

Alarm 1 1 1 1 1 1

Abjuration
 Level: Brd 1, Rgr 1, Sor/Wiz 1
 Components: V, S, F/DF
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)
 Area: 20-ft.-radius emanation centered on a point in space

Duration: 2 hours/level (D)
 Saving Throw: None
 Spell Resistance: No

Alarm sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible. Mental Alarm: A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm. Audible Alarm: An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing. Ethereal or astral creatures do not trigger the alarm. Alarm can be made permanent with a permanency spell.

Animal Messenger 2 2 1 1

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

Target: One Tiny animal
 Duration: One day/level
 Saving Throw: None; see text
 Spell Resistance: Yes

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions. Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach some small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities. During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he or she doesn't know, for example).
 Material Components: A morsel of food the animal likes.

Bear's Endurance DC: 2 2 2 2

Transmutation
 Level: Adp 2, Clr 2, Drd 2, Rgr 2, Sor/Wiz 2
 Components: V, S, DF
 Casting Time: 1 standard action
 Range: Touch

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

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Animal Growth DC: 5 4 5

Transmutation
 Level: Drd 5, Rgr 4, Sor/Wiz 5
 Components: V, S
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)

Target: Up to one animal (Gargantuan or smaller) per two levels, no two of which can be more than 30 ft. apart
 Duration: 1 min./level
 Saving Throw: Fortitude negates
 Spell Resistance: Yes

A number of animals grow to twice their normal size and eight times their normal weight. This alteration changes each animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit points per HD), and imposes a -2 size penalty to Dexterity. The creature's existing natural armor bonus increases by 2. The size change also affects the animal's modifier to AC and attack rolls and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change. The spell also grants each subject damage reduction 10/magic and a +4 resistance bonus on saving throws. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it- the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by an animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment. Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size. The spell gives no means of command or influence over the enlarged animals. Multiple magical effects that increase size do not stack.

Barkskin 2 2

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

Target: Living creature touched
 Duration: 10 min./level
 Saving Throw: None
 Spell Resistance: Yes (harmless)

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at caster level 12th. The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

Calm Animals DC: 1 1

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 + 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.

Cat's Grace DC:

Transmutation
 Level: Adp 2, Asn 2, Brd 2, Drd 2, Rgr 2, Sor/Wiz 2
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Touch

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

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.
 Material Components: A pinch of cat fur.

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.

Command Plants DC:

Transmutation
 Level: Drd 4, Plant 4, Rgr 3
 Components: V
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

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

This spell allows you some degree of control over one or more plant creatures. Affected plant creatures can understand you, and they perceive your words and actions in the most favorable way (treat their attitude as friendly). They will not attack you while the spell lasts. You can try to give a subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. You can affect a number of plant creatures whose combined level or HD do not exceed twice your level.

Commune with Nature

Divination
 Level: Animal 5, Drd 5, Rgr 4
 Components: V, S
 Casting Time: 10 minutes
 Range: Personal

Target: You
 Duration: Instantaneous

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting. In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings-caves, caverns, and the like-the radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

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.

Cure Moderate Wounds DC:

Conjuration (Healing)
 Level: Adp 2, Blk 2, Brd 2, Clr 2, Drd 3, Healing 2, Pal 3, Rgr 3
 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

This spell functions like cure light wounds, except that it cures 2d8 points of damage +1 point per caster level (maximum +10).

Cure Serious Wounds

DC:

Conjuration (Healing)

Level: Adp 3, Blk 3, Brd 3, Clr 3, Drd 4, Healing 3, Pal 4, Rgr 4

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

This spell functions like cure light wounds, except that it cures 3d8 points of damage +1 point per caster level (maximum +15).

Delay Poison

DC:

Conjuration (Healing)

Level: Adp 2, Brd 2, Clr 2, Drd 2, Pal 2, Rgr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject 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 the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done.

Detect Poison

Divination

Level: Asn 1, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One creature, one object, or a 5-ft. cube

Target: One creature, one object, or a 5-ft. cube

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. 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.

Darkvision

DC:

Transmutation

Level: Rgr 3, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant one the ability to see in magical darkness. Darkvision can be made permanent with a permanency spell.

Material Components: Either a pinch of dried carrot or an agate.

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.

Diminish Plants

Transmutation
Level: Drd 3, Rgr 3
Components: V, S, DF
Casting Time: 1 standard action
Range: See text
Area: See text

Target: See text
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No



This spell has two versions. Prune Growth: This version causes normal vegetation within long range (400 feet + 40 feet per level) to shrink to about one-third of their normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed. At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter-circle. You may also designate portions of the area that are not affected. Stunt Growth: This version targets normal plants within a range of 1/2 mile, reducing their potential productivity over the course of the following year to one third below normal. Diminish plants counters plant growth. This spell has no effect on plant creatures.

Entangle

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

DC:

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.

Hide from Animals

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

DC:

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.

Endure Elements

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

DC:
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.

Freedom of Movement

Abjuration
Level: Asn 4, Blk 4, Brd 4, Clr 4, Drd 4, Luck 4, Rgr 4
Components: V, S, M, DF
Casting Time: 1 standard action
Range: Personal or touch

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

DC:

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. The subject automatically succeeds on any grapple check made to resist a grapple attempt, as well as on grapple checks or Escape Artist checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, allow water breathing.

Material Components: A leather thong, bound around the arm or a similar appendage.

Hold Animal

Enchantment (Compulsion) [Mind-Affecting]
Level: Animal 2, Drd 2, Rgr 2
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)

Target: One animal
Duration: 1 round/level (D); see text
Saving Throw: Will negates; see text
Spell Resistance: Yes

DC:

This spell functions like hold person, except that it affects an animal instead of a humanoid.

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 Fang, Greater DC:

Transmutation
 Level: Drd 3, Rgr 3
 Components: V, S, DF
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

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

This spell functions like magic fang, except that the enhancement bonus on attack and damage rolls is +1 per four caster levels (maximum +5). Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level). Greater magic fang can be made permanent with a permanency spell.

Neutralize Poison DC:

Conjuration (Healing)
 Level: Adp 3, Brd 4, Clr 4, Drd 3, Pal 4, Rgr 3
 Components: V, S, M/DF
 Casting Time: 1 standard action
 Range: Touch

Target: Creature or object of up to 1 cu. ft./level touched
 Duration: 10 min./level
 Saving Throw: Will negates (harmless, object)
 Spell Resistance: Yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own. The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with delay poison, such effects aren't postponed until after the duration -the creature need not make any saves against poison effects applied to it during the length of the spell. This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option.
 Arcane Material Components: A bit of charcoal.

Nondetection DC:

Abjuration
 Level: Asn 3, Rgr 4, Sor/Wiz 3, Trickery 3
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Touch

Target: Creature or object touched
 Duration: 1 hour/level
 Saving Throw: Will negates (harmless, object)
 Spell Resistance: Yes (harmless, object)

The warded creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells. Nondetection also prevents location by such magic items as crystal balls. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast nondetection. If you cast nondetection on yourself or on an item currently in your possession, the DC is 15 + your caster level. If cast on a creature, nondetection wards the creature's gear as well as the creature itself.
 Material Components: A pinch of diamond dust worth 50 gp.

Owl's Wisdom

DC:

Transmutation
Level: Clr 2, Drd 2, Pal 2, Rgr 2, Sor/Wiz 2
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch

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

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, paladins, and rangers (and other Wisdom-based spellcasters) who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.
Arcane Material Components: A few feathers, or a pinch of droppings, from an owl.

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.

Plant Growth

Transmutation
Level: Drd 3, Plant 3, Rgr 3
Components: V, S, DF
Casting Time: 1 standard action
Range: See text
Area: See text

Target: See text
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Plant growth has different effects depending on the version chosen. Overgrowth: This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within long range (400 feet + 40 feet per caster level) to become thick and overgrown. The 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. The area must have brush and trees in it for this spell to take effect. At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle. You may designate places within the area that are not affected. Enrichment: This effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal. Plant growth counters diminish plants. This spell has no effect on plant creatures.

Protection from Energy

DC:

Abjuration
Level: Blk 3, Clr 3, Drd 3, Luck 3, Protection 3, Rgr 2, Sor/Wiz 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch

Target: Creature touched
Duration: 10 min./level or until discharged
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged. Note: Protection from energy overlaps (and does not stack with) resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Read Magic

Divination
Level: Adp 0, Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0
Components: V, S, F
Casting Time: 1 standard action
Range: Personal

Target: You
Duration: 10 min./level

By means of read magic, you can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level). Read magic can be made permanent with a permanency spell.
Focus: A clear crystal or mineral prism.

Reduce Animal

Transmutation
Level: Drd 2, Rgr 3
Components: V, S
Casting Time: 1 standard action
Range: Touch

Target: One willing animal of Small, Medium, Large, or Huge size
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

This spell functions like reduce person, except that it affects a single willing animal. Reduce the damage dealt by the animal's natural attacks as appropriate for its new size.

Remove Disease

DC:

Conjuration (Healing)
 Level: Adp 3, Clr 3, Drd 3, Rgr 3
 Components: V, S
 Casting Time: 1 standard action
 Range: Touch

Target: Creature touched
 Duration: Instantaneous
 Saving Throw: Fortitude negates (harmless)
 Spell Resistance: Yes (harmless)

Remove disease cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others. Certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher. Note: Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Repel Vermin

DC:

Abjuration
 Level: Brd 4, Clr 4, Drd 4, Rgr 3
 Components: V, S, DF
 Casting Time: 1 standard action
 Range: 10 ft.
 Area: 10-ft.-radius emanation centered on you

Duration: 10 min./level (D)
 Saving Throw: None or Will negates; see text
 Spell Resistance: Yes

An invisible barrier holds back vermin. A vermin with Hit Dice of less than one-third your level cannot penetrate the barrier. A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.

Resist Energy

DC:

Abjuration
 Level: Adp 2, Clr 2, Drd 2, Fire 3, Pal 2, Rgr 1, Sor/Wiz 2
 Components: V, S, DF
 Casting Time: 1 standard action
 Range: Touch

Target: Creature touched
 Duration: 10 min./level
 Saving Throw: Fortitude negates (harmless)
 Spell Resistance: Yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well. Resist energy absorbs only damage. The subject could still suffer unfortunate side effects. Note: Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Snare

Transmutation
 Level: Rgr 2, Drd 3
 Components: V, S, DF
 Casting Time: 3 rounds
 Range: Touch

Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level
 Duration: Until triggered or broken
 Saving Throw: None
 Spell Resistance: No

This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast snare upon it, the cordlike object blends with its surroundings (Search DC 23 for a character with the trapfinding ability to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle. If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled. The snare is magical. To escape, a trapped creature must make a DC 23 Escape Artist check or a DC 23 Strength check that is a full-round action. The snare has AC 7 and 5 hit points. A successful escape from the snare breaks the loop and ends the 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.

Speak with Plants

Divination
 Level: Brd 4, Drd 3, Rgr 2
 Components: V, S
 Casting Time: 1 standard action
 Range: Personal

Target: You
 Duration: 1 min./level

You can comprehend and communicate with plants, including both normal plants and plant creatures. You are able to ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly toward you, it may do some favor or service for you.

Spike Growth

DC:

Transmutation
 Level: Drd 3, Rgr 2
 Components: V, S, DF
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)
 Area: One 20-ft. square/level

Duration: 1 hour/level (D)
 Saving Throw: Reflex partial
 Spell Resistance: Yes

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance. In areas of bare earth, roots and rootlets act in the same way. Typically, spike growth can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area. Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by one-half. This speed penalty lasts for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC. Spike growth can't be disabled with the Disable Device skill. Note: Magic traps such as spike growth are hard to detect. A rogue (only) can use the Search skill to find a spike growth. The DC is 25 + spell level, or DC 28 for spike growth (or DC 27 for spike growth cast by a ranger).

Summon Nature's Ally II

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

Effect: One or more creatures, no two of which can be more than 30 ft. apart
 Duration: 1 round/level (D)
 Saving Throw: None
 Spell Resistance: No

This spell functions like summon nature's ally I, except that you can summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.

Summon Nature's Ally IV

Conjuration (Summoning)
 Level: Animal 4, Drd 4, Rgr 4
 Components: V, S, DF
 Casting Time: 1 round
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more creatures, no two of which can be more than 30 ft. apart
 Duration: 1 round/level (D)
 Saving Throw: None
 Spell Resistance: No

This spell functions like summon nature's ally I, except that you can summon one 4th-level creature, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind. When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

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 III

Conjuration (Summoning)
 Level: Drd 3, Rgr 3
 Components: V, S, DF
 Casting Time: 1 round
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more creatures, no two of which can be more than 30 ft. apart
 Duration: 1 round/level (D)
 Saving Throw: None
 Spell Resistance: No

This spell functions like summon nature's ally I, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind. When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature's Ally Table

1st Level	2nd Level	3rd Level
Dire rat	Bear, black (animal)	Ape (animal)
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

[1] May be summoned only into an aquatic or watery environment.

Summon Nature's Ally Table

4th Level	5th Level	6th Level
Arrowhawk, juvenile	Arrowhawk, adult	Dire bear
Bear, brown (animal)	Bear, polar (animal)	Elemental, Huge (any)
Crocodile, giant (animal)	Dire lion	Elephant (animal)
Deinonychus (dinosaur)	Elasmosaurus1 (dinosaur)	Girallon
Dire ape	Elemental, Large (any)	Megaraptor (dinosaur)
Dire boar	Griffon	Octopus, giant[1] (animal)
Dire wolferine	Janni (genie)	Pixie* (sprite) [NG; no special arrows]
Elemental, Medium (any)	Rhinoceros (animal)	Salamander, average [NE]
Salamander, flamebrother [NE]	Satyr [CN; with pipes]	Whale, baleen[1]
Sea cat[1]	Snake, giant constrictor (animal)	Xorn, average
Shark, Huge[1] (animal)	Nixie (sprite)	
Snake, Huge viper (animal)	Tojanida, adult[1]	
Tiger (animal)	Whale, orca[1] (animal)	
Tojanida, juvenile[1]		
Unicorn [CG]		
Xorn, minor		

[1] May be summoned only into an aquatic or watery environment.
*Can't cast irresistible dance

Tree Shape

Transmutation	Target: You
Level: Drd 2, Rgr 3	Duration: 1 hour/level (D)
Components: V, S, DF	
Casting Time: 1 standard action	
Range: Personal	

By means of this spell, you are able to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a detect magic spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you. You can dismiss tree shape as a free action (instead of as a standard action).

Tree Stride

Conjuration (Teleportation)	Target: You
Level: Drd 5, Rgr 4	Duration: 1 hour/level or until expended; see text
Components: V, S, DF	
Casting Time: 1 standard action	
Range: Personal	

You gain the ability to enter trees and move from inside one tree to inside another tree. The first tree you enter and all others you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

Type of Tree	Transport Range
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet
All other trees	500 feet

You may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action. You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

Water Walk

Transmutation [Water]	Target: One touched creature/level
Level: Clr 3, Rgr 3	Duration: 10 min./level (D)
Components: V, S, DF	Saving Throw: Will negates (harmless)
Casting Time: 1 standard action	Spell Resistance: Yes (harmless)
Range: Touch	

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. (Creatures crossing molten lava still take damage from the heat because they are near it.) The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground. If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

Wind Wall

Evocation [Air]	Effect: Wall up to 10 ft./level long and 5 ft./level high (S)
Level: Air 2, Clr 3, Drd 3, Rgr 2, Sor/Wiz 3	Duration: 1 round/level
Components: V, S, M/DF	Saving Throw: None; see text
Casting Time: 1 standard action	Spell Resistance: Yes
Range: Medium (100 ft. + 10 ft./level)	

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures). While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.

Arcane Material Components: A tiny fan and a feather of exotic origin.

