

Speak with Animals Level: c2
Range: 30 ft.
Duration: 1 hour
 The caster can speak with animals within range. There is a chance that the animals will assist him, and they will not attack him or his party (unless he's got something particularly offensive to say).

Hold Person Level: c2
Range: 180 ft.
Duration: 90 min.
 The caster can target either 1 d4 persons (with the same parameters as Charm Person, saving throw applies) or may instead target a single creature who must make their save at a -2 penalty.

Find Traps Level: c2
Range: 30 ft.
Duration: 20 min.
 Find Traps allows the caster to perceive both magical and non-magical traps at a distance of 30 feet.

Bless/Curse Level: c2
Range: Target PC or NPC (out-of-combat)
Duration: 1 hour
 As a Bless spell, the recipient is granted a +1 bonus to all attack rolls and, if the target is not a Player Character, improves overall morale. As a Curse spell, the recipient is cursed with a -1 penalty to all attack rolls and, if the target is not a Player Character, suffers a decrease to morale.

Purify/Putrefy Food & Drink Level: c1
Range: Close/Touch
Duration: Instantaneous
 As a Purify Food and Drink spell, the caster causes enough food and water for up to a dozen people to be made pure, removing spoilage and poisons. As a Putrefy Food and Drink spell, the caster causes enough food and water for up to a dozen people to be made putrid, creating spoilage and poisons.

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Cure/Cause Light Wounds Level: c1
Range: Touch
Duration: Instantaneous
 As a Cure Light Wounds spell, the caster cures 1d6+1 HP. As a Cause Light Wounds spell, the caster causes 1d6+1 damage.

Detect Evil Level: c1
Range: 120 ft.
Duration: 1 hour
 The caster detects creatures of Chaos, or those with chaotic enchantments, intentions, thoughts, or auras within the spell's range.

Detect Magic Level: c1
Range: 60 ft.
Duration: 20 min.
 The caster can perceive in places, people, or things the presence of a magical spell or enchantment. Magical items or secretly placed charms may be discovered with this spell.

Light/Dark I Level: c1
Range: 120 ft.
Duration: 2 hours
 As a Light spell, the caster targets a person or object which then produces a light about as bright as a torch with a radius of 20 feet. As a Dark spell, the caster instead causes night-time darkness to fall upon the area with a radius of 20 feet, extinguishing light sources.

Protection from Chaos/Law I Level: c1
Range: caster only
Duration: 2 hours
 The caster creates a magical field of protection around himself to block out all chaotic, evil, or summoned other-worldly monsters, who suffer a -1 penalty "to-hit" against the caster, and the caster gains +1 on all saving throws against such attacks.