

Spell Lists

Devis

0-level Spells

Detect Magic

Universal

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You detect 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 the strength of the strongest aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.)

Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker auras.

Aura Strength: An aura's magical power and strength depend on a spell's functioning spell level or an item's caster level.

	Functioning Spell Level	Item Caster Level
Strength		
Dim	0-level or lingering aura	Lingering aura
Faint	1st-3rd	1st-5th
Moderate	4th-6th	6th-11th
Strong	7th-9th	12th-20th
Overwhelming	Beyond deity-level magic	Artifact or mortal caster

If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Length Aura Lingers: How long the aura lingers depends on its original strength:

Aura Strength	Duration
Faint	1d6 minutes
Moderate	1d6 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Note: Each round, you can turn to detect things in a new area. The spell can penetrate barriers, but 1

foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Outsiders and elementals are not magical in themselves, but if they are conjured, the conjuration spell registers.

Ghost Sound

Illusion (Figment)

Level: Brd 0, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Illusory sounds

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound the spell creates when casting the spell and cannot thereafter change its basic character. The volume of sound created, however, depends on your level. You can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire cat is equal to the noise from twenty humans.

Note that *ghost sound* can enhance the effectiveness of a *silent image* spell.

Material Component: A bit of wool or a small lump of wax.

Light

Evocation [Light]

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, M/DF

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell causes an object to glow like a torch, shedding light in a 20-foot radius from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical *darkness* does not function.

Arcane Material Component: A firefly or a piece of phosphorescent moss.

Read Magic

Universal

Level: Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0

Components: V, S, F
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 minutes/level

By means of *read magic*, you can read magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of *read magic*. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a *glyph of warding* with a successful Spellcraft check against DC 13 or a *symbol* with a successful Spellcraft check against DC 19.

Focus: A clear crystal or mineral prism.

Resistance

Abjuration
Level: Brd 0, Clr 0, Drd 0, Pal 1, Sor/Wiz 0
Components: V, S, M/DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You imbue the subject with magical energy that protects her from harm, granting her a +1 resistance bonus on saves.

Arcane Material Component: A miniature cloak.

Spell Lists

Hennet

0-level Spells

Detect Magic

Universal

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You detect 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 the strength of the strongest aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.)

Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker auras.

Aura Strength: An aura's magical power and strength depend on a spell's functioning spell level or an item's caster level.

	Functioning Spell	Item Caster Level
Strength	Level	Level
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Faint	1st–3rd	1st–5th
Moderate	4th–6th	6th–11th
Strong	7th–9th	12th–20th
Overwhelming	Beyond deity-level magic	Artifact or mortal caster

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Length Aura Lingers: How long the aura lingers depends on its original strength:

Aura Strength	Duration
Faint	1d6 minutes
Moderate	1d6 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Note: Each round, you can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Outsiders and elementals are not magical in themselves, but if they are conjured, the conjuration spell registers.

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Casting Time: 1 action

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Effect: Illusory sounds

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

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Note that *ghost sound* can enhance the effectiveness of a *silent image* spell.

Material Component: A bit of wool or a small lump of wax.

Light

Evocation [Light]

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, M/DF

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell causes an object to glow like a torch, shedding light in a 20-foot radius from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical *darkness* does not function.

Arcane Material Component: A firefly or a piece of phosphorescent moss.

Read Magic

Universal

Level: Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

By means of *read magic*, you can read magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of *read magic*. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a *glyph of warding* with a successful Spellcraft check against DC 13 or a *symbol* with a successful Spellcraft check against DC 19.

Focus: A clear crystal or mineral prism.

1st-level

Magic Missile

Evocation [Force]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to five creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A missile of magical energy darts forth from your fingertip and unerringly strikes its target. The missile deals 1d4+1 points of damage.

The missile strikes unerringly, even if the target is in melee or has anything less than total cover or concealment. Specific parts of a creature cannot be singled out. Inanimate objects (locks, etc.) cannot be damaged by the spell.

For every two levels of experience past 1st, you gain an additional missile. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you roll for SR or roll damage.

Sleep

Enchantment (Compulsion)

[Mind-Affecting]

Level: Brd 1, Rgr 2, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Several living creatures within a 15-ft.-radius burst

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

A *sleep* spell causes a comatose slumber to come upon one or more creatures. Roll 2d4 to determine how many total HD of creatures can be affected. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. No creature with 5 or more HD is affected, and HD that are not sufficient to affect a creature are wasted.

Creatures with fewer HD are affected first. For example, Mialee casts *sleep* at three kobolds (1/2 HD), two gnolls (2 HD), and an ogre (4 HD). The roll (2d4) result is 4. All three kobolds and one gnoll are affected ($1/2 + 1/2 + 1/2 + 2 = 3\ 1/2$ HD). The remaining 1/2 HD is not enough to affect the last gnoll or the ogre. Mialee can't choose to have *sleep* affect the ogre or the two gnolls.

Sleeping creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action).

Sleep does not target unconscious creatures, constructs, or undead creatures.

Note: Extra hit points are irrelevant for determining how many HD a creature has. An ogre with 4d8+8 hit points still has only 4 HD and can be affected by the spell.

Arcane Material Component: A pinch of fine sand, rose petals, or a live cricket.

Spell Lists

Jozan

0-level Spells

Cure Minor Wounds*

Conjuration (Healing)

Level: Clr 0, Drd 0

As *cure light wounds*, except *cure minor wounds* cures only 1 point of damage.

Detect Magic

Universal

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You detect 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 the strength of the strongest aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.)

Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker auras.

Aura Strength: An aura's magical power and strength depend on a spell's functioning spell level or an item's caster level.

	Functioning Spell	Item Caster
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Strong	7th-9th	12th-20th
Overwhelming	Beyond deity-level magic	Artifact or mortal caster

If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Length Aura Lingers: How long the aura lingers depends on its original strength:

Aura Strength	Duration
Faint	1d6 minutes
Moderate	1d6 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Note: Each round, you can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Outsiders and elementals are not magical in themselves, but if they are conjured, the conjuration spell registers.

Light

Evocation [Light]

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, M/DF

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell causes an object to glow like a torch, shedding light in a 20-foot radius from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical *darkness* does not function.

Arcane Material Component: A firefly or a piece of phosphorescent moss.

Resistance

Abjuration

Level: Brd 0, Clr 0, Drd 0, Pal 1, Sor/Wiz 0

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You imbue the subject with magical energy that protects her from harm, granting her a +1 resistance bonus on saves.

Arcane Material Component: A miniature cloak.

Virtue

Transmutation

Level: Clr 0, Drd 0, Pal 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

The subject gains 1 temporary hit point.

1st-Level Spells

Command

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Clr 1

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You give the subject a one-word command, which she obeys to the best of her ability. A very reasonable command causes the subject to suffer a penalty on the saving throw (from -1 to -4, at the DM's discretion). Typical *commands* are "Flee," "Die" (which causes the subject to feign death), "Halt," "Run," "Stop," "Fall," "Go," "Leave," "Surrender," and "Rest." (A *command* of "Suicide" fails because "suicide" is generally used as a noun, not as a command.)

Protection from Evil

Abjuration [Good]

Level: Brd 1, Clr 1, Good 1, Pal 1,

Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No (see text)

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned or conjured creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects:

First, the subject gets a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made by evil creatures.

Second, the barrier blocks any attempt to possess the warded creature (as by a magic jar attack) or to exercise mental control over the creature (as by a vampire's supernatural domination ability, which works similar to *dominate person*). The protection does not prevent a vampire's domination itself, but it prevents the vampire from mentally commanding the protected creature. If the *protection from evil* effect ends before the domination effect does, the vampire would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned or conjured creatures (see the *Monster Manual*). This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Good elementals and outsiders are immune to this effect. The protection against contact by summoned or conjured creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Arcane Material Component: A little powdered silver with which you trace a 3-foot-diameter circle on the floor (or ground) around the creature to be warded.

Domain Spells

Bless

Enchantment (Compulsion)
[Mind-Affecting]

Level: Clr 1, Pal 1

Components: V, S, DF

Casting Time: 1 action

Range: 50 ft.

Area: All allies within 50 ft.

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Bless fills your allies with courage. They gain a morale bonus of +1 on their attack rolls and a morale bonus of +1 on saving throws against fear effects.

Bless counters and dispels *bane*.

Cure Light Wounds*

Conjuration (Healing)

Level: Brd 1, Clr 1, Drd 1, Healing 1, Pal 1, Rgr 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

(see text)

Spell Resistance: Yes (harmless)

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage +1 point per caster level (up to +5).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

*Jozan can "swap out" prepared spells of the same level (but not domain spells) for *cure minor wounds* or *cure light wounds*. Ask your DM for details or refer to page 32 of *the Player's Handbook* ("Spontaneous Casting").

Spell Lists

Mialec

0-Level Spells

Detect Magic

Universal

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You detect 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 the strength of the strongest aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.)

Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker auras.

Aura Strength: An aura's magical power and strength depend on a spell's functioning spell level or an item's caster level.

	Functioning Spell	Item Caster Level
Strength	Level	Level
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Faint	1st-3rd	1st-5th
Moderate	4th-6th	6th-11th
Strong	7th-9th	12th-20th
Overwhelming	Beyond deity-level magic	Artifact or mortal caster

If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Length Aura Lingers: How long the aura lingers depends on its original strength:

Aura Strength	Duration
Faint	1d6 minutes
Moderate	1d6 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Note: Each round, you can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Outsiders and elementals are not magical in themselves, but if they are conjured, the conjuration spell registers.

Light

Evocation [Light]

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, M/DF

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell causes an object to glow like a torch, shedding light in a 20-foot radius from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical *darkness* does not function.

Arcane Material Component: A firefly or a piece of phosphorescent moss.

Ray of Frost

Conjuration (Creation) [Cold]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A ray of freezing air and ice projects from your pointing finger. You must succeed at a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

1st-Level Spells

Charm Person

Enchantment (Charm) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One person

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This charm makes a humanoid of Medium-size or smaller regard you as his trusted friend and ally. If the creature is currently being threatened or attacked by you

or your allies, however, he receives a +5 bonus on his saving throw.

The spell does not enable you to control the *charmed* person as if he were an automaton, but he perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince him to do anything he wouldn't ordinarily do. (Retries not allowed.) A *charmed* person never obeys suicidal or obviously harmful orders, but he might believe you if you assured him that the only chance to save your life is for him to hold back an onrushing red dragon for "just a few seconds." Any act by you or your apparent allies that threatens the *charmed* person breaks the spell. Note also that you must speak the person's language to communicate your commands, or else be good at pantomiming.

Sleep

Enchantment (Compulsion)

[Mind-Affecting]

Level: Brd 1, Rgr 2, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Several living creatures within a 15-ft.-radius burst

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

A *sleep* spell causes a comatose slumber to come upon one or more creatures. Roll 2d4 to determine how many total HD of creatures can be affected. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. No creature with 5 or more HD is affected, and HD that are not sufficient to affect a creature are wasted.

Creatures with fewer HD are affected first. For example, Mialec casts *sleep* at three kobolds (1/2 HD), two gnolls (2 HD), and an ogre (4 HD). The roll (2d4) result is 4. All three kobolds and one gnoll are affected ($1/2 + 1/2 + 1/2 + 2 = 3\ 1/2$ HD). The remaining 1/2 HD is not enough to affect the last gnoll or the ogre. Mialec can't choose to have *sleep* affect the ogre or the two gnolls.

Sleeping creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise does not. Awakenings a creature is a standard action (an application of the aid another action).

Sleep does not target unconscious creatures, constructs, or undead creatures.

Note: Extra hit points are irrelevant for determining how many HD a creature has. An ogre with 4d8+8 hit points still has only 4 HD and can be affected by the spell.

Arcane Material Component: A pinch of fine sand, rose petals, or a live cricket.

Spell Lists Vadania

0-Level Spells

Cure Minor Wounds

Conjuration (Healing)

Level: Clr 0, Drd 0

As *cure light wounds*, except *cure minor wounds* cures only 1 point of damage.

Detect Magic

Universal

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

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

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Overwhelming	1d6 days

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Virtue

Transmutation

Level: Clr 0, Drd 0, Pal 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

The subject gains 1 temporary hit point.

Cure Light Wounds*

Conjuration (Healing)

Level: Brd 1, Clr 1, Drd 1, Healing 1, Pal 1, Rgr 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless) (see text)

Spell Resistance: Yes (harmless)

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage +1 point per caster level (up to +5).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

Calm Animals

Enchantment (Compulsion)

[Mind-Affecting]

Level: Animal 1, Drd 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Animals, beasts, or magical beasts with Intelligence 1 or 2 within 30 ft. of each other

Duration: 1 minute/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

This spell soothes and quiets animals, beasts, and magical beasts, rendering them docile and harmless. Only creatures with Intelligence scores of 1 or 2 can be affected by this spell. All the subjects must be of the same species and within a 30-foot sphere. Roll $2d4 + \text{caster level}$ to determine the total number of HD affected. Animals trained to attack or guard, dire animals, beasts, and magical beasts are allowed saving throws. Animals not trained to attack or guard are not. (A druid could calm a normal bear or wolf with little trouble, but it's more difficult to affect a winter wolf, a bulette, or a trained guard dog.)

The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat (fire, a hungry predator, an imminent attack) breaks the spell on the threatened creatures.