

Calm Animals

DC:

Enchantment (Compulsion) [Mind-Affecting]
Level: Animal 1, Drd 1, Rgr 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Target: Animals within 30 ft. of each other
Duration: 1 min./level
Saving Throw: Will negates; see text
Spell Resistance: Yes

This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of Hit Dice of animals you can affect is equal to $2d4 + \text{caster level}$. A dire animal or an animal trained to attack or guard is allowed a saving throw; other animals are not. The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

Charm Animal

DC:

Enchantment (Charm) [Mind-Affecting]
Level: Drd 1, Rgr 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Target: One animal
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell functions like charm person, except that it affects a creature of the animal type.

Cure Light Wounds

DC:

Conjuration (Healing)
Level: Adp 1, Blk 1, Brd 1, Clr 1, Drd 1, Healing 1, Pal 1, Rgr 2
Components: V, S
Casting Time: 1 standard action
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.

Detect Animals or Plants

Divination
Level: Drd 1, Rgr 1
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)
Saving Throw: None
Spell Resistance: No

You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant. 1st Round: Presence or absence of that kind of animal or plant in the area. 2nd Round: Number of individuals of the specified kind in the area, and the condition of the healthiest specimen. 3rd Round: The condition (see below) and location of each individual present. If an animal or plant is outside your line of sight, then you discern its direction but not its exact location. Conditions: For purposes of this spell, the categories of condition are as follows: Normal: Has at least 90% of full normal hit points, free of disease. Fair: 30% to 90% of full normal hit points remaining. Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury. Weak: 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled. If a creature falls into more than one category, the spell indicates the weaker of the two. Each round you can turn to detect a kind of animal or plant 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 Snares and Pits

Divination
Level: Drd 1, Rgr 1
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)
Saving Throw: None
Spell Resistance: No

You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps. Detect snares and pits does detect certain natural hazards—quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring; see the spell snare), nor mechanically complex ones, nor those that have been rendered safe or inactive. The amount of information revealed depends on how long you study a particular area. 1st Round: Presence or absence of hazards. 2nd Round: Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location. Each Additional Round: The general type and trigger for one particular hazard closely examined by you. Each round, you can turn to detect snares and pits 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.

Endure Elements

DC:

Abjuration
Level: Adp 1, Clr 1, Drd 1, Pal 1, Rgr 1, Sor/Wiz 1, Sun 1
Components: V, S
Casting Time: 1 standard action
Range: Touch

Target: Creature touched
Duration: 24 hours
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected. Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Entangle DC:

Transmutation
Level: Drd 1, Plant 1, Rgr 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Plants in a 40-ft.-radius spread

Duration: 1 min./level (D)
Saving Throw: Reflex partial; see text
Spell Resistance: No

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. A creature that succeeds on a Reflex save is not entangled but can still move at only half speed through the area. Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement. Note: The effects of the spell may be altered somewhat, based on the nature of the entangling plants.

Faerie Fire

Evocation [Light]
Level: Drd 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Long (400 ft. + 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. 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.

Goodberry

Transmutation
Level: Drd 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch

Target: 2d4 fresh berries touched
Duration: One day/level
Saving Throw: None
Spell Resistance: Yes

Casting goodberry upon a handful of freshly picked berries makes 2d4 of them magical. You (as well as any other druid of 3rd or higher level) can immediately discern which berries are affected. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

Hide from Animals DC:

Abjuration
Level: Drd 1, Rgr 1
Components: S, DF
Casting Time: 1 standard action
Range: Touch

Target: One creature touched/level
Duration: 10 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

Animals cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.

Jump DC:

Transmutation
Level: Asn 1, Drd 1, Rgr 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch

Target: Creature touched
Duration: 1 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The subject gets a +10 enhancement bonus on Jump checks. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.
Material Components: A grasshopper's hind leg, which you break when the spell is cast.

Longstrider

Transmutation
Level: Drd 1, Rgr 1, Travel 1
Components: V, S, M
Casting Time: 1 standard action
Range: Personal

Target: You
Duration: 1 hour/level (D)

This spell increases your base land speed by 10 feet. (This adjustment counts as an enhancement bonus.) It has no effect on other modes of movement, such as burrow, climb, fly, or swim.
Material Components: A pinch of dirt.

Magic Fang DC:

Transmutation
 Level: Drd 1, Rgr 1
 Components: V, S, DF
 Casting Time: 1 standard action
 Range: Touch

Target: Living creature touched
 Duration: 1 min./level
 Saving Throw: Will negates (harmless)
 Spell Resistance: Yes (harmless)

Magic fang gives one natural weapon of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. (The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage.) Magic fang can be made permanent with a permanency spell.

Magic Stone DC:

Transmutation
 Level: Clr 1, Drd 1, Earth 1
 Components: V, S, DF
 Casting Time: 1 standard action
 Range: Touch

Target: Up to three pebbles touched
 Duration: 30 minutes or until discharged
 Saving Throw: Will negates (harmless, object)
 Spell Resistance: Yes (harmless, object)

You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage (including the spell's enhancement bonus), or 2d6+2 points against undead.

Obscuring Mist

Conjuration (Creation)
 Level: Adp 1, Air 1, Asn 1, Clr 1, Drd 1, Sor/Wiz 1, Water 1
 Components: V, S
 Casting Time: 1 standard action
 Range: 20 ft.

Effect: Cloud spreads in 20-ft. radius from you, 20 ft. high
 Duration: 1 min./level
 Saving Throw: None
 Spell Resistance: No

A misty vapor arises around you. It is stationary once created. 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.

Pass without Trace DC:

Transmutation
 Level: Asn 2, Drd 1, Rgr 1
 Components: V, S, DF
 Casting Time: 1 standard action
 Range: Touch

Target: One creature/level touched
 Duration: 1 hour/level (D)
 Saving Throw: Will negates (harmless)
 Spell Resistance: Yes (harmless)

The subject or subjects can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible by nonmagical means.

Produce Flame

Evocation [Fire]
 Level: Drd 1, Fire 2
 Components: V, S
 Casting Time: 1 standard action
 Range: 0 ft.

Effect: Flame in your palm
 Duration: 1 min./level (D)
 Saving Throw: None
 Spell Resistance: Yes

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment. In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 +1 point per caster level (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves. This spell does not function underwater.

Shillelagh DC:

Transmutation
 Level: Drd 1
 Components: V, S, DF
 Casting Time: 1 standard action
 Range: Touch

Target: One touched nonmagical oak club or quarterstaff
 Duration: 1 min./level
 Saving Throw: Will negates (object)
 Spell Resistance: Yes (object)

Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls. (A quarterstaff gains this enhancement for both ends of the weapon.) It deals damage as if it were two size categories larger (a Small club or quarterstaff so transmuted deals 1d8 points of damage, a Medium 2d6, and a Large 3d6), +1 for its enhancement bonus. These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell.

Speak with Animals

Divination
 Level: Brd 3, Drd 1, Rgr 1
 Components: V, S
 Casting Time: 1 standard action
 Range: Personal

Target: You
 Duration: 1 min./level



You can comprehend and communicate with animals. You are able to ask questions of and receive answers from animals, although the spell doesn't make them any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

Summon Nature's Ally I

Conjuration (Summoning)
 Level: Drd 1, Rgr 1
 Components: V, S, DF
 Casting Time: 1 round
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature
 Duration: 1 round/level (D)
 Saving Throw: None
 Spell Resistance: No



This spell summons a natural creature. It 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. 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. The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Nature's Ally table. 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.

Summon Nature's Ally Table

1st Level	2nd Level	3rd Level	
Dire rat	Bear, black (animal)	Ape (animal)	[1] May be summoned only into an aquatic or watery environment.
Eagle (animal)	Crocodile (animal)	Dire weasel	
Monkey (animal)	Dire badger	Dire wolf	
Octopus[1] (animal)	Dire bat	Eagle, giant [NG]	
Owl (animal)	Elemental, Small (any)	Lion	
Porpoise[1] (animal)	Hippogriff	Owl, giant [NG]	
Snake, Small viper (animal)	Shark, Medium[1] (animal)	Satyr [CN; without pipes]	
Wolf (animal)	Snake, Medium viper (animal)	Shark, Large1 (animal)	
	Squid1 (animal)	Snake, constrictor (animal)	
	Wolverine (animal)	Snake, Large viper (animal)	
		Thoquua	