

1st: *adjust**, *burning hands*, *charm person*, *detect undead*, *grease*, *hold person*, *mage armor*, *magic missile*, *pins and needles**, *ray of enfeeblement*, *shocking grasp*, *silent image*;

2nd: *arcane lock*, *blindness/deafness*, *darkness*, *false life*, *ghoul touch*, *scare*, *see invisibility*, *spectral hand*;

3rd: *dispel magic*, *displacement*, *halt undead*, *indecision**, *ray of exhaustion*, *stinking cloud*, *vampiric touch*;

4th: *animate dead*, *bestow curse*, *dimensional anchor*, *enervation*, *retaliatory missile**;

5th: *hold monster*, *mass fly (Spell Comp.)*, *redefine the tools of war**, *teleport*.

Adjust

School: Transmutation; **Level:** Sor/Wiz 1

Casting Time: 1 standard action

Components: V, S

Range: Touch

Target: One unattended, non-magical suit of armour, set of clothing, jewellery, shield, or weapon

Duration: Instantaneous

Saving Throw: None; **Spell Resistance:** No

Adjust instantaneously resizes an unattended piece of non-magical clothing or jewellery, a suit of armour, a shield or a weapon to fit you perfectly.

Indecision

School: Enchantment (Compulsion) [Mind-Affecting]; **Level:** Brd 3, Sor/Wiz 3

Casting Time: 1 standard action

Components: V, S

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will partial; **Spell Resistance:** Yes

An affected creature becomes unable to make a decision. Each round, the target must make a Will save or be dazed. Success means he may take his action normally. On the round following a failed save, the target makes a new initiative check with a -4 circumstance penalty to determine when it may act.

Pins and Needles

School: Illusion (Figment); **Level:** Brd 1, Sor/Wiz 1

Casting Time: 1 action

Components: V, F (a silver needle)

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

Target: One creature

Duration: 2 rounds/level (D)

Saving Throw: Will negates (see text);

Spell Resistance: Yes

For the duration of this spell, the victim has the unpleasant sensation of being poked and prodded with hundreds of tiny needles. This causes the victim to suffer a -1 circumstance penalty on all attack rolls and skill checks, and requires that he succeed at a Concentration check (with a DC 10 + your caster level) any time that he tries to cast a spell.

Redefine the Tools of War

School: Transmutation; **Level:** Clr 6, Sor/Wiz 5

Casting Time: 1 hour

Components: V, S, MC

Range: Touch

Target: One weapon, shield, or suit of armor

Duration: Permanent (D)

Saving Throw: Fortitude Negates (harmless, object); **Spell Resistance:** Yes (harmless (object))

You transform a single weapon, shield, or suit of armor into any other type of weapon, shield, or armor. The new form's size must be within one size category of the original item, it must fall into the same general category (weapons can be turned into other weapons, but not armor), and it must be possible to make the new form from the same material as the original armor (mithral full plate cannot be turned into leather armor).

The item adopts all the base qualities of its new form, such as a damage, weight, or armor class; however it is made from the same material as the original item, gains any bonuses granted from special craftsmanship (such as the masterwork quality) and retains all of its magical properties. If the item changes into a form that is incompatible with one of its magical abilities, such as if a *keen* weapon were transformed into a bludgeoning weapon, that ability is suppressed as long as *redefine the tools of war* is in effect.

If a non-double weapon is transformed into a double weapon, then only one head gains the benefits of special craftsmanship, materials, or magical enhancement. If a double weapon is transformed into a non-double weapon, you select one head's special properties to transfer to the new form, and the other head's properties are suppressed while the spell remains in effect. If you transform one double weapon into another double weapon, you may freely choose which head of the old weapon corresponds to the new weapon.

Retaliatory Missile

School: Evocation [Force]; **Level:** Sor/Wiz 4

Casting Time: 1 standard action

Components: V, S, M (a tiny replica of a shield)

Range: Personal

Target: Caster

Duration: 1 round/level

When you cast this spell, it grants you limited protection from projectile weapons and a retaliatory strike against an attacker. You gain damage reduction 10/magic against ranged weapons; however, this spell does not grant the ability to damage creatures with similar damage reduction. Additionally, for each projectile weapon that strikes you within a round, a magic missile spell streaks back at the source of the attack, so long as the attacker is within 100 yards. The spell releases a maximum of one magic missile spell each round (4 or 5 missiles). The magic missile is released even if the spell's damage reduction negates all damage inflicted by the projectile weapon, so even nonmagical projectiles elicit the retaliatory magic missile effect.