This distortion causes all missile and melee combat attacks against the caster to be made with -4 penalties on the first attempt and -2 penalties on all successive attacks. It also grants the wizard a +1 bonus to his saving throw for any direct magical attack. A *detect invisibility* spell will not counter this effect, but a *true seeing* spell and similar magic will.

Book's Constitution (Enchantment/Charm)

Researched By: Abba Book
Level: 2
Range: Touch
Components: V, S
Duration: 10 minutes + 1 minute per level
Casting Time: 1 action
Area of Effect: Creature touched
Saving Throw: None
Spell Resistance: Yes

This spell will prevent the necessity of Fortitude or Constitution checks by the creature touched for the duration of the spell. Any checks required from wounds, polymorph spells, poison, or other effects are automatically successful.



Magician Second Level

Bull'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.

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.

Continual Light (Alteration)

Level: 2
Range: 60 yds.
Components: V, S
Duration: Permanent
Casting Time: 1 action
Area of Effect: 60-ft. radius
Saving Throw: Special
Spell Resistance: Yes

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

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

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

Continual Darkness (Alteration)

Level: 2
Range: 60 yds.
Components: V, S
Duration: Permanent
Casting Time: 1 action
Area of Effect: 60-ft. radius
Saving Throw: Special
Spell Resistance: Yes

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

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

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

Deafness (Illusion/Phantasm)

Range: 60 yds.
Components: V, S, M
Duration: 6 hours per caster level
Casting Time: 1 action
Area of Effect: 1 creature
Saving Throw: Will Neg.
Spell Resistance: Yes

The *deafness* spell causes the recipient to become totally deaf and unable to hear any sounds. The victim is allowed a saving throw vs. Will. An affected creature has a -1 penalty to its surprise rolls unless its other senses are unusually keen. Deafened spellcasters have a 20% chance to miscast any spell with a verbal component. This *deafness* can be done away with only by means of a *dispel magic*, the caster dismissing the spell, or the end of duration.

The material component of this spell is beeswax.

Deeppockets (Alteration, Enchantment)

Level: 2
Range: Touch
Components: V, S, M
Duration: 12 hrs. + 1 hr./level
Casting Time: 1 minute
Area of Effect: 1 garment
Saving Throw: None
Spell Resistance: No

This spell enables the wizard to specially prepare a garment so as to hold far more than it normally could. A finely sewn gown or robe of high-quality material (at least 50 gp value) is fashioned so

Magician Second Level

as to contain numerous hand-sized pockets. One dozen is the minimum number. The *deppockets* spell then enables these pockets to hold a total of 100 pounds (5 cubic feet in volume) as if it were only 10 pounds of weight. Furthermore, there are no discernible bulges where the special pockets are. At the time of casting, the caster can instead choose to have 10 pockets each holding 10 pounds (½ cubic foot volume each). If the robe or like garment is sewn with 100 or more pockets (200 gp minimum cost), 100 pockets can be created to contain one pound of weight and 1/6 cubic foot volume each. Each special pocket is actually an extradimensional holding space.

If the spell duration expires while there is material within the enchanted pockets, or if a successful *dispel magic* is cast upon the enchanted garment, all the material suddenly appears around the wearer and immediately falls to the ground. The caster can also cause all the pockets to empty with a single command.

In addition to the garment, which is reusable, the material components of this spell are a tiny golden needle and a strip of fine cloth given a half-twist and fastened at the ends.

Detect Evil (Divination)

Level: 2
Range: 0
Components: V, S
Duration: 5 minutes/level
Casting Time: 1 action
Area of Effect: 10 x 180 ft.
Saving Throw: None
Spell Resistance: No

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

The degree of evil (dim, faint, moderate, strong, or overwhelming) and possibly its general nature (expectant, malignant, gloating, etc.) can be noted. The duration of a *detect evil* spell is five minutes per level of the magician. The spell has a path of detection 10 feet wide in the direction the magician is facing. The magician must concentrate; stop, have quiet, and intently seek to detect the aura, for at least one minute to receive a reading.

Detect Good (Divination)

Level: 2
Range: 0
Components: V, S
Duration: 5 minutes/level
Casting Time: 1 action
Area of Effect: 10 x 180 ft.
Saving Throw: None
Spell Resistance: No

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

The degree of good (dim, faint, moderate, strong, or overwhelming) and possibly its general nature (contemplative, reverent, vigilant, etc.) can be noted. The duration of a *detect good* spell is five minutes per level of the magician. The spell has a path of detection 10 feet wide in the direction the magician is facing. The magician must concentrate; stop, have quiet, and intently seek to detect the aura, for at least one minute to receive a reading.

Detect Invisibility (Divination)

Level: 2
Range: 0
Components: V, S
Duration: 5 minutes/level
Casting Time: 1 action
Area of Effect: 10 yds./level
Saving Throw: None
Spell Resistance: No

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

Destroy Gunpowder (Alteration)

Researched By: The Brotherhood Arcane of Seahaven
Level: 2
Range: 30 yards + 10yards per level
Components: V, S
Duration: Permanent
Casting Time: 1 action
Area of Effect: 5 foot radius
Saving Throw: Special
Spell Resistance: Yes

This spell destroys any gunpowder within the stated area of effect when the spell is cast. The gunpowder is changed into a inert substance that will not burn. The caster states the area he wishes to center the spell on and any gunpowder, up to the level maximum, within a 5 foot radius is destroyed. The spell is expended whether or not any gunpowder is present. Gunpowder held by a sentient creature is entitled to a Fortitude Saving Throw.

Dictation (Alteration)

Level: 2
Researched By: Daimien School
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 action
Area of Effect: 10' radius
Saving Throw: None
Spell Resistance: No

This spell allows the caster to speak and have the words recorded on the appropriate material. The spell requires some form of paper or bound book to accept the writing, a pen of fine quality, and ink to write with. The spell can print 3 pages per level of the caster. The caster cannot be interrupted for more than 2 minutes or the rest of the spell is lost. The rate of writing depends on the speaking rate of the caster.

Magician Second 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**.

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.

ESP

Level: 2

Range: 0

Components: V, S, M

Duration: 1 rd./level

Casting Time: 1 action

Area of Effect: 15'/level (270' maximum)

Saving Throw: None

Spell Resistance: Yes

When an *ESP* spell is used, the caster is able to detect the surface thoughts of any creatures in range, except for those of undead and creatures without minds (as we know them). The *ESP* is direct line of sight only unless the caster is employing a special item that allows *ESP* to be used through it.

The wizard employing the spell is able to probe the surface thoughts of one creature per round, getting simple instinctual thoughts from lower order creatures. Probes can continue on the same creature from round to round or can move on to other creatures.

If used as part of a program of interrogation, an intelligent and wary subject receives an initial saving throw vs Will. If successful,

the creature successfully resists and the spell reveals no additional information. If the saving throw is failed, the caster may learn additional information, according to the DM's ruling. The creature's Wisdom adjustment applies, as may additional bonuses.

The material component of this spell is a copper piece.

Flaming Sphere (Evocation)

Level: 2

Range: 30'

Components: V, S

Duration: 1 rd./level

Casting Time: 1 action

Area of Effect: 3' radius

Saving Throw: Reflex Neg.

Spell Resistance: Yes

A *flaming sphere* spell creates a burning globe of fire within 10 yards of the caster. This sphere rolls in whichever direction the wizard points, at a rate of 30 feet per round. It rolls over barriers less than 4 feet tall, such as furniture, low walls, etc. Flammable substances are set afire by contact with the sphere. Creatures in contact with the globe must successfully save vs. spell or suffer 2d4 points of fire damage. Those within 5 feet of the sphere's surface must also save or suffer 1d4 points of heat damage. A successful saving throw means no damage is suffered. The DM may adjust the saving throws if there is little or no room to dodge the sphere.

The sphere moves as long as the spellcaster actively directs it; otherwise, it merely stays at rest and burns. It can be extinguished by the same means as any normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push unwilling creatures aside or batter down large obstacles.

Fog Cloud (Alteration)

Range: 30'

Components: V, S

Duration: 4 minutes + 1 minute/level

Casting Time: 1 action

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

The *fog cloud* spell can be cast in one of two ways, at the caster's option: as a large, stationary bank of normal fog, or as a harmless fog that resembles the 5th level wizard spell *cloudkill*.

As a fog bank, this spell creates a fog of any size and shape up to a maximum 20-foot cube per caster level. The fog obscures all sight, normal and infravision, beyond 2 feet.

As a *cloudkill*-like fog, this is a billowing mass of ghastly, yellowish-green vapors, measuring 40 feet x 20 feet x 20 feet. This moves away from the caster at 10 feet per round. The vapors are heavier than air and sink to the lowest level, even pouring down sinkholes and den openings. Very thick vegetation breaks up the fog after it has moved 20 feet into the vegetation.

The only effect of either version is to obscure vision. A strong breeze will disperse either effect in one round, while a moderate breeze will reduce the spell duration by 50%. The spell cannot be cast under water.

Magician Second Level

Fools' Gold (Alteration, Illusion)

Level: 2
Range: 30'
Components: V, S
Duration: 1 hr./level
Casting Time: 1 minute
Area of Effect: 10 cu. in./level
Saving Throw: Special
Spell Resistance: No

Copper coins can temporarily be changed to gold pieces, or brass items turned to solid gold, for the spell duration by means of this magic. The area of effect is 10 cubic inches per level--i.e., a 1-inch x 1-inch x 10-inch volume or equivalent, equal to about 150 gold coins. Any creature viewing the "gold" is entitled to a saving throw vs. Will. The spell DC increases +1 for every level of the magician. Thus, it is unlikely that fools' gold will be detected if created by a high-level caster. If the "gold" is struck hard by an object of cold-wrought iron it will revert to its natural state. A *dispel magic*, *anti-magic shell*, or *negate magic* spell will also reveal the deception

Forget (Enchantment/Charm)

Level: 2
Range: 90'
Components: V, S
Duration: Permanent
Casting Time: 1 action
Area of Effect: 1-4 creatures in a 20' cube
Saving Throw: Will Neg.
Spell Resistance: Yes

By means of this spell, the spellcaster causes creatures within the area of effect to forget the events of the previous one minute of time before the utterance of the spell). For every three levels of experience of the spellcaster, another minute of past time is forgotten. This does not negate *charm*, *suggestion*, *geas*, *quest*, or similar spells, but it is possible that the being who placed such magic upon the recipient could be forgotten. From one to four creatures can be affected, at the discretion of the caster. If only one is to be affected, the recipient with +2 to the save DC, if two, they save with +1 to the DC; if three or four are to be affected, they save normally. A priest's *heal* spell, if specially cast for this purpose, will restore the lost memories, as will a *limited wish* or *wish*, but 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.

Glitterdust (Conjuration/Summoning)

Level: 2
Range: 30'/level
Components: V, S, M
Duration: Special
Casting Time: 1 action
Area of Effect: 20' cube
Saving Throw: Special
Spell Resistance: Yes

This spell creates a cloud of glittering golden particles within the area of effect. Those in the area must roll a successful saving throw vs. reflex or be blinded (-4 penalties to attack rolls, saving throws, and Armor Class) for 1d4+1 rounds. In addition, all within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Note that this reveals invisible creatures. The dust fades in 1d4 rounds plus one round per caster level. Thus, *glitterdust* cast by a 3rd level wizard lasts for four to seven rounds.

The material component is ground mica.

Hide Object (Divination)

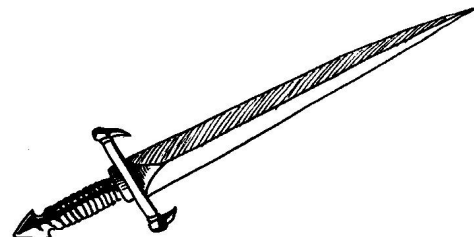
Level: 2
Range: 0
Components: V, S, M
Duration: Eight hours
Casting Time: 1 action
Area of Effect: One object
Saving Throw: None
Spell Resistance: No

This spell hide one object from scrying attests such as clairvoyance, crystal ball or locate object for up to eight hours. Psionic finders are also blocked by the *hide object* spell. The object is still visible and can be searched for in a normal fashion

Horse'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.



Magician Second Level

Hypnotic Pattern (Illusion/Phantasm)

Level: 2
Range: 90'.
Components: S, M
Duration: Special
Casting Time: 1 action
Area of Effect: 30' cube
Saving Throw: Will Neg.
Spell Resistance: Yes

The wizard creates a weaving, twisting pattern of subtle colors in the air. This pattern causes any creature looking at it to become fascinated and stand gazing at it as long as the spellcaster maintains the display, plus two rounds thereafter. The spell can captivate a maximum of 24 levels, or Hit Dice, of creatures (for example, 24 creatures with 1 Hit Die each, 12 with 2 Hit Dice, etc.). All creatures affected must be within the area of effect, and each is entitled to a will save. A damage-inflicting attack on an affected creature frees it from the spell immediately.

The wizard need not utter a sound, but he must gesture appropriately while holding a glowing stick of incense or a crystal rod filled with phosphorescent material.

Improved Phantasmal Force (Illusion/Phantasm)

Level: 2
Range: 180' + 30'/level
Components: V, S
Duration: Special
Casting Time: 1 action
Area of Effect: 200 sq. ft. +50 sq. ft./level
Saving Throw: Special
Spell Resistance: No

Like the 1st level *phantasmal force* spell, this spell creates the illusion of any object, creature, or force, as long as it is within the spell's area of effect. The spellcaster can maintain the illusion with minimal concentration; thus, he can move at half normal speed (but not cast other spells). Some minor sounds are included in the effects of the spell, but not understandable speech. Also, the improved phantasm continues for two minutes after the wizard ceases to concentrate upon it.

Invisibility (Illusion/Phantasm)

Level: 2
Range: Touch
Components: V, S
Duration: Special
Casting Time: 1 action
Area of Effect: Creature touched
Saving Throw: None
Spell Resistance: Yes

This spell causes the creature touched to vanish from sight and be undetectable by normal vision or even low light and dark vision. Of course, the invisible creature is not magically silenced, and certain other conditions can render the creature detectable. Even allies cannot see the invisible creature or his gear, unless these allies can normally see invisible things or employ magic to do so. Items dropped or put down by the invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Note, however, that

light never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source).

The spell remains in effect until it is magically broken or dispelled, until the wizard or recipient cancels it, until the recipient attacks any creature, or until 24 hours have passed. Thus, the invisible being can open doors, talk, eat, climb stairs, etc., but if he attacks, he immediately becomes visible, although the invisibility enables him to attack first. Note that the priest spells *bless*, *chant*, and *prayer* are not attacks for this purpose. All highly intelligent (Intelligence 13 or more) creatures with 10 or more Hit Dice or levels of experience have a chance to detect invisible objects they make a spot check DC 25 success means they noticed the invisible object).

Irritation (Alteration)

Level: 2
Range: 30'/level
Components: V, S
Duration: Special
Casting Time: 1 action
Area of Effect: 1-4 creatures in a 15-ft. radius
Saving Throw: Fortitude Neg.
Spell Resistance: Yes

An *irritation* spell affects the epidermis of the subject creatures. Creatures with very thick or insensitive skins (such as buffalo, elephants, scaled creatures, etc.) are basically unaffected. There are two versions of the spell, either of which can be cast from the standard preparation:

Itching. When cast, this causes each subject to feel an instant itching sensation on some portion of its body. If one round is not immediately spent scratching the irritated area, the creature is so affected that the next three rounds are spent squirming and twisting, effectively worsening its Armor Class by -4 and its attack rolls by -2 during this time. Spell preparations are ruined in the first round this spell is in effect, but not in the following three rounds. Doing nothing but scratching the itch for a full round prevents the rest of the effect. If cast at one creature, the saving throw has a +3 DC if cast at two creatures, the saving throw has a +1 DC; and if cast at three or four creatures, the saving throw is normal.

Rash. When a rash is cast, the subject notices nothing for 1d4 rounds, but thereafter its entire skin breaks out in red welts that itch. The rash persists until either a *cure disease* or *dispel magic* spell is cast upon it. It lowers Charisma by 1 point per day for each of four days (i.e., maximum Charisma loss is 4 points). After one week, Dexterity is lowered by 1 point also. Symptoms vanish immediately upon the removal of the rash, and all statistics return to normal. This can be cast at one creature only.



Knock (Alteration)

Level: 2
Range: 25'
Components: V
Duration: Special
Casting Time: 1 action
Area of Effect: 10 sq. ft./level
Saving Throw: None
Spell Resistance: No

The *knock* spell opens stuck, barred, locked, held, or wizard locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains. If used to open a wizard-locked door, the spell does not remove the former spell, but simply suspends its functioning for one turn. In all other cases, it permanently opens locks although they could be closed and locked again later. It does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. Note that the effect is limited by the area; a 3rd level wizard can cast a *knock* spell on a door of 30 square feet or less (for example, a standard 4-ft. x 7-ft. door). Each spell can undo up to two means of preventing egress through a portal. Thus if a door is locked, barred, and held, or triple locked, opening it requires two *knock* spells. In all cases, the location of the door or item must be known, the spell cannot be used against a wall in hopes of discovering a secret door.

Leomund's 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

This false trap is designed to fool a thief or other character attempting to pilfer the spellcaster's goods. The wizard places the spell upon any small mechanism or device, such as a lock, hinge, hasp, screw-on cap, ratchet, etc. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. Of course, the spell is illusory and nothing happens if the trap is sprung; its primary purpose is to frighten away thieves or make them waste precious time.

The spell last until such time as the ruse is discovered.

Leomund's Undetectable 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

Undetectable trap will render one trap on a closure undetectable. Neither a thief nor a *detect trap* spell can discover that the item is trapped. Use of this version is much nastier. Both versions 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.

Levitate (Alteration)

Level: 2
Range: 60'/level
Components: V, S
Duration: 1 turn/level
Casting Time: 1 action
Area of Effect: 1 creature or object
Saving Throw: Neg.
Spell Resistance: Yes

When a *levitate* spell is cast, the wizard can place it upon his person, an object, or a single creature, subject to a maximum weight limit of 100 pounds per level of experience (for example, a 3rd level wizard can levitate a maximum of 300 pounds). If the spell is cast upon the wizard, he can move vertically up or down at a movement rate of 10 feet per round. If cast upon an object or another creature, the wizard can levitate it at the same speed, according to his command. This spell does not empower horizontal movement, but the recipient could push along the face of a cliff, for example, to move laterally. The spellcaster can cancel the spell as desired. If the subject of the spell is unwilling, or the object is in the possession of a creature, a saving throw vs. will is allowed to determine if the *levitate* spell affects it.

Once cast, the spell requires no concentration, except when changing height. A levitating creature attempting to use a missile weapon finds himself increasingly unstable; the first attack has an attack roll penalty of -1, the second -2, the third -3, etc., up to a maximum of -5. A full round spent stabilizing allows the creature to begin again at -1. Lack of leverage makes it impossible to cock a medium or heavy crossbow.

Locate Object (Divination)

Level: 2
Range: 0
Components: V, S, M
Duration: 1 minute/level
Casting Time: 1 action
Area of Effect: 60'/level
Saving Throw: None
Spell Resistance: No

This spell aids in locating a known or familiar object. The wizard casts the spell, slowly turns, and senses when he is facing in the direction of the object to be located, provided the object is within range (i.e., 60 yards for 3rd level wizards, 80 yards for 4th, 100 yards for 5th, etc.). The spell can locate such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder or stairway. Note that attempting to find a specific item, such as a given piece of jewelry or a kingdom's crown, requires an accurate mental image; if the image is not close enough to the actual, the spell does not work. Desired but unique objects cannot be located by this spell unless they are known by the caster. The spell is blocked by lead. Creatures cannot be found by this spell.

Magician Second Level

Lock (Alteration)

Level: 2
Range: 60 yds.
Components: V
Duration: Special
Casting Time: 1 action
Area of Effect: 10 sq. ft./level
Saving Throw: None
Spell Resistance: No

The *lock* spell closes and locks doors portals or such items. It closes secret doors, as well as trick-opening boxes or chests. It also locks, shackles, or chains. It locks locks although they could be opened and locked again later. It does not lower barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. Note that the effect is limited by the area; a 3rd level wizard can cast a *lock* spell on a door of 30 square feet or less (for example, a standard 4-ft. x 7-ft. door). Each spell can lock up to two means of preventing egress through a portal. Thus if a door is triple locked, locking all three locks requires two *lock* spells. In all cases, the location of the door or item must be known, the spell cannot be used against a wall in hopes of discovering a secret door.

Magic Mouth (Alteration)

Level: 2
Range: 30'
Components: V, S
Duration: Special
Casting Time: 1 minute
Area of Effect: 1 object
Saving Throw: None
Spell Resistance: No

When this spell is cast, the magician imbues the chosen object with an enchanted mouth that suddenly appears and speaks its message when a specified event occurs. The message, which must be of 25 words or less, can be in any language known by the spellcaster, and can be delivered over a period of one turn. The mouth cannot speak magical spells or use command words. It does, however, move to the words articulated. If it is placed upon a statue, the mouth of the statue would actually move and appear to speak. The magic mouth can be placed upon a tree, rock, door, or any other object, excluding animals or intelligent members of the vegetable kingdom.

The spell functions when specific conditions are fulfilled, according to the command of the spellcaster. Some examples are to speak "to the first creature that touches you," or "to the first creature that passes within 30 feet." Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Such visual triggers can react to a character using the disguise skill. Command range is 5 yards per level of the wizard, so a 6th level wizard can command the magic mouth to speak at a maximum encounter range of 90 feet ("Speak when a winged creature comes within 90 feet."). The spell lasts until the speak command can be fulfilled; thus, the spell duration is variable. A magic mouth cannot distinguish invisible creatures, level, Hit Dice, or class, except by external garb. If desired, the effect can be keyed to a specific noise or spoken word.

Melf's Acid Arrow (Conjuration)

Level: 2
Range: 540'
Components: V, S
Duration: Special
Casting Time: 1 action
Area of Effect: 1 target
Saving Throw: Special
Spell Resistance: Yes

By means of this spell, the wizard creates a magical arrow that speeds to its target as if fired from the bow of a fighter of the same level as the wizard. No modifiers for range, nonproficiency, or specialization are used. The arrow has no attack or damage bonus, but it inflicts 2d4 points of acid damage (with saving throws for items on the target); there is no splash damage. For every three levels that the caster has achieved, the acid, unless somehow neutralized, lasts for another round, inflicting another 2d4 points of damage each round. So at 3rd-5th level, the acid lasts two rounds; at 6th-8th level, the acid lasts for three rounds, etc.

Mirror Image (Illusion/Phantasm)

Level: 2
Range: 0
Components: V, S
Duration: 3 rds./level
Casting Time: 1 action
Area of Effect: 6' radius
Saving Throw: None
Spell Resistance: No

When a *mirror image* spell is invoked, the spellcaster causes from two to eight exact duplicates of himself to come into being around him. These images do exactly what the wizard does. Since the spell causes a blurring and slight distortion when it is cast, it is impossible for opponents to be certain which are the illusions and which is the actual wizard. When an image is struck by a melee or missile attack, magical or otherwise, it disappears, but any other existing images remain intact until struck. The images seem to shift from round to round, so that if the actual wizard is struck during one round, he cannot be picked out from among his images the next. To determine the number of images that appear, roll 1d4 and add 1 for every three levels of experience the wizard has achieved, to a maximum of eight images. At the end of the spell duration, all surviving images wink out.

Misdirection (Illusion/Phantasm)

Level: 2
Range: 90'
Components: V, S
Duration: 8 hrs.
Casting Time: 1 action
Area of Effect: 1 creature or object
Saving Throw: Will Neg.
Spell Resistance: No

By means of this spell, the wizard misdirects the information from a detection spell (*detect charm*, *detect evil*, *detect invisibility*, *detect lie*, *detect magic*, *detect snares and pits*, etc.). While the detection spell functions, it indicates the wrong area, creature, or the opposite of the truth with respect to *detect evil* or *detect lie*.

Magician Second Level

The wizard directs the spell effect upon the object of the detection spell. If the caster of the detection spell fails his saving throw vs. Will, the misdirection takes place. Note that this spell does not affect other types of divination (*augury, ESP, clairvoyance, etc.*).

Owl's Wisdom (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 Wisdom score by +4 points for the duration of the spell. Will saving throws are bettered by +2 as wills as Clerical casting DCs. No additional clerical spells are gained.

Preserve (Alteration)

Level: 2
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 minute
Area of Effect: .5 cuft/level
Saving Throw: None
Spell Resistance: Yes

A *preserve* spell enables the caster to retain the freshness of perishable items for long periods. Any manner of nonliving matter may be preserved that falls within the caster's volume limit. Nonliving matter would be any organic matter that was once alive, such as meat or vegetables. I.E. Potted plants are still living, and therefore unaffected, but a whole carcass of an animal can be preserved. Inorganic matter that is subject to breakdown or decay is also included. One item or many like items may be preserved with one spell; i.e. a basket of mushrooms or a barrel of fruit juice. One or more items or measures can be removed and used without dispelling the *preserve* on the rest. The material preserved will age at the rate of one day per year until it is used.

The material component is a pinch of salt.

Pyrotechnics (Alteration)

Level: 2
Range: 360'.
Components: V, S, M
Duration: Special
Casting Time: 1 action
Area of Effect: 1 fire source
Saving Throw: None
Spell Resistance: No

A *pyrotechnics* spell draws on an existing fire source to produce one of two effects, at the option of the caster. First, it can produce a flashing and fiery burst of glowing, colored aerial fireworks that lasts one round. This effect temporarily blinds those creatures within 120 feet of the area and that have an unobstructed line of sight to the burst. Creatures viewing this are blinded for 1d4+1 rounds unless they successfully save vs. Reflex.

The fireworks fill a volume 10 times greater than that of the original fire source.

This spell can also cause a thick, writhing stream of smoke to arise from the source and form a choking cloud that lasts for one round per experience level of the caster. This covers a roughly spherical volume from the ground or floor up (or conforming to the shape of a confined area) that totally obscures vision beyond 2 feet. The smoke fills a volume 100 times that of the fire source. All within the cloud must roll successful saving throws vs. Fortitude or suffer -2 penalties to all combat rolls and Armor Class.

The spell uses one fire source within a 20-foot cube, which is immediately extinguished. An extremely large fire used as a source might be only partially extinguished. Magical fires are not extinguished, although a fire-based creature (such as a fire elemental) used as a source suffers 1 point of damage per caster level.

Ray of Enfeeblement (Enchantment/Charm)

Level: 2
Range: 30' + 15'/level
Components: V, S
Duration: 1 rd./level
Casting Time: 1 action
Area of Effect: 1 creature
Saving Throw: Fortitude Neg.
Spell Resistance: Yes

By means of a *ray of enfeeblement*, a wizard weakens an opponent, reducing its Strength and thereby the attacks that rely upon it. Creatures struck suffer a penalty of -6 to their strength. No damage roll can inflict less than 1 point per die of damage. The DM will determine any other effects appropriate to the affected creature. If the target creature makes its saving throw, the spell has no effect. This spell does not affect combat bonuses due to magical items, and those conferring increased Strength function normally.

Rope Trick (Alteration)

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

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space. The spellcaster and one additional person per level of the caster can climb up the rope and disappear into this place of safety where no creature can find them. The maximum capacity of the extradimensional space is 8 persons, regardless of the caster's level. The rope can also be taken into the extradimensional space. Spells cannot be cast across the interdimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if there were a 3-foot x 5-foot window centered on the rope. The persons in the extradimensional space must climb down prior to the end of

Magician Second Level

the spell, or they are dropped from the height at which they entered the extradimensional space. The rope can be climbed by only one person at a time. Note that the *rope trick* spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space. Also note that creating or taking extradimensional spaces into an existing extradimensional space is hazardous.

The material component is the rope itself, one foot of which is consumed per casting of the spell

Scare (Enchantment/Charm)

Level: 2

Range: 90'. + 30'/level

Components: V, S

Duration: 1d4 rds. + 1 rd./level

Casting Time: 1 action

Area of Effect: 15-foot radius

Saving Throw: Will neg

Spell Resistance: Yes

This spell causes creatures with fewer than 6 Hit Dice or levels of experience to fall into fits of trembling and shaking. The frightened creatures have a -2 reaction adjustment and may drop items held if encumbered. If cornered, they fight, but with -1 penalties to attack rolls, damage rolls, and saving throws.

A successful saving throw negates the affect of this spell. Note that this spell has no effect on creatures over six levels or Hit Dice, or the undead (skeletons, zombies, ghouls, and so on), or on extraplanar creatures of any sort.

Shatter (Alteration)

Level: 2

Range: 90' + 30'/level

Components: V

Duration: Instantaneous

Casting Time: 1 action

Area of Effect: 3'. radius

Saving Throw: Fortitude neg.

Spell Resistance: Yes

The *shatter* spell is a sound-based attack that affects nonmagical objects of crystal, glass, ceramic, or porcelain, such as vials, bottles, flasks, jugs, windows, mirrors, etc. All such objects within a 3 foot radius of the center of the spell effect are smashed into dozens of pieces by the spell. Objects weighing more than one pound per level of the caster are not affected, but all other objects of the appropriate composition must save vs. crushing blow or be shattered. Alternatively, the spell can be focused against a single item of up to 10 pounds per caster level. Crystalline creatures usually suffer 1d6 points of damage per caster level to a maximum of 6d6, with a saving throw vs. spell for half damage.



Spectral Hand (Necromancy)

Level: 2

Range: 90' + 15'/level

Components: V, S

Duration: 2 rds./level

Casting Time: 1 action

Area of Effect: 1 opponent

Saving Throw: None

Spell Resistance: No

This spell causes a ghostly, glowing hand, shaped from the caster's life force, to materialize within the spell range and move as the caster desires. Any touch attack spell of 4th level or less that is subsequently cast by the wizard can be delivered by the spectral hand. The spell gives the caster a +2 bonus to his attack roll. The caster cannot perform any other actions when attacking with the hand; the hand returns to the caster and hovers if the caster takes other actions. The hand lasts the full spell duration unless dismissed by the caster, and it is possible to use more than one touch attack with it. The hand receives flank and rear attack bonuses if the caster is in a position to do so. The hand is vulnerable to magical attack but has an Armor Class of -2. Any damage to the hand ends the spell and inflicts 1d4 points of damage to the caster.

Stinking Cloud (Evocation)

Level: 2

Range: 90'

Components: V, S

Duration: 1 rd./level

Casting Time: 1 action

Area of Effect: 20-ft. cube

Saving Throw: Fortitude Special

Spell Resistance: Yes

When a *stinking cloud* is cast, the wizard creates a billowing mass of nauseous vapors up to 90 feet away from his position. Any creature caught within the cloud must roll a successful saving throw vs. poison or be reeling and unable to attack because of nausea for 1d4+1 rounds after leaving the cloud. Those who make successful saving throws can leave the cloud without suffering any ill effects, although those remaining in the cloud must continue to save each round. These poisonous effects can be slowed or neutralized by appropriate magic. The cloud duration is halved in a moderate breeze (8-18 mph) and is dispersed in one round by a stronger breeze.

Summon Swarm (Conjuration/Summoning)

Level: 2

Range: 180'

Components: V, S

Duration: Special

Casting Time: 1 action

Area of Effect: 10-ft. cube

Saving Throw: Fortitude Neg.

Spell Resistance: No

The swarm of small animals (roll on following table to determine type, or the DM can assign an appropriate creature) drawn by the *summon swarm* spell will viciously attack all creatures in the area chosen by the caster. A save vs Fortitude

negates the effect of the swarm on the target creature. The swarm will ignore that creature. The creature must move out of the swarm area or be affected on the next round.

Creatures actively defending against the swarm to the exclusion of other activities suffer 1 point of damage for each round spent in the swarm. Those taking other actions, including leaving the swarm, receive damage equal to 1d4 points + 1 point per three levels of the caster each round. Note that spellcasting within the swarm is impossible.

Dice Roll	Swarm Type
01-40	Rats
41-70	Bats
71-80	Spiders
81-90	Centipedes/beetles
91-100	Flying insects

The swarm cannot be fought effectively with weapons, but fire and area effects can force it to disperse by inflicting damage. The swarm disperses when it has taken a total of 2 hit points per caster level from these attacks. A *protection from evil/good* spell keeps the swarm at bay, and certain area-effect spells, such as *gust of wind* and *stinking cloud*, can disperse a swarm immediately, if appropriate to the swarm summoned (for example, only flyers are affected by a *gust of wind*). The caster must remain stationary and undisturbed to control the swarm; if his concentration lapses or is broken, the swarm disperses in two rounds. The swarm is stationary once conjured.

Tasha's Uncontrollable Hideous Laughter

(Enchantment/Charm)

Level: 2

Range: 180'

Components: V, S

Duration: 1 rounds/level

Casting Time: 1 action

Area of Effect: 1 or more creatures in a 30-ft. cube

Saving Throw: Will Neg.

Spell Resistance: Yes

The victim of this spell perceives everything as hilariously funny. The effect is not immediate, and the creature feels only a slight tingling on the round the spell is cast. On the round immediately following, the victim begins smiling, then giggling, chuckling, tittering, snickering, guffawing, and finally collapsing into gales of uncontrollable, hideous laughter. Although this magical mirth lasts only a single minute, the affected creature must spend the next minute regaining its feet, and it loses 4 points from its Strength (or -2 to attack and damage rolls) for all remaining rounds of the spell.

The saving throw vs. spell is modified by the Intelligence of the creature. Creatures with Intelligences of 4 or less (semi-intelligent) are totally unaffected. Those with Intelligences of 5-7 save with -4 penalties. Those with Intelligences of 8-12 save with -2 penalties. Those with Intelligences of 13 or higher have unmodified saving throws.

The caster can affect one creature for every three levels attained. For example, one at 3rd level, two at 6th level, three at 9th level, etc. All affected beings must be within 30 feet of each other.

Verify Tome I (Evocation)

Level: 2

Researched By: Damien School

Range: 30'

Components: V, S

Duration: Special

Casting Time: 1 round

Area of Effect: 30'

Saving Throw: Special

Spell Resistance: No

This spell allows the caster to check the contents of books made with copy spells, or more mundane means, against the original for accuracy. At the end of the casting time the caster will know if errors exist within his copies, and where within the book they are. Casting time runs 1 round for every hundred pages of the original book with a minimum of 1 round. Average book length is 300 pages, and only non-magical writings may be verified. 1 copy + 1 copy per level may be checked. For volumes of under 30 pages the amount of copies that may be checked multiplies by five, for single sheets, by ten. Books of from 500 pages to 2000 pages cuts the number of copies by half, over 2000 pages by a quarter. If another person is holding the book to be checked against it is entitled to a will save to avoid being verified. If the caster is in possession of the book no save is needed.

Vocalize (Alteration)

Level: 2

Range: Touch

Components: S

Duration: 5 minutes

Casting Time: 1 action

Area of Effect: One spell casting creature

Saving Throw: None

Spell Resistance: No

The spell allows the recipient to cast spells that normally require a verbal component without having to make a sound so long as the casting of the subsequent spell(s) takes place entirely within the duration of the *vocalize* spell. This spell is of great use when quite is desired, or within the area of a magical silence. The *vocalize* spell does not negate possible effects upon other vocal communication (a *message* spell could be cast from within an area of silence but no information would be transmitted back to the caster). The spell does not negate the effect of *silence* but merely offsets it for the purpose of spell casting.

Web (Evocation)

Level: 2

Range: 15'/level

Components: V, S

Duration: 2 turns/level

Casting Time: 1 action

Area of Effect: 8,000 cubic ft. (64 cubic squares)

Saving Throw: special

Spell Resistance: Yes

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spiderwebs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or

Magician Second Level

else the web collapses upon itself and disappears. Creatures caught within a web become grappled by the sticky fibers. Attacking a creature in a web doesn't cause you to become grappled.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is inside the web but is otherwise unaffected. If the save fails, the creature gains the grappled condition, but can break free by making a combat maneuver check or Escape Artist check as a standard action against the DC of this spell. The entire area of the web is considered difficult terrain. Anyone moving through the webs must make a combat maneuver check or Escape Artist check as part of their move action, with a DC equal to the spell's DC. Creatures that fail lose their movement and become grappled in the first square of webbing that they enter.

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.

The strands of a web spell are flammable. A flaming weapon can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away one 5-foot square in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

Web can be made permanent with a permanency spell. A permanent web that is damaged (but not destroyed) regrows in 10 minutes.

Whip (Evocation)

Researched By: Rika

Level: 2

Range: 0

Components: V, S, M

Duration: 3 rounds + 1 round per level

Casting Time: 1 action

Area of Effect: 30 feet

Saving Throw: Special

Spell Resistance: Yes

This creates a whip of force that can be used in a combat situation or to grab objects at a distance. The effective range is from 0-30 feet, any target within that area can be hit. The *whip* can lash for 1-3 points damage, or grapple a person or object. If a person is grappled they must save vs. Reflex or have their arms bound by the force. The caster can then drag them to him in one round. Successful use of the whip requires a successful roll to hit, but does not require any proficiency in the whip. The whip can be used to strike once a round. A successful use of the grapple will negate the *whip* in three rounds (provided that three rounds are left. That is the victim will be held for three rounds after being hit.

The material component is a small leather lash about a foot long. It is consumed in the spell.

Whispering Wind (Alteration, Phantasm)

Range: 1 mile./level

Components: V, S

Duration: Special

Casting Time: 1 round

Area of Effect: 2-ft. radius

Saving Throw: None

Spell Resistance: No

The wizard 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 spellcaster has levels of experience to a specific location within range that is familiar to the wizard. The whispering wind is as 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. The wizard can prepare the spell to bear a message of up to 25 words, cause the spell to deliver other sounds for one round, or merely have the whispering wind seem to be a faint stirring of the air that has a susurrant sound. He can likewise cause the whispering wind to move as slowly as a mile per hour or as quickly as a mile per turn. When the spell reaches its objective, it swirls and remains until the message is delivered. As with the magic mouth spell, no spells may be cast via the whispering wind.

Wizard Lock (Alteration)

Level: 2

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 1 action

Area of Effect: 30 sq. ft./level

Saving Throw: None

Spell Resistance: No

A *wizard lock* spell cast upon a door, chest, or portal magically locks it. The caster can freely pass his own lock without affecting it; otherwise, the wizard locked door or object can be opened only by breaking in, by a successful *dispel magic* or *knock* spell, or by a wizard four or more levels higher than the one casting the spell. Note that the last two methods do not remove the wizard lock; they only negate it for a brief duration, about one turn. Creatures from other planes cannot burst a wizard lock as they can a held portal (see the *hold portal* spell).

Zephyr (Evocation)

Level: 2

Range: 0

Components: V, S

Duration: 1 segment

Casting Time: 1 action

Area of Effect: 30 foot path 15'/ level in length

Saving Throw: None

Spell Resistance: No

By means of this spell a gentle draft of air moves from the spell caster and travels in the direction that he is facing. It continues until the maximum area of effect is reached. The force of the *zephyr* is sufficient to cause small flames to waver and dance. It fans flames and fires of larger size making them hotter (+1 to damage dice if applicable). It will hold back moving clouds of vapors, such as *cloudkill*, for one round. It will weaken such vapors and *fog cloud* and *wall of fog* so as to their duration and potency by half. It will move stagnate air, vapors, or even poisonous gases backwards by 10 yards and this force likewise reduces their duration and potency by half, unless the vapor or gases is renewed by some source.