



PATHFINDER

ROLEPLAYING GAME

SPELL CARDS
RANGER

Pathfinder Spell Cards – Ranger Core Rulebook Spells

These spell cards are intended for use with the Pathfinder RPG and use the spell text from the Pathfinder Roleplaying Game Reference Document (<http://paizo.com/pathfinderRPG/prd/>).

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If you have any issues to report, or questions please contact me at Caedwyr@gmail.com, or on the Paizo forums in the thread “Free Spell Cards” (<http://paizo.com/paizo/messageboards/paizoPublishing/pathfinder/pathfinderRPG/licensees/freeSpellCards>).

Spell List Information

An ^M or ^F appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch.

Order of Presentation: In the spell lists and the short descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain spell chains. When a spell's name begins with “lesser,” “greater,” or “mass,” the spell is alphabetized under the second word of the spell name instead.

Hit Dice: The term “Hit Dice” is used synonymously with “character levels” for effects that affect a specific number of Hit Dice of creatures. Creatures with Hit Dice only from their race, not from classes, still have character levels equal to their Hit Dice.

Caster Level: A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. A creature with no classes has a caster level equal to its Hit Dice unless otherwise specified. The word “level” in the short descriptions that follow always refers to caster level.

Creatures and Characters: The words “creature” and “character” are used synonymously in the short descriptions.

Ranger Spells

1st-Level Ranger Spells

Alarm: Wards an area for 2 hours/level.

Animal Messenger: Sends a Tiny animal to a specific place.

Calm Animals: Calms 2d4 + level HD of animals.

Charm Animal: Makes one animal your friend.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Detect Animals or Plants: Detects kinds of animals or plants.

Detect Poison: Detects poison in one creature or object.

Detect Snares and Pits: Reveals natural or primitive traps.

Endure Elements: Exist comfortably in hot or cold regions.

Entangle: Plants entangle everyone in 40-ft. radius.

Hide from Animals: Animals can't perceive one subject/level.

Jump: Subject gets bonus on Acrobatics checks.

Longstrider: Your base speed increases by 10 ft.

Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.

Pass without Trace: One subject/level leaves no tracks.

Read Magic: Read scrolls and spellbooks.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Speak with Animals: You can communicate with animals.

Summon Nature's Ally I: Summons creature to fight for you.

2nd-Level Ranger Spells

Barkskin: Grants +2 (or higher) enhancement to natural armor.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Cat's Grace: Subject gains +4 to Dex for 1 min./level.

Cure Light Wounds: Cures 1d8 damage + 1/level (max +5).

Hold Animal: Paralyzes one animal for 1 round/level.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Protection from Energy: Absorbs 12 points/level of damage from one kind of energy.

Snare: Creates a magic booby trap.

Speak with Plants: You can talk to plants and plant creatures.

Spike Growth: Creatures in area take 1d4 damage, may be slowed.

Summon Nature's Ally II: Summons creature to fight for you.

Wind Wall: Deflects arrows, smaller creatures, and gases.

3rd-Level Ranger Spells

Command Plants: Sway the actions of plant creatures.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max. +10).

Darkvision: See 60 ft. in total darkness.

Diminish Plants: Reduces size or blights growth of normal plants.

Magic Fang, Greater: One natural weapon gets + 1/four levels (max. +5).

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Plant Growth: Grows vegetation, improves crops.

Reduce Animal: Shrinks one willing animal.

Remove Disease: Cures all diseases affecting subject.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Summon Nature's Ally III: Summons creature to fight for you.

Tree Shape: You look exactly like a tree for 1 hour/level.

Water Walk: Subject treads on water as if solid.

4th-Level Ranger Spells

Animal Growth: One animal doubles in size.

Commune with Nature: Learn about terrain for 1 mile/level.

Cure Serious Wounds: Cures 3d8 damage + 1/level (max +15).

Freedom of Movement: Subject moves normally despite impediments to movement.

Nondetection^M: Hides subject from divination, [scrying](#).

Summon Nature's Ally IV: Summons creature to fight for you.

Tree Stride: Step from one tree to another far away.





Alarm

Abjuration

Components: V, S, F/DF (a tiny bell and a piece of very fine silver wire)
Range: close (25 ft + 5 ft/2levels)
Area: 20 ft radius emanation centered on a point in space
Duration: 2hrs/level (D)
Saving Throw: none
Spell Resistance: no

F **DF** **Alarm** creates a subtle ward on an area you select. Once the spell effect is in place, it thereafter 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 in nature.

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.

Level Brd1, Ran1, Sor1, Wiz1

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Animal Messenger

Enchantment (compulsion) [mind-affecting]

Components: V, S, M (a morsel of food the animal likes)
Range: close (25 ft + 5 ft/2levels)
Target: one Tiny animal
Duration: 1 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 a 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 doesn't know, for example).

Level Brd2, Dru2, Ran1

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Calm Animals

Enchantment (compulsion) [mind-affecting]

Components: V, S
Range: close (25 ft + 5 ft/2levels)
Targets: animals within 30 ft of each other
Duration: 1 min/level
Saving Throw: Will negates
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 HD of animals you can affect is equal to 2d4 + caster level.

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.

Level Dru1, Ran1

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Charm Animal

Enchantment (charm) [mind-affecting]

Components: V, S
Range: close (25 ft + 5 ft/2levels)
Target: one animal
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: yes

This charm makes an animal of any size regard you as its trusted friend and ally (treat the target's attitude as friendly). If the animal is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed animal as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the 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.) An affected animal never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed animal breaks the spell. You must speak the animal's language to communicate your commands, or else be good at pantomiming.

Level Dru1, Ran1

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Delay Poison

Conjuration (healing)

Components: V, S, DF
Range: touch
Target: creature touched
Duration: 1 hour/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: yes (harmless)

DF 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.

Level Brd2, Cle2, Dru2, Pal2, Ran1

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Detect Animals or Plants

Divination

Components: V, S
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 a plant is outside your line of sight, then you discern its direction but not its exact location.

Conditions: If a creature falls into more than one category, the spell indicates the weaker of the two. 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 that has reduced an ability score to 5 or less, or crippled.

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.

Level Dru1, Ran1

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Detect Poison

Divination

Components: V, S
Range: close (25 ft + 5 ft/2levels)
Target or Area: 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 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.

Level Cle0, Dru0, Pal1, Ran1, Sor0, Wiz0

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Detect Snares and Pits

Divination

Components: V, S
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). 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 examine 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.

Level Dru1, Ran1

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Endure Elements

Abjuration

V
S

Casting Time: 1 standard action
Components: V, S
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.



Level Cle1, Dru1, Pal1, Ran1, Sor1, Wiz1

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Entangle

Transmutation

V
S

Casting Time: 1 standard action
Components: V, S, DF
Range: long (400 ft + 40 ft/level)
Area: plants in a 40-ft radius spread
Duration: 1min/level (D)
Saving Throw: Reflex partial; see text
Spell Resistance: no

This spell causes tall grass, weeds, and other plants to wrap around foes in the area of effect or those that enter the area. Creatures that fail their save gain the **entangled** condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the **entangled** condition. **Entangled** creatures can attempt to break free as a move action, making a **Strength** or **Escape Artist** check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts.

If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the *entangle* or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion.



Level Dru1, Ran1

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Hide from Animals

Abjuration

S

Casting Time: 1 standard action
Components: S, DF
Range: touch
Targets: one creature touched/level
Duration: 10 min/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: yes

Animals cannot sense the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scanti, 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.



Level Dru1, Ran1

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Jump

Transmutation

V
S
M

Casting Time: 1 standard action
Components: V, S, M (a grasshopper's hind leg)
Range: touch
Target: creature touched
Duration: 1min/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: yes

The subject gets a +10 enhancement bonus on **Acrobatics** checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.



Level Dru1, Ran1, Sor1, Wiz1

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Longstrider

Transmutation

V
S
M

Casting Time: 1 standard action
Components: V, S, M (a pinch of dirt)
Range: personal
Target: you
Duration: 1 hour/level (D)

This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.



Level Dru1, Ran1

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Magic Fang

Transmutation

V
S

Casting Time: 1 standard action
Components: V, S, DF
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 or unarmed strike 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.



Level Dru1, Ran1

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Pass Without Trace

Transmutation

V
S

Casting Time: 1 standard action
Components: V, S, DF
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 of this spell do not leave footprints or a scent trail while moving. Tracking the subjects is impossible by nonmagical means.



Level Dru1, Ran1

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Read Magic

Divination

V
S
F

Casting Time: 1 standard action
Components: V, S, F (a clear crystal or mineral prism)
Range: personal
Target: you
Duration: 10 min/level

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 or trapped 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.



Level Brd0, Cle0, Dru0, Pal1, Ran1, Sor0, Wiz0

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Resist Energy

Abjuration

V
S

Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Target: creature touched
Duration: 10 min/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: yes (harmless)

DF

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 resist energy 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.

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.

Level Cle2, Dru2, Pal2, Ran1, Sor2, Wiz2

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Speak with Animals

Divination

V
S

Casting Time: 1 standard action
Components: V, S
Range: personal
Target: you
Duration: 1 min/level

You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal. 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.

Level Brd3, Dru1, Ran1

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Summon Nature's Ally I

Conjuration (summoning)

V
S

Casting Time: 1 round
Components: V, S, DF
Range: close (25 ft + 5 ft/2levels)
Effect: one summoned creature
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: no

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally 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 as you command.

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. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (such as *wispy*).

The spell conjures one of the creatures from the 1st Level list on Table 10-2. 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.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Level Dru1, Ran1

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Barkskin

Transmutation

V
S

Casting Time: 1 standard action
Components: V, S, DF
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 12th level.

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.

Level Dru2, Ran2

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Bear's Endurance

Transmutation

V
S
M

Casting Time: 1 standard action
Components: V, S, M/DF (a few hairs or a pinch of dung from a bear)
Range: touch
Target: creature touched
Duration: 1 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes

DF

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** drops back to normal. They are not lost if as temporary hit points are.

Level Cle2, Dru2, Ran2, Sor2, Wiz2

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Cat's Grace

Transmutation

V
S
M

Casting Time: 1 standard action
Components: V, S, M (pinch of cat fur)
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.

Level Brd2, Dru2, Ran2, Sor2, Wiz2

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Cure Light Wounds

Conjuration (healing)

V
S

Casting Time: 1 standard action
Components: V, S
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.

Level Brd1, Cle1, Dru1, Pal1, Ran2

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Hold Animal

Enchantment (compulsion) [mind-affecting]

V
S

Casting Time: 1 standard action
Components: V, S
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

The subject becomes **paralyzed** and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is **paralyzed** cannot flap its wings and falls. A swimmer can't swim and may drown.

Level Dru2, Ran2

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Owl's Wisdom

Transmutation

V **S** **M** **DF**
Casting Time: 1 standard action
Components: V, S, M/DF (feathers or droppings from an owl)
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, 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.

Level Cle2, Dru2, Pal2, Ran2, Sor2, Wiz2

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Protection from Energy

Abjuration

V **S** **M** **DF**
Casting Time: 1 standard action
Components: V, S, DF
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.

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.

Level Cle3, Dru3, Ran2, Sor3, Wiz3

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Snare

Transmutation

V **S** **M** **DF**
Casting Time: 3 rounds
Components: V, S, DF
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 (DC 23 **Perception** check 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, straightening when the loop is triggered, dealing 106 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.

Level Dru3, Ran2

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Speak with Plants

Divination

V **S** **M** **DF**
Casting Time: 1 standard action
Components: V, S
Range: personal
Target: you
Duration: 1 min/level

You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them. A normal 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, it may do some favor or service for you.

Level Brd4, Dru3, Ran2

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Spike Growth

Transmutation

V **S** **M** **DF**
Casting Time: 1 standard action
Components: V, S, DF
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 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.

Magic traps are hard to detect. A rogue (only) can use the **Perception** 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). *Spike growth* can't be disabled with the **Disable Device** skill.

Level Dru3, Ran2

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Summon Nature's Ally II

Conjuration (summoning)

V **S** **M** **DF**
Casting Time: 1 round
Components: V, S, DF
Range: close (25 ft + 5 ft/2levels)
Effect: one summoned creature
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: no

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally 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 as you command.

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. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (such as *wish*).

The spell conjures one 2nd level creature or 1d3 1st level creatures of the same kind from Table 10-2. 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.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Level Dru2, Ran2

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Wind Wall

Evocation [air]

V **S** **M** **DF**
Casting Time: 1 standard action
Components: V, S, M/DF (a tiny fan and an exotic feather)
Range: medium (100 ft + 10 ft/level)
Effect: wall up to 10 ft/level long and 5 ft/level high (S)
Duration: 1 round/level
Saving Throw: none; see text
Spell Resistance: yes

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.

Level Cle3, Dru3, Ran2, Sor3, Wiz3

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Command Plants

Transmutation

V **S** **M** **DF**
Casting Time: 1 standard action
Components: V
Range: close (25 ft + 5 ft/2levels)
Targets: up to 2 HD/level of plant creatures, no two of which can be more than 30 ft apart
Duration: 1 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.

Level Dru4, Ran3

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Cure Moderate Wounds

Conjuration (healing)

Casting Time: 1 standard action
Components: V, S
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 2d8 points of damage + 1 point per caster level (maximum +10). 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.

Level Brd2, Cle2, Dru3, Pal3, Ran3

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Darkvision

Transmutation

Casting Time: 1 standard action
Components: V, S, M (either a pinch of dried carrot or an agate)
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 can be made permanent with a *permanency* spell.

Level Ran3, Sor2, Wiz2

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Diminish Plants

Transmutation

Casting Time: 1 standard action
Components: V, S, DF
Range: see text
Target or Area: see text
Duration: instantaneous
Saving Throw: none
Spell Resistance: no

This spell has two versions.

Prune Growth: This version of the spell causes normal vegetation within long range (400 feet + 40 feet per level) to shrink to about one-third normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed. This version of *diminish plants* automatically dispels any spells or effects that enhance plants, such as *entangle*, *plant growth*, and *wall of thorns*.

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 of the spell targets all normal plants within a range of 1/2 mile, reducing their potential productivity over the course of the following year to half normal.

This spell has no effect on plant creatures.

Level Dru3, Ran3

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Greater Magic Fang

Transmutation

Casting Time: 1 standard action
Components: V, S, DF
Range: close (25 ft + 5 ft/2levels)
Target: one living creature
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes

Greater magic fang gives one natural weapon or unarmed strike of the subject a +1 per four caster levels (maximum +5) enhancement bonus on attack and damage rolls. This bonus does not allow a natural weapon or unarmed strike to bypass damage reduction aside from magic. 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.

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.

Level Dru3, Ran3

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Neutralize Poison

Conjuration (healing)

Casting Time: 1 standard action
Components: V, S, M/DF (charcoal)
Range: touch
Target: creature or object of up to 1 ft³/level touched
Duration: instantaneous or 10 min/level; see text
Saving Throw: Will negates (harmless, object)
Spell Resistance: yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured 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.

This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option. If cast on a creature, the creature receives a Will save to negate the effect.

Level Brd4, Cle4, Dru3, Pal4, Ran3

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Plant Growth

Transmutation

Casting Time: 1 standard action
Components: V, S, DF
Range: see text
Target or Area: 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, and so on) 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. If this spell is cast on an area that is already affected by any spell or effect that enhances plants, such as *entangle* or *wall of thorns*, any DC involved with these spells is increased by 4. This bonus is granted for 1 day after the casting of *plant growth*.

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 a 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.

Level Dru3, Ran3

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Reduce Animal

Transmutation

Casting Time: 1 standard action
Components: V, S
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 causes instant diminution of a single willing animal, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to **Dexterity**, a -2 size penalty to **Strength** (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

A Small animal whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large animal whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Reduce the damage dealt by the animal's natural attacks as appropriate for its new size (see Equipment for how to adjust damage for size).

Multiple magical effects that reduce size do not stack.

Reduce animal can be made permanent with a *permanency* spell.

Level Dru2, Ran3

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Remove Disease

Conjuration (healing)

Casting Time: 1 standard action
Components: V, S
Range: touch
Target: creature touched
Duration: instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: yes (harmless)

Remove disease can cure all diseases from which the subject is suffering. You must make a caster level check (1d20 + caster level) against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others.

Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Level Cle3, Dru3, Ran3

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Repel Vermin

Abjuration

V
S

Casting Time: 1 standard action
Components: V, S, DF
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 HD of less than one-third your level cannot penetrate the barrier.

DF

A vermin with HD 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.

Level Brd4, Cle4, Dru4, Ran3

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Summon Nature's Ally III

Conjuration (summoning) [see text]

V
S

Casting Time: 1 round
Components: V, S, DF
Range: close (25 ft + 5 ft/2levels)
Effect: one summoned creature
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: no

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally 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 as you command.

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. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (such as wish).

The spell conjures one 3rd level creature, 1d3 2nd level creatures of the same kind, or 1d4+1 lower level creatures of the same kind from Table 10–2. 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.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Level Dru3, Ran3

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Tree Shape

Transmutation

V
S

Casting Time: 1 standard action
Components: V, S, DF
Range: personal
Target: you
Duration: 1 hour/level (D)

This spell allows you to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The exact type of tree, as well as its appearance, is completely under your control. Even 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).

DF

Level Dru2, Ran3

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Water Walk

Transmutation [water]

V
S

Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Targets: one touched creature/level
Duration: 10 min/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

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.

DF

Level Cle3, Ran3

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Animal Growth

Transmutation

V
S

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Target: one animal (Gargantuan or smaller)
Duration: 1 min/level
Saving Throw: Fortitude negates
Spell Resistance: yes

The target animal grows to twice its normal size and eight times its normal weight. This alteration changes the 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, 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. 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 the 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 over an enlarged animal.

Multiple magical effects that increase size do not stack.

Level Dru5, Ran4, Sor5, Wiz5

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Commune with Nature

Divination

V
S

Casting Time: 10 minutes
Components: V, S
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 spell is less powerful, and its 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.

Level Dru5, Ran4

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Cure Serious Wounds

Conjuration (healing)

V
S

Casting Time: 1 standard action
Components: V, S
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 3d8 points of damage + 1 point per caster level (maximum +15). 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.

DF

Level Brd3, Cle3, Dru4, Pal4, Ran4

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Freedom of Movement

Abjuration

V
S
M

Casting Time: 1 standard action
Components: V, S, M (a leather strip bound to the target), DF
Range: personal or touch
Target: you or creature touched
Duration: 10 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

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. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and 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, grant water breathing.

DF

Level Brd4, Cle4, Dru4, Ran4

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Nondetection

Abjuration

V
S
M

Casting Time: 1 standard action
Components: V, S, M (diamond dust worth 50gp)
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.

Level Ran4, Sor3, Wiz3

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Summon Nature's Ally IV

Conjuration (summoning) [see text]

V
S
DF

Casting Time: 1 round
Components: V, S, DF
Range: close (25 ft + 5 ft/2levels)
Effect: one summoned creature
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: no

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally 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 as you command.

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. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (such as *wish*).

The spell conjures one 4th level creature, 1d3 3rd level creatures of the same kind, or 1d4+1 lower level creatures of the same kind from Table 10-2. 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.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Level Dru4, Ran4

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Tree Stride

Conjuration (teleportation)

V
S
DF

Casting Time: 1 standard action
Components: V, S, DF
Range: personal
Target: you
Duration: 1 hour/level or until expended; see text

When you cast this spell, you gain the ability to step into a tree, magically infusing yourself with the plant. Once within a tree, you can teleport from that particular tree to another tree. The trees 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

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.

Level Dru5, Ran4

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Summon Nature's Ally Summoning Chart (Table 10-2)

Conjuration (summoning) [see text]

1st Level	Subtype	2nd Level	Subtype	3rd Level	Subtype	4th Level	Subtype	5th Level	Subtype
V Dire rat	—	Ant. giant (worker)	—	Ant. giant (soldier)	—	Ant. giant (drone)	—	Ankylosaurus	—
S Dolphin	—	Elemental (Small)	Elemental	Ape	—	Bison	—	Cyclops	—
Eagle	—	Giant frog	—	Aurochs	—	Deinonychus	—	Dire lion	—
Giant centipede	—	Giant spider	—	Boar	—	Dire ape	—	Dolphin (orca)	—
Fire beetle	—	Goblin Dog	—	Cheetah	—	Dire boar	—	Elemental (Large)	Elemental
Mite (gremlin)	—	Horse	—	Constrictor snake	—	Dire wolf	—	Ettin	—
Poisonous frog	—	Hyena	—	Crocodile	—	Elemental (Med.)	Elemental	Giant moray eel	—
Pony (horse)	—	Octopus	—	Dire bat	—	Giant stag beetle	—	Girallon	—
Riding dog	—	Squid	—	Electric Eel	—	Giant wasp	—	Manticore	—
DF Stirge	—	Wolf	—	Giant crab	—	Griffon	—	Woolly rhinoceros	—
Viper (snake)	—			Giant lizard	—	Grizzly bear	—		
				Leopard	—	Lion	—		
				Shark	—	Mephit (any)	Elemental		
				Wolverine	—	Owlbear	—		
						Pteranodon	—		
						Rhinoceros	—		
						Satyr	—		
						Tiger	—		
6th Level	Subtype	7th Level	Subtype	8th Level	Subtype	9th Level	Subtype		
Bulette	—	Brachiosaurus	—	Cloud giant	Air	Pixie (w/irresistible	—		
Dire bear	—	Dire crocodile	—	Elemental (Elder)	Elemental	dance and sleep arrows)	—		
Dire tiger	—	Dire shark	—	Purple worm	—	Storm giant	—		
Elasmosaurus	—	Elemental (Great)	Elemental						
Elemental (Huge)	Elemental	Fire giant	Fire						
Elephant	—	Frost giant	Cold						
Giant octopus	—	Giant squid	—						
Giant scorpion	—	Mastadon	—						
Hill giant	—	Roc	—						
Stegosaurus	—	Tyrannosaurus	—						
Stone giant	Earth								
Triacetops	—								

Level Dru1-9, Ran1-4

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Ivan Konstantinovich Aivazovsky (1817-1900) – (Project Image)

Peter Nicolai Arbo (1831–1892) – (Restoration-Lesser)

Giuseppe Arcimboldo (1527-1593) – (Liveoak, Minor Creation, Polymorph Any Object)

John James Audubon (1785-1851) – (Owl's Wisdom-Mass)

Wright Barker (1864-1941) – (Hold Monster-Mass)

William Blake (1757-1827) – (Cloak of Chaos, Gate, Gentle Repose, Globe of Invulnerability, Sanctuary, Sunburst, Symbol of Sleep)

Arnold Böcklin (1827-1901) – (Deathwatch, Hide from Animals, Invisibility-Mass, Invisibility, Meld Into Stone, Secure Shelter, Spectral Hand)

Giotto di Bondone (1267-1337) – (Create Water)

Giorgio Bonola (1657-1700) – (Cure Disease)

Hieronymus Bosch (1450-1516) – (Inflict Serious Wounds)

Pieter Bruegel the Elder (1525-1569) – (Antilife Shell)

Ippitsusai Buncho (1485-1548) – (Fire Shield)

Edward Coley Burne-Jones (1833-1898) – (Ventriloquism, Wall of Thorns)

Toyohara Chikanobu (1838-1912) – (Fire Trap, Speak with Dead)

Steve Clabuesch – photolibrary.usap.gov (Wall of Ice)

Thomas Cole (1801-1848) – (Dimension Door, Magic Aura)

John Constable (1776-1837) – (Control Weather, Displacement, See Invisibility)

John Singleton Copley (1738-1815) – (Helping Hand)

José Villegas Cordero (1844-1921) – (Contingency)

Jean Désiré Gustave Courbet (1819-1877) – (Detect Animals or Plants)

Walter Crane (1845-1915) – (Mind Fog, Secret Chest)

Ferdinand Victor Eugène Delacroix (1798-1863) – (Waves of Fatigue)

Jean Delville (1867-1953) – (Cure Moderate Wounds, Detect Law, Enthrall, Ethereal Jaunt, Explosive Runes, Freedom of Movement, Hold Person-Mass, Inflict Serious Wounds-Mass, Magic Circle Against Goods, Restoration, Sequester, Shield of Law, Spell Immunity-Greater, Time Stop, Wood Shape)

Lucien Lévy-Dhurmer (1865-1953) – (Repel Wood)

Paul Gustave Doré (1832-1883) – (Hold Person, True Ressurrection)
Dosso Dossi (1490-1542) – (Permenancy)
Herbert James Draper (1863-1920) – (Stabilize)
Edmund Dulac (1882-1953) – (Blink, Elemental Body II, Magic Jar, Minor Image, Shield Other, Sympathy)
Pavel Nikolayevich Filonov (1883-1941) – (Color Spray, Prismatic Wall)
Melozzo da Forlì (1438-1494) – (Summon Instrument)
Frater Francke (1380-1440) – (Wall of Stone)
Caspar David Friedrich (1774-1840) – (Blight, Hallow, Obscuring Mist, Prismatic Sphere)
Johann Heinrich Füssli (1741-1825) – (Align Weapon, Daze Monster, Scrying-Greater, Silence, Trap the Soul)
Eugène Henri Paul Gauguin (1848-1903) – (Detect Snares and Pits)
Jean Ignace Isidore Gérard (JJ Grandville) (1803-1847) – (Rainbow Pattern)
Jean-Léon Gérôme (1824-1904) – (Simulacrum, Stone to Flesh)
Giorgione (1477-1510) – (Clone)
Warwick Goble (1862-1943) – (Feather Fall, Fly, Water Walk)
Sigismund Christian Hubert Goetze (1866-1939) – (Cure Moderate Wounds-Mass)
Vincent Willem van Gogh (1853-1890) – (Disguise Self, Shadow Walk)
Francisco José de Goya y Lucientes (1746-1828) – (Detect Thoughts, Flare, Giant Form II, Misdirection, Planar Ally, Shades, Shillelagh)
El Greco (1541-1614) – (Consecrate, Remove Blindness/Deafness, Zone of Truth)
Mathis Gothart Grünewald (1470-1528) – (Guidance, Holy Word, Protection from Good)
Dudley Hardy (1866-1922) – (Elemental Body I)
Kawase Hasui (1883-1957) – (Ice Storm)
M. Hayes – (Animal Trance)
Martin Johnson Heade (1819-1904) – (Silent Image)
Bernard Higham (1817-1919) – (Web)
Robert Alexander Hillingford (1825-1904) – (Restoration-Greater)
Andō Hiroshige (1797-1858) – (Claraudience/Clairvoyance)
Ferdinand Hodler (1853 –1918) – (Persistent Image, Tree Shape)
Katsushika Hokusai (1760-1849) – (Blasphemy, Cause Fear, Heroism, Scare)
Edward Robert Hughes (1851-1914) – (Antimagic Field, Bless Weapon)
Simon David Hutchinson – (Planar Binding-Lesser)
Louis Janmot (1814-1892) – (Ressurrection)
Geertgen tot Sint Jans (1460-1488) – (Ray of Exhaustion)
Frans Francken der Jüngere (1581-1642) – (Summon Monster Summoning Chart (Table 10-1))
Wassily Kandinsky (1866-1944) – (Confusion, Nightmare, Weird)
Angelica Katharina Kauffmann (1741-1807) – (Dictum)
Ferdinand Keller (1842-1922) – (Antipathy)
Ferdinand van Kessel (1648-1696) – (Heroes' Feast)
Max Klinger (1857-1920) – (Darkness, Inflict Moderate Wounds)
Johann Christoph Kolb (1680-1743) – (Eagle's Splendor)
Johann Peter Krafft (1780-1856) – (Halt Undead)
Toyohara Kunichika (1835-1900) – (Beast Shape III)
Utagawa Kunisada (1786-1865) – (Gaseous Form)
Utagawa Kuniyoshi (1797-1861) – (Bane, Banishment, Bear's Endurance, Break Enchantment, Call Lightning, Detect Undead, Endure Elements, Flame Strike, Floating Disk, Freedom, Geas-Lesser, Ghost Sound, Nondetection, Phantasmal Killer, Plant Shape I, Polymorph-Greater, Protection from Energy, Resist Energy, Shatter, Shield, Summon Monster II, Summon Monster IV, Sunbeam, True Seeing, Unholy Aura, Unholy Blight, Whirlwind, Zone of Silence)
Giovanni Lanfranco (1582-1647) – (Cure Light Wounds)
Lascaux Cave Paintings (15,000 BCE) – (Bull's Strength-Mass)
Henri Fantin-Latour (1836-1904) – (Blur)
Edmund Blair Leighton (1853-1922) – (Message)
Frederic Leighton (1830-1896) – (Virtue)
Hans Leu the Elder (1460-1510) – (Lullaby)
Lorenzo Lotto (1480-1556) – (Cure Critical Wounds-Mass)
Daniel Maclise (1806-1870) – (Protection from Chaos)

Jacek Malczewski (1854-1929) – (Slay Living, Status)
Jan Mandyn (1500-1559) – (Legend Lore)
Andrea Mantegna (1431-1506) – (Mnemonic Enhancer)
Franz Marc (1880-1916) – (Cat's Grace, Cat's Grace-Mass, Fox's Cunning, Fox's Cunning-Mass, Shadow Conjuraton, Shadow Evocation-Greater)
John Martin (1789-1854) – (Destruction)
Girolamo Francesco Maria Mazzola (Parmigianino) (1503-1540) – (Polymorph)
Adolph Friedrich Erdmann von Menzel (1815-1905) – (Veil)
Michelangelo (1475-1564) – (Inflict Light Wounds, Mass, Reverse Gravity)
Claude Monet (1840-1926) – (Obscure Object)
Gustave Moreau (1826-1898) – (Bestow Curse, Calm Emotions, Daze, Discern Lies, Heroism-Greater, Hypnotism, Invisibility Purge, Pass Without Trace, Speak with Animals, Suggestion-Mass, Unseen Servant, Waves of Exhaustion)
Evelyn de Morgan (1855-1919) – (Control Winds, Crushing Despair, Detect Poison, Diminish Plants, Dispel Good, Eagle's Splendor-Mass, Elemental Swarm, Globe of Invulnerability-Lesser, Neutralize Poison, Prismatic Spray, Protection from Evil, Remove Curse, Rope Trick, Sepia Snake Sigil, Shield of Faith, Sound Burst, Teleport, Teleport Object, Tree Stride, Vision)
Alphonse Maria Mucha (1860-1939) – (Dimensional Lock, Mage's Lucubration)
Edvard Munch (1863-1944) – (Fear)
Caspar Netscher (1639-1684) – (Poison)
Kay Nielsen (1886-1957) – (Illusory Wall, Protection from Spells)
Ida Rentoul Outhwaite (1888-1960) – (Resilient Sphere, Summon Nature's Ally III)
Maxfield Parrish (1870-1966) – (Dream, Enlarge Person-Mass, Stoneskin)
Edward John Poynter (1836-1919) – (Power Word Stun)
Gaetano Previati (1852-1920) – (Detect Good, Temporal Stasis)
Pierre-Paul Prud'hon (1758-1823) – (Mark of Justice)
Witold Pruszkowski (1846-1896) – (Dimensional Anchor)
Raffaello Sanzio da Urbino (Raphael) (1483-1520) – (Passwall, Protection from Arrows, Spell Immunity, True Strike)
José de Ribera (1591-1652) – (False Life, Inflict Light Wounds)
Rembrandt Harmenszoon van Rijn (1606-1669) – (Atonement, Blindness/Deafness, Erase, Raise Dead, Secret Page, Sending, Teleport-Greater)
Salvator Rosa (1615-1673) – (Detect Evil)
Dante Gabriel Rossetti (1828-1882) – (Acid Arrow, Bless Water)
Henri Rousseau (1844-1910) – (Calm Animals)
Peter Paul Rubens (1577-1640) – (Create Food and Water, Magic Stone, Magic Vestment, Magic Weapon-Greater, Touch of Idiocy)
John Singer Sargent (1856-1925) – (Spike Stones)
Friedrich Wilhelm Schadow (1789-1862) – (Charm Monster-Mass)
Egon Schiele (1890-1918) – (Enervation)
Carl Friedrich Schinkel (1781-1841) – (Deeper Darkness, Order's Wrath)
Carlos Schwabe (1866-1926) – (Regenerate, Sculpt Sound, Symbol of Pain, Transmute Mud to Rock)
Charles Spencelayh (1865-1958) – (Mending)
Spettro84 – (Mage's Faithful Hound)
Carl Spitzweg (1808-1885) – (Analyze Dweomer, Command, Dispel Evil, Doom, Hold Animal, Scrying, Stone Tell)
John Roddam Spencer Stanhope (1829-1908) – (Cure Light Wounds-Mass)
Virginia Frances Sterrett (1900-1931) – (Wall of Iron)
Wilhelm I Steuerwaldt (1791-1863) – (Hold Portal)
Sebastian Stoskopff (1597-1657) – (Goodberry)
Franz von Stuck (1863-1928) – (Blade Barrier)
William Holmes Sullivan (1870-1908) – (Reduce Person-Mass)
Arthur Fitzwilliam Tait (1819-1905) – (Snare)
Henry Herbert La Thangue (1859 - 1929) – (Plant Growth)
Tintoretto (1518-1594) – (Cure Serious Wounds-Mass)
James Jacques Joseph Tissot (1836-1902) – (Astral Projection, Death Ward)
Jan Toorop (1858-1928) – (Transmute Metal to Wood)
Joseph Mallord William Turner (1775-1851) – (Daylight, Death Knell, Solid Fog, Tiny Hut)

Unknown – (*Animal Messenger, Baleful Polymorph, Bear's Endurance-Mass, Beast Shape I, Beast Shape II, Bull's Strength, Circle of Death, Cone of Cold, Delay Poison, Demand, Divination, Fire Storm, Fog Cloud, Glyph of Warding-Greater, Gust of Wind, Hallucinatory Terrain, Inflict Critical Wounds, Instant Summons, Invisibility Sphere, Greater Invisibility, Mislead, Phantom Steed, Power Word Kill, Reduce Person, Remove Paralysis, Seeming, Sleep, Song of Discord, Stinking Cloud, Summon Swarm, Tongues*)

Felix Vallotton (1865-1925) – (*Air Walk, Undeath to Death*)

Viktor Mikhailovich Vasnetsov (1848-1926) – (*Detect Scrying, Dominate Animal, Geas/Quest, Heal Mount, Heal-Mass, Holy Smite, Inflict Critical Wounds-Mass, Overland Flight, Shapechange, Symbol of Death*)

Jan Vermeer (1632-1675) – (*Discern Location, Fabricate, Suggestion*)

Leonardo da Vinci (1452-1519) – (*Charm Animal*)

John Cimon Warburg (1867-1931) – (*Transport via Plants*)

John William Waterhouse (1849-1917) – (*Alter Self, Charm Person, Curse Water, Mage's Disjunction, Magic Circle Against Evil*)

John Reinhard Weguelin (1849-1927) – (*Commune*)

Albert Welti (1862-1912) – (*Wind Walk*)

James Abbott McNeill Whistler (1834-1903) – (*Pyrotechnics*)

Hugh William Williams (1773-1829) – (*Protection from Law*)

Philips Wouwerman (1619-1668) – (*Mount*)

Francisco de Zurbarán (1598-1664) – (*Holy Aura*)