Druid Spell Book

V 9.1 (3.5 Edition)
   All spells taken from the *Wizards of the Coast, Player's Handbook* if not otherwise noted.

0 – Level Spells (pg. 3)
Create Water
Cure Minor Wounds
Detect Magic
Detect Poison
Flare
Guidance
Know Direction
Light
Mending
Purify Food and Drink
Read Magic
Resistance
Virtue

1st – Level Spells (pg. 5)
Calm Animals
Charm Animal
Cure Light Wounds
Detect Animals or Plants
Detect Snares and Pits
Endure Elements
Entangle
Faerie Fire
Goodberry
Hide from Animals
Jump
Longstrider
Magic Fang
Magic Stone
Obscuring Mist
Pass without Trace
Produce Flame
Shillelagh
Speak with Animals
Summon Nature's Ally I

2nd – Level Spells (pg. 10)
Animal Messenger
Animal Trance
Barkskin
Bear's Endurance
Bull's Strength
Cat's Grace
Chill Metal
Delay Poison
Fire Trap
Flame Blade
Flaming Sphere
Fog Cloud
Gust of Wind
Heat Metal
Hold Animal
Owl's Wisdom
Reduce Animal
Resist Energy
Restoration, Lesser
Soften Earth and Stone
Spider Climb
Summon Nature's Ally II
Summon Swarm
Tree Shape
Warp Wood
Wood Shape

3rd – Level Spells (pg. 17)
Call Lightning
Contagion
Cure Moderate Wounds
Daylight
Diminish Plants
Dominate Animals
Magic Fang, Greater
Meld into Stone
Neutralize Poison
Plant Growth
Poison
Protection from Energy
Quench
Remove Disease
Sleet Storm
Snare
Speak with Plants
Spike Growth
Stone Shape
Summon Nature's Ally III
Water Breathing
Wind Wall

4th – Level Spells (pg. 22)
Air Walk
Antiplant Shell
Blight
Command Plants
Control Water
Cure Serious Wounds
Dispel Magic
Flame Strike
Freedom of Movement
Giant Vermin
Ice Storm
Reincarnate
Repel Vermin
Rusting Grasp
Scrying
Spike Stones
Summon Nature's Ally IV

0 – Level

Create Water – Conjuration (Creation) (Water)
Components: V, S
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Effect: Up to 2 gallons of water / level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large - possibly creating a downpour or filling many small receptacles.
Note: Conjuration spells can't create substances or objects within a creature.

Detect Magic – Divination
Components: V, S
Casting Time: 1 Standard Action
Range: 60ft
Area: Cone shaped emanation
Duration: Concentration, up to 1 minute / level (D)
Saving Throw: None
Spell Resistance: No
You detect magical auras. The amount of information revealed depends on how long you study a particular area of subject. *1st Round:* Presence or absence of magical auras. *2nd Round:* Number of different magical auras and the power of the most potent aura. *3rd Round:* The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + ½ caster level for a non-spell effect.)
Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.
Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, *Detect Magic* indicates the stronger of the two.
Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a magic item). If *Detect Magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power.
Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers.
Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1ft of stone, 1 in. of common metal, a thin sheet of lead, or 3ft of wood or dirt blocks it.

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 x 10 minutes
Overwhelming	1d6 days

Cure Minor Wounds – Conjuration (Healing)
Components: V, S
Casting Time: 1 Standard Action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless); (see text)
Spell Resistance: Yes (harmless); (see text)
When laying your hand upon a living creature, you channel positive energy that cures 1 point of damage. 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 to this effect.

Detect Poison – Divination
Components: V, S
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Target: One creature, one object, or 5ft 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 first.
The spell can penetrate barriers, but 1ft of stone, 1 in. of common metal, a thin sheet of lead, or 3ft of wood or dirt blocks it.

Flare – Evocation (Light)
Components: V
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Effect: Ray of light
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes
This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by *Flare*.
Dazzled: Unable to see well because of over-stimulation of the eyes. A dazzled creature takes a -1 penalty on attack rolls, Spot checks, and Search checks.

Guidance – Divination
Components: V, S
Casting Time: 1 Standard Action
Range: Touch
Target: Creature touched
Duration: 1 minute or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes
This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Light – Evocation (Light)
Components: V, M/DF
Casting Time: 1 Standard Action
Range: Touch
Target: Object touched
Duration: 10 min / level (D)
Saving Throw: None
Spell Resistance: No
This spell causes an object to glow like a torch, shedding bright light in a 20ft radius (and a dim light for an additional 20ft) from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical *darkness* does not function. A light spell (one with the light descriptor) counters and dispels a darkness spell (one with the darkness descriptor) of an equal or lower level.
Arcane Material Component: A firefly or a piece of phosphorescent moss.

Purify Food and Drink – Transmutation
Components: V, S
Casting Time: 1 Standard Action
Range: 10ft
Duration: Instantaneous
Target: 1 cu. ft / level of contaminated food and water.
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)
This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *Purify Food and Drink*, but the spell has no effect on creatures of any type nor upon magic potions.
Note: Water weighs about 8 lbs. per gallon. One cubic foot of water contains roughly 8 gallons and weights about 60 lbs.

Know Direction – Divination
Components: V, S
Casting Time: 1 Standard Action
Target: You
Duration: Instantaneous
You instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

Mending – Transmutation
Components: V, S
Casting Time: 1 Standard Action
Range: 10ft
Target: One object up to 1 lb.
Duration: Instantaneous
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)
Mending repairs small breaks or tears in objects (but not warps, such as might be caused by a *Warp Wood* spell). It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one One break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by *Mending*. The spell can repair a magic item, but the item's magical abilities are not restored. (For restoring a broken magic item's abilities, see the item creation feats in Ch. 5) The spell cannot mend broken magic rods, staffs, or wands, nor does it affect creatures (including constructs).

Read Magic – Divination
Components: V, S, F
Casting Time: 1 Standard Action
Target: You
Duration: 10 minutes / level
This spell allows you to read 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.

Resistance – Abjuration
Components: V, S, M/DF
Casting Time: 1 Standard Action
Range: Touch
Duration: 1 minute
Target: Creature touched
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
You imbue the subject with magical energy that protects her from harm, granting her a +1 resistance bonus on saves.
Arcane Material Component: A miniature cloak.

Virtue – Transmutation
Components: V, S
Casting Time: 1 Standard Action
Range: Touch
Target: Creature touched
Duration: 1 minute
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
The subject gains one temporary hit point.

1st – Level

Calm Animals – Enchantment (Compulsion)
  (Mind-Affecting)
Components: V, S
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Targets: Animals within 30ft 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 Int 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 30ft apart. The maximum number of HD 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. (A druid could calm a normal bear or wolf with little trouble, but it's more difficult to affect a trained guard dog.)
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 (such as fire, a hungry predator, or an imminent attack) breaks the spell on the threatened creatures.

Cure Light Wounds – Conjuration (Healing)
Components: V, S
Casting Time: 1 Standard Action
Range: Touch
Target: Creature touched
Saving Throw: Will half (harmless)
Spell Resistance: Yes (harmless)
When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage +1 point per caster level (max. +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.

Charm Animal – Enchantment (Charm)
  (Mind-Affecting)
Components: V, S
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Target: One animal
Duration: 1 hour / level
Saving Throw: Will negates
Spell Resistance: Yes
This charm makes a creature of the animal type (see the Monster Manual for more information on creature types) regard you as its trusted friend and ally (treat the target's attitude as friendly; see Influencing NPC Attitudes, page 72 of the Player's Handbook). If the creature 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 creature never obeys suicidal or obviously harmful orders. 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.

Detect Animals or Plants – Divination
Components: V, S
Casting Time: 1 Standard Action
Range: Long (400ft + 40ft / 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 of 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 1ft of stone, 1 in. of common metal, a thin sheet of lead, or 3ft of wood or dirt blocks it.

The DM decides if a specific kind of animal or plant is present.

Entangle - Transmutation
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Long (400ft + 40ft / level)
Area: Plants in a 40ft radius spread
Duration: 1 min. / level
Saving Throw: Reflex partial (see text)

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 Str 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 ½ speed though the area. Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement.

Note: The DM may alter the effects of the spell somewhat, based on the nature of the entangling plants.

Detect Snares and Pits – Divination
Components: V, S
Casting Time: 1 Standard Action
Range: 60ft
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, such as a cavern that floods during rain, an unsafe construction, or a naturally poisonous plant. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring; see the spell *Snare*, page 8), 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 of 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 1ft of stone, 1 in. of common metal, a thin sheet of lead, or 3ft of wood or dirt blocks it.

Endure Elements – Abjuration
Components: V, S
Casting Time: 1 Standard Action
Range: Touch
Target: Creature touched
Duration: 24 hours
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

A creature protected by *Endure Elements* suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves (as described in the Dungeon Master's Guide). 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.

Faerie Fire – Evocation (Light)
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Long (400ft + 40ft / level)
Area: Creatures and objects within a 5ft radius burst
Duration: 1 min / level (D)
Saving Throw: None
Spell Resistance: Yes
A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness (Though a 2nd level or higher magical *darkness* effect functions normally), *Blur*, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The *Faerie Fire* can be blue, green, or violet, according to your choice at the time of casting. The *Faerie Fire* does not cause any harm to the objects or creatures thus outlined.

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

†*Longstrider* – Transmutation
Components: V, S, M
Casting Time: 1 Standard Action
Target: You
Duration: 1 hour / level
This spell increases your base land speed by 10ft. (This adjustment counts as an enhancement bonus.) It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Magic Stone – Transmutation
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Touch
Target: Up to 3 pebbles touched
Duration: 30 minutes or until discharged
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)
You transmute up to three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20ft. If slung, treat them as sling bullets (range increment 50ft). The spell gives them a +1 enchantment bonus to attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6 + 1 points of damage (including the enhancement bonus), or 2d6 + 2 points against undead.

Goodberry – Transmutation
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Touch
Target: 2d4 fresh berries touched
Duration: One day / level
Saving Throw: None
Spell Resistance: Yes
Casting *Goodberry* upon a handful of freshly picked berries makes 2d4 of them magical. You (as well as any other druid of 3rd or higher level) can immediately discern which berries are affected. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature. the berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24 hour period.

Hide from Animals – Abjuration
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 (harmless)
Animals cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as bllindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. Warded creatures could stand before the hungriest of lions and not be molested or even noticed. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.

Magic Fang - Transmutation
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 non-lethal damage to lethal damage.)
Magic Fang can be made permanent with a *Permanency* spell.
Material Component: A pinch of dirt.

Obscuring Mist – Conjuration (Creation)
Components: V, S
Casting Time: 1 Standard Action
Range: 20ft
Effect: Cloud spreads in 20ft radius
   from you, 20ft high
Duration: 1 minute / level
Saving Throw: None
Spell Resistance: No
A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5ft. A creature 5ft away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).
A moderate wind (11+ mph), such as from the *Gust of Wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *Fireball*, *Flame Strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *Wall of Fire* burns away the fog in the area into which it deals damage.
This spell does not function underwater.

Shillelagh – Transmutation
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Touch
Target: One touched nom-magical
   oak club or quarterstaff
Duration: 1 min / level
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)
Your own non-magical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls. (A quarterstaff gains this enhancement for both ends of the weapon.) It deals damage as if it were two size categories larger (a Small club or quarterstaff so transmuted deals 1d8 points of damage, a Medium 2d6, and a Large 3d6), +1 for its enhancement bonus. These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell.

Pass without Trace – Transmutation
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 – mud, snow, dust, or the like – and leave neither footprints nor scent. Tracking the subjects is impossible by non-magical means.

Produce Flame – Evocation (Fire)
Components: V, S
Casting Time: 1 Standard Action
Range: 0ft
Effect: Flame in your palm
Duration: 1 min / level
Saving Throw: None
Spell Resistance: Yes
Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.
In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 + 1 point per caster level (max. +5). Alternatively, you can hurl the flames up to 120ft as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.
This spell does not function under-water.

Speak with Animals – Divination
Components: V, S
Casting Time: 1 Standard Action
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 (as determined by the DM).

Summon Nature's Ally I – Conjuration (Summoning)
Components: V, S, DF
Casting Time: 1 round
Range: Close (25ft + 5ft / 2 levels)
Effect: One creature
Duration: 1 round / level
Saving Throw: None
Spell Resistance: No

This spell summons a one 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. For instance, a porpoise may only be summoned in an aquatic environment.

The spell conjures one of the creature from the 1st – level list on the accompanying table. You choose which kind of creature or creatures 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 an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature's Ally

1st
Dire rat
Eagle (animal)
Monkey (animal)
Octopus (animal)
Owl (animal)
Porpoise (animal)
Snake, Small viper (animal)
Wolf (animal)

2nd
Bear, black (animal)
Dire badger
Dire bat
Elemental, Small (any)
Hippogriff
Crocodile (animal)
Shark, Medium (animal)
Snake, Medium viper (animal)
Squid (animal)
Wolverine (animal)

3rd
Ape (animal)
Dire weasel
Dire wolf
Eagle, giant (NG)
Owl, giant (NG)
Satyr (CN, without pipes)
Shark, Large (animal)
Snake, constrictor (animal)
Snake, Large viper (animal)
Thoqqua

4th
Arrowhawk, juvenile
Bear, brown (animal)
Crocodile, giant (animal)
Deinonychus (dinosaur)
Dire ape
Dire boar
Dire wolverine
Elemental, Medium (any)
Slamander, flamebrother (NE)
Sea cat
Shark, Huge (animal)
Snake, Huge Viper (animal)
Tiger (animal)
Tojanida, juvenile
Unicorn (CG)
Xorn, minor

5th
Arrowhawk, adult
Dear, polar (animal)
Dire lion
Elasmosaurus (dinosaur)
Elemental, Large (any)
Griffon
Janni (genie)
Rhinoceros (animal)
Satyr (CN, with pipes)
Snake, giant constrictor (animal)
Nizie (spite)
Tojanida, adult
Whale, orca (animal)

6th
Dire bear
Elemental, Huge (any)
Elephant (animal)
Girallon
Megaraptor (dinosaur)
Octopus, giant (animal)
Pixie (sprite)
  (NG, no special arrows)
  (Can't cast *Otto's Irresistible Dance*)
Salamander, average (NE)
Whale, baleen
Xorn, average

7th
Arrowhawk, elder
Dire tiger
Elemental, greater (any)
Djinni (genie) (NG)
Invisible stalker
Pixie (sprite)
  (NG, with sleep arrows)
  (Can't cast *Otto's Irresistible Dance*)
Squid, giant (animal)
Triceratops
Whale, cachalot (animal)
Xorn, elder

8th
Dire shark
Roc
Slamander, noble (NE)
Tojanida, elder

9th
Elemental, elder
Grig (sprite)
  (NG, with fiddle)
Pixie (sprite) (NG, with sleep and memory loss arrows) (Can cast *Otto's Irresistible Dance*)

2nd – Level

Animal Messenger – Enchantment (Compulsion)
   (Mind-Affecting)
Components: V, S, M
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 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 (such as the peak of a distant mountain). The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attack 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. Unless the intended recipient of a message is expecting a messenger in the form of a bird or small animal, the carrier may be ignored. 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 Component: A morsel of food the animal likes.

Bear's Endurance – Transmutation
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 (harmless)
The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, adding 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 subjects Constitution drops back to normal. They are not lost first as temporary hit points are.

Animal Trance – Enchantment (Compulsion)
   (Mind-Affecting, Sonic)
Components: V, S
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Targets: Animals or magical beasts
   with Intelligence of 1 or 2
Duration: Concentration
Saving Throw: Will negates; see text
Spell Resistance: Yes
Your swaying motions and music (or singing, or chanting) compel animals and magical beasts to do nothing but watch you. Only a creature with an Intelligence score of 1 or 2 can be fascinated by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected. For example, if Vadania affects 7 HD worth of animals and there are several 2 HD wolves within close range, only the three closest wolves are affected.
A magical beast, a dire animal, or an animal trained to attack or guard is allowed a saving throw; an animal not trained to attack or guard is not.

Barkskin – Transmutation
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 max. 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, much as a character wearing only normal clothing has a armor bonus of +0.

Bull's Strength – Transmutation
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 (harmless)
The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.
Arcane Material Component: A few hairs, or a pinch of dung, from a bull.

Cat's Grace – Transmutation
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 (harmless)
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.

Delay Poison – Conjuration (Healing)
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 to 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.

Fire Trap – Abjuration (Fire)
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target: Object touched
Duration: Permanent until discharged (D)
Saving Throw: Reflex half; see text
Spell Resistance: Yes
Fire Trap creates a fiery explosion when an intruder opens the item that the trap protects. A *Fire Trap* can ward any object that can be opened and closed (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth).
When casting *Fire Trap*, you select a point on the object as the spell's center. When someone other than you opens the object, a fiery explosion fills the area within a 5ft radius around the spell's center. The flames deal 1d4 points of fire damage +1 point per caster level (max. +20). The item protected by the trap is not harmed by this explosion.
A *fire trapped* item cannot have a second closure or warding spell placed on it.
A *Knock* spell does not bypass a *Fire Trap*. An unsuccessful *Dispel Magic* spell does not detonate the spell. Underwater, this ward deals half damage and creates a large cloud of steam.

Chill Metal – Transmutation (Cold)
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Target: Metal equipment of one creature per two levels, no two of which can be more than 30ft apart; or 25 lbs of metal / level, none of which can be more than 30ft away form any of the rest.
Duration: 7 rounds
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)
Chill Metal makes metal extremely cold. Unattended, non-magical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. (Magic items' saving throws are cover in the DM's Guide.) An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.
A creature takes cold damage if its equipment is chilled. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points; see table) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.
On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, causing more damage, as shown on the table below.

Round	Metal Temperature	Damage
1	Warm	None
2	Hot	1d4 points
3	Searing	2d4 points
4	Hot	1d4 points
5	Warm	None

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. For example, if the damage roll from a *Chill Metal* spell indicates 5 points of cold damage and the subject plunges through a *Wall of Fire* in the same round and takes 8 points of fire damage, it winds up taking no cold damage and only 3 points of fire damage. Underwater, *Chill Metal* deals no damage, but ice immediately forms around the affected metal, making it more buoyant.
Chill Metal counters and dispels *Heat Metal*.

You can use the *fire trapped* object without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning a *fire trapped* object to an individual usually involves setting a password that you can share with friends.
Note: Magic traps such as *Fire Trap* are hard to detect and disable. A rogue (only) can use the Search skill to find a *Fire Trap* and Disable Device to thwart it. The DC in each case is 25 + spell level (DC 27 for a druid's *Fire Trap* or DC 29 for the arcane version).
Material Component: A half-pound of gold dust (cost 25gp) sprinkled on the warded object.

Flame Blade – Evocation (Fire)
Components: V, S, DF
Casting Time: 1 Standard Action
Range: 0 ft
Effect: Swordlike beam
Duration: 1 min / level (D)
Saving Throw: None
Spell Resistance: Yes

A 3 foot long, blazing beam of re-hot fire springs forth from your hand. You wield this bladelike beam as if it were a scimitar. Attacks with the *flame blade* are melee touch attacks. The blade deals 1d8 points of fire damage +1 point per two caster levels (max. +10). Since the blade is immaterial, your Strength modifier does not apply to the damage. A *flame blade* can ignite combustible materials such as parchment, straw, dry sticks, and cloth.
The spell does not function underwater.

Fog Cloud – Conjuration (Creation)
Components: V, S
Casting Time: 1 Standard Action
Range: Medium (100ft + 10ft / level)
Effect: Fog spreads in 20ft radius, 20ft high
Duration: 10 min / level
Saving Throw: None
Spell Resistance: No

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5ft. A creature with 5ft has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).
A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.
The spell does not function under water.

Flaming Sphere – Evocation (Fire)
Components: V, S, M/DF
Casting Time: 1 Standard Action
Range: Medium (100ft + 10ft / level)
Effect: 5ft diameter sphere
Duration: 1 round / level
Saving Throw: Reflex negates
Spell Resistance: Yes

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 2d6 points of fire damage to that creature, though a successful Reflex save negates the damage. A *Flaming Sphere* rolls over barriers less than 4 feet tall, such as furniture and low walls. It ignites flammable substances it touches and illuminates the same area as a torch would.
The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A *flaming sphere* winks out if it exceeds the spell's range.
Arcane Material Component: A bit of tallow, a pinch of brimstone, and a dusting of powdered iron.

Gust of Wind – Evocation (Air)
Components: V, S
Casting Time: 1 Standard Action
Range: 60ft
Target: Line-shaped gust of severe wind emanating out from you to the extreme of the range
Duration: 1 round
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path.
A Tiny or smaller creature on the ground is knocked down and rolled 1d4 x 10 feet, taking 1d4 points of non-lethal damage per 10 feet. If flying, a Tiny or smaller creature is blown back 2d6 x 10 feet and takes 2d6 points of non-lethal damage due to battering and buffeting.
Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6 x 10 feet.

Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6 x 5 feet.
Large or larger creatures may move normally within a *Gust of Wind* effect.
A *Gust of Wind* can't move a creature beyond the limit of its range.
Any creature, regardless of size, takes a -4 penalty on ranged attacks and Listen checks in the area of a *Gust of Wind*.
The force of the *gust* automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.
In addition to the effects noted, a *Gust of Wind* can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.
Gust of Wind can be made permanent with a *Permanency* spell.

Heat Metal – Transmutation (Fire)
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Target: Metal equipment of one creature per two levels, no two of which can be more than 30ft apart; or 25 lbs of metal / level, all of which must be within a 30ft circle.
Duration: 7 rounds
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

Heat Metal makes metal extremely warm. Unattended, non-magical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. (Magic items' saving throws are cover in the DM's Guide.) An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes fire damage if its equipment is heated. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points; see table) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as shown on the table below.

	Metal	
Round	**Temperature**	**Damage**
1	Warm	None
2	Hot	1d4 points
3	Searing	2d4 points
4	Hot	1d4 points
5	Warm	None

Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis. For example, if the damage roll from a *Heat Metal* spell indicates 2 points of fire damage and the subject is hit by a *Ray of Frost* in the same round and takes 3 points of cold damage, it winds up taking no fire damage and only 1 point of cold damage. If cast underwater, *Heat Metal* deals half damage and boils the surrounding water.

Heat Metal counters and dispels *Chill Metal*.

Hold Animal – Enchantment (Compulsion) (Mind-Affecting)
Components: V, S
Casting Time: 1 Standard Action
Range: Medium (100ft + 10ft / 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 action, 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.

Owl's Wisdom – Transmutation
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 (harmless)

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 Component: A few feathers, or a pinch of droppings, from an owl.

Reduce Animal – Transmutation
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 causes instant diminution of an animal creature, 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 creature 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 creature 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 (see Table 2 – 3 in the DM's Guide). 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).
Multiple magical effects that reduce size do not stack, which means (among other things) that you can't use a second casting of this spell to further reduce the size of an animal creature that's still under the effect of the first casting.

Resist Energy - Abjuration
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Touch
Target: Creature touch
Duration: 10 min / level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
This abjuration grants a creature limited protection from damage of whichever on 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, such as drowning in acid (since drowning damage comes from lack of oxygen) or becoming encased in ice.
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.

Restoration, Lesser – Conjuration (Healing)
Components: V, S
Casting Time: 3 rounds
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Lesser Restoration dispels any magical effects reducing one of the subject's ability scores (such as *Ray of Enfeeblement*) or cures 1d4 points of temporary ability damage to one of the subject's ability scores (such as from a shadow's touch or from poison). It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Soften Earth and Stone – Transmutation (Earth)
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Area: 10ft square / level; see text
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10ft square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot (DM's option). Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge. Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface.

Stone softened into clay does not hinder movement, but is does allow characters to cut, shape, or excavate areas they may not have been able to affect before. For example, a party of adventurers trying to break out of a cavern might use this spell to soften a wall. While *Soften Earth and Stone* does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.

A moderate amount of structural damage can be dealt to a manufactured structure (such as a wall or a tower) by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

Spider Climb – Transmutation
Components: V, S, M
Casting Time: 1 Standard Action
Range: Touch
Target: Creature touched
Duration: 10 min / level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surfaces (even upside down). A *spider climbing* creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Material Component: A drop of bitumen and a live spider, both of which must be eaten by the subject.

Summon Nature's Ally II – Conjuration (Summoning)
Components: V, S, F/DF
Casting Time: 1 round
Range: Close (25ft + 5ft / 2 levels)
Effect: One or more summoned creatures, no two of which can be no more than 30ft apart.
Duration: 1 round / level (D)
Saving Throw: None
Spell Resistance: No

This spell functions like *Summon Nature's Ally I* (page 8), except that can summon one creature from the 2nd – level list or 1d3 creatures of the same kind from the 1st – level list.

Summon Swarm – Conjuration (Summoning)
Components: V, S, M/DF
Casting Time: 1 round
Range: Close (25ft + 5ft / 2 levels)
Effect: One swarm of bats, rats, or spiders
Duration: Concentration + 2 rounds
Saving Throw: None
Spell Resistance: No

You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel. See the Monster Manual for details of bat, rat, and spider swarms.

Arcane Material Component: A square of red cloth.

Tree Shape – Transmutation
Components: V, S, DF
Casting Time: 1 Standard Action
Target: You
Duration: 1 hour / level (D)
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).

Wood Shape – Transmutation
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Touch
Target: One touched piece of wood no larger than 10 cu. ft + 1 cu. ft / level
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)
Wood Shape enables you to form one existing piece of wood into any shape that suits your purpose. For example, you can make a wooden weapon, fashion a special trapdoor, or sculpt a crude idol. This spell also permits you to reshape a wood door to make an exit where one didn't exist or to seal a door shut. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work.

Warp Wood – Transmutation
Components: V, S
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Target: 1 Small wooden object / level, all within a 20ft radius
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)
You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a Strength check to open, at your option). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon causes a -4 penalty on attack rolls.
You may warp one Small or smaller object (such as a wagon wheel or a human's crossbow) or its equivalent per caster level. A Medium object (such as an oar or a human's spear) counts as two Small objects, a Large object (such as a rowboat or a hill giant's greatclub) as four, a Huge object (such as a wagon or a cloud giant's morningstar) as eight, a Gargantuan object (such as a keelboat) as sixteen, and a Colossal object (such as a sailing ship) as thirty-two.
Alternatively, you can unwrap wood (effectively warping it back to normal) with the spell, straightening wood that has been warped by this spell or by other means. *Make Whole*, on the other hand, does no good in repairing a warped item.
You can combine multiple consecutive *Warp Wood* spells to warp (or unwarp) an object that is too large for you to warp with a single spell. For instance, an 8th level druid could cast two *Warp Wood* spells to warp a Gargantuan object, or four *Warp Wood* spells to warp a Colossal object. Until the object is completely warped, it suffers no ill effects.

3rd – Level

Call Lightning – Evocation (Electricity)
Components: V, S
Casting Time: 1 round
Range: Medium (100ft + 10ft / level)
Effect: One or more 30ft long
   vertical lines of lightning
Duration: 1 min / level
Saving Throw: Reflex half
Spell Resistance: Yes
Immediately upon completion of the spell, and once per round thereafter, you may call down a 5 foot wide, 30 foot long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected.
You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (max. 10 bolts).
If you are outdoors and in a stormy area – a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size; see the Monster Manual) – each bolt deals 3d10 points of electricity damage instead of 3d6.
This spell functions indoors or underground but not underwater.

Cure Moderate Wounds – Conjuration (Healing)
Components: V, S
Casting Time: 1 Standard Action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will half (harmless)
Spell Resistance: Yes (harmless)
This spell functions like *Cure Light Wounds* (page 5), except that you heal 2d8 + 1 point per caster level (max. +10). An undead creature can apply spell resistance and can attempt a Will save of half damage.

Contagion – Necromancy (Evil)
Components: V, S
Casting Time: 1 Standard Action
Range: Touch
Target: Living Creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes
The subject contracts a disease selected from the table below, which strikes immediately (no incubation period). The DC noted is for the subsequent saves (use *Contagion's* normal save DC for the initial saving throw).

Disease	DC	Damage
Blinding sickness	16	1d4 Str‡
Cackle fever	16	1d6 Wis
Filth fever	12	1d3 Dex and 1d3 Con
Mindfire	12	1d4 Int
Red ache	15	1d6 Str
Shakes	13	1d8 Dex
Slimy doom	14	1d4 Con

‡Each time a victim take 2 or more points of Strength damage from blinding sickness, he or she must make another Fortitude save (using the disease's save DC) or be permanently blinded.

See the DM's Guide for descriptions of each disease, as well as for the general effects of disease.

Daylight – Evocation (Light)
Components: V, S
Casting Time: 1 Standard Action
Range: Touch
Target: Object touched
Duration: 10 minutes / level (D)
Saving Throw: None
Spell Resistance: No
The object touched sheds light as bright as full daylight in a 60ft radius, and a dim light for an additional 60ft beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light (such as vampires). If *Daylight* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed.
Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.
Daylight counters or dispels any darkness spell of equal or lower level, such as *Darkness*.

Diminish Plants – Transmutation
Components: V, S, DF
Casting Time: 1 Standard Action
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 causes normal vegetation (grasses, briars, bushes, creepers, hedges, thistles, trees, vines, and so forth) within long range (400ft + 40ft 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 100ft radius circle, a 150ft radius semi-circle, or a 200ft 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 ½ 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.

Magic Fang, Greater – Transmutation
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 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* (page 7), except that the enhancement bonus on attack and damage rolls is +1 per four caster levels (max. +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.

Dominate Animal – Enchantment (Compulsion)
  (Mind-Affecting)
Components: V, S
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Target: One animal
Duration: 1 round / level
Saving Throw: Will negates
Spell Resistance: Yes
You can enchant an animal and direct it with simple commands such as "Attack," "Run," and "Fetch." Suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the *dominated* animal) are simply ignored.
Dominate Animal establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the animal with your own intelligence, it may be able to undertake actions normally beyond its own comprehension, such as manipulating objects with its paws and mouth. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn't do. Changing your instructions or giving a *dominated* creature a new command is the equivalent of redirecting a spell, so it is a move action.

Meld into Stone – Transmutation (Earth)
Components: V, S, DF
Casting Time: 1 Standard Action
Target: You
Duration: 10 minutes / level (D)
Meld into Stone enables you to meld your body and possessions into a single block of stone. The stone must be to large enough accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 lbs of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.
While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what

happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stones complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save.
Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.
The following spells harm you if cast upon the stone that you are occupying: *Stone to Flesh* expels you and deals 5d6 points of damage. *Stone Shape* deals you 3d6 points of damage but does not expel you. *Transmute Rock to Mud* expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled. Finally, *Passwall* expels you without damage.

Neutralize Poison – Conjuration (Healing)
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. For example, if a poison has dealt 3 points of Constitution damage to a character and threatens to deal more damage later, this spell prevents the future damage but does not repair the damage already done. 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 Component: A bit of charcoal.

Poison – Necromancy
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Touch
Target: Living creature touched
Duration: Instantaneous; see text
Saving Throw: Fortitude negates; see text
Spell Resistance: Yes
Calling upon the venomous powers of natural predators, you inflict the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 temporary Constitution damage immediately and another 1d10 of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC 10 + ½ caster level + caster's Wisdom modifier).

Plant Growth – Transmutation
Components: V, S, DF
Casting Time: 1 Standard Action
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) within long range (400ft + 40ft 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 5ft, or 10ft for Large or larger creatures. (The DM may allow faster movement for very small or very large creatures.) The area must have brush and trees in it for this spell to take effect. At your option, the area can be a 100ft radius circle, a 150ft radius semicircle, or a 200ft 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.
In many farming communities, clerics or druids cast this spell at planting time as part of the spring festivals.
Plant Growth counters *Diminish Plants*.
This spell has no effect on plant creatures.

Protection from Energy – Abjuration
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Touch
Target: Creature touched
Duration: 10 minutes / 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.

Quench – Transmutation
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Medium (100ft + 10ft / level)
Area or Target: One 20ft cube / level (S) or
   one fire-based magic item
Duration: Instantaneous
Saving Throw: None or Will negates (object)
Spell Resistance: No or Yes (object)
Quench is often used to put out forest fires and other conflagrations. It extinguishes all non-magical fires in its area. The spell also dispels any fire spells in its are, though you must succeed on a dispel check (1d20 + 1 per caster level, maximum + 15) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell.

Each elemental (fire) creature within the area of a *Quench* spell takes 1d6 points of damage per caster level (maximum 15d6, no save allowed).

Alternatively, you can target the spell on a single magic item that creates or controls flame, such as a *wand of fireball* or a *flaming burst sword*. The item loses all its fire-based magical abilities for 1d4 hours unless it succeeds on a Will save. (Artifacts are immune to this effect.)

Snare – Transmutation
Components: V, S, DF
Casting Time: 3 rounds
Range: Touch
Target: Touched non-magical circle of vine, rope,
   or thong with a 2ft diameter + 2ft / 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. (The head of a worm or a snake could be thus ensnared, for example.) 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.

Remove Disease – Conjuration (Healing)
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.

Sleet Storm – Conjuration (Creation) (Cold)
Components: V, S, M/DF
Casting Time: 1 Standard Action
Range: Long (400ft + 40ft / level)
Area: Cylinder (40ft radius, 20ft high)
Duration: 1 round / level
Saving Throw: None
Spell Resistance: No
Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or though the area of sleet at half normal speed with a DC 10 Balance check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Balance skill for details).

The sleet extinguishes torches and small fires.

Arcane Material Component: A pinch of dust and a few drops of water.

Speak with Plants – Divination
Components: V, S
Casting Time: 1 Standard Action
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 (as determined by the DM).

Spike Growth – Transmutation
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Medium (100ft + 10ft / level)
Area: One 20ft 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 are 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 a 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).

Water Breathing – Transmutation
Components: V, S, M/DF
Casting Time: 1 Standard Action
Range: Touch
Target: Living creatures touched
Duration: 2 hours / level; see text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

Arcane Material Component: A short reed or piece of straw.

Stone Shape – Transmutation (Earth)
Components: V, S, M/DF
Casting Time: 1 Standard Action
Range: Touch
Target: Stone or stone object touched, up to 10 cu. ft + 1 cu. ft / level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You can form an existing piece of stone into any shape that suits your purpose. For example, you can make a stone weapon, a special trapdoor, or a crude idol. *Stone Shape* also permits you to reshape a stone door to make an exit where one didn't exist or to seal a door shut. While it's possible to make crude coffers, doors, and so forth with *Stone Shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Arcane Material Component: Soft clay, which must be worked into roughly the desired shape of the stone object and then touched to the stone while the verbal component is uttered.

Summon Nature's Ally III – Conjuration (Summoning)
Components: V, S, DF
Casting Time: 1 round
Range: Close (25ft + 5ft / 2 levels)
Effect: One or more creatures, no two of which can be more than 30ft apart
Duration: 1 round / level
Saving Throw: None
Spell Resistance: No

This spell functions like *Summon Nature's Ally I* (page 8), except that can summon one creature from the 3rd – level list, 1d3 creatures of the same kind from the 2nd – level list or 1d4 + 1 creatures of the same kind from the 1st – level list.

Wind Wall – Evocation (Air)
Components: V, S, M/DF
Casting Time: 1 Standard Action
Range: Medium (100ft + 10ft / level)
Effect: Wall up to 10ft / level long and 5ft / level high (S)
Duration: 1 round / level
Saving Throw: None (see text)
Spell Resistance: Yes

An invisible vertical curtain of wind appears. It is 2ft 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 suffers 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. A 5ft level caster can create a wall up to 50ft long and up to 25ft high, which is sufficient to form a cylinder of wind 15ft in diameter.

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

4th – Level

Air Walk – Transmutation (Air)
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Touch
Target: Creature (Gargantuan or smaller)
Duration: 10 minutes / level
Saving Throw: None
Spell Resistance: Yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45°, at a rate equal to one-half the air walker's normal speed. A strong wind (21+ mph) can push the subject along or hold it back. At the end of each round, the wind blows the air walker 5ft for each 5 miles per hour of wind speed. The creature can, at the DM's option, be subject to additional penalties in exceptionally strong or turbulent winds, such at loss of control over movement or suffering physical damage from being buffeted about. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60ft per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10ft of fall. Since dispelling a spell effectively ends it, the subject also descend in this way if the *Air Walk* spell is dispelled, but not if it is negated by an *Antimagic Field*.

You can cast *Air Walk* on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of *Air Walk* (counts as a trick; see page 74 of the PHB) with one week of work and a DC 25 Handle Animal check.

Command Plants – Transmutation
Components: V
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Targets: Up to 2 HD / level of plant creatures, no two of which can be more than 30ft 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 (see *Charm Person*).

You can affect a number of plant creatures whose combined level or HD do not exceed twice your level.

Antiplant Shell – Abjuration
Components: V, S, DF
Casting Time: 1 Standard Action
Range: 10ft
Area: 10ft radius emanation, centered on you
Duration: 10 min / level (D)
Saving Throw: None
Spell Resistance: Yes

The *Anitplant Shell* spell creates an invisible, mobile barrier that keeps all creatures within the spell protected from attacks by plant creatures or animated plants. As with many abjuration spells, forcing the barrier against creatures that the spell keeps at bay strains and collapses the field (see Abjuration, page 172 of the Player's Handbook).

Blight – Necromancy
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Touch
Target: Plant or plant creature
Duration: Instantaneous
Saving Throw: Fortitude half; see text
Spell Resistance: Yes

This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per level (max. 15d6) and may attempt a Fortitude saving throw for half damage. A plant that isn't a creature (such as a tree or shrub) doesn't receive a save and immediately withers and dies.

This spell has no effect on the soil or surrounding plant life.

Control Water – Transmutation (Water)
Components: V, S, M/DF
Casting Time: 1 Standard Action
Range: Long (400ft + 40ft / level)
Area: Water in a volume of 10ft / level by
  10ft / level by 2ft / level (S)
Duration: 10 minutes / level (D)
Saving Throw: None; see text
Spell Resistance: No

Depending on the version you choose, the *Control Water* spell raises or lowers water.

Lower water: This causes water or similar liquid to reduce by as much as 2ft per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10ft long. In extremely large and deep bodies of water, such as deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *Slow* spell (Will negates). The spell has no effect on other creatures.

Raise water: This causes water or similar liquid to rise in height, just as the *lower water* version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

Arcane Material Component: A drop of water (for *raise water*) or a pinch of dust (for *lower water*).

Cure Serious Wounds – Conjuration (Healing)
Components: V, S
Casting Time: 1 Standard Action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will half (harmless)
Spell Resistance: Yes (harmless)

This spell functions like *Cure Light Wounds* (page 5), except that you heal 3d8 + 1 point per caster level (max. +15). An undead creature can apply spell resistance and can attempt a Will save of half damage.

Dispel Magic – Abjuration
Components: V, S
Casting Time: 1 Standard Action
Range: Medium (100ft + 10ft / level)
Target: One spellcaster, creature, or object;
  or 20ft radius burst
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Because magic is powerful, so too is the ability to dispel magic. You can use *Dispel Magic* to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *Dispel Magic*. *Dispel Magic* can dispel (but not counter) spell-like effects just as it does spells.

Note: The effect of a spell with an instantaneous duration can't be dispelled, because the magic effect is already over before the dispel magic can take effect. Thus, you can't use *Dispel Magic* to repair fire damage caused by a *Fireball* or to turn a petrified character back to flesh. In these cases, the magic has departed, leaving only burned flesh or perfectly normal stone in its wake.)

You choose to use *Dispel Magic* in one of three ways: a targeted dispel, an area dispel, or a counterspell:

Targeted Dispel: One object, creature, or spell is the target of the *Dispel Magic* spell. You make a dispel check (1d20 + your caster level, maximum +10) against the spell or against each ongoing spell currently in effect on the object or creature. The DC for this dispel check is 11 + spell's caster level.

For example, Mialee, at 5th level, targets *Dispel Magic* on a drow who is under the effects of *Haste*, *Mage Armored*, *Bull's Strength*. All three spells were cast on the drow by a 7th-level wizard. Mialee make a dispel check (1d20 + 5 against DC 18) three times, once each for the *Haste*, *Mage Armor* and *Bull's Strength* effects. If she succeeds at a particular check, that spell is dispelled (the drow's spell resistance doesn't help him); if she fails, that spell remains in effect.

If you target an object or creature who is the effect of an ongoing spell (such as a monster summoned by *monster summoning*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface (such as a *Bag of Holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Dispel Magic

Area Dispel: When *Dispel Magic* is used in this way, the spell affects everything within a 20ft radius.
For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level. If that fails, you make dispel checks against progressively weaker spells until you dispel one spell (which discharges the *Dispel* so far as that target is concerned) or fail all your checks. The creature's magic items are not affected.
For each object within the area that is the target of one or more spells, you make dispel checks as with creatures. Magic items are not affected by an area dispel.
For each ongoing area or effect spell whose point of origin is within the area of the *Dispel Magic* spell, you can make a dispel check to dispel the spell.
For each ongoing spell whose area overlaps that of the *Dispel Magic* spell, you can make a dispel check to end the effect, but only within the overlapping area.
If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *monster summoning*) is in the area, you can make a dispel check to end the spell that conjured the object or creature (returning it whence it came) in addition to attempting to dispel spells targeting the creature or object.
You may choose to automatically succeed at dispel checks against any spell that you have cast.
Counterspell: When *Dispel Magic* is used in this way, the spell targets a spellcaster and is cast as a counterspell (page 170 of the Player's Handbook). Unlike a true counterspell, however, *Dispel Magic* may not work; you must make a dispel check to counter the other spellcaster's spell.

Flame Strike – Evocation (Fire)
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Medium (100ft + 10ft / level)
Area: Cylinder (10ft radius / 40ft high)
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
A *Flame Strike* produces a vertical column of diving fire roaring downward. The spell deals 1d6 points of damage per caster level (max. 15d6). Half the damage is fire damage, but the other half results directly from diving power and is therefore not subject to being reduced by resistance to fire-based attacks, such as that granted by *Protection from Energy* (*fire*), *Fire Shield* (*chill shield*), and similar magic.

Freedom of Movement – Abjuration
Components: V, S, M, DF
Casting Time: 1 Standard Action
Range: Touch
Target: You or creature touched
Duration: 10 minutes / level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
This spell enables you or the 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 a character to move and attack normally while underwater, even with lashing weapons such as axes and swords and 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 Component: A leather thong, bound around the arm or a similar appendage.

Giant Vermin – Transmutation
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Targets: Up to 3 vermin, no two of which
  can be more than 30ft apart
Duration: 1 minute / level
Saving Throw: None
Spell Resistance: Yes
You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into larger forms. Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider), and all must be grown to the same size. The size to which the vermin can be grown depends on your level; see the table below. The Monster Manual has game statistics for centipedes, spiders, and scorpions, as well as other kinds of vermin.

Any giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands ("Attack," "Defend," "Stop," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whoever or whatever is near them.

The DM can extend this spell's effects to other kinds of insects, arachnids, or other vermin, such as ants, bees, beetles, praying mantises, and wasps, if he so chooses.

Caster Level	Vermin Size
9th or lower	Medium
10th – 13th	Large
14th – 17th	Huge
18th – 19th	Gargantuan
20th or higher	Colossal

Ice Storm – Evocation (Cold)
Components: V, S, M/DF
Casting Time: 1 Standard Action
Range: Long (400ft + 40ft / level)
Area: Cylinder (20ft radius, 40ft high)
Duration: 1 round
Saving Throw: None
Spell Resistance: Yes
Great magical hailstones pound down for 1 full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. A -4 penalty applies to each Listen check made within the *Ice Storm's* effect, and all land movement within its area is at half speed. At the end of the duration, than hail disappears, leaving no aftereffects (other than the damage dealt).
Arcane Material Component: A pinch of dust and a few drops of water.

Reincarnate – Transmutation
Components: V, S, M, DF
Casting Time: 10 minutes
Range: Touch
Target: Dead creature touched
Duration: Instantaneous
Saving Throw: None; see text
Spell Resistance: Yes (harmless)
With this spell, you bring back a dead creature in another body, provided that its death occurred no more than one week before the casting of the spell and the subject's soul is free and willing to return (see Bringing Back the Dead, page 171 of the Player's Handbook). IF the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes 1 hour complete. When the body is ready, the subject is reincarnated.

A reincarnated creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged. Strength, Dexterity, and Constitution scores depend partly on the new body. First eliminate the subject's racial adjustments (since it is no longer of his previous race) and then apply the adjustments found below to it's remaining ability scores. The subject's level (or Hit Dice) is reduced by 1. If the subject was 1st level, its new Constitution score is reduced by 2. (If this reduction would put its Con at 0 or lower, it can't be reincarnated.) This level / HD loss or Constitution loss cannot be repaired by any means.

It's possible for the change in the subject's ability scores to make it difficult for it to pursue its previous character class. If this is the case, the subject is well advised to become a multi-class character.

For a humanoid creature, the new incarnation is determined using the following table. For non-humanoid creatures, the DM should create a similar table of creatures of the same type or simply choose the new form.

A creature that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell. Constructs, elementals, outsiders, and undead creatures can't be reincarnated. The spell cannot bring back a creature who has died of old age.

Continued onto next page…

Reincarnate

d%	Incarnation	Str	Dex	Con
01	Bugbear	+4	+2	+2
02 – 13	Dwarf	+0	+0	+2
14 – 25	Elf	+0	+2	–2
26	Gnoll	+4	+0	+2
27 – 38	Gnome	–2	+0	+2
39 – 42	Goblin	–2	+2	+0
43 – 52	Half-elf	+0	+0	+0
53 – 62	Half-orc	+2	+0	+0
63 – 74	Halfling	–2	+2	+0
75 – 81	Human	+0	+0	+0
90 – 93	Kobold	–4	+2	–2
94	Lizardfolk	+2	+0	+2
95 – 98	Orc	+4	+0	+0
99	Troglodyte	+0	–2	+4
100	Other (DM's choice)	?	?	?

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn't automatically speak the language of the new form. Refer to the Monster Manual for details. A *Wish* or a *Miracle* spell can restore a reincarnated character to his or her original form.
Material Component: Rare oils and unguents worth a total of at least 1,000gp, spread over the remains.

Repel Vermin – Abjuration
Components: V, S, DF
Casting Time: 1 Standard Action
Range: 10ft
Area: 10ft radius emanation centered on you
Duration: 10 minutes / 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.

Rusting Grasp – Transmutation
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Touch
Target: One non-magical ferrous object (or the volume of the object within 3ft of the touched point) or one ferrous creature
Duration: See text
Saving Throw: None
Spell Resistance: No
Any iron or iron alloy item you touch becomes instantaneously rusted, pitted, and worthless, effectively destroyed. If the item is so large that it cannot fit within a 3 foot radius (a large iron door or a *Wall of Iron*), a 3 foot radius volume of the metal is rusted and destroyed. Magic items made of metal are immune to this spell.
You may employ *Rusting Grasp* in combat with a successful melee touch attack. *Rusting Grasp* used in this way instantaneously destroys 1d6 points of Armor Class gained from metal armor (to the maximum amount of protection the armor offered) through corrosion. For example, full plate armor (AC +8) could be reduced to +7 or as low as +2 in protection, depending on the die roll.
Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must succeed on a melee touch attack against the weapon. A metal weapon that is hit is destroyed.
Note: Striking at an opponent's weapon provokes an attack of opportunity. Also, you must touch the weapon and no the other way around.
Against a ferrous creature, *Rusting Grasp* instantaneously deals 3d6 points of damage + 1 per caster level (max. +15) per successful attack. The spell lasts for 1 round per level, and you can make one melee touch attack per round.

Scrying – Divination
Components: V, S, M/DF, F
Casting Time: 1 hour
Range: See text
Effect: Magical sensor
Duration: 1 minute / level
Saving Throw: Will negates
Spell Resistance: Yes

You can see and hear some creature, which may be at any distance. If the subject succeeds on a Will save, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge	Will save Modifier
None (You must have some sort of connection to a creature you have no knowledge of.)	+10
Secondhand (You have heard of the subject)	+5
Firsthand (You have met the subject)	0
Familiar (You know the subject well)	-5

Connection	Will save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, nail clippings, etc.	-10

If the save fails, you can see and hear the subject and the subject's immediate surroundings (approximately 10ft in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150ft.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: *Detect Alignment, Detect Magic,* and *Message.*

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Arcane Material Component: The eye of a hawk, an eagle, or a roc, plus nitric acid, copper, and zinc.

Wizard, Sorcerer, or Bard Focus: A mirror of finely wrought and highly polished silver costing not less than 1,000gp. The mirror must be at least 2ft by 4ft.

Cleric Focus: A holy water font costing not less than 100gp.

Druid Focus: A natural pool of water.

Spike Stones – Transmutation (Earth)
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Medium (100ft + 10ft / level)
Area: One 20ft square / level
Duration: 1 hour / level (D)
Saving Throw: Reflex partial
Spell Resistance: Yes

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background. *Spike Stones* impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed.

In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5ft of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal 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 Stones is a magic trap that can't be disabled with the Disable Device skill.

Note: Magic traps such as *Spike Stones* are hard to detect. A rogue (only) can use the Search skill to find *Spike Stones*. The DC is 25 + spell level, or DC 29 for *Spike Stones*.

Summon Nature's Ally IV – Conjuration (Summoning)
Components: V, S, DF
Casting Time: 1 round
Range: Close (25ft + 5ft / 2 levels)
Effect: One or more creatures, no two of which can be more than 30ft apart
Duration: 1 round / level
Saving Throw: None
Spell Resistance: No

This spell functions like *Summon Nature's Ally I* (page 8), except that can summon one creature from the 4th – level list, 1d3 creatures of the same kind from the 3rd – level list or 1d4 + 1 creatures of the same kind from a lower level list.

5th – Level

Animal Growth – Transmutation
Components: V, S
Casting Time: 1 Standard Action
Range: Medium (100ft + 10ft / level)
Targets: Up to one animal (Gargantuan or smaller) per two levels, no two of which can be more than 30ft 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 animals' size category to the next largest (from Large to Huge, for example), 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 animals' modifier to AC and attack rolls and its base damage, as detailed on Table 2 – 2 in the DM's Guide. The animal's space and reach change as indicated on Table 8 – 4: Creature Size and Scale (page 149 of the Player's Handbook), 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, which means (among other things) that you can't use a second casting of this spell to further increase the size of acquiesces

an animal that's still under the effect of the first casting.

Atonement – Abjuration
Components: V, S, M, F, DF, XP
Casting Time: 1 hour
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

This spell removes the burden of evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, *Atonement* operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds and acts of knowing and willful nature, you must intercede with your deity (requiring you to expend 500 XP) in order to expunge the subject's burden. Many casters first assign a subject of this sort a quest (see *Geas / Quest*) or similar penance to determine whether the creature is truly contrite before casting the *Atonement* spell on its behalf.

Atonement may be cast for one of several purposes, depending on the version selected.

Reverse Magical Alignment Change: If a creature has had its alignment magically changed, *Atonement* returns its alignment to its original status at no cost in experience points.

Restore Class: A paladin who has lost her class features due to committing an evil act may have her paladinhood restored to her by this spell.

Restore Cleric or Druid Spell Powers: A cleric or druid who has lost his ability to cast spells by incurring the anger of his or her deity may regain that ability by seeking *Atonement* from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric loses 500 XP for his intercession. If the transgression was unintentional, he does not lose XP.

Redemption or Temptation: You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on outsiders or any creature incapable of changing its alignment naturally.

Though the spell description refers to evil acts, *Atonement* can also be used on any creature that has performed acts against its alignment, whether those acts are evil, good, chaotic, or lawful.

Note: Normally, changing alignment is up to the player (for PCs) or the DM (NPCs). This use of *Atonement* simply offers a believable way for a character to change his or her alignment drastically, suddenly, and definitively.

Material Component: Burning incense.

Focus: In addition to your holy symbol or normal diving focus, you need a set of prayer beads (or other prayer device, such as a prayer wheel or prayer book) worth at least 500gp.

XP Cost: When cast for the benefit of creatures whose guilt was the result of deliberate acts, the cost to you is 500 XP per casting (see above).

Awaken – Transmutation
Components: V, S, DF, XP
Casting Time: 24 hours
Range: Touch
Target: Animal or tree touched
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

You awaken a tree or animal to humanlike sentience. To succeed, you must make a Will save (DC 10 + the animal's current HD, or the HD the tree will have once awakened). The *awakened* animal or tree is friendly toward you. You have no special empathy or connection with a creature you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it.

An *awakened* tree has characteristics as if it were an animated object (see the Monster Manual), except that it gains the pant type and its Intelligence, Wisdom, and Charisma scores are each 3d6. An *awakened* plant gains the ability to move its limbs, roots, vines, creepers, and so forth, and it has senses similar to a human's.

An *awakened* tree or animal can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any).

XP Cost: 250 XP.

Call Lightning Storm – Evocation (Electricity)
Components: V, S
Casting Time: 1 round
Range: Long (400ft + 40ft / level)
Effect: One or more 30ft long vertical lines of lightning
Duration: 1 min / level
Saving Throw: Reflex half
Spell Resistance: Yes

This spell functions like *Call Lightning* (page 17), except that each bolt deals 5d6 points of electricity damage (or 5d10 if created outdoors in a stormy area), and you may call a maximum of 15 bolts.

Commune with Nature - Divination
Components: V, S
Casting Time: 10 minutes
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. For example, you could determine the location of any powerful undead creatures, the location of all major sources of safe drinking water, and the location of any buildings (which register as blind spots).

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 100ft per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

Baleful Polymorph – Transmutation
Components: V, S
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Target: One creature
Duration: Permanent
Saving Throw: Fortitude negates, Will partial; see text
Spell Resistance: Yes

As *Polymorph*, except that you change the subject into a Small or smaller animal of no more than 1 HD (such as a dog, lizard, monkey, or a toad). If the new form would prove fatal to the creature (for example, if you polymorphed a landbound target into a fish, or a flying target into a toad), the subject gets a +4 bonus on the save.

Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore temporary ability damage or provide other benefits of resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead. The subject gains the Strength, Dexterity, and Constitution scores of the new form but retains its own Intelligence, Wisdom, and Charisma scores. It also retains it's class level, hit points, alignment, base attack bonus, and base save bonuses, supernatural and spell-like special attacks and qualities of the normal form, except for those requiring a body part that the new form does not have (such as a mouth for a breath weapon or eyes for a gaze attack). The subject keeps all extraordinary special attacks and qualities derived from class levels (such as a barbarian's rage ability), but loses any from the normal form that are not derived from class levels (such as a dragon's frightful presence ability). It also gains all extraordinary special attacks possessed by the form (such as constrict, improved grab, and poison) but does not gain the extraordinary special qualities possessed by the new form (such as blindsense, fast healing, regeneration, and scent) or any supernatural or spell-like abilities.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Incorporeal or gaseous creatures are immune to being *polymorphed*, and a creature with the shapechanger subtype (such as a lycanthrope or a doppelganger) can revert to its natural form as a standard action.

Control Winds – Transmutation (Air)
Components: V, S
Casting Time: 1 Standard Action
Range: 40ft / level
Area: 40ft level radius cylinder 40ft high
Duration: 10 min / level
Saving Throw: Fortitude negates
Spell Resistance: No
You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until you choose to alter your handiwork, which requires concentration. You may create an "eye" of calm air up to 80ft in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit (for example, a 20ft diameter tornado centered 100ft away).
Wind Direction: You may choose one of four basic wind patterns to function over the spell's area.
  ~ A downdraft blows from the outer edges in toward in equal strength in all directions.
  ~ An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.
  ~ A rotation causes the winds to circle the center in clockwise or counter-clockwise fashion.
  ~ A blast simply causes the winds to blow in one direction across the entire area from one side to the other.
Wind Strength: For every three caster levels, you can increase or decrease wind strength by one level. (The categories of wind strength are briefly described below, with more detail to be found in the DM's Guide.) Each round on your turn, a creature in the wind must make a Fortitude save or suffer the effect of being in the windy area.
Strong winds (21+ mph) make sailing difficult.
A sever wind (31+ mph) causes minor ship and building damage.
A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.
Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder.
A tornado (175+ mph) destroys all non-fortified buildings and often uproots large trees.

Cure Critical Wounds – Conjuration (Healing)
Components: V, S
Casting Time: 1 Standard Action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will half (harmless)
Spell Resistance: Yes (harmless)
This spell functions like *Cure Light Wounds* (page 5), except that you heal 4d8 + 1 point per caster level (max. +20). An undead creature can apply spell resistance and can attempt a Will save of half damage.

Death Ward – Necromancy
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)
The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects (such as from *inflict* spells or *Chill Touch*).
This spell doesn't remove negative levels that the subject has already gained, nor does it affect the saving throw necessary 24 hours after gaining a negative level.
Death Ward does not protect against other sorts of attacks, such as hit point loss, poison, petrification, even if those attacks might be lethal.

Hallow – Evocation (Good)
Components: V, S, M, DF
Casting Time: 24 hours
Range: Touch
Area: 40ft radius emanating from
   the point touched.
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: See text
Hallow makes a particular site, building, or structure a holy site. This has four major effects.

First, the site or structure is guarded by a *Magic Circle Against Evil* effect.

Second, all Charisma checks to turn undead gain a +4 sacred bonus, and Charisma checks to command undead suffer a -4 penalty. Spell resistance does not apply to this effect. (This provision does not apply to the druid version of the spell.)

Third, any dead body interred in a *Hallowed* site cannot be turned into an undead creature.

Finally, you may choose to fix a single effect to the *Hallow* site. The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. For example, you may create a *Bless* effect that aids all creatures of your alignment or faith in the area, or a *Bane* effect that hinders creatures of the opposed alignment or an enemy faith. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *Hallow* again.

Spell effects that may be tied to a *Hallow* site include *Aid, Bane, Bless, Cause Fear, Darkness, Daylight, Death Ward, Deeper Darkness, Detect Evil, Detect Magic, Dimensional Anchor, Discern Lies, Dispel Magic, Endure Elements, Freedom of Movement, Invisibility Purge, Protection from Energy, Remove Fear, Resist Energy, Silence, Tongues,* and *Zone of Truth*. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *Hallow* spell (and its associated spell effect) at a time.

Hallow counters but does not dispel *Unhallow*.

Material Components: Herbs, oils, and incense worth at least 1,000gp, plus 1,000gp per level of the spell to be included in the hallowed area.

Insect Plague – Conjuration (Summoning)
Components: V, S, DF
Casting Time: 1 full round
Range: Long (400ft + 40ft / level)
Effect: One swarm of locusts per three levels, each of
   which must be adjacent to at least one other swarm
Duration: 1 minute / level
Saving Throw: See text
Spell Resistance: No
You summon a number of swarms of locusts (one per three levels, to a maximum of six swarms at 18th level). The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). You may summon the locust swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.

See the Monster Manual for details on locust swarms.

Stoneskin – Abjuration
Components: V, S, M
Casting Time: 1 Standard Action
Range: Touch
Target: Creature touched
Duration: 10 minutes / level or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 10/adamantine. (It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction.) Once the spell has prevented a total of 10 points of damage per caster level (max. 150 points), it is discharged.

Material Component: Granite and 250gp worth of diamond dust sprinkled on the target's skin.

Summon Nature's Ally V – Conjuration (Summoning)
Components: V, S, DF
Casting Time: 1 round
Range: Close (25ft + 5ft / 2 levels)
Effect: One or more creatures, no two of
   which can be more than 30ft apart
Duration: 1 round / level
Saving Throw: None
Spell Resistance: No
This spell functions like *Summon Nature's Ally I* (page 8),except that can summon one creature from the 5th – level list, 1d3 creatures of the same kind from the 4th – level list or 1d4 + 1 creatures of the same kind from a lower level list.

Transmute Mud to Rock – Transmutation (Earth)
Components: V, S, M/DF
Casting Time: 1 Standard Action
Range: Medium (100ft + 10ft / level)
Area: Up to two 10ft cubes / level (S)
Duration: Permanent
Saving Throw: See text
Spell Resistance: No
This spell transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral) permanently. Any creature in the mud is allowed a Reflex save to escape before the area is hardened to stone.
Transmute Mud to Rock counters and dispels *Transmute Rock to Mud.*
Arcane Material Component: Sand, lime, and water.

Tree Stride – Conjuration (Teleportation)
Components: V, S, DF
Casting Time: 1 Standard Action
Target: You
Duration: 1 hour / level or until expended; see text
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. This means that in a thick oak forest, a 10th level druid could make ten transports over the course of 10 rounds, traveling as far as 30,000 feet (about 6 miles) in doing so. 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.

Transmute Rock to Mud – Transmutation (Earth
Components: V, S, M/DF
Casting Time: 1 Standard Action
Range: Medium (100ft + 10ft / level)
Area: Up to two 10ft cubes / level (S)
Duration: Permanent
Saving Throw: See text
Spell Resistance: No
This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. If the spell is cast upon a boulder, for example, the boulder collapses into mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a -2 penalty on attack rolls and AC. Brush thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.
If *Transmute Rock to Mud* is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. For example, a 10th level caster could convert twenty 10 foot cubes into mud. Pooling on the floor, this mud would cover an area of forty 10 foot squares to a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area, or half damage to those who succeed on Reflex saves.
Castles and large stone buildings are generally immune to the effect of the spell, since *Transmute Rock to Mud* can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.
The mud remains until a successful *Dispel Magic* or *Transmute Mud to Rock* spell restores its substance – but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.
Arcane Material Component: Clay and water.

Unhallow – Evocation (Evil)
Components: V, S, M
Casting Time: 24 hours
Range: Touch
Area: 40ft radius emanating from the touched point
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: See text

Unhallow makes a particular site, building, or structure a unholy site. This has three major effects.

First, the site or structure is guarded by a *Magic Circle Against Good* effect.

Second, all turning checks to turn undead take a -4 penalty, and turning checks to rebuke undead gain a +4 profane bonus. Spell resistance does not apply to this effect. (This provision does not apply to the druid version of the spell.)

Finally, you may choose to fix a single effect to the *unhallowed* site. The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. For example, you may create a *Bless* effect that aids all creatures of your alignment or faith in the area, or a *Bane* effect that hinders creatures of the opposed alignment or an enemy faith. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *Unhallow* again.

Spell effects that may be tied to a *unhallowed* site include *Aid, Bane, Bless, Cause Fear, Darkness, Daylight, Death Ward, Deeper Darkness, Detect Magic, Detect Good, Dimensional Anchor, Discern Lies, Dispel Magic, Endure Elements, Freedom of Movement, Invisibility Purge, Protection from Energy, Remove Fear, Resist Energy, Silence, Tongues,* and *Zone of Truth.* Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *Unhallow* spell (and its associated spell effect) at a time.

Unhallow counters but does not dispel *Hallow.*

Material Components: Herbs, oils, and incense worth at least 1,000gp, plus 1,000gp per level of the spell to be included in the *unhallowed* area.

Wall of Fire – Evocation (Fire)
Components: V, S, M/DF
Casting Time: 1 Standard Action
Range: Medium (100ft + 10ft / level)
Effect: Opaque sheet of flame up to 20ft long / level or a ring of fire with a radius of up to 5ft per two levels; wither form 20ft high
Duration: Concentration + 1 round / level
Saving Throw: None
Spell Resistance: Yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10ft and 1d4 points of fire damage to those past 10ft but within 20ft. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level (max. +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.

If any 5ft length of wall takes 20 points of cold damage or more in 1 round, that length goes out. (Do not divide cold damage by 4, as normal for objects.)

Wall of Fire can be made permanent with a *Permanency* spell. A permanent *Wall of Fire* that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

Arcane Material Component: A small piece of phosphorus.

Wall of Thorns – Conjuration (Creation)
Components: V, S
Casting Time: 1 Standard Action
Range: Medium (100ft + 10ft / level)
Effect: Wall of thorny brush,
   up to one 10ft cube / level (S)
Duration: 10 min / level (D)
Saving Throw: None
Spell Resistance: No

A *Wall of Thorns* spell creates a barrier of very though,
pliable, tangled brush bearing needle-sharp thorns as long
as a human's finger. Any creature forced into or attempting
to move through a *Wall of Thorns* takes slashing damage
per round of movement equal to 25 minus the creature's AC.
Dexterity and doge bonuses to AC do not count for this calculation. (Creatures with an Armor Class of 25 or higher, without considering Dexterity and dodge bonuses, take no damage from contact with the wall.)

You can make the wall as thin as 5ft thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your caster level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 5 points by which the check exceeds 20, a creature moves 5 feet (up to a maximum distance equal to its normal land speed). For example, a creature that rolled 25 on its Strength check could move 5 feet in a round. Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a *Wall of Thorns* at normal speed without taking damage.

A *Wall of Thorns* can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes.

Despite its appearance, a *Wall of Thorns* is not actually a living plant, and thus is unaffected by spells that affect plants.

6th – Level

Antilife Shell – Abjuration
Components: V, S, DF
Casting Time: 1 full round
Range: 10ft
Area: 10ft emanation, centered on you
Duration: 10 minutes / level (D)
Saving Throw: None
Spell Resistance: Yes
You bring into being a mobile, hemispherical energy field that prevents the entrance of most sorts of living creatures. The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead.
This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier (see Abjuration, page 172).

Bull's Strength, Mass – Transmutation
Components: V, S, M/DF
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Targets: One creature / level, no two of
which can be more than 30ft apart
Duration: 1 min / level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
The subjects become stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.
Arcane Material Component: A few hairs, or a pinch of dung, from a bull.

Cure Light Wounds, Mass – Conjuration (Healing)
Components: V, S
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Target: One creature / level, no two of
which can be more than 30ft apart
Duration: Instantaneous
Saving Throw: Will half (harmless) or Will half; see text
Spell Resistance: Yes (harmless) or Yes; see text
You channel positive energy to cure 1d8 points of damage +1 point per caster level (maximum +25) in each selected creature.
Like other *cure* spells, *Mass Cure Light Wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

Bear's Endurance, Mass – Transmutation
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Targets: One creature / level, no two of
which can be more than 30ft apart
Duration: 1 min / level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
The affected creatures gains greater vitality and stamina. The spell grants the subjects a +4 enhancement bonus to Constitution, adding 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.

Cat's Grace, Mass – Transmutation
Components: V, S, M/DF
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Targets: One creature / level, no two of
which can be more than 30ft apart
Duration: 1 min / level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
The transmuted creatures become 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.
Arcane Material Component: A pinch of cat fur.

Dispel Magic, Greater – Abjuration
Components: V, S
Casting Time: 1 Standard Action
Range: Medium (100ft + 10ft / level)
Target: One spellcaster, creature, or object;
or 20ft radius burst
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell functions like *Dispel Magic* (page 23), except that the maximum caster level on your dispel check is +20 instead of +10. Additionally, *Greater Dispel Magic* has a chance to dispel any effect that *Remove Curse* can remove, even if *Dispel Magic* can't dispel that effect.

Find the Path – Divination
Components: V, S, F
Casting Time: 3 rounds
Range: Personal or touch
Target: You or creature touched
Duration: 10 minutes / level
Saving Throw: None or Will negates (harmless)
Spell Resistance: No or Yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even inside a *Maze* spell. *Find the Path* works with respect to locales, not objects or creatures at a locale. Thus, the subject could not find the way to "a forest where a green dragon lives" or "a horde of platinum pieces," but it could find the exit to a labyrinth. The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead him to his destination, indicating at the appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a *Glyph of Warding*. The spell ends when the destination is reached or the duration expires, whichever comes first. *Find the Path* can be used to remove the subject and its companions from the effect of a *Maze* spell in a single round.

This divination is keyed to the recipient, not his companions, and its effect does not predict or allow for the actions of creatures (including guardians).

Focus: A set of divination counters of the sort favored by you—bones, ivory counters, sticks, carved runes, or the like.

Iron Wood – Transmutation
Components: V, S, M
Casting Time: 1 min / lb created
Range: 0ft
Effect: An *ironwood* object weighing up to 5 lb / level
Duration: One day / level
Saving Throw: None
Spell Resistance: No

Ironwood is a magical substance created by druids from normal wood. While remaining natural wood in almost every way, *ironwood* is as strong, heavy, and resistant to fire as steel. Spells that affect metal or iron (such as *Heat Metal*) do not function on *ironwood*. Spells that affect wood (such as *Wood Shape*) do affect *ironwood*, although *ironwood* does not burn. Using this spell with *Wood Shape* or a wood-related Craft check, you can fashion wooden items that function as steel items. Thus, wooden plate armor and wooden swords can be created that are as durable as their normal steel counterparts. These items are freely usable by druids.

Further, if you make only half as much *ironwood* as the spell would normally allow, any weapon, shield, or suit of armor so created is treated as a magic item with a +1 enhancement bonus.

Material Component: Wood shape into the form of the intended *ironwood* object.

Fire Seeds – Conjuration (Creation) (Fire)
Components: V, S, M
Casting Time: 1 Standard Action
Range: Touch
Targets: Up to four touched acorns or up to eight touched holly berries
Duration: 10 minutes / level or until used
Saving Throw: None or Reflex half; see text
Spell Resistance: No

Depending on the version of *Fire Seeds* you choose, you turn acorns into splash weapons that you or another character can throw, or you turn holly berries into bombes that you can detonate on command.

Acorn Grenades: As many as four acorns turn into special splash weapons that can be hurled as far as 100 feet. A ranged touch attack roll is required to strike the intended target. Together, the acorns are capable of dealing 1d6 points of fire damage per caster level (max. 20d6), divided up among the acorns as you wish. For example, a 20th level druid could create one 20d6 missile, two 10d6 missiles, one 11d6 and three 3d6 missiles, or any other combination totaling up to four acorns and 20d6 points of damage. Each acorn explodes upon striking any hard surface. In addition to its regular fire damage, it deals 1 point of splash damage per die, and it ignites any combustible materials within 10 feet. A creature within this area that makes a successful Reflex saving throw takes only half damage; a creature struck directly is not allowed a saving throw.

Holly Berry Bombs: You turn as many as eight holly berries into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can only be tossed 5 feet). If you are within 200 feet and speak a word of command, each berry instantly bursts into flame, causing 1d8 points of fire damage +1 point per caster level to every creature in a 5 foot radius burst and igniting any combustible materials within 5 feet. A creature in the area that makes a successful Reflex saving throw takes only half damage.

Material Component: The acorns or holly berries.

Liveoak – Transmutation
Components: V, S
Casting Time: 10 minutes
Range: Touch
Target: Tree touched
Duration: One day / level (D)
Saving Throw: None
Spell Resistance: No
This spell turns an oak tree into a protector or guardian. The spell can be cast on only a single tree at a time; while *Liveoak* is in effect, you can't cast it again on another tree. The tree on which the spell is cast must be within 10 feet of your dwelling place, within 300 feet of something that you wish to guard or protect.
Liveoak must be cast on a healthy, Huge oak. A triggering phrase of up to one word per caster level is placed on the targeted oak. For instance, "Attack any persons who come near without first saying 'sacred mistletoe' " is an eleven-word trigger phrase that you could use at 11th level or higher. The *Liveoak* spell triggers the tree into animating as a treant (see the Monster Manual). At the DM's option, you can extrapolate statistics for a smaller tree from the treant statistics if you cast *Liveoak* on a smaller oak.
If *Liveoak* is dispelled, the tree takes root immediately, wherever it happens to be. If released by you, the tree tries to return to its original location before taking root.

Owl's Wisdom, Mass – Transmutation
Components: V, S, M/DF
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Targets: One creature / level, no two of
   which can be more than 30ft apart
Duration: 1 min / level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
The transmuted creatures become 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 Component: A few feathers, or a pinch of droppings, from an owl.

Move Earth – Transmutation (Earth)
Components: V, S, M
Casting Time: See text
Range: Long (400ft + 40ft / level)
Area: Dirt in an area up to 750 ft square
   and up to 10 ft deep (S)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
Move Earth moves dirt (clay, lam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth. However, in no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.
This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacier-like fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.
The spell cannot be used for tunneling and is generally to slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle. This spell has no effect on earth creatures.
Material Component: A mixture of soils (clay, loam, and sand) in a small bag, and an iron blade.

Repel Wood - Transmutation
Components: V, S
Casting Time: 1 Standard Action
Range: 60ft
Area: 60ft line shaped emanation from you
Duration: 1 min / level (D)
Saving Throw: None
Spell Resistance: No
Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range. Wooden objects larger than 3 inches in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40ft per round.
Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. (A creature being dragged by an item it is carrying can let go. A creature being dragged by a shield can loose it as a move action and drop it as a free action.) If a spear is planted (set) to prevent this forced movement, it splinters. Even magic items with wooden sections are repelled, although an *Antimagic Field* blocks the effects.
The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

Spellstaff – Transmutation
Components: V, S, F
Casting Time: 10 minutes
Range: Touch
Target: Wooden quarterstaff touched
Duration: Permanent until discharged (D)
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)
You store one spell that you can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given time, and you cannot have more than one *spellstaff* at any given time. You can cast a spell stored within a staff just as though it were among those you had prepared, but it does not count against your normal allotment for a given day. You use up any applicable material components required to cast the spell when you store it in the *spellstaff*.
Focus: The staff that stores the spell.

Transport via Plants – Conjuration (Teleportation)
Components: V, S
Casting Time: 1 Standard Action
Range: Unlimited
Target: You and touched objects or other
  touched willing creatures
Duration: 1 round
Saving Throw: None
Spell Resistance: No
You can enter any normal plant (Medium or larger) and pass any distance to a plant of the same kind in a single round, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to you, but it also must be alive. If you are uncertain of the location of a particular kind of destination plant, you need merely designate direction and distance ("an oak tree one hundred miles due north of here"), and the *Transport via Plants* spell moves you as close as possible to the desired location. If a particular destination plant is desire (the oak tree outside your druid grove, for instance), but the plant is not living, the spell fails and you are ejected from the entry plant.
You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. Use the following equivalents to determine the maximum number of larger creatures you can bring along: A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.
You can't use this spell to travel through plant creatures such as shambling mounds and treants.
The destruction of an occupied plant slays you and any creatures you have brought along, and ejects the bodies and all carried objects from the tree.

Stone Tell – Divination
Components: V, S, DF
Casting Time: 10 minutes
Target: You
Duration: 1 min / level
You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for (as determined by the DM). You can speak with natural or worked stone.

Summon Nature's Ally VI – Conjuration (Summoning)
Components: V, S, DF
Casting Time: 1 round
Range: Close (25ft + 5ft / 2 levels)
Effect: One or more creatures, no two of
  which can be more than 30ft apart
Duration: 1 round / level
Saving Throw: None
Spell Resistance: No
This spell functions like *Summon Nature's Ally I* (page 8),except that can summon one creature from the 6th – level list, 1d3 creatures of the same kind from the 5th – level list or 1d4 + 1 creatures of the same kind from a lower level list.

Wall of Stone – Conjuration (Creation) (Earth)
Components: V, S, M/DF
Casting Time: 1 Standard Action
Range: Medium (100ft + 10ft / level)
Effect: Stone wall whose area is up to
  one 5ft square / level (S)
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: No

This spell creates a wall of rock that merges into adjoining rock surfaces. It is typically employed to close passages, portals, and breaches against opponents. A *Wall of Stone* is 1 inch thick per four caster levels and composed of up to one 5ft square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a *Wall of Iron*, you can create a *Wall of Stone* in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20ft, the wall must be arched and buttressed. This requirement reduces the spell's area by half. Thus, a 20th level caster can create a span with a surface area of ten 5ft squares. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a *Disintegrate* spell or by normal means such as breaking and chipping. Each 5ft square has 15 hit points per inch of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a *Wall of Stone*, provided the wall is shaped so it can hold the creatures. Creatures avoid entrapment with successful Reflex saves.

Arcane Material Component: A small block of granite.

7th – Level

Animate Plants – Transmutation
Components: V
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Targets: One Large plant per three caster levels
  or all plants within range; see text
Duration: 1 round / level or 1 hour / level; see text
Saving Throw: None
Spell Resistance: No

You imbue inanimate plants with mobility and a semblance
of life. Each animated plant then immediately attacks
whomever or whatever you initially designate as though it
were an animated object of the appropriate size category.
You may animate one Large or smaller plant (such as a
tree), or an equivalent number of larger plants, per three
caster levels. A Huge plant counts as two Large or smaller
plants, a Gargantuan plant as four, and a Colossal plant as
eight. You can change the designated target or targets as a
move action, as if directing an active spell.
Use the statistics for animated objects found in the Monster
Manual, except that plants smaller than Large don't have
hardness unless the DM rules otherwise for a given case.
Animate Plants cannot affect plant creatures (such as
treants), nor does it affect nonliving vegetable material
(such as a cotton tunic or hempen rope.
Entangle: Alternatively, you may imbue all plants within
range with a degree of mobility, which allows them to
entwine around creatures in the area. This usage of the
spell duplicates the effect of an *Entangle* spell (page 6).
Spell resistance does not keep creatures from being
entangled. This effect lasts 1 hour per caster level.

Control Weather – Transmutation
Components: V, S
Casting Time: 10 minutes; see text
Range: 2 miles
Area: 2 mile radius circle, centered on you; see text
Duration: 4d12 hours; see text
Saving Throw: None
Spell Resistance: No

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late Winter	Hurricane-force winds or early spring (coastal area)

Changestaff – Transmutation
Components: V, S, F
Casting Time: 1 round
Range: Touch
Target: Your touched staff
Duration: 1 hour / level (D)
Saving Throw: None
Spell Resistance: No

You change a specially prepared quarterstaff into a huge
treant-like creature, about 24 feet tall. When you plant the end
of the staff in the ground and speak a special command to
conclude the casting of the spell, your staff turns into a
creature that looks and fights just like a treant (see the Monster
Manual). The staff-treant defends you and obeys any spoken
commands. However, it is by no means a true treant; it cannot
converse with actual treants or control trees. If the staff-treant
is reduced to 0 or fewer hit points, it crumbles to powder and
the staff is destroyed. Otherwise, the staff returns to its
normal form when the spell duration expires (or when the
spell is dismissed), and it can be used as the focus for another
casting of the spell. The staff-treant is always at full strength
when created, despite any wounds it may have incurred the
last time it appeared.
Focus: The quarterstaff, which must be specially prepared.
The staff must be a sound limb cut from an ash, oak, or yew,
then cured, shaped, carved, and polished (a process requiring
twenty-eight days). You cannot adventure or engage in other
strenuous activity during the shaping and carving of the staff.

You change the weather in the local area. It take 10
minutes to cast the spell and an additional 10 minutes for
the effects to manifest. The current, natural weather
conditions are determined by the DM. You can call forth
weather appropriate to the climate and season of the area
you are in.

You control the general tendencies of the weather, such as
the direction and intensity of the wind. You cannot control
specific applications of the weather—where lightning
strikes, for example, or the exact path of a tornado. When
you select a certain weather condition to occur, the weather
assumes that condition 10 minutes later (changing
gradually, not abruptly).
The weather continues as you left it for the duration, or
until you use a standard action to designate a new kind of
weather (which fully manifests itself 10 minutes later).
Contradictory conditions are not possible simultaneously—fog
and strong wind, for example.

Control Weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.
Druids casting this spell doubles the duration and affects a circle with a 3-mile radius.

Creeping Doom – Conjuration (Summoning)
Components: V, S
Casting Time: 1 round
Range: Close (25ft + 5ft / 2 levels) / 100ft; see text
Effect: One swarm of centipedes per two levels
Duration: 1 min / level
Saving Throw: None
Spell Resistance: No

When you utter the spell of *Creeping Doom*, you call forth a mass of centipede swarms (one per two caster levels, to a maximum of ten swarms at 20th level), which need not appear adjacent to one another. (See the Monster Manual for details on centipede swarms.)

You may summon the centipede swarms so that they share the area of other creatures. The swarms remain stationary, attacking any creatures in there are, unless you command the creeping doom to move (a standard action). As a standard action, you can command any number of the swarms to move toward any prey within 100 feet of you. You cannot command any swarm to move more than 100 feet away from you, and if you move more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but it can be commanded again if you move within 100 feet).

Heal – Conjuration (Healing)
Components: V, S
Casting Time: 1 Standard Action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. If immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, *feebleminded*, insanity, nauseated, sickened, stunned, and poisoned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level. *Heal* does not remove negative levels, restore permanently drained levels, or restore permanently drained ability score points.

If used against an undead creature, *Heal* instead acts like *Harm*.

Summon Nature's Ally VII – Conjuration (Summoning)
Components: V, S, DF
Casting Time: 1 round
Range: Close (25ft + 5ft / 2 levels)
Effect: One or more creatures, no two of which can be more than 30ft apart
Duration: 1 round / level
Saving Throw: None
Spell Resistance: No

Cure Moderate Wounds, Mass – Conjuration (Healing)
Components: V, S
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Target: One creature / level, no two of which can be more than 30ft apart
Duration: Instantaneous
Saving Throw: Will half (harmless) or Will half; see text
Spell Resistance: Yes (harmless) or Yes; see text

You channel positive energy to cure 2d8 points of damage +1 point per caster level (maximum +30) in each selected creature.

Like other *cure* spells, *Mass Cure Moderate Wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

Fire Storm – Evocation (Fire)
Components: V, S
Casting Time: 1 round
Range: Medium (100ft + 10ft / level)
Area: Two 10ft cubes / level (S)
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

When a *Fire Storm* spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (max. 20d6).

Scrying, Greater - Divination
Components: V, S
Casting Time: 1 Standard Action
Range: See text
Effect: Magical sensor
Duration: 1 hour / level
Saving Throw: Will negates
Spell Resistance: Yes

This spell functions like *Scrying* (page 27), except as noted above. Additionally, all of the following spells function reliably through the sensor: *Detect Alignment, Detect Magic, Message, Read Magic,* and *Tongues*.

This spell functions like *Summon Nature's Ally I* (page 8),except that can summon one creature from the 7th – level list, 1d3 creatures of the same kind from the 6th – level list or 1d4 + 1 creatures of the same kind from a lower level list.

Sunbeam – Evocation (Light)
Components: V, S, DF
Casting Time: 1 Standard Action
Range: 60ft
Area: Line from your hand
Duration: 1 round / level or until all beams are exhausted
Saving Throw: Reflex negates and Reflex half; see text
Spell Resistance: Yes

For the duration for this spell, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth one beam per three caster levels (max. six beams at 18th level). The spell ends when its duration runs out or your allotment of beams is exhausted.

Each creature in the beam is blinded and take 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful Reflex save negates the blindness and reduces the damage by half. An undead creature caught within the beam takes 1d6 points of damage per caster level (max. 20d6), or half damage if a Reflex save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light (such as a vampire) if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Wind Walk – Transmutation (Air)
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Touch
Target: You and one touched creature per 3 levels
Duration: 1 hour / level (D); see text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You alter the substance of your body to a cloudlike vapor (as the *Gaseous Form* spell, on page 31) and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently. Normally, a *wind walker* flies at a speed of 10ft with perfect maneuverability. If desired by the subject, a magical wind wafts a *wind walker* along at up to 600ft per round (60 mph) with poor maneuverability. *Wind walkers* are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

A *wind walker* can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form requires 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual *wind walkers* and not others.

For the last minute of the spell, a *wind walker* in cloud form automatically descends 60ft per round (for a total of 600ft), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

Transmute Metal to Wood – Transmutation
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Long (400ft + 40ft / level)
Area: All metal objects within a 40ft radius burst
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (object; see text)

This spell enables you to change all metal objects within its area to wood. Weapons, armor, and other metal objects carried by creatures are affected as well. A magic object made of metal effectively has spell resistance equal to 20 + its caster level against this spell. Artifacts cannot be transmuted. Weapons converted from metal to wood take a -2 penalty on attack and damage rolls. The armor bonus of any armor converted from metal to wood is reduced by 2. Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell loses an additional point of armor bonus every time it is struck with a natural attack roll of 19 or 20.

Only *Limited Wish, Miracle, Wish,* or similar magic can restore a transmuted object to its metallic state. Otherwise, for example, a metal door changed to wood is forevermore a wooden door.

True Seeing – Divination
Components: V, S, M
Casting Time: 1 Standard Action
Range: Touch
Target: Creature touched
Duration: 1 minute / level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus her vision to see into the Ethereal Plane (but not into exradimensional spaces). The range of *True Seeing* conferred is 120ft.

True Seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True Seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *True Seeing* through a *crystal ball* or in conjunction with *Clairaudience/Clairvoyance*.

Material Component: An ointment for the eyes that costs 250gp and is made from mushroom powder, saffron, and fat.

8th – Level

Animal Shapes – Transmutation
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Targets: Up to one willing creature per level,
  all within 30ft of each other
Duration: 1 hour / level (D)
Saving Throw: None; see text
Spell Resistance: Yes (harmless)

As *Polymorph*, except you polymorph up to one willing creature per caster level into an animal of your choice; the spell has no effect on unwilling creature. All creatures must take the same kind of animal form; for example, you can't turn one subject into a hawk and another into a dire wolf. Recipients remain in the animal form until the spell expires or until you dismiss it for all recipients. In addition, an individual subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject alone. The maximum HD of an assumed form is equal to the subject's HD or your caster level, whichever is lower, to a maximum of 20 HD at 20th level.

Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore temporary ability damage or provide other benefits of resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead.

The subject gains the Strength, Dexterity, and Constitution scores of the new form but retains its own Intelligence, Wisdom, and Charisma scores. It also retains it's class level, hit points, alignment, base attack bonus, and base save bonuses, supernatural and spell-like special attacks and qualities of the normal form, except for those requiring a body part that the new form does not have (such as a mouth for a breath weapon or eyes for a gaze attack). The subject keeps all extraordinary special attacks and qualities derived from class levels (such as a barbarian's rage ability), but loses any from the normal form that are not derived from class levels (such as a dragon's frightful presence ability). It also gains all extraordinary special attacks possessed by the form (such as constrict, improved grab, and poison) but does not gain the extraordinary special qualities possessed by the new form (such as blindsense, fast healing, regeneration, and scent) or any supernatural or spell-like abilities.

Incorporeal or gaseous creatures are immune to being *Polymorphed*, and a creature with the shapechanger subtype such as a lycanthrope or a doppelganger) can revert to its natural form as a standard action.

Control Plants – Transmutation
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Targets: Up to 2 HD / level of plant creatures,
  no two of which can be more than 30ft apart
Duration: 1 min / level
Saving Throw: Will negates
Spell Resistance: Yes

This spell enables you to control the actions of one or more plant creatures for a short period of time. You command the creatures by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible (in the area of a *Silence* spell, for instance), the controlled plants do not attack you. At the end of the spell, the subjects revert to their normal behavior.
Suicidal or self-destructive commands are simply ignored.

Cure Serious Wounds, Mass – Conjuration (Healing)
Components: V, S
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Target: One creature / level, no two of
  which can be more than 30ft apart
Duration: Instantaneous
Saving Throw: Will half (harmless) or Will half; see text
Spell Resistance: Yes (harmless) or Yes; see text

You channel positive energy to cure 3d8 points of damage +1 point per caster level (maximum +35) in each selected creature.

Like other *cure* spells, *Mass Cure Serious Wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

Earthquake – Evocation (Earth)
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Long (400ft + 40ft / level)
Area: 80ft radius spread (S)
Duration: 1 round
Saving Throw: See text
Spell Resistance: No

When you cast *Earthquake*, an intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) or lose any spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an *Earthquake* spell depend on the nature of the terrain and where it is cast.

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in (Reflex DC 15 for half damage) and pinning that creature beneath the rubble (see below). An *Earthquake* cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: *Earthquake* causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. An *Earthquake* cast at the top of 100ft cliff would sweep debris 100 feet outward from the base of the cliff. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 for half damage) and is pinned beneath the rubble (see below).

Open Ground: Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

Structure: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. (See the DM's Guide for information on hit points for walls and the like.) Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 for half damage) and is pinned beneath the rubble (see below).

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Pinned beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of non-lethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

Finger of Death – Necromancy (Death)
Components: V, S
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

You can slay any one living creature within range. The target is entitled to a Fortitude saving throw to survive the attack. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (max. +25). The subject might die from damage even if it succeeds on its saving throw.

Repel Metal or Stone – Abjuration (Earth)
Components: V, S
Casting Time: 1 Standard Action
Range: 60ft
Area: 60ft line from you
Duration: 1 round / level (D)
Saving Throw: None
Spell Resistance: No

Like *Repel Wood* (page 37), this spell creates waves of invisible and intangible energy that roll forth from you. All metal or stone objects in the path of the spell are pushed away from you to the limit of the range. Fixed metal or stone objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not affected. Anything else, including animated objects, small boulders, and creatures in metal armor, moves back. Fixed objects 3 inches in diameter or smaller bend or break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as metal armor, swords, and the like are pushed back, dragging their bearers with them. Even magic items with metal components are repelled, although an *Antimagic Field* blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

Reverse Gravity – Transmutation
Components: V, S, M/DF
Casting Time: 1 Standard Action
Range: Medium (100ft + 10ft / level)
Area: Up to one 10ft cube per two levels (S)
Duration: 1 round / level (D)
Saving Throw: None; see text
Spell Resistance: No

This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

Arcane Material Component: A lodestone and iron fillings.

Whirlwind – Evocation (Air)
Components: A, S, DF
Casting Time: 1 Standard Action
Range: Long (400ft + 40ft / level)
Effect: Cyclone 10ft wide at base, 30ft wide at top, and 30ft tall
Duration: 1 round / level (D)
Saving Throw: Reflex negates; see text
Spell Resistance: Yes

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60ft per round. You can concentrate on controlling the cyclone's every movement or specify a simple program, such as move straight ahead, zigzag, circle, or the like. Directing the cyclone's movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds – possibly endangering you or your allies – and then dissipates. (You can't regain control of the cyclone, even if it comes back within range.)

Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

Summon Nature's Ally VII – Conjuration (Summoning)
Components: V, S, DF
Casting Time: 1 round
Range: Close (25ft + 5ft / 2 levels)
Effect: One or more creatures, no two of which can be more than 30ft apart
Duration: 1 round / level
Saving Throw: None
Spell Resistance: No

This spell functions like *Summon Nature's Ally I* (page 8),except that can summon one creature from the 8th – level list, 1d3 creatures of the same kind from the 7th – level list or 1d4 + 1 creatures of the same kind from a lower level list.

Sunburst – Evocation (Light)
Components: V, S, M/DF
Casting Time: 1 Standard Action
Range: Long (400ft +40ft / level)
Area: 80ft radius burst
Duration: Instantaneous
Saving Throw: Reflex partial; see text
Spell Resistance: Yes

Sunburst causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of damage per caster level (max. 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light (such as a vampire) if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Sunburst dispels any darkness spells of lower than 9th level within its area.

Arcane Material Component: A piece of sunstone and a naked flame.

Word of Recall – Conjuration (Teleportation)
Components: V
Casting Time: 1 Standard Action
Range: Unlimited
Target: You and touched objects or
  other willing creatures
Duration: Instantaneous
Saving Throw: None or Will negates (object, harmless)
Spell Resistance: No or Yes (object, harmless)

Word of Recall teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10ft by 10ft. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. Exceeding this limit causes the spell to fail.

An unwilling creature can't be teleported by *Word of Recall.* Likewise, a creature's Will save (or spell resistance) prevents items in its possession from being teleported. Unattended, non-magical objects receive no saving throw.

9th – Level

Antipathy – Enchantment (Compulsion)
  (Mind-Affecting)
Components: V, S, M/DF
Casting Time: 1 hour
Range: Close (25ft + 5ft / 2 levels)
Target: One location (up to a 10ft cube / level)
  or one object
Duration: 2 hours / level (D)
Saving Throw: Will partial
Spell Resistance: Yes

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The kind of creature to be affected must be named specifically – for example, red dragons, hill giants, wererats, lammasus, cloakers, or vampires. A creature subtype (such as goblinoid) is not specific enough. Likewise, the specific alignment must be named – for example, chaotic evil, chaotic good, lawful neutral, or neutral.

Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item. A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

Antipathy counters and dispels *Sympathy*.

Arcane Material Component: A lump of alum soaked in vinegar.

Cure Critical Wounds, Mass – Conjuration (Healing)
Components: V, S
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft / 2 levels)
Target: One creature / level, no two of
  which can be more than 30ft apart
Duration: Instantaneous
Saving Throw: Will half (harmless) or Will half; see text
Spell Resistance: Yes (harmless) or Yes; see text

You channel positive energy to cure 4d8 points of damage +1 point per caster level (maximum +40) in each selected creature.

Like other *cure* spells, *Mass Cure Critical Wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

Elemental Swarm – Conjuration (Summoning) (See text)
Components: V, S
Casting Time: 10 minutes
Range: Medium (100ft + 10ft / level)
Effect: Two or more summoned creatures,
  no two of which can be more than 30ft apart
Duration: 10 min / level (D)
Saving Throw: None
Spell Resistance: No

This spell opens a portal to an Elemental Plane and summons elementals from it. A druid can choose the plane (Air, Earth, Fire, or Water); a cleric opens a portal to the plane matching his domain.

When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time.

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type. For example, *Elemental Swarm* is a fire spell when you cast it to summon fire elementals and a water spell when you use it to summon water elementals.

Regenerate – Conjuration (Healing)
Components: V, S, DF
Casting Time: 3 full rounds
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 4d8 points of damage +1 point per caster level (max. +35), rids the subject of exhaustion and / or fatigue, and eliminates all non-lethal damage the subject has taken. It has no effect on non-living creatures (including undead).

Foresight - Divination
Components: V, S, M/DF
Casting Time: 1 Standard Action
Range: Personal or touch
Target: See text
Duration: 10 min / level
Saving Throw: None or will negates (harmless)
Spell Resistance: No or Yes (harmless)

This spell grants you a powerful sixth sense in relation to yourself or another. Once *Foresight* is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. Thus, if you are the subject of the spell, you would be warned in advance if a rogue were about to attempt a sneak attack on you, or if a creature were about to leap out from a hiding place, or if an attacker were specifically targeting you with a spell or ranged weapon. You are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself – duck, jump right, close your eyes, and so on – and gives you a +2 insight bonus to AC and Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

Arcane Material Component: A hummingbird's feather.

Shambler – Conjuration (Creation)
Components: V, S
Casting Time: 1 Standard Action
Range: Medium (100ft + 10ft / level)
Effect: Three or more shambling mounds, no two
  of which can be more than 30ft apart; see text
Duration: Seven days or seven months (D); see text
Saving Throw: None
Spell Resistance: No

The *Shambler* spell creates 1d4 + 2 shambling mounds with 11 HD each. (See the Monster Manual for details about shambling mounds) The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for seven days unless you dismiss them. If the shamblers are created only for guard duty, however, the duration of the spell is seven months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned to guard duty cannot more outside the spell's range, which is measured from the point where each first appeared.

The shamblers have resistance to fire as normal shambling mounds do only if the terrain is rainy, marshy, or damp.

Shapechange – Transmutation
Components: V, S, M
Casting Time: 1 Standard Action
Target: You
Duration: 10 min / level (D)

This spell functions like *Polymorph*, except tat it enables you to assume the form of any single non-unique creature (of any type) from Fine to Colossal size. The assumed form cannot have more than your caster level in Hit Dice (to a max. of 25 HD). Unlike *Polymorph*, this spell allows incorporeal or gaseous forms to be assumed.

You gain all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, but you lose your own supernatural abilities. You also gain the type of the new form (for example, dragon or magical beast) in place of your own. The new form does not disorient you. Parts of your body or pieces of equipment that are separated from you do not revert to their original forms. Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore temporary ability damage or provide other benefits of resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead.

The subject gains the Strength, Dexterity, and Constitution scores of the new form but retains its own Intelligence, Wisdom, and Charisma scores.

You can become just about anything you are familiar with. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action. For example, you are in combat and assume the form of a will-o'-wisp. When this form is no longer useful, you change into a stone golem and walk away. When pursued, you change into a flea, which hides on a horse until it can hop off. From there, you can become a dragon, an orc, or just about anything else you are familiar with.

If you use this spell to create a disguise, you get a +10 bonus on your disguise check.

Focus: A jade circlet worth no less than 1,500gp, which you must place on your head when casting the spell. (The focus melds into your new form when you change shape.)

Storm of Vengeance – Conjuration (Summoning)
Components: V, S
Casting Time: 1 round
Range: Long (400ft + 40ft / level)
Effect: 360ft radius storm cloud
Duration: Concentration (max. 10 rounds) (D)
Saving Throw: See text
Spell Resistance: Yes

This spell creates an enormous black storm cloud. Lightning and crashing slaps of thunder appear within the storm. Each creature beneath the cloud must succeed on a Fortitude save or be deafened for 1d4 x 10 minutes.

If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates additional effects in each following rounds, as noted below. Each effect occurs during your turn.

Second Round: Acid rains down in the area, dealing 1d6 points of acid damage (no save).

Third Round: You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage.

Forth Round: Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save).

Fifth Round though Tenth Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5ft. A creature 5ft away has concealment (attacks have a 20% miss chance). Creatures father away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters. Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds at a Concentration check against a DC equal to the *Storm of Vengeance's* save DC + the level of the spell the caster is trying to cast.

Summon Nature's Ally VII – Conjuration (Summoning)
Components: V, S, DF
Casting Time: 1 round
Range: Close (25ft + 5ft / 2 levels)
Effect: One or more creatures, no two of
  which can be more than 30ft apart
Duration: 1 round / level
Saving Throw: None
Spell Resistance: No

This spell functions like *Summon Nature's Ally I* (page 8),except that can summon one creature from the 8th – level list, 1d3 creatures of the same kind from the 7th – level list or 1d4 + 1 creatures of the same kind from a lower level list.

Sympathy – Enchantment (Compulsion)
  (Mind-Affecting)
Components: V, S, M
Casting Time: 1 hour
Range: Close (25ft + 5ft / 2 levels)
Target: One location (up to a 10ft cube / level)
  or one object
Duration: 2 hours / level (D)
Saving Throw: Will negates; see text
Spell Resistance: Yes

You cause an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically – for example, red dragons, hill giants, wererats, lammasus, or vampires. A creature subtype (such as goblinoid) is not specific enough. Likewise, the specific alignment must be named – for example, chaotic evil, chaotic good, lawful neutral, or neutral.

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 x 10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels *Antipathy*.

Material Component: 1,500gp worth of crushed pearls and a drop of honey.

…And that's our show. Please, help do your part in keeping the pet population
  down and remember to spay and neuter your pets. Good night everybody.

…Ken Stanford