

Call to Worship

Druid 0

Range: touch
Duration: instantaneous

Libram Magica, P. 14

- This orison mentally notifies parishioners of the cleric's faith (within one mile per level) that services are about to begin.
- The orison does not provide an actual compulsion to attend.
- This orison must be cast within an appropriate place of worship for the caster such as a temple, shrine, or the like.

Fertilize

Druid 0

Range: touch
Duration: permanent

Libram Magica, P. 29

- This minor miracle will cause a single plant to grow the equivalent of a full season over the course of 1 turn.
- For many food crops this will bring the plant to full maturity, producing a quantity of food of that type, at least enough for couple of meals. Otherwise, it simply advances a plant's growth by one year/season.

Mend

Druid 0

Range: touch
Duration: permanent

Libram Magica, P. 42

- The caster mends or repairs a single break, dent, hole, or similar minor repairs to a single object.
- Repair is permanent but the object is not immune to subsequent damages.

Cure Minor Wounds

Druid 0

Range: touch
Duration: instantaneous

Libram Magica, P. 20

- With this spell the caster heals a single hit point of damage by laying his or her hand upon the injured creature.
- Unlike other "cure" spells, there is no reversed version and undead are unaffected completely by the orison.

Guidance*

Druid 0

Range: 10'
Duration: 1 turn

Libram Magica, P. 34

- The caster grants a +1 bonus to the next attack roll for any one subject within 10 feet.
- Reversed, this becomes Misguide, which gives the subject -1 to his next attack roll. Either version lasts until used or a maximum of 1 turn.

Predict Weather

Druid 0

Range: self
Duration: instantaneous

Libram Magica, P. 47

- With this orison the caster acquires some insight into the general weather to be expected over the next 24 hours for the location the caster is in at the time of casting.
- The orison cannot account for magical changes in weather from spells, magical beings, or other fantastic alterations from the normal patterns of weather.

Dowse

Druid 0

Range: special
Duration: concentration

Libram Magica, P. 26

- This minor magical effect allows the caster to sense the presence of potable water using a forked stick (any will do, but some have favorites).
- While outdoors the dowsing rod will twist to point in the direction of such fresh water up to 1000 feet +100' per level of the caster.
- Water that is underground, in containers, or within structures can be located within 25 feet +5' per level. The effect lasts as long as the caster maintains concentration.

Meal Blessing

Druid 0

Range: touch
Duration: permanent

Libram Magica, P. 42

- The caster shares a short prayer before a meal to give the diners a blessing. Anyone who eats of the meal within 1 turn heals 1 hit point, up to a maximum of 4 participants per level of the caster.
- The meal must be specially prepared according to the religious requirements of the caster's deity (not just a round of camp rations).

Virtue

Druid 0

Range: touch
Duration: 1 turn

Libram Magica, P. 63

- The recipient of the orison acquires one additional hit point for the duration of the spell. Any damage taken is first applied to this temporary hit point, and then to the subjects normal allotment. Regardless, the hit point fades if unused after 1 turn has elapsed.

Ward*

Druid 0

Range: 10'
Duration: 1 turn

Libram Magica, P. 65

- The caster grants a +1 bonus to the next saving throw for any one subject within 10 feet.
- Reversed, the orison becomes Curse, which bestows a -1 penalty to the subjects next save. Either version lasts until used or a maximum of 1 turn.

Body of Sand

Druid 1

Range: self
Duration: 1 min/lvl

Libram Magica, P. 13

- This spell changes the nature of one's body so that it is akin to sand cohesively held together.
- The caster's appearance is largely unchanged, with only a grainy or sandy appearance to his exposed skin.
- When struck in combat by a bladed or piercing weapon, the caster reduces the amount of damage received by 5 points per attack (down to a minimum of 1 point per attack).

Decomposition

Druid 1

Range: touch
Duration: instantaneous

Libram Magica, P. 22

- Cause one corpse/body to completely decompose into dust, making it useless for subsequent effects that need a body. Only extremely potent magic such as a wish or act of a deity can overcome the decomposition.
- If used against a corporeal undead being it will be instantly slain and turned to dust if it fails a save vs. Death Ray. If successful, the undead still takes 2-5 points of damage per level of caster. This spell has no effect on undead that have no material body or are otherwise separated from their material remains.

Water to Wine

Druid 0

Range: touch
Duration: permanent

Libram Magica, P. 66

- This orison will transform one flask, vial, mug, or similar small container of water into quality wine, good enough for use in subsequent holy rituals or just to drink normally.

Create Water

Druid 1

Range: 10'
Duration: permanent

Libram Magica, P. 19

- Creates one gallon of water per level per day.
- Vessels to hold water must exist at time of casting.
- Water is of the purity of clean rain water.
- Reminder: Water weighs 8 pounds and 8 gallons of water is a cubic foot.

Detect Magic

Druid 1

Range: 60'
Duration: 2 turns

Libram Magica, P. 23

- Detect enchanted or enspelled objects or creatures within the given range by sight.
- They appear surrounded by a pale glowing light visible only to the caster.
- Invisible creatures and objects not detected by this spell, but the existence of invisibility magic is seen as an amorphous glowing fog allowing the caster to attack at -2 to hit.

Animal Friendship

Druid 1

Range: 30'
Duration: special

Libram Magica, P. 11

- This spell allows a druid to make an animal friend.
- Works on normal or giant size nonmagical animals.
- Takes an hour to cast. Animal saves vs. Spell.
- If success, spell fails animal ignores caster.
- If save fails, animal joins caster for rest of life assisting as it can as a treasured partner. No arcane connection or control, just friendship.
- Treating animal poorly allows additional saves to escape.
- Caster can only have twice level in HD of animals.

Cure Light Wounds*

Druid 1

Range: touch
Duration: instantaneous

Libram Magica, P. 20

- Caster heals 1d6+1 HP by laying hands on target creature.
- Reverse form, **cause light wounds**, does the opposite but requires caster to make a successful attack roll.
- Undead are affected by this spell, though its affects are opposite that for living creatures.

Detect Snares and Pits

Druid 1

Range: 60'
Duration: 10 turns

Libram Magica, P. 23

- Detect simple pits, dead-falls, and snares and mechanical traps constructed of natural materials. Does not detect complex traps, including trapdoors.
- This spell does detect some natural hazards. It does not detect magic or inactive traps.
- Takes time to reveal hazard. One round – presence of hazard. Two rounds, number and location. Later rounds. Type and trigger for one.
- Each round, can start on new area. The spell is blocked by 1 foot stone, 1 inch common metal, thin sheet of lead, or 3 feet wood or dirt.

Entangle

Druid 1

Range: 200'

Duration: 3 rnds/lvl

Libram Magica, P. 27

- This spell causes grasses, trees, bushes, shrubs, or other plants to entwine around creatures in a 10x10 foot area.
- Most creatures within the area move at 1/4 normal speed; very large and/or very strong creatures (at least as big or strong as a giant or dragon) move at 1/2 normal speed.
- Entangled creatures may not attack nor take most actions other than movement due to the interference of the enchanted plants.

Pass Without Trace

Druid 1

Range: touch

Duration: 1 hr/lvl

Libram Magica, P. 45

- This spell permits up to one creature per caster level to move through any type of terrain, leaving neither footprints nor scent. Tracking the subjects by non-magical means is thus rendered impossible by mundane means.

Blizzard

Druid 2

Range: 50'+10'/lvl

Duration: Max 5 rnds

Libram Magica, P. 13

- Being essentially a lesser Ice Storm spell, this spell calls down freezing sleet, snow, and hail in a 20 foot radius 40 foot height around the targeted spot.
- Deal 1d4 points of cold damage per round in the area of effect; save vs. Spells each round for half. Movement/vision halved in region.
- The caster must maintain concentration to keep the spell active.
- The spell lasts a maximum of 5 rounds regardless, and then dissipates leaving no trace
- Cold resistance means no damage from spell.

Faerie Fire

Druid 1

Range: 200'+10'/lvl

Duration: 1 min/lvl

Libram Magica, P. 28

- A pale glow surrounds and outlines all objects and individuals within a 20' of a target point.
- Outlined subjects shed light as candles and do not benefit from the concealment normally provided by darkness.
- The spell effectively negates the effects of blur, displacement, invisibility, or similar.
- The light is too dim to affect undead or dark-dwelling creatures vulnerable to light.
- The faerie fire can be blue, green, or violet. Does not cause any harm to the objects or creatures thus outlined.

Purify Food and Water

Druid 1

Range: 10'

Duration: instantaneous

Libram Magica, P. 49

- This spell makes spoiled, rotten poisonous or otherwise contaminated food and water pure and suitable for consumption.
- This spell does not prevent subsequent natural decay and 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 on magical potions.

Charm Animal

Druid 2

Range: 60'

Duration: 1d4+1/lvl rnds

Libram Magica, P. 15

- Charm one or more animals, as charm person, 1 HD per caster level.
- The caster may select animals out of a mixed group. Excess HD are ignored
- No saving throw is allowed, either for normal or giant-sized animals, but creatures of more fantastic nature are allowed a save vs. Spells to resist.
- When the duration expires, the animals will resume normal activity immediately.
- This spell does not grant the caster any special means of communication with the affected animals.

Light*

Druid 1

Range: 120'

Duration: 6+1/lvl turns

Libram Magica, P. 39

- Create a light source equal to torchlight with 30' radius and half that to 50'.
- Immobility if cast on area, can be on object that moves.
- Reversed, **darkness** creates an area of darkness as above for Darkvision and mundane light sources.
- Light and **darkness** can counter each other. The later spell must be cast by a higher level caster.
- May blind an opponent if cast on ocular organs. The target can save vs. Death Ray to avoid the effect and if save made the spell fizzles. -4 to attack rolls. If used this way there is no area of effect.

Resist Cold

Druid 1

Range: touch

Duration: 1 rnd/lvl

Libram Magica, P. 52

- This abjuration grants a temporarily immunity to cold.
- Minor cold (exposure to winter weather in inadequate clothing) is ignored.
- Against more significant cold (White Dragon Breath) gain +3 on saving throws and all damage from cold-based-attacks is reduced by half before the save.

Find Traps

Druid 2

Range: 30'

Duration: 3 turns

Libram Magica, P. 29

- The caster can detect both magical and mechanical traps.
- Traps within 30' glow with a faint greenish-blue aura.
- Natural hazards (e.g. quicksand, sinkholes, unsafe natural rock walls) are not detectable.
- No information is given on how to disarm the trap nor its type or nature.

Flame Weapon

Druid 2

Range: touch

Duration: 1 turn/lvl

Libram Magica, P. 30

- Transform the caster's weapon into magical fire similar to magical "Flames on Command".
- The weapon is magic for the duration of the spell (equivalent to +1).
- Weapon damage is fire and weapon gets additional +1 damage/2*level (rounded down).
- If target vulnerable to fire, add +1/lvl to dmg.
- Flames do not harm the caster, but can burn objects.
- Flames light as torch.
- Caster must hold weapon, can end spell at will.

Heat Metal

Druid 2

Range: 25'

Duration: 7 rnds

Libram Magica, P. 35

- Heat a single item of ferrous metal.
- Progressively hotter each round, damage is if wielder keeps holding the affected item.
- 1st, warm, no damage
- 2-3, Hot, 1d4 dmg
- 4-5, Searing, 2d4 dmg
- 6th, Hot, 1d4 dmg
- 7th, warm, no damage

Restore Health

Druid 2

Range: touch

Duration: instantaneous

Libram Magica, P. 53

- This spell removes unnatural weakness, mental or physical debilitation or exhaustion from the touched individual.
- This spell is useful for restoring temporary ability score draining, such as the strength-draining touch of a shadow.
- The caster chooses which ability score the spell will restore when casting.
- It has no effect on permanent ability score loss or energy drain.

Forest Speak

Druid 2

Range: touch

Duration: 1 turn/lvl

Libram Magica, P. 31

- This spell allows up to 1 individual or creature per level of the caster to communicate with each other in ways that sound like the natural sounds of the current environment.
- Current environment dictates used sounds.
- Only creatures touched during casting of the spell benefit from the effect.
- One can speak normally then subsequently resume forest speaking. Others seeking to understand those using forest speak must utilize magic or other means to communicate.

Message

Druid 2

Range: touch

Duration: 1 turn/lvl

Libram Magica, P. 42

- The caster can whisper messages and receive replies with little chance of being overheard.
- Caster chooses each creature to be included, 1 per level. The whispered message travels in a straight line (30'+10'/lvl) and is audible to all of the involved creatures.
- The recipients can whisper a reply heard by the caster. There must be a clear path between the caster and the recipients.
- The message must be in a language the caster speaks; this spell does not by itself confer understanding.

Shield of Thorns

Druid 2

Range: self

Duration: 1 turn/lvl

Libram Magica, P. 55

- Thick vines and thorny protrusions grow up and around the spell caster, hardening to provide protection and discouraging attacks.
- The wooden vine "armor" provides a +4 bonus to armor class.
- In addition, those attempting to strike the caster in close combat (melee attack) must save vs. Death Ray or take 1d4 point of damage from the thorns. Those attacking with weapons of length, such as spears or polearms, will not suffer such damage.

Forked Lightning

Druid 2

Range: 25'+5'/lvl

Duration: instantaneous

Libram Magica, P. 31

- Two arcs of electricity from the casters fingers strike two separate adjacent targets within 10' of each other.
- To hit roll is required with +4 to hit. Inanimate objects cannot be damaged by this spell.
- Cause 1d6 points of electricity damage +1 point of damage per 2 caster levels (round down). Bonus bolts for every 2 levels past 3.
- Extra targets (after 1st two) must be within 10 feet of last target and require new to-hit. One bolt per target.
- No save to reduce damage, any resistance negates damage.

Produce Flame/Cold

Druid 2

Range: self(special)

Duration: 1 min/lvl

Libram Magica, P. 47

- Flames or bluish cold aura as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.
- Does not work underwater.
- The flames/aura can be used in combat. To hit in melee (+4 to hit) deals damage equal to 1d6 +1/lvl (max +10).
- The flames or cold can hurl to 120' (+4 to hit). Damage equal to 1d6 +1/lvl (max +10). Hand relights, spell duration reduces 1 minute.

Slow Poison

Druid 2

Range: touch

Duration: 1 hr/lvl

Libram Magica, P. 57

- Creature touched by caster 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 target until spell lapses.
- Slow poison does not cure any damage that poison may have already done, with exception of fatal poisoning.
- If cast on a character who received lethal damage from poison the previous round, the spell removes that round's poison damage only and delays it for the duration of the spell. Prior poison damage will remain unaffected, but no further damage accrues until spell lapses and neutralizing the poison is possible.

Snake Charm

Druid 2

Range: 60'

Duration: 1d4+1 rnd/turn

Libram Magica, P. 57

- Caster may charm 1 Hit Die of snakes per level.
- True snakes including giants, no save. Snake like creatures save vs Spells to negate.
- The snakes or creatures affected will rise up and sway in typical snake-like fashion, but will not attack unless attacked themselves.
- If the caster uses the spell on snakes attacking the character or his group, the spell's duration is 1d4+1 (2-5) rounds; otherwise, it lasts 1d4+1 (2-5) turns when used on otherwise dormant or unaware snakes.
- When the spell wears off, the snakes return to normal, but with normal reactions; they will not be automatically hostile.

Assume Animal Form

Druid 3

Range: self

Duration: 1 hour/lvl

Libram Magica, P. 12

- This spell allows the caster to change into the form of any natural animal. The assumed animal form cannot have more hit dice than the caster's level. If slain, the caster reverts back to his or her original form.
- The caster gains the physical capabilities and statistics of the new form but retains his or her own mental abilities. The caster may remain transformed up to one hour per level, or end the spell earlier if he or she so desires.

Continual Light*

Druid 3

Range: 360'

Duration: 1 yr/lvl

Libram Magica, P. 18

- Create a spherical region of light that illuminates a 30' radius as daylight and lesser to 60'.
- Spell can target a movable object, the air or a creature up to range.
- Spell lasts 1 year/lvl
- As with **light** this can target a creature's visual organs. Save vs. Spell to avoid blinding, save means spell illuminates air behind creature. Blinded creatures have -4 to attack rolls.
- Reverse is **continual darkness** causing complete mulling of all other light sources in area or blinding creature in the same way.

Speak with Animals

Druid 2

Range: special

Duration: 1 turn/4*lvl

Libram Magica, P. 57

- The caster can comprehend and communicate with any one animal (normal or giant sized but not magical or monstrous).
- Must be in line of sight and able to hear caster.
- The caster may change target one time per round.
- Does not alter reactions or attitudes.
- More intelligent animals may be terse and evasive while less intelligent ones are inane.
- A friendly reaction may make the animal willing to grant a favor or service.

Aura of Lightning

Druid 3

Range: touch

Duration: 1 turn

Libram Magica, P. 12

- This spell covers the recipient's body in a sparking electrical field that moves with them.
- The electrical field does not harm the recipient or any possessions carried, but does 1d6 points of electrical damage on contact. This affects those attacking the recipient with a melee weapon, including reach weapons. The arcing electricity will travel the length of such weapons regardless of material.
- Likewise, anyone damaged in melee by the recipient of this spell will receive this damage in addition to any done by the attack.

Cure Disease*

Druid 3

Range: touch

Duration: instantaneous

Libram Magica, P. 19

- Kills all diseases the target is suffering from.
- Kills parasites afflicting the target character.
- Some special diseases may not be countered by this spell or may require the caster to have a certain level or higher.
- Note: This spell does NOT prevent reinfections after casting if the target is exposed again.

Warp Wood

Druid 2

Range: 50'

Duration: instantaneous

Libram Magica, P. 65

- The caster causes non-magic wood in a 20 foot radius to bend and warp, permanently destroying its straightness, form, and strength.
- A warped door springs open or becomes stuck. A boat or ship springs a leak. Warped weapons are useless. The caster may warp wood object(s) up to 1 foot in all side or equivalent per level.
- Alternatively, the caster can "un-warp" non-magic wood, straightening wood that has been warped by this spell or by other means.
- The caster can combine multiple consecutive warp wood spells to warp (or un-warp) an object that is too large to warp with a single spell.

Call Lightning

Druid 3

Range: 100'+0'/lvl

Duration: 1 rnd/lvl

Libram Magica, P. 14

- Call down a 5 foot wide, 30 foot long, vertical bolt of lightning that deals 3d6 points of electricity damage to target in spell range.
- Save vs. Spell for half damage.
- Need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed.
- Total bolts = lvl/3 round down.
- Outdoors in stormy conditions, increase damage to 3d8 points.
- Clear path to open sky must exist.

Entangling Thorns

Druid 3

Range: 100'+10'/lvl

Duration: 1 rnd/lvl

Libram Magica, P. 27

- Great thorny tendrils quickly grow up and around target.
- Save vs. Spells or immobile. -2 to hit and -4 AC, take 1d4 dmg/rnd.
- Cast spells on a 1 on a d6, add spell casting ability score bonus.
- Break free 1 on a d6 modified by greater of Strength or Dexterity bonus. Growths have AC11, 22hp but larger than small weapons split damage between target and growths.

Frost Nova ❀

Druid 3

Range: 100' + 10'/lvl
Duration: instantaneous

Libram Magica, P. 32

- A cold version of a fireball. Frost Nova flash freezes the air creating a burst of ice and cold.
- 1d6 points of damage per caster level to every creature within 10'.
- Save vs. Spells for half.
- Affected creatures slowed for 1d4 rounds each. Can only move at half or attack not both. -2 to hit, damage, AC, saves vs. Dragon.
- Cold resistant creatures are unaffected, Fire based creatures take extra damage per GM.
- Pea sized bead travels from finger to blast, early contact means early detonation.

Plant Growth ❀

Druid 3

Range: special
Duration: permanent

Libram Magica, P. 46

- Cause normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within 400' + 40'/lvl to become thick and overgrown.
- Existing 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.
- A 100' radius may grown. Caster may specify an area inside not entwined.
- This spell has no effect on plant creatures, that is, any self-willed and/or animated plant.

Water Breathing ❀

Druid 3

Range: touch
Duration: 2 hr/lvl

Libram Magica, P. 66

- The affected creatures can breathe water freely. Divide the duration evenly among all the creatures the caster touches. The spell does not make creatures unable to breathe air, and thus cannot be used offensively.
- The reverse of the spell, Air Breathing, works exactly the same but grants water dwelling creatures the ability to breath normal air for the duration.

Growth of Animals ❀

Druid 3

Range: 60' + 10'/lvl
Duration: 1 turn/lvl

Libram Magica, P. 33

- Animal grows to 2X size and 8X weight.
- Animal Damage 2X and AC +2
- Animal carrying capacity 2X
- Unfriendly animal may save vs Spell to negate.
- All worn equipment grows though no magical properties can change and equipment returns to normal if removed from animal.
- Spell gives no means of command or influence.

Protection from Fire ❀

Druid 3

Range: touch
Duration: special

Libram Magica, P. 48

- If the caster touches himself or herself, this spell grants temporary immunity to fire (normal and magic). When the spell absorbs 12 points per caster level of magical fire damage, it is discharged. Otherwise the spell lasts for 10 minutes per caster level.
- If the spell is cast upon another creature than the caster, protection from fire grants temporary immunity against normal fire. The spell also offers a +4 bonus to saving throws against magical fire and if the save is successful, the creature suffers no damage (and only 25

Call Woodland Beings ❀

Druid 4

Range: 120'
Duration: 1 rnd/lvl

Libram Magica, P. 14

- Summon woodland creatures. They appear where the caster designates and act immediately, on his or her turn.
- hey attack the caster opponents to the best of their ability. If the caster can communicate with the creatures, he or she can direct them not to attack, to attack particular enemies or to perform other actions.
- The spell only functions outdoors in a natural location (not in town or within a structure).
- Conjures one group: 4 Centaurs, 16 Pixies, 2 Treants, 4 Unicorns.

Hold Animal ❀

Druid 3

Range: 180'
Duration: 2d8 turns

Libram Magica, P. 35

- Functioning much like hold person, this spell will render any normal or giant nonmagical animal creature paralyzed.
- Targets of the spell are aware, and breathe normally, but cannot take any actions.
- Save vs. Spells will negate the effect
- The spell may be cast at a single animal, which makes its save at -2, or at a group, in which case 1d4 of the animals in the group may be affected.
- A winged creatures flap wings and falls (if in flight at the time). A paralyzed swimmer cannot swim.

Sidhe Messenger ❀

Druid 3

Range: special
Duration: special

Libram Magica, P. 56

- Spell creates a small and fast winged lightning bug-like faerie. It cannot fight, all normal animals ignore it though monsters can attack.
- AC 18 and 2 + lvl hit points. Move 120'/rnd. Carry 1 oz/5*lvl.
- When created, flies without error to specified location and person if named. Will land and wait if no person specified, else will circle looking for that person.
- After landing will vanish in 1 rnd/lvl even if message not delivered. Carried items fall to ground.

Control Temperature 10' Radius ❀

Druid 4

Range: 0
Duration: 1 hr/lvl

Libram Magica, P. 18

- The caster can change automatically the surrounding temperature (10 foot radius sphere) by up to 10 degrees Fahrenheit per caster level.
- The change can be upward or downward (caster's choice).

Cure Serious Wounds*

Druid 4

Range: touch
Duration: instantaneous

Libram Magica, P. 20

- Caster heals 2d6+1/lvl HP by laying hands on target creature.
- Reverse form, **cause light wounds**, does the opposite but requires caster to make a successful attack roll.
- Undead are affected by this spell, though its affects are opposite that for living creatures.

Protection from Lightning

Druid 4

Range: touch
Duration: special

Libram Magica, P. 48

- If the caster touches himself or herself, this spell grants temporary immunity to lightning/electricity (normal and magic). When the spell absorbs 12 points per caster level of magical damage, it is discharged. Otherwise the spell lasts for 10 minutes per caster level.
- If the spell is cast upon another creature than the caster, protection from lightning grants temporary immunity against lightning and electricity. The spell also offers a +4 bonus to saving throws against magical electricity and if the save is successful, the creature suffers no damage (and only 25

Tree Sanctuary

Druid 4

Range: self
Duration: 1 turn/lvl

Libram Magica, P. 62

- Create an invisible door in the trunk of a tree visible only to dryads, druids, or similar. The tree must be 10' and planted into the earth. The caster may enter the tree.
- Furthermore, this spell may only be cast on a tree occupied by a dryad if the dryad allows.
- The caster has 360 degree vision and hearing and temperature sense. The caster may meditate to memorize spells in the tree. 1 hour sleep/turn in tree. Oak, heal 1d4 hp/turn.
- Caster cannot taste, smell, touch, speak, cast spells in tree. Takes 1/2 of any damage done to tree and if tree destroyed is expelled.

Growth of Plants

Druid 4

Range: 120'
Duration: permanent

Libram Magica, P. 34

- Spell causes normal vegetation in range (grasses, briars, bushes, trees, vines) to become thick and overgrown.
- No more than 1000 sq feet of soil can be grown per 5 caster levels.
- Hacking through growth reduces movement to 5'/round unless giant sized, who halve if brush/trees present.
- Reverse, **shrink plants**, renders densely overgrown areas passable in same area.
- Spell is permanent until countered by the opposite or **dispel magic**.
- Spell does not affect animated plant creatures.

Speak with Plants

Druid 4

Range: 20'
Duration: 1 turn

Libram Magica, P. 58

- The caster can comprehend and communicate with any normal plants and plant creatures. A normal plant's sense of surroundings is limited so it will be unable to give detailed descriptions of creatures or events around it.
- Must be in line of sight and able to hear caster.
- The caster may change target one time per round.
- Does not alter attitudes.
- More intelligent plants may be terse and evasive while less intelligent ones inane.
- A friendly reaction may make the monsters willing to grant a favor or service though normal plants are typically not animate.

Commune with Nature

Druid 5

Range: see text
Duration: instantaneous

Libram Magica, P. 17

- Become one with nature, attaining knowledge of the surrounding territory
- After 1 turn of concentration, caster instantly gains knowledge of: ground/terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, presence of settlement or structure, general state of nature.
- Outdoor 1 mile/lvl.
- Underground 100'/lvl.
- Does not function where nature has been replaced by construction or settlement.

Lower Water

Druid 4

Range: 360'
Duration: 1 turn/lvl

Libram Magica, P. 40

- Reduce the depth of water or liquid by 2 feet/level of caster to a minimum depth of 1 inch.
- Water is lowered in a 10'x10'xdepth square shaped depression.
- In deep large bodies of water the spell is a whirlpool that can endanger nearby ships by dragging them down or preventing them from moving away.
- Cast on water elementals or other water based creatures, acts as a **slow** spell. A save vs. Spells by the creature negates.

Sticks to Snakes

Druid 4

Range: 120'
Duration: 6 turns

Libram Magica, P. 59

- This spell transforms normal wooden sticks into 1d4 HD worth of normal (not giant) snakes per four caster levels.
- See the **Monsters** section for details on the snakes.
- The snakes follow the commands of the caster.
- When slain, dispelled or the spell times out the snakes return to their original stick forms.
- Already enchanted "sticks" cannot become snakes.

Control Winds

Druid 5

Range: 0 (text)
Duration: 10 min/lvl

Libram Magica, P. 18

- Alter wind force around caster (40'/lvl radius 40' high). The caster can make the wind blow in a certain direction or manner, increase or decrease its strength.
- The new wind direction and strength persist until spell ends or caster chooses to alter it by concentrating. The caster may create an "eye" of calm air to 40' radius.
- Caster may vary wind patterns over spell area.
- For every three caster levels, the caster can increase or decrease wind condition by one level (as described in the Waterborne Adventures section of the core rules).

Dispel Evil

Druid 5

Range: touch

Duration: 1 rnd/lvl

Libram Magica, P. 24

- This spell is used to deal with creatures from the nether planes, hereafter "evil creatures"
- The spell gives the caster a +4 AC bonus.
- The caster banish an evil creature back to its home plane by touch. Requires a combat hit and the creature must fail a save vs Spell.
- With a touch on the affected object the caster can automatically dispel one spell cast by the evil creature as per **dispel magic** though this ends the spell early.
- The definition of "evil" is vague but tends to apply to extraplanar creatures opposed to the caster.

Reincarnate

Druid 5

Range: touch

Duration: instantaneous

Libram Magica, P. 51

- **Complicated Spell, check Rulebook!**
- This spell brings back a dead character (or humanoid) in another body, provided the death occurred no more than one week before the casting and the soul is free to return.
- If the soul is not willing to return the spell fails.
- Many conditions are set and the table determining the new body is in the rulebook.
- **The rulebook must be consulted now!**

Animate Objects

Druid 6

Range: 100'+10'/lvl

Duration: 1 rnd/lvl

Libram Magica, P. 11

- Give inanimate objects mobility/life and designate them to attack.
- Cannot animate carried/worn/magical items.
- Animate 1 object/lvl at 25 lbs/object.
- GM decides effectiveness.
- 10' move, ground contact
- Use casters to-hit.
- 1d4 dmg small
- 1d6 larger
- 1d8 maximum
- Weapons by damage to maximum.

Flame Strike

Druid 5

Range: 60'

Duration: instantaneous

Libram Magica, P. 30

- A flame strike produces a vertical column of divine fire roaring downward (cylinder of 10 foot radius, 30 feet high). The spell deals 6d8 points of damage to any creatures within the area of effect.
- A save vs. Spells for half damage is allowed.

Rock to Mud

Druid 5

Range: 150'

Duration: permanent

Libram Magica, P. 53

- Turns natural rock into equal volume of mud; two 10' cubes/lvl. Magical stone not affected. Depth cannot exceed 10 feet.
- Creatures sink to hip/chest deep. Move 5', -2 AC Saves to-hit.
- On cavern ceiling, the ensuing cave-in deal 8d6 points of damage to anyone caught, half damage to save vs. Death Ray.
- Large stone buildings generally immune but small buildings often rest upon foundations can be affected.
- The mud remains until dispel magic or reversed spell restores it. Evaporation turns mud dirt over days.

Part Water

Druid 6

Range: 60'

Duration: 1 turn/lvl

Libram Magica, P. 44

- This spell, when cast on a body of water, causes it to part. This exposes a path that can be traversed as if it were dry land.
- Note that this spell does not change the topography of the bottom of the body of water, so the terrain may still be difficult to cross.
- The caster is able to affect a body of water up to 5 feet/caster level. The caster may dismiss this spell at any time.

Neutralize Poison*

Druid 5

Range: touch

Duration: instantaneous

Libram Magica, P. 44

- Detoxifies any venom from creature or object touched.
- No additional effects from poison will harm creature.
- If cast on someone slain by poison in past 10 rounds, can revive the creature with 1 HP.
- If cast on a poisoned object (weapon, trap, etc) the poison is neutralized.
- Reversed, spell is **poison**. The caster must make a successful attack role. It target is struck it must save vs Poison or die. Caster's touch is poisonous for 1 round/level until discharged (only one person can be hit with the poison).

Wall of Fire

Druid 5

Range: 180'

Duration: 1 rnd/lvl

Libram Magica, P. 64

- This spell causes an immobile blazing curtain of shimmering violet fire to come into existence.
- One side of the wall, chosen by caster, deals 2d4 points of heat damage to all within 10' and 1d4 points within 20'. The wall deals 2d6 + 1pt/caster level to those passing through it. Wall damage 2X vs undead.
- Either length 20'/lvl or radius 5'/lvl. 20' tall.
- If evoked on creatures each creature takes damage as if passing through, save vs. Spells reduces it 10' damage.
- The caster may choose to keep the wall up by concentration or give it a 1 round/level timeout at casting.

Pass Tree

Druid 6

Range: touch

Duration: instantaneous

Libram Magica, P. 44

- This spell allows the caster and up to two others to teleport between any two living trees on the same plane.
- The caster must have personal knowledge of the specific tree or general area that is the target destination.

Weather Summoning

Druid 6

Range: self

Duration: 5 turns/lvl

Libram Magica, P. 66

- The caster is able to summon nearby weather conditions. The caster must be aware of the weather condition to summon it. This spell does not grant control of the weather to the caster.

Faerie Ring

Druid 7

Range: 10'

Duration: 1 hr/lvl

Libram Magica, P. 28

- Faerie Ring creates a small circle of distinct toadstools that grow quickly into a gate to border of the Faerie Realm. Healing and spell recovery occur at double rate here. One can exit to either the prime world or Faerie Realm.
- Magic-users and druids act as 1.5 times normal caster level. Clerics only 75% (3/4) due to being a bit further removed from their divine sources of power. Characters recover (healing and spell recovery) at triple the normal rate while in the Faerie Realm.
- See the spell for a more complete description of the Faerie Realm.

Restoration

Druid 7

Range: touch

Duration: permanent

Libram Magica, P. 52

- Restore a single energy level drained from a creature. At 16th level, restore two.
- See the rules for Energy Drain (in the **Encounter** section) for more.
- Alternately restore 1d4 lost ability points to one temporarily drained ability or 1 point to a permanently lost ability.
- Restoration cannot restore levels due to death (as described for the spell **raise dead**).

Word of Recall

Druid 6

Range: self(special)

Duration: instantaneous

Libram Magica, P. 67

- Word of recall instantly transports the caster back to his or her sanctuary when a single word is uttered.
- The very familiar sanctuary must be designated with a 10'x10' space when the spell is prepared.
- The caster can transport any distance to arrive but not across planes.
- 300 lbs plus 100 lbs/level past 10th can travel. The caster must be in contact with all transported objects and creatures must be connected to caster through other creatures.
- An unwilling creature cannot be teleported by word of recall and can hold onto teleported possessions with a save vs Spell.

Regenerate

Druid 7

Range: touch

Duration: permanent

Libram Magica, P. 51

- This spell causes severed body parts, broken bones and ruined organs to grown back.
- After spell is cast the regeneration takes 1 round if the members are present and touching the creature. Otherwise a full turn is needed to regrow them.
- Also heals 3d8 points of damage.
- Regenerate has no effect on nonliving creatures, constructs or undead.