

Create Water

Druid 0

School conjuration (creation) [water]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Effect up to 2 gallons of water/level
Duration instantaneous
Saving Throw none; **Spell Resistance** no

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large - possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed.

Note: Conjunction spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Daze Animal

Druid 0

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, M (pinch of animal fur), DF
Range close (25 ft. + 5 ft./2 levels)
Target one animal of 4 HD or less
Duration 1 round
Saving Throw DC 14 Will negates; **Spell Resistance** yes

This enchantment clouds the mind of an animal with 4 or fewer Hit Dice inflicting it with the Dazed condition. Animals of 5 or more HD are not affected.

Appears in : 1001 Spells

Detect Magic

Druid 0

School divination
Casting Time 1 action
Components V, S
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 min./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 power of the most potent 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 Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

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

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength - Duration of Lingering Aura

Faint - 1d6 rounds
Moderate - 1d6 minutes
Strong - 1d6 x 10 minutes
Overwhelming - 1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic 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.

Detect magic can be made permanent with a *permanency* spell.

Guidance

Druid 0

School divination / void elemental
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 minute or until discharged
Saving Throw Will negates (harmless); **Spell Resistance** yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Light **Druid 0**

School evocation / wood elemental [light]
Casting Time 1 action
Components V, M/DF (a firefly)
Range touch
Target object touched
Duration 10 min./level
Saving Throw none; **Spell Resistance** no

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.

Light can be used to counter or dispel any darkness spell of equal or lower spell level.

Purify Food and Drink **Druid 0**

School transmutation
Casting Time 1 action
Components V, S
Range 10 ft.
Target 1 cu. ft./level of contaminated food and water
Duration instantaneous
Saving Throw DC 14 Will negates (object); **Spell Resistance** yes (object)

This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type nor upon magic potions. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Air Bubble **Druid 1**

School conjuration (creation)
Casting Time 1 action
Components S, M/DF (a small bladder filled with air)
Range touch
Target one creature or one object no larger than a Large twohanded weapon
Duration 1 minute/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Air bubble creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The *air bubble* allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage.

A firearm within an *air bubble* can be loaded - assuming the black powder comes from a powder horn, a cartridge, or some other airtight protective device - and fired. When shooting such a firearm underwater, the shot still takes the standard -2 penalty on attack rolls for every 5 feet of water the bullet passes through, in addition to normal penalties due to range. If a firearm within the *air bubble* explodes, the explosion occurs normally.

Appears in : Ultimate Combat

Commune With Birds **Druid 1**

Racial Spell for Tengu
School divination
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 10 minutes; see text

You utter a question in the form of a low-pitched bird call that can be heard up to a mile away, and can understand the responses given by birds in the area. Over the next 10 minutes, the birds reply as if you had asked them the question using *speak with animals*, giving you a general consensus answer to the question based on their knowledge. For example, you could ask if there is drinkable water in the area, the location of predators or other creatures, directions to a mountaintop or other natural feature, and so on, and the local bird communities would answer to the best of their ability.

If there are no birds in range, the spell has no effect and you do not get a response. Any creature using *speak with animals* (or a similar ability) who hears this bird call can understand your question, though it may not be able to reply in a way you can hear.

Appears in : Advanced Race Guide

Cure Light Wounds **Druid 1**

School conjuration (healing)
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Entangle **Druid 1**

School transmutation / wood elemental
Casting Time 1 action
Components V, S, DF
Range long (400 + 40 ft./level)
Area plants in a 40-ft.-radius spread
Duration 1 min./level (D)
Saving Throw DC 15 Reflex partial; see text; **Spell Resistance** no

This spell causes tall grass, weeds, and other plants to wrap around creatures in the area of effect or those that enter the area. Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts. If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the entangle or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion.

Faerie Fire**Druid 1**

School evocation [light]
Casting Time 1 action
Components V, S, DF
Range long (400 + 40 ft./level)
Area creatures and objects within a 5-ft.-radius burst
Duration 1 min./level (D)
Saving Throw none; **Spell Resistance** yes

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Creatures outlined by faerie fire take a -20 penalty on all Stealth checks. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or higher magical darkness effect functions normally), blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

Longstrider**Druid 1**

School transmutation
Casting Time 1 action
Components V, S, M (a pinch of dirt)
Range personal
Target you
Duration 1 hour/level (D)

This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Obscuring Mist**Druid 1**

School conjuration / water elemental (creation)
Casting Time 1 action
Components V, S
Range 20 ft.
Effect cloud spreads in 20-ft. radius from you, 20 ft. high
Duration 1 min./level (D)
Saving Throw none; **Spell Resistance** no

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater.

Restore Corpse**Druid 1**

School necromancy
Casting Time 1 action
Components V, S
Range touch
Target corpse touched
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You grow flesh on a decomposed or skeletonized corpse of a Medium or smaller creature, providing it with sufficient flesh that it can be animated as a zombie rather than a skeleton. The corpse looks as it did when the creature died. The new flesh is somewhat rotted and not fit for eating.

Appears in : Ultimate Magic

Summon Nature's Ally I**Druid 1**

School conjuration (summoning)
Casting Time 1 round
Components V, S, DF
Range close (25 + 5 ft./2 levels)
Effect one summoned creature
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (such as *wish*). The spell conjures one of the creatures from the 1st Level list on Table 10-2. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted. When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Summon Nature's Ally Tables

1st Level : Dire rat, Dolphin, Dog, Eagle, Frog, poison, Giant centipede, Fire beetle, Mite (gremlin), Pony (horse), Stirge, Viper (snake)

Barkskin**Druid 2**

School transmutation
Casting Time 1 action
Components V, S, DF
Range touch
Target living creature touched
Duration 10 min./level
Saving Throw none; **Spell Resistance** yes (harmless)

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level. The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

Chill Metal**Druid 2****School** transmutation / metal elemental [cold]**Casting Time** 1 action**Components** V, S, DF**Range** close (25 + 5 ft./2 levels)**Target** metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lbs. of metal/level, none of which can be more than 30 ft. away from any of the rest**Duration** 7 rounds**Saving Throw** DC 16 Will negates (object); **Spell Resistance** yes (object)

Chill metal makes metal extremely cold. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher. A creature takes cold damage if its equipment is chilled. It takes full damage if its armor, shield, or weapon is affected. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing or wielding such an item. On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, and causes more damage, as shown on the table below.

Round - Metal Temperature - Damage

1 - Cold - None

2 - Icy - 1d4 points

3-5 - Freezing - 2d4 points

6 - Icy - 1d4 points

7 - Cold - None

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. Underwater, chill metal deals no damage, but ice immediately forms around the affected metal, making it float if unattended.

Chill metal counters and dispels heat metal.

Delay Poison**Druid 2****School** conjuration (healing)**Casting Time** 1 action**Components** V, S, DF**Range** touch**Target** creature touched**Duration** 1 hour/level**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done.

Flaming Sphere**Druid 2****School** evocation / fire elemental [fire]**Casting Time** 1 action**Components** V, S, M/DF (tallow, brimstone, and powdered iron)**Range** medium (100 + 10 ft./level)**Effect** 5-ft.-diameter sphere**Duration** 1 round/level**Saving Throw** DC 16 Reflex negates; **Spell Resistance** yes

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 3d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would. The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a 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 aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range.

Fog Cloud**Druid 2****School** conjuration / water elemental (creation)**Casting Time** 1 action**Components** V, S**Range** medium (100 ft. + 10 ft. level)**Effect** fog spreads in 20-ft. radius**Duration** 10 min./level**Saving Throw** none; **Spell Resistance** no

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. The spell does not function underwater.

Gust of Wind**Druid 2****School** evocation / air elemental [air]**Casting Time** 1 action**Components** V, S**Range** 60 ft.**Effect** line-shaped gust of severe wind emanating out from you to the extreme of the range**Duration** 1 round**Saving Throw** DC 16 Fortitude negates; **Spell Resistance** yes

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path. All flying creatures in this area take a -4 penalty on Fly skill checks. Tiny or smaller flying creatures must make a DC 25 Fly skill check or be blown back 2d6 x 10 feet and take 2d6 points of damage. Small or smaller flying creatures must make a DC 20 Fly skill check to move against the force of the wind. A Tiny or smaller creature on the ground is knocked down and rolled 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet. Small creatures are knocked prone by the force of the wind. Medium or smaller creatures are unable to move forward against the force of the wind unless they succeed at a DC 15 Strength check. Large or larger creatures may move normally within a gust of wind effect. This spell can't move a creature beyond the limit of its range. Any creature, regardless of size, takes a -4 penalty on ranged attacks and Perception checks in the area of a gust of wind. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those in lanterns, to dance wildly and has a 50% chance to extinguish those lights. In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Gust of wind can be made permanent with a permanency spell.

Resist Energy**Druid 2****School** abjuration / all elements**Casting Time** 1 action**Components** V, S, DF**Range** touch**Target** creature touched**Duration** 10 min./level**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Restoration, Lesser**Druid 2****School** conjuration (healing)**Casting Time** 3 rounds**Components** V, S**Range** touch**Target** creature touched**Duration** instantaneous**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Soften Earth and Stone**Druid 2****School** transmutation [earth]**Casting Time** 1 action**Components** V, S, DF**Range** close (25 + 5 ft./2 levels)**Area** 10-ft. square/level; see text**Duration** instantaneous**Saving Throw** none; **Spell Resistance** no

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected. A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge. Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface. Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before. While this spell does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls (treat as a cave-in with no bury zone, see Chapter 13). A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.