

Ranger Spell Book

V 4.1 (3.5 Edition)

All spells taken from the *Wizards of the Coast, Player's Handbook* if not otherwise noted.

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1st – Level

Alarm – Abjuration

Components: V, S, F/DF

Casting Time: 1 Standard Action

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

Area: 20ft radius emanation centered on a point in space

Duration: 2 hours / level (D)

Saving Throw: None

Spell Resistance: No

Alarm sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the *alarm*. You decide at the time of casting whether the *alarm* will be mental or audible.

Mental Alarm: a mental *alarm* alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental “ping” that awakens you from normal sleep but does not otherwise disturb concentration.

A *Silence* spell has no effect on a mental *alarm*.

Audible Alarm: An audible *alarm* produces the sound of a hand bell, and anyone within 60ft of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a *Silence* spell cannot hear the ringing.

Ethereal or astral creatures do not trigger the *alarm*.

Alarm can be made permanent with a *Permanency* spell.

Arcane Focus: A tiny bell and a piece of very fine silver wire.

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 attach some small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. 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.

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.

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 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.

Delay Poison – Conjuraton (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.

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.

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), 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.

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 blindsense, 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.

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.

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)

Spell Resistance: No

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by using a full-round action to make a DC 20 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.

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.

Material Component: A pinch of dirt.

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.

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 one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist Energy absorbs only damage. The subject could still suffer unfortunate side effects, 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.

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.

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.

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 – Conjuraton (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 creatures from the 1st – level list on the accompanying table on the following page.

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.

1 st	3 rd	5 th	7 th
Dire rat	Ape (animal)	Arrowhawk, adult	Arrowhawk, elder
Eagle (animal)	Dire weasel	Dear, polar (animal)	Dire tiger
Monkey (animal)	Dire wolf	Dire lion	Elemental, greater (any)
Octopus (animal)	Eagle, giant (NG)	Elasmosaurus (dinosaur)	Djinni (genie) (NG)
Owl (animal)	Owl, giant (NG)	Elemental, Large (any)	Invisible stalker
Porpoise (animal)	Satyr (CN, without pipes)	Griffon	Pixie (sprite)
Snake, Small viper (animal)	Shark, Large (animal)	Janni (genie)	(NG, with sleep arrows)
Wolf (animal)	Snake, constrictor (animal)	Rhinoceros (animal)	(Can't cast <i>Otto's Irresistible Dance</i>)
	Snake, Large viper (animal)	Satyr (CN, with pipes)	Squid, giant (animal)
2 nd	Thoquua	Snake, giant constrictor (animal)	Triceratops
Bear, black (animal)		Nizie (spite)	Whale, cachalot (animal)
Dire badger	4 th	Tojanida, adult	Xorn, elder
Dire bat	Arrowhawk, juvenile	Whale, orca (animal)	
Elemental, Small (any)	Bear, brown (animal)		
Hippogriff	Crocodile, giant (animal)	6 th	8 th
Crocodile (animal)	Deinonychus (dinosaur)	Dire bear	Dire shark
Shark, Medium (animal)	Dire ape	Elemental, Huge (any)	Roc
Snake, Medium viper (animal)	Dire boar	Elephant (animal)	Slamander, noble (NE)
Squid (animal)	Dire wolverine	Girallon	Tojanida, elder
Wolverine (animal)	Elemental, Medium (any)	Megaraptor (dinosaur)	
	Slamander, flamebrother (NE)	Octopus, giant (animal)	9 th
	Sea cat	Pixie (sprite)	Elemental, elder
	Shark, Huge (animal)	(NG, no special arrows)	Grig (sprite)
	Snake, Huge Viper (animal)	(Can't cast <i>Otto's Irresistible Dance</i>)	(NG, with fiddle)
	Tiger (animal)	Salamander, average (NE)	Pixie (sprite) (NG, with sleep and memory loss arrows) (Can cast <i>Otto's Irresistible Dance</i>)
	Tojanida, juvenile	Whale, baleen	
	Unicorn (CG)	Xorn, average	
	Xorn, minor		

2nd – Level

†*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.

Cure Light Wounds – Conjunction (Healing)

Components: V, S

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Saving Throw: Will ½ (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.

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.

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 subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

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.

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.

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.

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).

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).

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.

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 area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area.

Summon Nature's Ally II – Conjunction (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 6), except that can summon one creature from the 2nd – level list or 1d3 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 5th 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.

3rd – Level

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.

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.

Cure Moderate Wounds – Conjuraction (Healing)

Components: V, S

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will ½ (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *Cure Light Wounds* (page 7), except that you deal 2d8 + 1 point per caster level (max. +10).

Darkvision – Transmutation

Components: V, S, M

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: 1 hour / level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. *Darkvision* is black and white only but otherwise like normal sight. *Darkvision* does not grant one the ability to see in magical darkness.

Darkvision can be made permanent with a *Permanency* spell.

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

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 5), 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.

Neutralize Poison – Conjunction (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.

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

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.

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.

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.

Remove Disease – Conjunction (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.

Summon Nature's Ally III – Conjunction (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 6), except that it 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.

Water Walk – Transmutation (Water)

Components: V, S, DF

Casting Time: 1 Standard Action

Range: Touch

Target: One touched creature / level

Duration: 10 minutes / level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subject's feet hover an inch or two above the surface.

(Creatures crossing molten lava still take damage from the heat because they are near it.) The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast under water (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60ft per round until they can stand on it.

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.

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).

4th – 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 an animal that's still under the effect of the first casting.

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.

Cure Serious Wounds – Conjunction (Healing)

Components: V, S

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will ½ (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *Cure Light Wounds* (page 7), except that you deal 3d8 + 1 point per caster level (max. +15).

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.

Nondetection – Abjuration

Components: V, S, M

Casting Time: 1 Standard Action

Range: Touch

Target: Creature or object touched

Duration: 1 hour / level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The warded creature or object becomes difficult to detect by divination spells such as *Clairaudience* / *Clairvoyance*, *Locate Object*, and *Detect* spells. *Nondetection* also prevents location by such magic items as *crystal balls*. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against DC of 11 + caster level of the spellcaster who cast *Nondetection*. If you cast *Nondetection* on yourself or on an item currently in your possession, the DC is 15 + your caster level.

If cast on a creature, *Nondetection* wards the creature's gear as well as the creature itself.

Material Component: A pinch of diamond dust worth 50gp.

Summon Nature's Ally III – Conjunction (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 6), 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.

Tree Stride – Conjunction (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.

One monkey at one typewriter...

Ken Stanford

