Call Lightning

Alteration

Range:	0	**Components:**	V,S,M
Duration:	1 Turn /Level	**Casting Time:**	1 Turn
Area of Effect:	72" Diameter	**Saving Throw:**	1/2

Level 3 Druid

Cure Disease

Necromantic (Reversible)

Range:	Touch	**Components:**	V,S,M
Duration:	Permanent	**Casting Time:**	1 Round
Area of Effect:	Target Touched	**Saving Throw:**	None

Level 3 Druid

Hold Animal

Enchantment / Charm

Range:	8"	**Components:**	V,S,M
Duration:	2 Rounds / Level	**Casting Time:**	5 Segments
Area of Effect:	1 to 4 Animals	**Saving Throw:**	Negates

Level 3 Druid

Description

When a call lightning spell is cast, there must be a storm of some sort in the area - a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado. The druid is then able to call down bolts of lightning from sky to ground. Each bolt will cause damage equal to 2 eight-sided dice (2d8) plus 1 like die (d8) for each level of experience of the druid casting the spell. Thus, a 4th level druid calls down a six-die (6d8) bolt. The bolt of lightning flashes down in a perpendicular stroke at whatever distance the spell caster decides, up to the 36" radial distance maximum. Any creature within a 1" radius of the path or the point where the lightning strikes will take full damage, unless a saving throw is made, in which case only one-half damage is taken. full/half damage refers to the number of hit dice of the lightning bolt, i.e. if it is of eight dice strength, the victim will take either eight dice (8d8) or four dice (4d8), if the saving throw is made, of damage. The druid is able to call one bolt of lightning every 10 melee rounds (1 turn), to a maximum number of turns equal to the level of experience he or she has attained, i.e. 1 bolt/turn for each level of experience. Note: This spell is normally usable outdoors only.

Description

This spell is the same as the 3rd level cleric cure disease spell (q.v.), with the exception that the druid must have mistletoe to effect it. It is reversible to cause disease also.

The cleric cures most diseases - including those of a parasitic, bacterial, or viral nature - by placing his or her hand upon the diseased creature. The affliction rapidly disappears thereafter, making the cured creature whole and well in from 1 turn to 1 week, depending on the kind of disease and the state of its advancement when the cure took place. The reverse of the cure disease spell is cause disease. To be effective, the cleric must touch the intended victim, and the victim must fail the saving throw. The disease caused will begin to affect the victim in 1-6 turns, causing the afflicted creature to lose 1 hit point per turn, and 1 point of strength per hour, until the creature is at 10% of original hit points and strength, at which time the afflicted is weak and virtually helpless.

Description

By means of this spell the druid holds one to four animals rigid. Animals affected are normal or giant-sized mammals, birds, or reptiles, but not monsters such as centaurs, gorgons, harpies, naga, etc. That is, apes, bears, crocodiles, dogs, eagles, foxes, giant beavers, and similar animals are subject to this spell. The hold lasts for 2 melee rounds per level of experience of the druid casting it. It is up to the druid as to how many animals he or she wishes to hold with the spell, but the greater the number, the better chance each will have of not being affected by the spell. Note that a maximum body weight of 400 pounds (100 pounds with respect to non-mammals)/animal/level of experience of the druid can be affected, i.e. an 8th level druid can affect up to four 3,200 pound mammals or a like number of 800 pound non-mammals such as birds or reptiles. Each animal gets a saving throw: if only 1 is the subject of the spell, it has a penalty of -4 on its die roll to save; if 2 are subject, they each receive a penalty of -2 on their die rolls; if 3 are subject, they each receive a penalty of -1 on their die rolls; if 4 are subject, each makes a normal saving throw.