Pathfinder Roleplaying Game
Spell Cards
Ranger
Pathfinder Spell Cards – Ranger Core Rulebook Spells

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

Artwork used in these cards is listed in the Artwork Licenses and Credit section. These cards are licensed under the OGL 1.0a, the Paizo Publishing, LLC Community Use Policy, and the Creative Commons Attribution-NonCommercial-NoDerivatives – 3.0 Unported licenses. Licenses for artwork listed in the Artwork Licenses and Credits section take priority on a case-by-case basis.

I would like to offer thanks Paizo Publishing for the Pathfinder RPG, to all those who offered suggestions and feedback on the Paizo forums, and to the specific individuals and posters who provided extra help to this project:

- Jboygold
- Krome
- Sanityfair (Advent Studios)

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

Spell List Information

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

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

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

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

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

Ranger Spells

1st-Level Ranger Spells

**Alarm:** Wards an area for 2 hours/level.
Animal Messenger: Sends a Tiny animal to a specific place.

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

Charm Animal: Makes one animal your friend.

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

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

Detect Poison: Detects poison in one creature or object.

Detect Snares and Pits: Reveals natural or primitive traps.

Endure Elements: Exist comfortably in hot or cold regions.

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

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

Jump: Subject gets bonus on Acrobatics checks.

Longstrider: Your base speed increases by 10 ft.

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

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

Read Magic: Read scrolls and spellbooks.

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

Speak with Animals: You can communicate with animals.

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

2nd-Level Ranger Spells

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

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

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

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

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

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

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

Snare: Creates a magic booby trap.

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

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

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

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

3rd-Level Ranger Spells

Command Plants: Sway the actions of plant creatures.
Cure Moderate Wounds: Cures 2d8 damage +1/level (max. +10).

Darkvision: See 60 ft. in total darkness.

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

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

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

Plant Growth: Grows vegetation, improves crops.

Reduce Animal: Shrinks one willing animal.

Remove Disease: Cures all diseases affecting subject.

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

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

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

Water Walk: Subject treads on water as if solid.

4th-Level Ranger Spells

Animal Growth: One animal doubles in size.

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

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

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

Nondetection: Hides subject from divination, scrying.

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

Tree Stride: Step from one tree to another far away.
PATHFINDER
ROLEPLAYING GAME
SPELL CARDS
PATHFINDER
ROLEPLAYING GAME
SPELL CARDS
PATHFINDER
ROLEPLAYING GAME
SPELL CARDS
PATHFINDER
ROLEPLAYING GAME
SPELL CARDS
PATHFINDER
ROLEPLAYING GAME
SPELL CARDS
PATHFINDER
ROLEPLAYING GAME
SPELL CARDS
PATHFINDER
ROLEPLAYING GAME
SPELL CARDS
PATHFINDER
ROLEPLAYING GAME
SPELL CARDS
Alarm

**Alarm**

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** close (25 ft + 5 ft/2 levels)  
**Area:** 20 ft radius emanation centered on a point in space  
**Duration:** 24 hours/level (D)  
**Saving Throw:** none  
**Spell Resistance:** yes  

Alarm creates a subtle ward on an area you select. Once the spell affects an area, it thereafter sounds a mental or audible alarm each time a creature of Tiny size or larger enters the warded area or touches it. A creature that invokes the alarm (determined by you at the time of casting) does not receive the alarm. You decide at the time of casting whether the alarm affects a mental or audible nature.

**Mental Alarm:** A mental alarm alerts you (and only you) as long as you remain within 1 mile of the warded area. You notice a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A silent spell has no effect on a mental alarm.

**Audible Alarm:** An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each additional audible ringing spell cast within 60 feet of the warded area.

In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The spell does not enable you to control the creature as if it were under your command. A creature within 60 feet of the warded area can be dismissed from the spell with a DC 20 dispel magic check.

The spell does not enable you to control the animal as if it were an animal. If a creature or animal within the area uses the spell on you, you can escape the effects of the spell by making a DC 20 Con (Sleight of Hand) check. The DC increases by 5 for each additional audible ringing spell cast within 60 feet of the warded area.

**Waiting Messenger**

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** close (25 ft + 5 ft/2 levels)  
**Target:** one Tiny animal  
**Duration:** 1 day/level  
**Saving Throw:** none  
**Spell Resistance:** yes  

You can command a Tiny animal to perform a task you specify. The spell does not enable you to control the creature as if it were under your command. A creature within 60 feet of the warded area can be dismissed from the spell with a DC 20 dispel magic check.

The spell does not enable you to control the animal as if it were an animal. If a creature or animal within the area uses the spell on you, you can escape the effects of the spell by making a DC 20 Con (Sleight of Hand) check. The DC increases by 5 for each additional audible ringing spell cast within 60 feet of the warded area.

**Alarmanimal**

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** close (25 ft + 5 ft/2 levels)  
**Target:** one Tiny animal  
**Duration:** 1 day/level  
**Saving Throw:** none  
**Spell Resistance:** yes  

You can command a Tiny animal to perform a task you specify. The spell does not enable you to control the creature as if it were under your command. A creature within 60 feet of the warded area can be dismissed from the spell with a DC 20 dispel magic check.

The spell does not enable you to control the animal as if it were an animal. If a creature or animal within the area uses the spell on you, you can escape the effects of the spell by making a DC 20 Con (Sleight of Hand) check. The DC increases by 5 for each additional audible ringing spell cast within 60 feet of the warded area.

**Detect Animals or Plants**

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** long (400 ft + 40 ft/level)  
**Area:** one creature, one object, or a 5-ft cube  
**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 to detect each round. The amount of information revealed depends on how long you search for a specific kind in the area.

**Detect Poison**

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** long (400 ft + 40 ft/level)  
**Target:** one creature, one object, or a 5-ft cube  
**Duration:** instantaneous  
**Saving Throw:** none  
**Spell Resistance:** no  

You determine whether a creature, object, or area has been poisoned or is poisonous. You detect the exact type of poison with a DC 20 Wisdom (Nature) check. A disadvantage on this check does not affect the spell. You can make only one such check per day.

**Detect Snares and Pits**

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** long (400 ft + 40 ft/level)  
**Target:** one creature, one object, or a 5-ft cube  
**Duration:** concentration, up to 10 min/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no  

**Divination**

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2 levels)  
**Target:** animals within 30 ft of each other  
**Duration:** 1 min/level  
**Saving Throw:** Will negates  
**Spell Resistance:** yes  

This spell causes two or more animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of HD of animals you can affect is equal to 234 + caster level. The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

**Divination**

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** long (400 ft + 40 ft/level)  
**Target:** one creature, one object, or a 5-ft cube  
**Duration:** concentration, up to 10 min/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no  

**Delay Poison**

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

**Detrimental**

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** close (25 ft + 5 ft/2 levels)  
**Target:** animals within 30 ft of each other  
**Duration:** 1 min/level  
**Saving Throw:** Will negates  
**Spell Resistance:** yes  

This spell causes two or more animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of HD of animals you can affect is equal to 234 + caster level. The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

**Detect Poison**

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** long (400 ft + 40 ft/level)  
**Target:** one creature, one object, or a 5-ft cube  
**Duration:** instantaneous  
**Saving Throw:** none  
**Spell Resistance:** no  

You determine whether a creature, object, or area has been poisoned or is poisonous. You detect the exact type of poison with a DC 20 Wisdom (Nature) check. A disadvantage on this check does not affect the spell. You can make only one such check per day.

**Detect Snares and Pits**

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** long (400 ft + 40 ft/level)  
**Target:** one creature, one object, or a 5-ft cube  
**Duration:** concentration, up to 10 min/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no  

**Divination**

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** long (400 ft + 40 ft/level)  
**Target:** one creature, one object, or a 5-ft cube  
**Duration:** instantaneous  
**Saving Throw:** none  
**Spell Resistance:** no  

**Divination**

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2 levels)  
**Target:** animals within 30 ft of each other  
**Duration:** 1 min/level  
**Saving Throw:** Will negates  
**Spell Resistance:** yes  

This charm makes an animal of any size regard you as its trusted friend and ally (the target's allegiance as friendly). If the animal is currently being threatened or attacked by you or your allies, however, it receives a +1 bonus on its saving throw.

The spell does not enable you to control the charmed animal as if it were an animal. It prevents any ward in the area in the most favorable way. You can try to use the spell. If you try to use the spell, you must make an opportunity attack to hit the animal to do anything with it or otherwise control it. (Retainer are not allowed.) An affected animal never is specially or obvious about your intentions, but it might be confident that something very dangerous is worth doing. Any agent by its apparent enemy attaches itself to the charmed animal unless it fails the spell. You must speak the animal's language to communicate your comments, or else be good at pantomiming.
**Endure Elements**

*Abjuration*

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Duration:** 24 hours

*This spell makes tall grass, weeds, and other plants to wrap around foes in the area of effect or those that enter the area. Creatures that fail their save against the entangled condition cannot move or attack. This spell cannot be cast in an area that has been previously affected by Entangle. The area affected by Endure Elements can be as large as desired, but the area must remain the same throughout the duration of the spell. If the area is moved, the spell ends. Creatures that are affected by Endure Elements cannot enter the area, but creatures that are already in the area can move or attack creatures that are not affected by the spell. Creatures that fail their save against the entangled condition cannot move or attack. This spell cannot be cast in an area that has been previously affected by Entangle. The area affected by Endure Elements can be as large as desired, but the area must remain the same throughout the duration of the spell. If the area is moved, the spell ends. Creatures that are affected by Endure Elements cannot enter the area, but creatures that are already in the area can move or attack creatures that are not affected by the spell. Creatures that fail their save against the entangled condition cannot move or attack.*

*Animal Protection: *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.

**Components:** V, S, DF  
**Range:** touch  
**Duration:** 1 hour/level (D)

*Saving Throw:* Will negates (harmless)

*Spell Resistance:* yes (harmless)

**Level:** Cle1, Drl1, Pall, Ran1, Sor1, Wiz1

---

**Entangle**

*Transmutation*

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** 400 ft + 40 ft/level  
**Duration:** 10 min/level (D)

*This spell causes tall grass, weeds, and other plants to wrap around foes in the area of effect or those that enter the area. Creatures that fail their save against the entangled condition cannot move or attack. This spell cannot be cast in an area that has been previously affected by Endure Elements. The area affected by Entangle can be as large as desired, but the area must remain the same throughout the duration of the spell. If the area is moved, the spell ends. Creatures that are affected by Entangle cannot enter the area, but creatures that are already in the area can move or attack creatures that are not affected by the spell. Creatures that fail their save against the entangled condition cannot move or attack. This spell cannot be cast in an area that has been previously affected by Endure Elements. The area affected by Entangle can be as large as desired, but the area must remain the same throughout the duration of the spell. If the area is moved, the spell ends. Creatures that are affected by Entangle cannot enter the area, but creatures that are already in the area can move or attack creatures that are not affected by the spell. Creatures that fail their save against the entangled condition cannot move or attack.*

*Animal Protection:* Entangle* 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.

**Components:** V, S, DF  
**Range:** touch  
**Duration:** 1 hour/level (D)

*Saving Throw:* Will negates (harmless)

*Spell Resistance:* yes (harmless)

**Level:** Dru1, Ran1

---

**Hide from Animals**

*Abjuration*

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Duration:** 1 min/level

*This spell makes it so that animals cannot sense the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.*

*Animal Protection:* Hide from Animals* 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.

**Components:** V, S, DF  
**Range:** touch  
**Duration:** 1 min/level

*Saving Throw:* Will negates (harmless)

*Spell Resistance:* yes

**Level:** Dru1, Ran1, Sor1, Wiz1

---

**Jump**

*Transmutation*

**Casting Time:** 1 standard action  
**Components:** V, S, M (a pinch of dirt)  
**Range:** touch  
**Duration:** 1 hour

*This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on whether moves of movement, such as trip or sprint. By using this spell, you can jump twice as far as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area from outside must save immediately. Those that fail must end their movement and gain the entangled condition. This spell also gives you a +5 enhancement bonus to Strength checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.*

**Components:** V, S, DF  
**Range:** touch  
**Duration:** 1 hour

*Saving Throw:* Will negates (harmless)

*Spell Resistance:* yes

**Level:** Dru1, Ran1, Pall, Dru1, Pall, Ran1, Sor1, Wiz1

---

**Longstrider**

*Transmutation*

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

*This spell gives you a +5 enhancement bonus to your base speed. It has no effect on whether moves of movement, such as trip or sprint. By using this spell, you can jump twice as far as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area from outside must save immediately. Those that fail must end their movement and gain the entangled condition. This spell also gives you a +5 enhancement bonus to Strength checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.*

**Components:** V, S, M (a pinch of dirt)  
**Range:** personal  
**Duration:** 1 hour/level (D)

*Saving Throw:* Will negates (harmless)

*Spell Resistance:* yes

**Level:** Dru1, Pall, Dru1, Pall, Ran1, Sor1, Wiz1

---

**Magic Fang**

*Transmutation*

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Duration:** 1 min/level

*This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on whether moves of movement, such as trip or sprint. By using this spell, you can jump twice as far as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area from outside must save immediately. Those that fail must end their movement and gain the entangled condition. This spell also gives you a +5 enhancement bonus to Strength checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.*

**Components:** V, S, DF  
**Range:** touch  
**Duration:** 1 min/level

*Saving Throw:* Will negates (harmless)

*Spell Resistance:* yes

**Level:** Dru1, Pall, Dru1, Pall, Ran1, Sor1, Wiz1

---

**Pass Without Trace**

*Transmutation*

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Duration:** 1 min/level

*This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on whether moves of movement, such as trip or sprint. By using this spell, you can jump twice as far as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area from outside must save immediately. Those that fail must end their movement and gain the entangled condition. This spell also gives you a +5 enhancement bonus to Strength checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.*

**Components:** V, S, DF  
**Range:** touch  
**Duration:** 1 min/level

*Saving Throw:* Will negates (harmless)

*Spell Resistance:* yes

**Level:** Dru0, Cle0, Dru0, Pall, Ran1, Sor0, Wiz0

---

**Read Magic**

*Divination*

**Casting Time:** 1 standard action  
**Components:** V, S, F (a clear crystal of mirage)  
**Range:** personal  
**Duration:** 1 min/level

*This spell allows you to decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be illegible. This spell does not normally invoke the magic contained in the writing, although it may do so in the case of a cryptic or misleading spell. 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 also gives you a +10 foot enhancement bonus to your base speed. It has no effect on whether moves of movement, such as trip or sprint. By using this spell, you can jump twice as far as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area from outside must save immediately. Those that fail must end their movement and gain the entangled condition. This spell also gives you a +5 enhancement bonus to Strength checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.*

**Components:** V, S, F (a clear crystal of mirage)  
**Range:** personal  
**Duration:** 1 min/level

*Saving Throw:* Will negates (harmless)

*Spell Resistance:* yes

**Level:** Dru1, Pall, Dru1, Pall, Ran1, Sor1, Wiz1

---
Resist Energy
Abjuration

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

This spell protects a creature from radiant or ultraviolet damage, and damage from any magical effect with an energy type the creature is vulnerable to, or from any magical effect that can be dispelled with a dispel goodness spell. The spell affects one creature or a number of creatures equal to your caster level, at your option. This spell is limited to one creature per round a creature can be protected from damage in this way.

Speak with Animals
Divination

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

You can ask questions of and receive answers from animals, but the spell doesn’t make them any more friendly or normal. Wary and cunning animals are likely to be terse and evasive while the more obtuse ones may make inane comments. If an animal is friendly toward you, it may do some favors or serve you.

Summon Nature’s Ally I
Conjuration (summoning)

Casting Time: 1 round
Components: V, S, DF
Range: touch
Target: living creature touched
Effect: one summoned creature
Duration: 1 round/travel (D)
Saving Throw: none

This spell summons one of the creatures from the 1st Level list on Table 10–2. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All these creatures are neutral unless otherwise noted.

Barkskin
Transmutation

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

This spell toughens a creature’s skin. The effect grants a +2 enhancement bonus to the creature’s existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level.

Bear’s Endurance
Transmutation

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

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 as a temporary increase in Constitution (tens) are not temporary hit points. They go away when the subject’s Constitution drops back to normal. They are not lost as temporary hit points are.

Cat’s Grace
Transmutation

Casting Time: 1 standard action
Components: V, S
Range: touch
Target: creature touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless)

This spell adds a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

Cure Light Wounds
Conjuration (healing)

Casting Time: 1 standard action
Components: V
Range: medium (100 ft + 10 ft/level)
Target: one large
Duration: 1 round/travel (D), see text
Saving Throw: Will half (harmless), see text
Spell Resistance: yes (harmless), see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage (1 point per caster level [maximum +5]). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature cannot apply spell resistance, and can attempt a Will save to take half damage.

Hold Animal
Enchantment (compulsion) [mind-affecting]

Casting Time: 1 standard action
Components: V
Range: close (25 ft + 25 ft/level)
Target: one animal
Duration: 1 round/travel (D), see text
Saving Throw: Will negates; see text
Spell Resistance: yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, speak, or cast any spells. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action and does not provoke attacks of opportunity. A warded creature who is paralyzed cannot flap its wings and falls. A swimmer can’t swim and may drown.
### Owl’s Wisdom

**Transmutation**

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

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

This transcendental creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-based skills. Charisma, dexterity, 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 same DCs for their spells increase.

**Casting Time:** 3 rounds  
**Components:** V, S, DF  
**Target:** touched homogenous circle of vine, rope, or thong with a 2 ft diameter  
**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 can sense upon a solid object touches with its surroundings (DC 23 Perception check), it is capable of triggering the spell. Each end of the snare is tied in a loop that contacts around one or more of the limits of any creature stepping inside the trap.

**Range:** touch  
**Target:** creature touched

Protection from energy (and does not stack with) resist energy. A character is warded by protection from energy, and resist energy, the protection spell absorb damage until it is exhausted.

### Protection from Energy

**Abjuration**

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

**Casting Time:** 1 round  
**Components:** V, S, DF  
**Duration:** 1 round  
**Effect:** one summoned creature  
**Saving Throw:** none  
**Spell Resistance:** yes

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally appears where you designate and acts immediately, on your turn. It attacks any opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

A summoned monster cannot summon or otherwise conjure another creature, nor can it teleport or use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (such as wish). The spell conjures one 2nd level creature or 1d3 1st level creatures of the same kind from Table 10–2. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted. When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell type match your alignment.

### Snare

**Transmutation**

*Level* Dru3, Ran2

**Casting Time:** 1 round  
**Components:** V, S, DF  
**Duration:** 1 round  
**Effect:** one 2nd level creature or 1d3 1st level creatures of the same kind from Table 10–2. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted. When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell type match your alignment.

### Speak with Plants

**Divination**

*Level* Dru4, Ran3

**Casting Time:** 1 standard action  
**Components:** V  
**Target:** you

You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them. A normal plant’s sense of self-awareness 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 tense and nervous, while the more stupid ones may make sense comments. If a plant creature is friendly, it may do some favor or service for you.

**Range:** 10 ft

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Target:** you

**Duration:** 1/4-hour

**Casting Time:** 1 standard action  
**Components:** V  
**Target:** you

**Duration:** 1/4-hour
**Cure Moderate Wounds**

**Conjuration (healing)**

- **Casting Time:** 1 standard action
- **Components:** V, S
- **Range:** touch
- **Target:** creature touched
- **Duration:** instantaneous
- **Saving Throw:** Will half (harmless); see text
- **Spell Resistance:** yes (harmless), see text

When laying your hand upon a living creature, you channel positive energy that cures 2d8 points of damage + 1 point per caster level (maximum +10). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to half the damage.

**Darkvision**

**Transmutation**

- **Casting Time:** 1 standard action
- **Components:** V, S, DF
- **Range:** see text
- **Target:** creature or object of up to 1 ft³/level touched
- **Duration:** instantaneous or 10 min/level; see text
- **Saving Throw:** Will negates (harmless, object)
- **Spell Resistance:** no

This spell grants the ability to see 60 feet even in total darkness. Darkvision can be made permanent with a permanency spell.

**Diminish Plants**

**Transmutation**

- **Casting Time:** 1 standard action
- **Components:** V, S, DF
- **Range:** see text
- **Target:** area; see text
- **Duration:** instantaneous
- **Saving Throw:** none
- **Spell Resistance:** yes

This spell has two versions.

- **Prune Growth:** This version of the spell causes normal vegetation within long range (400 feet + 40 feet per level) to shrink to about one-third normal size, becoming twisted and knotty. The affected vegetation appears to have been carefully pruned and trimmed. This version of shrubbery plants automatically deals any spells or effects that enhance plants, such as gnomish, hex, growth, and wall of thorns. All plants within the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter-circle. You may also designate portions of the area that are not affected.

- **Gnome Growth:** This version of the spell causes normal plants within a range of 1/2 mile, reducing their potential productivity over the course of the following year by half.

This spell has no effect on plant creatures.

**Neutralize Poison**

**Conjuration (healing)**

- **Casting Time:** 1 standard action
- **Components:** V, S, DF (harmed)
- **Range:** touch
- **Target:** creature or object of up to 1 ft³/level touched
- **Duration:** instantaneous or 10 min/level; see text
- **Saving Throw:** Will negates (harmless, object)
- **Spell Resistance:** no

You identify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each poison affecting the target. Success means that the poison is neutralized. A harmed creature suffers no ill effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don’t go away on their own.

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

**Plant Growth**

**Transmutation**

- **Casting Time:** 1 standard action
- **Components:** V, S, DF
- **Range:** see text
- **Target:** area; see text
- **Duration:** instantaneous
- **Saving Throw:** none
- **Spell Resistance:** no

Plant growth has different effects depending on the version chosen.

- **Gnome growth:** This effect causes normal vegetation (grasses, trees, vines, and so on) with 0 ft³/level to become thick and overgrown. The plants enhance to form thickets, or jungle that contains multihedrals in a row through. Speeds down to 5 feet, or 10 feet for Large or larger. The area must be reduced in size for the spell to take effect. If the spell is cast on an area that is already affected by any spell or effect that enhances plants, such as entangle or wall of thorns, any DC involved with these spells is increased by 4.
- **Lilim growth:** This spell reduces the size of the target by 4. This bonus is granted for 1 day after the casting of the plant growth spell.

At your option, the area of a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle.

**Reduce Animal**

**Transmutation**

- **Casting Time:** 1 standard action
- **Components:** V, S
- **Range:** touch
- **Target:** willing animal of Small, Medium, Large, or huge size
- **Duration:** 1 hour/level (D)
- **Saving Throw:** none
- **Spell Resistance:** no

This spell causes instant diminution of a single willing animal, halving its height, length, and weight and doubling its weight by 8. This decrease changes the creature’s size category to the next smaller one. The target gains +2 size bonus to Dexterity, +2 size bonus to Strength (to a maximum of 14), and +1 bonus on attack rolls and AC due to its reduced size.

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

This spell can instead neutralize the poison in a poisonous creature or object. The target is to see if the target’s size is reduced by any spell or effect that enhances plants. This spell causes the animal to lose its normal size. The size bonus is removed if the spell is cast on a plant creature.

**Remove Disease**

**Conjuration (healing)**

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

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

Since the spell’s duration is instantaneous, it does not prevent reinfestation after a new exposure to the same disease at a later date.
Repel Vermin

**Abjuration**

- **Cast**: 1 standard action
- **Components**: V, S, DF
- **Range**: close (25 ft + 5 ft/2 levels)
- **Area**: 1 standard action
- **Saving Throw**: none
- **Spell Resistance**: yes

An invisible barrier holds back vermin. A vermin with HD of less than one-third your level cannot penetrate the barrier.

A vermin with HD of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even then, crossing the barrier deals the vermin 2d8 points of damage, and pressing against the barrier causes pain, which denies read magic.

**Transmutation**

- **Casting Time**: 1 round
- **Components**: V, S, DF
- **Range**: 10 ft
- **Target**: you
- **Duration**: 10 min/level (D)
- **Saving Throw**: none or Will negates; see text
- **Spell Resistance**: Will negates (harmless)

This spell allows you to assume the form of a Large living tree or shrub or a Large animal, such as a bear, dog, or wolf. While in tree form, you can observe all that transpires around you just as if you were a dragon (a dragon’s vision is unaffected). The spell also allows you to change your size category to Large and gain a +10 natural armor bonus to AC but have an effective Strength 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 the spell as a free action.

**Conjunction (summoning) [see text]**

- **Saving Throw**: none
- **Spell Resistance**: none or Will negates (harmless)

This spell summons a natural creature (typically an animal, fey, or elemental) to your side. The creature’s statistics are based on the level of the spell. The spell can summon only one creature at a time. Creatures summoned with this spell used alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell’s type match your alignment.

Animal Growth

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

The target animal grows to twice its normal size and eight times its normal weight. This alteration changes the animal’s size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution and Intelligence, and reduces its speed by 50%. All combat actions that use a weapon’s size designation are automatic successes, regardless of the weapon’s size.

**Commune with Nature**

- **Divination**
- **Casting Time**: 10 minutes
- **Components**: V, S
- **Range**: personal
- **Target**: creature touched
- **Duration**: instantaneous
- **Saving Throw**: none
- **Spell Resistance**: yes (harmless)

You become one with nature, attuning 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, mycorrhizae, bodies of water, people, general animal population, presence of Intelligent creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings—caves, caverns, and the like—the spell operates in a 5-foot radius for each 10 feet of level. The spell cannot be used underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as clubs, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing.

Cure Serious Wounds

- **Conjuration (healing)**
- **Casting Time**: 1 standard action
- **Components**: V, S, DF
- **Range**: touch (10 ft + 10 ft/level)
- **Targets**: one touched creature/level
- **Saving Throw**: Will negates (harmless)
- **Spell Resistance**: yes (harmless)

This spell allows you to cure up to 8d8 points of damage per level. If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne away to the surface at 10 ft per second until they can stand on it.

Freedom of Movement

- **Abjuration**
- **Casting Time**: 1 standard action
- **Components**: V, S, DF
- **Range**: personal or touch
- **Targets**: you or creature touched
- **Duration**: 10 min/level
- **Saving Throw**: Will negates (harmless)
- **Spell Resistance**: yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of spells that usually impede movement, such as paralysis, hold person, and web. All combat maneuver checks made to paralyze the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as clubs, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing.
Nondetection
Abjuration

Casting Time: 1 standard action
Components: V, S, M (diamond dust worth 50gp)
Range: 10 ft.
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 detection by sense magic (see below). If a divination spell is cast on the warded creature or object by a creature of 11th level or higher, the DC of the spell is 17 + the caster level of the spellcaster who cast nondetection. If cast on a creature, nondetection wards the creature’s gear as well as the creature itself.

Summon Nature’s Ally IV
Conjuration (summoning) [see text]

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

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally appears where you designate and acts as you command. Once summoned, the creature can attack enemies and perform other actions as you command. It can perform 1 full attack and 2 standard actions per round, as well as any other actions that you command. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

<table>
<thead>
<tr>
<th>Type of Tree</th>
<th>Transport Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Oak, ash, yew</td>
<td>3,000 feet</td>
</tr>
<tr>
<td>Elm, linden</td>
<td>2,000 feet</td>
</tr>
<tr>
<td>Other deciduous</td>
<td>1,500 feet</td>
</tr>
<tr>
<td>Any coniferous</td>
<td>1,000 feet</td>
</tr>
</tbody>
</table>

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

Level Ran4, Sor3, Wiz3

Level Dru4, Ran4

Level Dru5, Ran4
### Summons Nature’s Ally Summoning Chart (Table 10-2)

Conjuration (summoning) [see text]

<table>
<thead>
<tr>
<th>Level</th>
<th>subtype</th>
<th>1st Level</th>
<th>2nd Level</th>
<th>3rd Level</th>
<th>4th Level</th>
<th>5th Level</th>
<th>6th Level</th>
<th>7th Level</th>
<th>8th Level</th>
<th>9th Level</th>
<th>10th Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dire rat</td>
<td>Fire beetle</td>
<td>Ant, giant (soldier)</td>
<td>Elephant</td>
<td>Ape</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
</tr>
<tr>
<td>Dolphin</td>
<td>Constrictor snake</td>
<td>Elemental (Huge)</td>
<td>Deinonychus</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
</tr>
<tr>
<td>Eagle</td>
<td>Great octopus</td>
<td>Giant spider</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
</tr>
<tr>
<td>Giant centipede</td>
<td>Viper (snake)</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
</tr>
<tr>
<td>Fire beetle</td>
<td>Octopus</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
</tr>
<tr>
<td>Mike</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
</tr>
<tr>
<td>Antennae</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
</tr>
<tr>
<td>Pony (horse)</td>
<td>Squid</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
</tr>
<tr>
<td>Riding dog</td>
<td>Elephants</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
</tr>
<tr>
<td>Dire bear</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
</tr>
<tr>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
</tr>
<tr>
<td>Elasmosaurus</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
</tr>
<tr>
<td>Elasmotherium</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
</tr>
<tr>
<td>Great octopus</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
</tr>
<tr>
<td>Great scorpion</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
</tr>
<tr>
<td>Great stag beetle</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
</tr>
<tr>
<td>Griffon</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
</tr>
<tr>
<td>Giant crab</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
</tr>
<tr>
<td>Great bear</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
</tr>
<tr>
<td>Great stag beetle</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
</tr>
<tr>
<td>Great winged sea</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
</tr>
<tr>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
</tr>
<tr>
<td>Great winged sea</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
</tr>
<tr>
<td>Great winged sea</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
<td>Dire</td>
</tr>
</tbody>
</table>

---

**Level Dru1-9, Ran1-4**

Caedwyr Publishing OGL 1.0a Illustration CC 2009 Michael Gray
Licenses and Credits:

Open Game License 1.0a

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Caedwyr Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights
conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
Artwork Licenses and Credits


“Q: I would like to use some images off your site for my own web site, my gaming sessions, to print on a T-shirt, etc..

A: Only if it's not for profit. I don't provide high resolution digital files but you can use what you find on the site. If it's for a website, a reciprocal link to my site would be appreciated.”


© 2009 Nene Thomas - www.nenethomas.com/TermsOfUse.shtml

“FOR USE ON A NON-COMMERCIAL WEBSITE

Free at this time. You may purchase a full sized print, sticker or mini-lithograph to scan in, however we do not send any files.

ALL OTHER USES

Nene allows her images to be used as siggies, PSP, avatars, tubes and stationary as long as one adheres to her specific rules:
1) One may feather, add sparkles, animations, tube or blend - we do not send any files.
2) Nene's copyright MUST be clearly visible and a link to her website (it does not have to work) has to be somewhere on the piece.
3) The image may NOT be used to for monetary gain or on a commercial website.
4) Nene's images are NOT to be on websites with adult content, language and/or visuals.
5) Nene images may NOT be combined with another artists (living or dead) work.”

Nene Thomas – (Charm Monster)
The Paizo Publishing community is an intelligent, creative, dedicated, and enthusiastic group of people, and we at Paizo appreciate and value the contributions of our community members. This Community Use Policy is designed to encourage you to spread your enthusiasm and creativity while respecting ownership of our copyrights, trademarks, and other intellectual properties.

While copyright and trademark laws protect our property, they also prevent you from using our intellectual properties in most circumstances. That means that you are generally prohibited from using any of our logos, images, or other trademarks or copyrighted content without our consent. This policy grants you the consent to use some of our intellectual property under certain circumstances.

This policy authorizes certain non-commercial use of the Paizo-related material specifically identified in the Permissions section of this policy ("Paizo Material").

When we say "non-commercial," we mean you cannot sell or otherwise charge anyone for access to content used under this Policy. If you make any commercial use of Paizo Material, your rights under this Policy will be automatically terminated, and any permission granted by this Policy will be immediately revoked. If Paizo believes that you are in the publishing business, you are considered to be a commercial user, and you are not granted any right to use any Paizo Material under this Policy. (Commercial users may be able to take advantage of our Pathfinder Roleplaying Game Compatibility License. Commercial users may also be able to use or license certain Paizo Material outside of this Policy and the Pathfinder Roleplaying Game Compatibility License with our express written consent. If you are interested in securing permission or a license, please contact us at licensing@paizo.com.)

**Usage Requirements**

- To use Paizo Material under this Policy you must include the following notice in plainly legible and accessible form in each product or on each website that uses any Paizo Material:

  "This set of spell cards uses trademarks and/or copyrights owned by Paizo Publishing, LLC, which are used under Paizo's Community Use Policy. We are expressly prohibited from charging you to use or access this content. This set of spell cards is not published, endorsed, or specifically approved by Paizo Publishing. For more information about Paizo's Community Use Policy, please visit paizo.com/communityuse. For more information about Paizo Publishing and Paizo products, please visit paizo.com."

- By using content under this Policy, you agree to not use any material in a way that suggests Paizo endorses or is in any way responsible for anything you create, or that suggests that you have any other relationship with Paizo, unless you have a separate written agreement that lets you do so. You agree not use Paizo's trade dress—that is, you may not make your material look like ours. You agree that such use could irreparably harm Paizo.

- You agree to use your best efforts to preserve the high standard of our intellectual property. You agree to present Paizo, our products, and the Paizo Material in a generally positive light. You agree not to use this permission for material that the general public would classify as "adult content," offensive, or inappropriate for minors, and you agree that such use would irreparably harm Paizo. You agree not do anything illegal in or with products or websites produced under this Policy.

- You agree to create an account on paizo.com and add an entry describing your material on our Community Use Registry at paizo.com/communityuse/registry, with links where appropriate. You agree to endeavor to keep this information up-to-date.
Permissions

As long as you comply with all of the above usage requirements, we hereby grant you the following permissions:

• You may use the contents of the Community Use Package at paizo.com/communityuse/package. You may use only those versions of the Paizo Materials from the Community Use Package. You may not alter the color, typography, design, or proportions of the logos or icons, or otherwise modify them.

• You may use the cover images, as displayed on paizo.com, of all of the products on our Community Use Approved Product List at paizo.com/communityuse/products. Product covers may not be cropped, color adjusted, edited, distorted, or modified.

• You may use the textual product descriptions, as they appear on the back of each product or in the product listings on paizo.com, of all of the products on our Community Use Approved Product List at paizo.com/communityuse/products.

• You may use any of the text or artwork published in the Paizo Blog at paizo.com/paizo/blog, with the exception of any excerpts of Planet Stories publications and any logos and icons that aren't also in the Community Use Package. You may not use any photographs published in the blog (because those rights are usually not ours to offer). You may not use artwork, including maps, that have not been published in the blog, although you may create your own interpretations of material presented in our artwork and maps, provided that your interpretations don't look substantially similar to our materials.

• You may descriptively reference trademarks, proper names (characters, deities, artifacts, places, etc.), locations and characters from products listed in Section 1 of our Community Use Approved Product List at paizo.com/communityuse/products, provided it is clear that these are our marks.

• You may descriptively reference dialogue, plots, storylines, language, and incidents from products listed in Section 1 of our Community Use Approved Product List at paizo.com/communityuse/products in campaign journals and play-by-post or play-by-email games.

The permissions granted under this Policy are personal to you and may not be assigned or transferred without our consent. Please do not hotlink to images on our website, as we may move those images (thus breaking your links) at any time.

This policy in no way alters Paizo's ownership of any of our intellectual property and we reserve the right to amend, modify or terminate this Policy at any time. We will post revisions to this Policy on our website, so check back frequently to make sure you have the most current version.

Alex Aparin – (Scorching Ray)
Daren Bader – (Form of the Dragon III)
Peter Bergting – (Summon Monster VIII)
Christopher Burdett – (Know Direction, Phantom Trap)
Jeff Carlisle – (Insect Plague)
Concept Art House – (Dispel Chaos, Flame Blade, Limited Wish)
Julie Dillon – (Creeping Doom)
Matt Dixon – (Delayed Blast Fireball, Make Whole, Owl’s Wisdom)
Vincent Dutrait – (Chill Metal, Elemental Body III, Ironwood, Mage’s Sword, Magic Fang, Slow)
Cole Eastburn – (Planar Binding-Greater)
Jason Engle – (Read Magic)
Jesper Ejsing – (Dispel Magic, Inflict Moderate Wounds-Mass)
Andres Espara – (Soften Earth and Stone, Summon Nature’s Ally IX)
John Gravato – (Create Greater Undead)
Jon Hodgson – (Transmute Rock to Mud)
Ralph Horsley – (Horrid Wilting, Polar Ray)
Andrew Hou – (Continual Flame, False Vision, Mirage Arcana, Refuge, Unhallow)
Imaginary Friends Studios – (Desecrete, Guards and Wards, Haste, Prying Eyes-Greater, Soul Bind)
Michael Jaecks – (Command Plants, Symbol of Stunning)
JZConcepts – (Barkskin, Reduce Animal)
Eric Lofgren – (Magic Mouth)
Andrew Kim – (Shout, Wall of Force)
MuYoung Kim – (Mage's Armor)
Jorge Maese – (Changestaff)
Jeremy McHugh – (Purify Food and Drink)
Joe Ng – (Magic Missile)
Steve Prescott – (Dispel Magic-Greater, Flaming Sphere, Freezing Sphere, Incendiary Cloud)
Dave Rapoza – (Warp Wood)
Wayne Reynolds – (Animal Growth, Binding, Cure Serious Wounds, Entangle, Hide from Undead, Mage Hand, Repulsion, Transformation)
Dan Scott – (Glitterdust)
Kyushik Shin – (Keen Edge)
Craig J. Spearing – (Animal Shapes, Black Tentacles, Control Undead, Dispel Law, Locate Object, Mage's Private Sanctum)
Frances Tsai – (Contact Other Plane)
UDON – (Command Undead, Magic Missile)
Svetlin Velinov – (Hold Monster, Spell Resistance)
Tyler Walpole – (Animate Objects, Create Undead, Divine Power, Sleet Storm, Summon Monster V)
Eva Widermann – (Augury, Identify, Telekinetic Sphere)
Ben Wootten – (Call Lightning Storm, Cure Critical Wounds, Dominate Person, Energy Drain, Foresight, Miracle, Prestidigitation, Summon Nature's Ally V, Summon Nature's Ally VI, Undetectable Alignment, Whispering Wind)
Kevin Yan – (Command-Greater, Disrupting Weapon, Expeditious Retreat, Form of the Dragon I, Jump, Lightning Bolt, Phase Door, Produce Flame, Ray of Frost, Repel Vermin, Summon Monster VII, Telekinesis, Wish)
Kieran Yanner – (Imbue with Spell Ability, Planar Ally-Lesser)

Creative Commons Sampling - 1.0 License

You are free:

• To sample, mash-up, or otherwise creatively transform this work for commercial or noncommercial purposes.

Under the following conditions:

• You must attribute the work in the manner specified by the author or licensor (but not in any way that suggests that they endorse you or your use of the work).
• You may not use this work to advertise for or promote anything but the work you create from it.
• For any reuse, you must make clear to others the license terms of this work.
• You may not perform, display, or distribute copies of this whole work for any purpose.

In no way are any of the following rights affected by the above:

• Your fair dealing or fair use rights, or other applicable copyright exceptions and limitations;
• Rights other persons may have either in the work itself or in how the work is used, such as publicity or
privacy rights.

_Norma Peters - www.tangled-dreams.com_ – (Darkvision, Imprisonment, Prying Eyes, Screen, Word of Recall)

**Creative Commons Attribution - 2.0 Generic License**

You are free:

- to **Share** — to copy, distribute and transmit the work
- to **Remix** — to adapt the work

Under the following conditions:

- **Attribution** — You must attribute the work in the manner specified by the author or licensor (but not in any way that suggests that they endorse you or your use of the work).

With the understanding that:

- **Waiver** — Any of the above conditions can be waived if you get permission from the copyright holder.
- **Public Domain** — Where the work or any of its elements is in the public domain under applicable law, that status is in no way affected by the license.
- **Other Rights** — In no way are any of the following rights affected by the license:
  - Your fair dealing or fair use rights, or other applicable copyright exceptions and limitations;
  - The author's moral rights;
  - Rights other persons may have either in the work itself or in how the work is used, such as publicity or privacy rights.

**Notice** — For any reuse or distribution, you must make clear to others the license terms of this work.

_Abuellaloca – (Harm)_
_Faith Goble – (Maze, Word of Chaos)_
_Igor Golubenko – (Grease)_
_Michael Gray – (Summon Nature's Ally Summoning Chart (Table 10-2))_
_Martin Latter – (Hypnotic Pattern)_
_Bill McChesney – (Magic Circle Against Law)_
_Sean McGrath – (Locate Creature)_
_Akshay Moon – (Etherealness, Grasping Hand, Magic Circle Against Chaos, Spike Growth)_
_Beatrice Murch – paisleychick.org - (Wall of Fire)_

**Creative Commons Attribution-Noncommercial - 2.0 Generic License**

You are free:

- to **Share** — to copy, distribute and transmit the work
- to **Remix** — to adapt the work

Under the following conditions:
• **Attribution** — You must attribute the work in the manner specified by the author or licensor (but not in any way that suggests that they endorse you or your use of the work).
• **Noncommercial** — You may not use this work for commercial purposes.

With the understanding that:

• **Waiver** — Any of the above conditions can be waived if you get permission from the copyright holder.
• **Public Domain** — Where the work or any of its elements is in the public domain under applicable law, that status is in no way affected by the license.
• **Other Rights** — In no way are any of the following rights affected by the license:
  • Your fair dealing or fair use rights, or other applicable copyright exceptions and limitations;
  • The author's moral rights;
  • Rights other persons may have either in the work itself or in how the work is used, such as publicity or privacy rights.

**Notice** — For any reuse or distribution, you must make clear to others the license terms of this work.

**Jürgen (Guerito)** — *(Summon Nature's Ally)*
**Pamela Jordaan** — *(Flame Arrow)*
**Mike Webkist** — *(Glyph of Warding)*

**Creative Commons Attribution-Noncommercial-ShareAlike-2.0 Generic License**

You are free:

• **to Share** — to copy, distribute and transmit the work
• **to Remix** — to adapt the work

Under the following conditions:

• **Attribution** — You must attribute the work in the manner specified by the author or licensor (but not in any way that suggests that they endorse you or your use of the work).
• **Noncommercial** — You may not use this work for commercial purposes.
• **Share Alike** — If you alter, transform, or build upon this work, you may distribute the resulting work only under the same or similar license to this one.

With the understanding that:

• **Waiver** — Any of the above conditions can be waived if you get permission from the copyright holder.
• **Other Rights** — In no way are any of the following rights affected by the license:
  • Your fair dealing or fair use rights, or other applicable copyright exceptions and limitations;
  • The author's moral rights;
  • Rights other persons may have either in the work itself or in how the work is used, such as publicity or privacy rights.

**Notice** — For any reuse or distribution, you must make clear to others the license terms of this work.

**Auntie P** — *(Symbol of Persuasion)*
**John Curley** — [www.johncurleyphotography.com](http://www.johncurleyphotography.com) — *(Scintillating Pattern)*
**František Fuka** — [www.fuxoft.cz](http://www.fuxoft.cz) — *(Dancing Lights)*
Creative Commons Attribution-ShareAlike - 2.0 Generic License

You are free:

- to Share — to copy, distribute and transmit the work
- to Remix — to adapt the work

Under the following conditions:

- Attribution — You must attribute the work in the manner specified by the author or licensor (but not in any way that suggests that they endorse you or your use of the work).
- Share Alike — If you alter, transform, or build upon this work, you may distribute the resulting work only under the same or similar license to this one.

With the understanding that:

- Waiver — Any of the above conditions can be waived if you get permission from the copyright holder.
- Public Domain — Where the work or any of its elements is in the public domain under applicable law, that status is in no way affected by the license.
- Other Rights — In no way are any of the following rights affected by the license:
  - Your fair dealing or fair use rights, or other applicable copyright exceptions and limitations;
  - The author's moral rights;
  - Rights other persons may have either in the work itself or in how the work is used, such as publicity or privacy rights.

Notice — For any reuse or distribution, you must make clear to others the license terms of this work.

Craig Dugas – www.inspiredeats.com – (Wind Wall)

Creative Commons Attribution-Noncommercial- ShareAlike – 2.5 Sweden License

You are free:

- to Share — to copy, distribute and transmit the work
- to Remix — to adapt the work

Under the following conditions:

- Attribution — You must attribute the work in the manner specified by the author or licensor (but not in any way that suggests that they endorse you or your use of the work).
- Noncommercial — You may not use this work for commercial purposes.
• **Share Alike** — If you alter, transform, or build upon this work, you may distribute the resulting work only under the same or similar license to this one.

With the understanding that:

• **Waiver** — Any of the above conditions can be waived if you get permission from the copyright holder.
• **Other Rights** — In no way are any of the following rights affected by the license:
  • Your fair dealing or fair use rights, or other applicable copyright exceptions and limitations;
  • The author's moral rights;
  • Rights other persons may have either in the work itself or in how the work is used, such as publicity or privacy rights.

**Notice** — For any reuse or distribution, you must make clear to others the license terms of this work.

Ivana Rezek – [www.ivanarezek.com](http://www.ivanarezek.com) – (Telepathic Bond)

Creative Commons Attribution-Noncommercial-No Derivative Works – 3.0 Unported License

You are free:

• to **Share** — to copy, distribute and transmit the work

Under the following conditions:

• **Attribution** — You must attribute the work in the manner specified by the author or licensor (but not in any way that suggests that they endorse you or your use of the work).
• **Noncommercial** — You may not use this work for commercial purposes.
• **No Derivative Works** — You may not alter, transform, or build upon this work.

With the understanding that:

• **Waiver** — Any of the above conditions can be waived if you get permission from the copyright holder.
• **Public Domain** — Where the work or any of its elements is in the public domain under applicable law, that status is in no way affected by the license.
• **Other Rights** — In no way are any of the following rights affected by the license:
  • Your fair dealing or fair use rights, or other applicable copyright exceptions and limitations;
  • The author's moral rights;
  • Rights other persons may have either in the work itself or in how the work is used, such as publicity or privacy rights.

**Notice** — For any reuse or distribution, you must make clear to others the license terms of this work.

Advent Studios – (Cover, Card Backs)
Caedwyr Publishing – (Pathfinder Spell Cards)
Creative Commons Attribution-ShareAlike - 3.0 Unported License

You are free:

- to Share — to copy, distribute and transmit the work
- to Remix — to adapt the work

Under the following conditions:

- Attribution — You must attribute the work in the manner specified by the author or licensor (but not in any way that suggests that they endorse you or your use of the work).
- Share Alike — If you alter, transform, or build upon this work, you may distribute the resulting work only under the same or similar license to this one.

With the understanding that:

- Waiver — Any of the above conditions can be waived if you get permission from the copyright holder.
- Public Domain — Where the work or any of its elements is in the public domain under applicable law, that status is in no way affected by the license.
- Other Rights — In no way are any of the following rights affected by the license:
  - Your fair dealing or fair use rights, or other applicable copyright exceptions and limitations;
  - The author's moral rights;
  - Rights other persons may have either in the work itself or in how the work is used, such as publicity or privacy rights.

Notice — For any reuse or distribution, you must make clear to others the license terms of this work.

Alejandro Mollá Consuelo – (Entropic Shield)
Vera Gentinetta – (Touch of Fatigue)
George Grie – (Control Water, Major Image, Permanent Image, Programmed Image)
Manuel Dominguez Guerra – (Move Earth)
redheadstock – redheadstock.deviantart.com – (Arcane Mark)
Nobu Tamura – (Summon Nature's Ally II)
Trine – www.trine-thegame.com – (Detect Magic)

Creative Commons Attribution-NonCommercial-ShareAlike - 3.0 Unported License

You are free:

- to Share — to copy, distribute and transmit the work
- to Remix — to adapt the work

Under the following conditions:

- Attribution — You must attribute the work in the manner specified by the author or licensor (but not in any way that suggests that they endorse you or your use of the work).
- Noncommercial — You may not use this work for commercial purpose
- Share Alike — If you alter, transform, or build upon this work, you may distribute the resulting work only under the same or similar license to this one.

With the understanding that:

- Waiver — Any of the above conditions can be waived if you get permission from the copyright holder.
• **Public Domain** — Where the work or any of its elements is in the public domain under applicable law, that status is in no way affected by the license.

• **Other Rights** — In no way are any of the following rights affected by the license:
  • Your fair dealing or fair use rights, or other applicable copyright exceptions and limitations;
  • The author’s moral rights;
  • Rights other persons may have either in the work itself or in how the work is used, such as publicity or privacy rights.

**Notice** — For any reuse or distribution, you must make clear to others the license terms of this work.

*Daynal Institute* — [www.institute.daynal.org](http://www.institute.daynal.org) — (Heal)

**Public Domain – Canada**

The public domain is an intellectual property designation for the range of content that is not owned or controlled by anyone. These materials are public property, and available for anyone to use freely (the "right to copy"[1]) for any purpose.

In Canada a piece of art enters the Public Domain 50 years after the death of the artist.

According to s. 9(2), the copyright duration of foreign works generally follow the Rule of the shorter term except in the case of NAFTA countries (i.e. USA and Mexico). Works from NAFTA countries follow the Canadian duration rule.

*Ivan Konstantinovich Aivazovsky* (1817-1900) — (Project Image)
*Peter Nicolai Arbo* (1831–1892) — (Restoration-Lesser)
*Giuseppe Arcimboldo* (1527–1593) — (Liveoak, Minor Creation, Polymorph Any Object)
*John James Audubon* (1785–1851) — (Owl’s Wisdom-Mass)
*Wright Barker* (1864–1941) — (Hold Monster-Mass)
*William Blake* (1757-1827) — (Cloak of Chaos, Gate, Gentle Repose, Globe of Invulnerability, Sanctuary, Sunburst, Symbol of Sleep)
*Giotto di Bondone* (1267–1337) — (Create Water)
*Giorgio Bonola* (1657–1700) — (Cure Disease)
*Hieronymus Bosch* (1450–1516) — (Inflict Serious Wounds)
*Pieter Bruegel the Elder* (1525–1569) — (Antilife Shell)
*Ippitsusai Buncho* (1485–1548) — (Fire Shield)
*Edward Coley Burne-Jones* (1833–1898) — (Ventriloquism, Wall of Thorns)
*Toyohara Chikanobu* (1838–1912) — (Fire Trap, Speak with Dead)
*Steve Clabuesch* — photolibrary.usap.gov (Wall of Ice)
*Thomas Cole* (1801–1848) — (Dimension Door, Magic Aura)
*John Constable* (1776–1837) — (Control Weather, Displacement, See Invisibility)
*John Singleton Copley* (1738–1815) — (Helping Hand)
*José Villegas Cordero* (1844–1921) — (Contingency)
*Jean Désiré Gustave Courbet* (1819–1877) — (Detect Animals or Plants)
*Walter Crane* (1845–1915) — (Mind Fog, Secret Chest)
*Ferdinand Victor Eugène Delacroix* (1798–1863) — (Waves of Fatigue)
*Lucien Lévy-Dhurmer* (1865–1953) — (Repel Wood)
Paul Gustave Doré (1832-1883) – (Hold Person, True Resurrection)
Dosso Dossi (1490-1542) – (Permenancy)
Herbert James Draper (1863-1920) – (Stabilize)
Edmund Dulac (1882-1953) – (Blink, Elemental Body II, Magic Jar, Minor Image, Shield Other, Sympathy)
Pavel Nikolayevich Filonov (1883-1941) – (Color Spray, Prismatic Wall)
Melozzo da Forli (1438-1494) – (Summon Instrument)
Frater Francke (1380-1440) – (Wall of Stone)
Caspar David Friedrich (1774-1840) – (Blight, Hallow, Obscuring Mist, Prismatic Sphere)
Johann Heinrich Füssli (1741-1825) – (Align Weapon, Daze Monster, Scrying-Greater, Silence, Trap the Soul)
Eugène Henri Paul Gauguin (1848-1903) – (Detect Snakes and Pits)
Jean Ignace Isidore Gérard (JJ Grandville) (1780-1847) – (Rainbow Pattern)
Jean-Léon Gérôme (1824-1904) – (Simulacrum, Stone to Flesh)
Giorgione (1477-1510) – (Clone)
Warwick Goble (1862-1943) – (Feather Fall, Fly, Water Walk)
Sigismund Christian Hubert Goetze (1866-1939) – (Cure Moderate Wounds-Mass)
Vincent Willem van Gogh (1853-1890) – (Disguise Self, Shadow Walk)
Francisco José de Goya y Lucientes (1746-1828) – (Detect Thoughts, Flare, Giant Form II, Misdirection, Planar Ally, Shades, Shillelagh)
El Greco (1541-1614) – (Consecrete, Remove Blindness/Deafness, Zone of Truth)
Mathis Gothart Grünewald (1470-1528) – (Guidance, Holy Word, Protection from Good)
Dudley Hardy (1866-1922) – (Elemental Body I)
Kawase Hasui (1883-1957) – (Ice Storm)
M. Hayes – (Animal Trance)
Martin Johnson Heade (1819-1904) – (Silent Image)
Bernard Higham (1817-1919) – (Web)
Robert Alexander Hillingford (1825-1904) – (Restoration-Greater)
Ando Hiroshige (1797-1858) – (Claraudience/Clairvoyance)
Ferdinand Hodler (1853 –1918) – (Persistent Image, Tree Shape)
Katsushika Hokusai (1765-1849) – (Blasphemy, Cause Fear, Heroism, Scare)
Edward Robert Hughes (1851-1914) – (Antimagic Field, Bless Weapon)
Simon David Hutchinson – (Planar Binding-Lesser)
Louis Janmot (1814-1892) – (Ressurection)
Geertgen tot Sint Jans (1460-1488) – (Ray of Exhaustion)
Frans Francken der Jüngere (1581-1642) – (Summon Monster Summoning Chart (Table 10-1))
Wassily Kandinsky (1866-1944) – (Confusion, Nightmare, Weird)
Angelica Katharina Kauffmann (1741-1807) – (Dictum)
Ferdinand Keller (1842-1922) – (Antipathy)
Ferdinand van Kessel (1648-1696) – (Heroes’ Feast)
Max Klinger (1857-1920) – (Darkness, Inflict Moderate Wounds)
Johann Christoph Kolb (1680-1743) – (Eagle’s Splendor)
Johann Peter Krafft (1780-1856) – (Halt Undead)
Toyohara Kunichika (1835-1900) – (Beast Shape III)
Utagawa Kunisada (1786-1865) – (Gaseous Form)
Giovanni Lanfranco (1582-1647) – (Cure Light Wounds)
Lascaux Cave Paintings (15,000 BCE) – (Bull’s Strength-Mass)
Henri Fantin-Latour (1836-1904) – (Blur)
Edmund Blair Leighton (1853-1922) – (Message)
Frederic Leighton (1830-1896) – (Virtue)
Hans Leu the Elder (1460-1510) – (Lullaby)
Lorenzo Lotto (1480-1556) – (Cure Critical Wounds-Mass)
Daniel Maclise (1806-1870) – (Protection from Chaos)
Jacek Malczewski (1854-1929) – (Slay Living, Status)
Jan Mandyn (1500-1559) – (Legend Lore)
Andrea Mantegna (1431-1506) – (Mnemonic Enhancer)
John Martin (1789-1854) – (Destruction)
Girolamo Francesco Maria Mazzola (Parmigianino) (1503-1540) – (Polymorph)
Adolph Friedrich Erdmann von Menzel (1815-1905) – (Veil)
Michelangelo (1475-1564) – (Inflict Light Wounds, Mass, Reverse Gravity)
Claude Monet (1840-1926) – (Obscure Object)
Gustave Moreau (1826-1898) – (Bestow Curse, Calm Emotions, Daze, Discern Lies, Heroism-Greater, Hypnotism, Invisibility Purge, Pass Without Trace, Speak with Animals, Suggestion-Mass, Unseen Servant, Waves of Exhaustion)
Alphonse Maria Mucha (1860-1939) – (Dimensional Lock, Mage's Lucubration)
Edward Munch (1863-1944) – (Fear)
Caspar Netscher (1639-1684) – (Poison)
Kay Nielsen (1886-1957) – (Illusory Wall, Protection from Spells)
Ida Rentoul Outhwaite (1888-1960) – (Resilient Sphere, Summon Nature's Ally III)
Maxfield Parrish (1870-1966) – (Dream, Enlarge Person-Mass, Stoneskin)
Edward John Poynter (1836-1919) – (Power Word Stun)
Gaetano Previati (1852-1920) – (Detect Good, Temporal Stasis)
Pierre-Paul Prud'hon (1758-1823) – (Mark of Justice)
Witold Pruszkowski (1846-1896) – (Dimensional Anchor)
Raffaello Sanzio da Urbino (Raphael) (1483-1520) – (Passwall, Protection from Arrows, Spell Immunity, True Strike)
José de Ribera (1591-1652) – (False Life, Inflict Light Wounds)
Rembrandt Harmenszoon van Rijn (1606-1669) – (Atonement, Blindness/Deafness, Erase, Raise Dead, Secret Page, Sending, Teleport-Greater)
Salvator Rosa (1615-1673) – (Detect Evil)
Dante Gabriel Rossetti (1828-1882) – (Acid Arrow, Bless Water)
Henri Rousseau (1844-1910) – (Calm Animals)
Peter Paul Rubens (1577-1640) – (Create Food and Water, Magic Stone, Magic Vestment, Magic Weapon-Greater, Touch of Idiocy)
John Singer Sargent (1856-1925) – (Spike Stones)
Friedrich Wilhelm Schadow (1789-1862) – (Charm Monster-Mass)
Egon Schiele (1890-1918) – (Enervation)
Carl Friedrich Schinkel (1781-1841) – (Deeper Darkness, Order's Wrath)
Charles Spencelayh (1857-1958) – (Mending)
Spettro84 – (Mage's Faithful Hound)
John Roddam Spencer Stanhope (1829-1908) – (Cure Light Wounds-Mass)
Virginia Frances Sterrett (1900-1931) – (Wall of Iron)
Wilhelm I Steuerwaldt (1791-1863) – (Hold Portal)
Sebastian Stoskopff (1597-1657) – (Goodberry)
Franz von Stuck (1863-1928) – (Blade Barrier)
William Holmes Sullivan (1870-1908) – (Reduce Person-Mass)
Arthur Fitzwilliam Tait (1819-1905) – (Snare)
Henry Herbert La Thangue (1859 - 1929) – (Plant Growth)
Tintoretto (1518-1594) – (Cure Serious Wounds-Mass)
James Jacques Joseph Tissot (1836-1902) – (Astral Projection, Death Ward)
Jan Toorop (1858-1928) – (Transmute Metal to Wood)
Joseph Mallord William Turner (1775-1851) – (Daylight, Death Knell, Solid Fog, Tiny Hut)

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


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

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

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

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

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

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

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

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

Philipps Wouwerman (1619-1668) – (Mount)

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