

Call Lightning

DC:

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Evocation [Electricity]
Level: Drd 3
Components: V, S
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)

Effect: One or more 30-ft. -long vertical lines of lightning
Duration: 1 min./level
Saving Throw: Reflex half
Spell Resistance: Yes

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected. You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (maximum 10 bolts). If you are outdoors and in a stormy area-a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size)-each bolt deals 3d10 points of electricity damage instead of 3d6. This spell functions indoors or underground but not underwater.

Cure Moderate Wounds

DC:

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Conjuration (Healing)
Level: Adp 2, Blk 2, Brd 2, Clr 2, Drd 3, Healing 2, Pal 3, Rgr 3
Components: V, S
Casting Time: 1 standard action
Range: Touch

Target: Creature touched
Duration: Instantaneous
Saving Throw: Will half (harmless); see text
Spell Resistance: Yes (harmless); see text

This spell functions like cure light wounds, except that it cures 2d8 points of damage +1 point per caster level (maximum +10).

Diminish Plants

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Transmutation
Level: Drd 3, Rgr 3
Components: V, S, DF
Casting Time: 1 standard action
Range: See text
Area: See text

Target: See text
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell has two versions. Prune Growth: This version causes normal vegetation within long range (400 feet + 40 feet per level) to shrink to about one-third of their normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed. At your option, the area can be a 100- foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter-circle. You may also designate portions of the area that are not affected. Stunt Growth: This version targets normal plants within a range of 1/2 mile, reducing their potential productivity over the course of the following year to one third below normal. Diminish plants counters plant growth. This spell has no effect on plant creatures.

Contagion

DC:

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Necromancy [Evil]
Level: Adp 3, Blk 3, Clr 3, Destruction 3, Drd 3, Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: Touch

Target: Living creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

The subject contracts a disease selected from the table below, which strikes immediately (no incubation period). The DC noted is for the subsequent saves (use contagion's normal save DC for the initial saving throw).

Disease	DC	Damage	
Blinding sickness	16	1d4 Str[1]	[1] Each time a victim takes 2 or more points of Strength damage from blinding sickness, he or she must make another Fortitude save (using the disease's save DC) or be permanently blinded.
Cackle fever	16	1d6 Wis	
Filth fever	12	1d3 Dex and 1d3 Con	
Mindfire	12	1d4 Int	
Red ache	15	1d6 Str	
Shakes	13	1d8 Dex	
Slimy doom	14	1d4 Con	

Daylight

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Evocation [Light]
Level: Adp 3, Brd 3, Clr 3, Drd 3, Pal 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Touch

Target: Object touched
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No

The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light. If daylight is cast on a small object that is then placed inside or under a light- proof covering, the spell's effects are blocked until the covering is removed. Daylight 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. Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.

Dominate Animal

DC:

3

Enchantment (Compulsion) [Mind-Affecting]
Level: Animal 3, Drd 3
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)

Target: One animal
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You can enchant an animal and direct it with simple commands such as "Attack," "Run," and "Fetch." Suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the dominated animal) are simply ignored. Dominate animal establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the animal with your own intelligence, it may be able to undertake actions normally beyond its own comprehension. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn't do. Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action.

Magic Fang, Greater

DC:

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Transmutation

Level: Drd 3, Rgr 3

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like magic fang, except that the enhancement bonus on attack and damage rolls is +1 per four caster levels (maximum +5). Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level). Greater magic fang can be made permanent with a permanency spell.

Neutralize Poison

DC:

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Conjuration (Healing)

Level: Adp 3, Brd 4, Clr 4, Drd 3, Pal 4, Rgr 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature or object of up to 1 cu. ft./level touched

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own. The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with delay poison, such effects aren't postponed until after the duration -the creature need not make any saves against poison effects applied to it during the length of the spell. This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option. Arcane Material Components: A bit of charcoal.

Poison

DC:

4

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Necromancy

Level: Asn 4, Blk 4, Clr 4, Drd 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous; see text

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC 10 + 1/2 your caster level + your Wis modifier).

Meld into Stone

DC:

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Transmutation [Earth]

Level: Clr 3, Drd 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Meld into stone enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted. While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save. Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage. The following spells harm you if cast upon the stone that you are occupying: Stone to flesh expels you and deals you 5d6 points of damage. Stone shape deals you 3d6 points of damage but does not expel you. Transmute rock to mud expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled. Finally, passwall expels you without damage.

Plant Growth

DC:

3

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Transmutation

Level: Drd 3, Plant 3, Rgr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: See text

Area: See text

Target: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Plant growth has different effects depending on the version chosen. Overgrowth: This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within long range (400 feet + 40 feet per caster level) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect. At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle. You may designate places within the area that are not affected. Enrichment: This effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal. Plant growth counters diminish plants. This spell has no effect on plant creatures.

Protection from Energy

DC:

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Abjuration

Level: Blk 3, Clr 3, Drd 3, Luck 3, Protection 3, Rgr 2, Sor/Wiz 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level or until discharged

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged. Note: Protection from energy overlaps (and does not stack with) resist energy. If a character is warding by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Quench

DC: [][][][3][][][][]

Transmutation
Level: Drd 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: One 20-ft. cube/level (S) or one fire-based magic item

Target: One 20-ft. cube/level (S) or one fire-based magic item
Duration: Instantaneous
Saving Throw: None or Will negates (object)
Spell Resistance: No or Yes (object)

Quench is often used to put out forest fires and other conflagrations. It extinguishes all nonmagical fires in its area. The spell also dispels any fire spells in its area, though you must succeed on a dispel check (1d20 +1 per caster level, maximum +15) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell. Each elemental (fire) creature within the area of a quench spell takes 1d6 points of damage per caster level (maximum 15d6, no save allowed). Alternatively, you can target the spell on a single magic item that creates or controls flame. The item loses all its fire-based magical abilities for 1d4 hours unless it succeeds on a Will save. (Artifacts are immune to this effect.)

Sleet Storm

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Conjuration (Creation) [Cold]
Level: Drd 3, Sor/Wiz 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Cylinder (40-ft. radius, 20 ft. high)

Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Balance check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Balance skill for details). The sleet extinguishes torches and small fires.

Arcane Material Components: A pinch of dust and a few drops of water.

Speak with Plants

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Divination
Level: Brd 4, Drd 3, Rgr 2
Components: V, S
Casting Time: 1 standard action
Range: Personal

Target: You
Duration: 1 min./level

You can comprehend and communicate with plants, including both normal plants and plant creatures. You are able to ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly toward you, it may do some favor or service for you.

Remove Disease

DC: [][][3][3][][3][]

Conjuration (Healing)
Level: Adp 3, Clr 3, Drd 3, Rgr 3
Components: V, S
Casting Time: 1 standard action
Range: Touch

Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

Remove disease cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others. Certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher. Note: Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Snare

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Transmutation
Level: Rgr 2, Drd 3
Components: V, S, DF
Casting Time: 3 rounds
Range: Touch

Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level
Duration: Until triggered or broken
Saving Throw: None
Spell Resistance: No

This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast snare upon it, the cordlike object blends with its surroundings (Search DC 23 for a character with the trapfinding ability to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle. If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled. The snare is magical. To escape, a trapped creature must make a DC 23 Escape Artist check or a DC 23 Strength check that is a full-round action. The snare has AC 7 and 5 hit points. A successful escape from the snare breaks the loop and ends the spell.

Spike Growth

DC: [][][3][][2][][]

Transmutation
Level: Drd 3, Rgr 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: One 20-ft. square/level

Duration: 1 hour/level (D)
Saving Throw: Reflex partial
Spell Resistance: Yes

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance. In areas of bare earth, roots and rootlets act in the same way. Typically, spike growth can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area. Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by one-half. This speed penalty lasts for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC. Spike growth can't be disabled with the Disable Device skill. Note: Magic traps such as spike growth are hard to detect. A rogue (only) can use the Search skill to find a spike growth. The DC is 25 + spell level, or DC 28 for spike growth (or DC 27 for spike growth cast by a ranger).

Stone Shape

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Transmutation [Earth]
Level: Clr 3, Drd 3, Earth 3, Sor/Wiz 5
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch

Target: Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Arcane Material Components: Soft clay, which must be worked into roughly the desired shape of the stone object and then touched to the stone while the verbal component is uttered.

Summon Nature's Ally III

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Conjuration (Summoning)
Level: Drd 3, Rgr 3
Components: V, S, DF
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more creatures, no two of which can be more than 30 ft. apart
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

This spell functions like summon nature's ally I, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind. When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature's Ally Table			
1st Level	2nd Level	3rd Level	[1] May be summoned only into an aquatic or watery environment.
Dire rat	Bear, black (animal)	Ape (animal)	
Eagle (animal)	Crocodile (animal)	Dire weasel	
Monkey (animal)	Dire badger	Dire wolf	
Octopus[1] (animal)	Dire bat	Eagle, giant [NG]	
Owl (animal)	Elemental, Small (any)	Lion	
Porpoise[1] (animal)	Hippogriff	Owl, giant [NG]	
Snake, Small viper (animal)	Shark, Medium[1] (animal)	Satyr [CN; without pipes]	
Wolf (animal)	Snake, Medium viper (animal)	Shark, Large1 (animal)	
	Squid1 (animal)	Snake, constrictor (animal)	
	Wolverine (animal)	Snake, Large viper (animal)	
		Thoquua	

Water Breathing

DC:

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Transmutation
Level: Clr 3, Drd 3, Sor/Wiz 3, Water 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch

Target: Living creatures touched
Duration: 2 hours/level; see text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

Arcane Material Components: A short reed or piece of straw.

Wind Wall

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Evocation [Air]
Level: Air 2, Clr 3, Drd 3, Rgr 2, Sor/Wiz 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)

Effect: Wall up to 10 ft./level long and 5 ft./level high (S)
Duration: 1 round/level
Saving Throw: None; see text
Spell Resistance: Yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures). While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.

Arcane Material Components: A tiny fan and a feather of exotic origin.

