

Animal Messenger

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

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



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

Material Components: A morsel of food the animal likes.

Animal Trance

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

Target: Animals or magical beasts with Intelligence 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. 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
 Level: Drd 2, Rgr 2, Plant 2
 Components: V, S, DF
 Casting Time: 1 standard action
 Range: Touch

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



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

Bear's Endurance

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

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



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

Bull's Strength

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

Target: Creature touched
 Duration: 1 min./level
 Saving Throw: Will negates (harmless)
 Spell Resistance: Yes (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 Components: A few hairs, or a pinch of dung, from a bull.

Cat's Grace

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

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



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

Gust of Wind

DC:

Evocation [Air]
 Level: Drd 2, Sor/Wiz 2
 Components: V, S
 Casting Time: 1 standard action
 Range: 60 ft.

Effect: 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 1d4x10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, a Tiny or smaller creature is blown back 2d6x10 feet and takes 2d6 points of nonlethal damage due to battering and buffeting. Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6x10 feet. Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6x5 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.

Hold Animal

DC:

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

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

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

Reduce Animal

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

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

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

Heat Metal

DC:

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

Target: Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/level, all of which must be within a 30-ft. circle
 Duration: 7 rounds
 Saving Throw: Will negates (object)
 Spell Resistance: Yes (object)

Round	Metal Temperature	Damage
1	Warm	None
2	Hot	1d4 points
3-5	Searing	2d4 points
6	Hot	1d4 points
7	Warm	None

Heat metal makes metal extremely warm. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. 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 the 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.

Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis. If cast underwater, heat metal deals half damage and boils the surrounding water. Heat metal counters and dispels chill metal.

Owl's Wisdom

DC:

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

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

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

Resist Energy

DC:

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

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

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

Restoration, Lesser

DC:

Conjuration (Healing)
 Level: Clr 2, Drd 2, Pal 1
 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 or cures 1d4 points of temporary ability damage to one of the subject's ability scores. 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]
 Level: Drd 2, Earth 2
 Components: V, S, DF
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)
 Area: 10-ft. 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 10-foot-square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. 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 it does allow characters to cut, shape, or excavate areas they may not have been able to affect before. 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 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

DC:

Transmutation
 Level: Asn 2, Drd 2, Sor/Wiz 2
 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 surface (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 Components: A drop of bitumen and a live spider, both of which must be eaten by the subject.

Summon Nature's Ally II

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

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

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

Summon Nature's Ally Table

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

Summon Swarm

Conjuration (Summoning)
 Level: Brd 2, Drd 2, Sor/Wiz 2
 Components: V, S, M/DF
 Casting Time: 1 round
 Range: Close (25 ft. + 5 ft./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.
 Arcane Material Components: A square of red cloth.

Tree Shape

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

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).

Warp Wood

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

DC: [] [] [2] [] [] [] [] [] [] []
Target: 1 Small wooden object/level, all within a 20-ft. 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 or its equivalent per caster level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two. Alternatively, you can unwarped wood (effectively warping it back to normal) with this 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 unwarped) an object that is too large for you to warp with a single spell. Until the object is completely warped, it suffers no ill effects.

Wood Shape

Transmutation
Level: Drd 2
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)

DC: [] [] [2] [] [] [] [] [] [] []

Wood shape enables you to form one existing piece of wood into any shape that suits your purpose. 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.