

3RD LEVEL

SRC Spell	Notes
ACG Align Weapon, Communal	As align weapon, but you can divide the duration among weapons touched
Animate Dead(E)	Lasts for 1hr/Clvl. Fort(18) or caster takes 6 NL dmg.
ACG Aura Sight	Alignment auras become visible to you
Bestow Curse(E)	Any stat -6, -4 attacks, saves, and checks or 50% chance of losing each action
Blindness/Deafness	Target is blinded or deafened
APG Blood Biography(E)	Learn about a creature with its blood
APG Borrow Fortune	(Oracle only) Retry attack or check, but do worse on next two
Contagion(E)	Infects subject with chosen disease. Fort(18) or caster takes 6 NL dmg
Continual Flame	Makes a permanent, heatless light
Create Food and Water	Feeds three humans(or one horse) per level
Cure Serious Wounds	Cures 3d8 damage + 1/level (max +15)
Daylight	60-ft. radius of bright light
Deeper Darkness	Object sheds supernatural shadow in 60-ft. radius
Dispel Magic	Cancels one magical spell or effect
APG Elemental Speech	You can speak with elementals and some creatures
APG Enter Image	Transfers your consciousness to an object bearing your likeness
Glyph of Warding	Inscription harms those who pass it
APG Guiding Star	Know approximate distance from where you cast this spell
Helping Hand	Ghostly hand leads subject to you
Inflict Serious Wounds(E)	Touch attack, 3d8 damage + 1/level (max +15)
Invisibility Purge	Dispels invisibility within 5 ft./level
Locate Object	Senses direction toward object (specific or type)
Magic Circle against X	As protection spells, but 10-ft. radius and 10 min./level. (Chaos/Evil/Good(E)/Law)
Magic Vestment	Armour or shield gains +1 enhancement per four levels
ACG Mantle of Calm	Neutralize the rage effects of those who have attacked you
ACG Mark of Obvious Ethics	Other creatures can determine the target's alignment
Meld into Stone	You and your gear merge with stone
APG Nap Stack	Subjects only need 2 hours for a night's sleep, and can sleep even longer for more benefits
Obscure Object Prayer	Masks object against scrying Allies get +1 bonus on most rolls, enemies -1 penalty

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Protection from Energy	Absorb 12 points/level of damage from one kind of energy
Remove Blindness/Deafness	Cures normal or magical blindness or deafness
Remove Curse	Frees object or person from curse
Remove Disease	Cures all diseases affecting subject
APG Sacred Bond	Cast touch healing spells from a distance
Searing Light	Ray deals 1d8/two levels damage (more against undead)
Speak with Dead(E)	Corpse answers one question/two levels
Stone Shape	Sculpts stone into any shape
ACG Stunning Barrier, Greater	Magical field grants a +2 bonus to AC and on saves, and stuns multiple creatures attacking you
Summon Monster III	May turn on caster, 5% infernally marked or worse (p264 IK), random; Assassin Fly, Buzzard Beetle, Screecher
Water Breathing	Subjects can breathe underwater
Water Walk	Subject walks on water as if solid
Wind Wall	Deflects arrows, smaller creatures, and gases
APG Wrathful Mantle(E)	Subject gets +1/four levels on all saves