

Animal Shapes

Transmutation
Level: Animal 7, Drd 8
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to one willing creature per level, all within 30 ft. of each other
Duration: 1 hour/level (D)
Saving Throw: None; see text
Spell Resistance: Yes (harmless)

This spell functions like polymorph, except you polymorph up to one willing creature per caster level into an animal of your choice; the spell has no effect on unwilling creatures. All creatures must take the same kind of animal form. Recipients remain in the animal form until the spell expires or until you dismiss it for all recipients. In addition, an individual subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject alone. The maximum HD of an assumed form is equal to the subject's HD or your caster level, whichever is lower, to a maximum of 20 HD at 20th level.

Control Plants

Transmutation
Level: Drd 8, Plant 8
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

DC:
Target: Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: No

This spell enables you to control the actions of one or more plant creatures for a short period of time. You command the creatures by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible the controlled plants do not attack you. At the end of the spell, the subjects revert to their normal behavior. Suicidal or self-destructive commands are simply ignored.

Cure Serious Wounds, Mass

Conjuration (Healing)
Level: Clr 7, Drd 8
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

DC:
Target: One creature/level, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Will half (harmless) or Will half; see text
Spell Resistance: Yes (harmless) or Yes; see text

This spell functions like mass cure light wounds, except that it cures 3d8 points of damage +1 point per caster level (maximum +35).

Earthquake

Evocation [Earth]
Level: Clr 8, Destruction 8, Drd 8, Earth 7
Components: V, S, DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 80-ft.-radius spread (S)

DC:
Duration: 1 round
Saving Throw: See text
Spell Resistance: No

When you cast earthquake, an intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) or lose any spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast. Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below). An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris. Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

Earthquake (continued)

Open Ground: Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within. Structure: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below). River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud. Pinned beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

Finger of Death

Necromancy [Death]
Level: Drd 8, Sor/Wiz 7
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

DC:
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

You can slay any one living creature within range. The target is entitled to a Fortitude saving throw to survive the attack. If the save is successful, the creature instead takes 3d6 points of damage +1 point per caster level (maximum +25). The subject might die from damage even if it succeeds on its saving throw.

Word of Recall

DC:

Conjuration (Teleportation)

Level: Clr 6, Drd 8

Components: V

Casting Time: 1 standard action

Range: Unlimited

Target: You and touched objects or other willing creatures

Duration: Instantaneous

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or Yes (harmless, object)

Word of recall teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. Exceeding this limit causes the spell to fail. An unwilling creature can't be teleported by word of recall. Likewise, a creature's Will save (or spell resistance) prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw.

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