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# Pathfinder Reference Document PDF

« For that game we all know and love »

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# Preamble

## 0.1 Todo stuff

- Make font size slightly smaller in general. \* Reduced to 9.5
- Overhanging table titles (is it possible in  $\LaTeX$ )
- Proper cross-references
- A bunch of Chapter 12 is missing — rationalise against the PRD
- Create  $\LaTeX$  commands for things items and spells.
- Find a table expert with multicolumn experience
- Balancing an end-of-chapter two-column layer
- LaTeXLint

# Chapter 1:

# Spells

## 1.1 Spell Lists

## 1.2 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<sup>M</sup>:** 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.

## 1.3 Spells

### 1st Level

#### Alarm

**School** abjuration; **Level** bard 1, ranger 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, F/DF (a tiny bell and a piece of very fine silver wire)

**Range** close (25 ft. + 5 ft./2 levels)

**Area** 20-ft.-radius emanation centered on a point in space

**Duration** 2 hours/level (D)

**Saving Throw** none; **Spell Resistance** no

*Alarm* creates a subtle ward on an area you select. Once the spell effect is in place, it thereafter sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the *alarm*. You decide at the time of casting whether the *alarm* will be mental or audible in nature.

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

*Audible Alarm*: An audible *alarm* produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall.

In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a *silence* spell cannot hear the ringing.

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

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

### Animal Messenger

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 2, druid 2, ranger 1

**Casting Time** 1 minute

**Components** V, S, M (a morsel of food the animal likes)

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one Tiny animal

**Duration** 1 day/level

**Saving Throw** none; see text; **Spell Resistance** yes

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach a small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities. During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The

intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he doesn't know, for example).

### Calm Animals

**School** enchantment (compulsion) [mind-affecting]; **Level** druid 1, ranger 1

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** animals within 30 ft. of each other

**Duration** 1 min./level

**Saving Throw** Will negates; **Spell Resistance** yes

This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of HD of animals you can affect is equal to 2d4 + caster level.

The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

### Charm Animal

**School** enchantment (charm) [mind-affecting]; **Level** druid 1, ranger 1

**Target** one animal

This spell functions like *charm person*, except that it affects a creature of the animal type.

### Delay Poison

**School** conjuration (healing); **Level** bard 2, cleric 2, druid 2, paladin 2, ranger 1

**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)

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. *Delay poison* does not cure any damage that poison may have already done.

### Detect Animals or Plants

**School** divination; **Level** druid 1, ranger 1

**Casting Time** 1 standard action

**Components** V, S

**Range** long (400 ft. + 40 ft./level)

**Area** cone-shaped emanation

**Duration** concentration, up to 10 min./level (D)

**Saving Throw** none; **Spell Resistance** no

You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant.

*1st Round:* Presence or absence of that kind of animal or plant in the area.

*2nd Round:* Number of individuals of the specified kind in the area and the condition of the healthiest specimen.

*3rd Round:* The condition (see below) and location of each individual present. If an animal or a plant is outside your line of sight, then you discern its direction but not its exact location.

*Conditions:* For purposes of this spell, the categories of condition are as follows:

Normal: Has at least 90Fair: 30Poor: Less than 30Weak: 0 or fewer hit points remaining, afflicted with a disease that has reduced an ability score to 5 or less, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Each round you can turn to detect a kind of animal or plant in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

### Detect Snares and Pits

**School** divination; **Level** druid 1, ranger 1

**Casting Time** 1 standard action

**Components** V, S

**Range** 60 ft.

**Area** cone-shaped emanation

**Duration** concentration, up to 10 min./level (D)

**Saving Throw** none; **Spell Resistance** no

You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

*Detect snares and pits* does detect certain natural hazards—quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). It does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring; see the spell *snare*), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long you study a particular area.

*1st Round:* Presence or absence of hazards.

*2nd Round:* Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its

direction but not its exact location.

*Each Additional Round:* The general type and trigger for one particular hazard closely examined by you.

Each round, you can turn to examine a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

### Endure Elements

**School** abjuration; **Level** cleric 1, druid 1, paladin 1, ranger 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 24 hours

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

A creature protected by *endure elements* suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between –50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

*Endure elements* doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

### Entangle

**School** transmutation; **Level** druid 1, ranger 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** long (400 ft. + 40 ft./level)

**Area** plants in a 40-ft.-radius spread

**Duration** 1 min./level (D)

**Saving Throw:** Reflex partial; see text; **Spell Resistance:** no

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

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

## Hide from Animals

**School** abjuration; **Level** druid 1, ranger 1  
**Casting Time** 1 standard action  
**Components** S, DF  
**Range** touch  
**Targets** one creature touched/level  
**Duration** 10 min./level (D)  
**Saving Throw** Will negates (harmless); **Spell Resistance** yes  
Animals cannot sense the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, 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.

## Jump

**School** transmutation; **Level** druid 1, ranger 1, sorcerer/wizard 1  
**Casting Time** 1 standard action  
**Components** V, S, M (a grasshopper's hind leg)  
**Range** touch  
**Target** creature touched  
**Duration** 1 min./level (D)  
**Saving Throw** Will negates (harmless); **Spell Resistance** yes  
The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

## Longstrider

**School** transmutation; **Level** druid 1, ranger 1  
**Casting Time** 1 standard action  
**Components** V, S, M (a pinch of dirt)  
**Range** personal  
**Target** you  
**Duration** 1 hour/level (D)  
This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

## Magic Fang

**School** transmutation; **Level** druid 1, ranger 1  
**Casting Time** 1 standard action  
**Components** V, S, DF  
**Range** touch  
**Target** living creature touched  
**Duration** 1 min./level  
**Saving Throw** Will negates (harmless); **Spell Resistance**

yes (harmless)  
*Magic fang* gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage. *Magic fang* can be made permanent with a *permanency* spell.  
**Magic Fang, Greater**  
**School** transmutation; **Level** druid 3, ranger 3  
**Range** close (25 ft. + 5 ft./2 levels)  
**Target** one living creature  
**Duration** 1 hour/level  
This spell functions like *magic fang*, except that the enhancement bonus on attack and damage rolls is +1 per four caster levels (maximum +5). This bonus does not allow a natural weapon or unarmed strike to bypass damage reduction aside from magic.  
Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level).  
*Greater magic fang* can be made permanent with a *permanency* spell.

## Pass without Trace

**School** transmutation; **Level** druid 1, ranger 1  
**Casting Time** 1 standard action  
**Components** V, S, DF  
**Range** touch  
**Targets** one creature/level touched  
**Duration** 1 hour/level (D)  
**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)  
The subject or subjects of this spell do not leave footprints or a scent trail while moving. Tracking the subjects is impossible by nonmagical means.

## Read Magic

**School** divination; **Level** bard 0, cleric 0, druid 0, paladin 1, ranger 1, sorcerer/wizard 0  
**Casting Time** 1 standard action  
**Components** V, S, F (a clear crystal or mineral prism)  
**Range** personal  
**Target** you  
**Duration** 10 min./level  
You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of *read magic*. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a *glyph of warding* with a DC 13 Spellcraft check,

a *greater glyph of warding* with a DC 16 Spellcraft check, or any *symbol* spell with a Spellcraft check (DC 10 + spell level).

*Read magic* can be made permanent with a *permanency* spell.

## Resist Energy

**School** abjuration; **Level** cleric 2, druid 2, paladin 2, ranger 1, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** 10 min./level

**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

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

*Resist energy* absorbs only damage. The subject could still suffer unfortunate side effects.

*Resist energy* overlaps (and does not stack with) *protection from energy*. If a character is warded by *protection from energy* and *resist energy*, the *protection* spell absorbs damage until its power is exhausted.

## Speak with Animals

**School** divination; **Level** bard 3, druid 1, ranger 1

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 min./level

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

## 2nd Level

### Barkskin

**School** transmutation; **Level** druid 2, ranger 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** living creature touched

**Duration** 10 min./level

**Saving Throw** none; **Spell Resistance** yes (harmless)

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

The enhancement bonus provided by *barkskin* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

### Bear's Endurance

**School** transmutation; **Level** cleric 2, druid 2, ranger 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M/DF (a few hairs, or a pinch of dung, from a bear)

**Range** touch

**Target** creature touched

**Duration** 1 min./level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes

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.

**Bear's Endurance, Mass**

**School** transmutation; **Level** cleric 6, druid 6, sorcerer/wizard 6

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one creature/level, no two of which can be more than 30 ft. apart

*Mass bear's endurance* works like *bear's endurance*, except that it affects multiple creatures.

### Cat's Grace

**School** transmutation; **Level** bard 2, druid 2, ranger 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (pinch of cat fur)

**Range** touch

**Target** creature touched

**Duration** 1 min./level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to



Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

#### **Cat's Grace, Mass**

**School** transmutation; **Level** bard 6, druid 6, sorcerer/wizard 6

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one creature/level, no two of which can be more than 30 ft. apart

This spell functions like *cat's grace*, except that it affects multiple creatures.

#### **Cure Light Wounds**

**School** conjuration (healing); **Level** bard 1, cleric 1, druid 1, paladin 1, ranger 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** instantaneous

**Saving Throw** Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

#### **Cure Light Wounds, Mass**

**School** conjuration (healing); **Level** bard 5, cleric 5, druid 6

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one creature/level, no two of which can be more than 30 ft. apart

**Duration** instantaneous

**Saving Throw** Will half (harmless) or Will half; see text;

**Spell Resistance** yes (harmless) or yes; see text

You channel positive energy to cure 1d8 points of damage + 1 point per caster level (maximum +25) on each selected creature. Like other *cure* spells, *mass cure light wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

#### **Hold Animal**

**School** enchantment (compulsion) [mind-affecting]; **Level** druid 2, ranger 2

**Components:** V, S

**Target** one animal

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

#### **Protection from Energy**

**School** abjuration; **Level** cleric 3, druid 3, ranger 2, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** 10 min./level or until discharged

**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

*Protection from energy* grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

*Protection from energy* overlaps (and does not stack with) *resist energy*. If a character is warded by *protection from energy* and *resist energy*, the *protection* spell absorbs damage until its power is exhausted.

#### **Snare**

**School** transmutation; **Level** druid 3, ranger 2

**Casting Time** 3 rounds

**Components** V, S, DF

**Range** touch

**Target** touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level

**Duration** Until triggered or broken

**Saving Throw** none; **Spell Resistance** no

This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast *snare* upon it, the cordlike object blends with its surroundings (DC 23 Perception check for a character with the trapfinding ability to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle. If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend, straightening when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled.

The snare is magical. To escape, a trapped creature must make a DC 23 Escape Artist check or a DC 23 Strength check that is a full-round action. The snare has AC 7 and 5 hit points. A successful escape from the snare breaks the loop and ends the spell.

The snare is magical. To escape, a trapped creature must make a DC 23 Escape Artist check or a DC 23 Strength check that is a full-round action. The snare has AC 7 and 5 hit points. A successful escape from the snare breaks the loop and ends the spell.

#### **Speak with Plants**

**School** divination; **Level** bard 4, druid 3, ranger 2

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 min./level

You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them. A normal plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly, it may do some favor or service for you.

### Spike Growth

**School** transmutation; **Level** druid 3, ranger 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** medium (100 ft. + 10 ft./level)

**Area** one 20-ft. square/level

**Duration** 1 hour/level (D)

**Saving Throw** Reflex partial; **Spell Resistance** yes

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance.

In areas of bare earth, roots and rootlets act in the same way. Typically, *spike growth* can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by half. This speed penalty lasts for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC. Magic traps are hard to detect. A rogue (only) can use the Perception skill to find a *spike growth*. The DC is 25 + spell level, or DC 28 for *spike growth* (or DC 27 for *spike growth* cast by a ranger). *Spike growth* can't be disabled with the Disable Device skill.

### Wind Wall

**School** evocation [air]; **Level** cleric 3, druid 3, ranger 2, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M/DF (a tiny fan and an exotic feather)

**Range** medium (100 ft. + 10 ft./level)

**Effect** wall up to 10 ft./level long and 5 ft./level high (S)

**Duration** 1 round/level

**Saving Throw** none; see text; **Spell Resistance** yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a *wind wall*. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% chance of missing. While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square *wind walls* to enclose specific points.

### 3rd level

#### Command Plants

**School** transmutation; **Level** druid 4, ranger 3

**Casting Time** 1 standard action

**Components** V

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart

**Duration** 1 day/level

**Saving Throw** Will negates; **Spell Resistance** yes

This spell allows you some degree of control over one or more plant creatures. Affected plant creatures can understand you, and they perceive your words and actions in the most favorable way (treat their attitude as friendly). They will not attack you while the spell lasts. You can try to give a subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

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

#### Cure Moderate Wounds

**School** conjuration (healing); **Level** bard 2, cleric 2, druid 3, paladin 3, ranger 3

This spell functions like *cure light wounds*, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

#### Cure Moderate Wounds, Mass

**School** conjuration (healing); **Level** bard 6, cleric 6, druid 7

This spell functions like *mass cure light wounds*, except that it cures 2d8 points of damage + 1 point per caster level (maximum +30).

## Darkvision

**School** transmutation; **Level** ranger 3, sorcerer/wizard 2  
**Casting Time** 1 standard action

**Components** V, S, M (either a pinch of dried carrot or an agate)

**Range** touch

**Target** creature touched

**Duration** 1 hour/level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight.

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

## Diminish Plants

**School** transmutation; **Level** druid 3, ranger 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** see text

**Target or Area** see text

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

This spell has two versions.

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

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter-circle. You may also designate portions of the area that are not affected.

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

This spell has no effect on plant creatures.

## Neutralize Poison

**School** conjuration (healing); **Level** bard 4, cleric 4, druid 3, paladin 4, ranger 3

**Casting Time** 1 standard action

**Components** V, S, M/DF (charcoal)

**Range** touch

**Target** creature or object of up to 1 cu. ft./level touched

**Duration** instantaneous or 10 min./level; see text

**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster

level check (1d20 + caster level) against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

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

## Plant Growth

**School** transmutation; **Level** druid 3, ranger 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** see text

**Target or Area** see text

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

*Plant growth* has different effects depending on the version chosen.

*Overgrowth*: This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines, and so on) within long range (400 feet + 40 feet per caster level) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect. If this spell is cast on an area that is already affected by any spell or effect that enhances plants, such as *entangle* or *wall of thorns*, any DC involved with these spells is increased by 4. This bonus is granted for 1 day after the casting of *plant growth*.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle. You may designate places within the area that are not affected.

*Enrichment*: This effect targets plants within a range of a half-mile, raising their potential productivity over the course of the next year to one-third above normal.

*Plant growth* counters *diminish plants*.

This spell has no effect on plant creatures.

## Reduce Animal

**School** transmutation; **Level** druid 2, ranger 3

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** one willing animal of Small, Medium, Large, or Huge size

**Duration** 1 hour/level (D)

**Saving Throw** none; **Spell Resistance** no

This spell 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 (see Equipment how to adjust damage for size).

### Tree Shape

**School** transmutation; **Level** druid 2, ranger 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 hour/level (D)

This spell allows you to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The exact type of tree, as well as its appearance, is completely under your control. Even the closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a *detect magic* spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you. You can dismiss *tree shape* as a free action (instead of as a standard action).

### Water Walk

**School** transmutation [water]; **Level** cleric 3, ranger 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Targets** one touched creature/level

**Duration** 10 min./level (D)

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

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

### 4th level

#### Animal Growth

**School** transmutation; **Level** druid 5, ranger 4, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Target** one animal (Gargantuan or smaller)

**Duration** 1 min./level

**Saving Throw** Fortitude negates; **Spell Resistance** yes

The target animal grows to twice its normal size and eight times its normal weight. This alteration changes the animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit points per HD), and imposes a -2 size penalty to Dexterity. The creature's existing natural armor bonus increases by 2. The size change also affects the animal's modifier to AC, attack rolls, and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by the animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment.

Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size.

The spell gives no means of command over an enlarged animal.

Multiple magical effects that increase size do not stack.

#### Commune with Nature

**School** divination; **Level** druid 5, ranger 4

**Casting Time** 10 minutes

**Components** V, S

**Range** personal

**Target** you

**Duration** instantaneous

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings—caves, caverns, and the like—the spell is less powerful, and its radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or

settlement, such as in dungeons and towns.

### Cure Serious Wounds

**School** conjuration (healing); **Level** bard 3, cleric 3, druid 4, paladin 4, ranger 4

This spell functions like *cure light wounds*, except that it cures 3d8 points of damage + 1 point per caster level (maximum +15).

### Cure Serious Wounds, Mass

**School** conjuration (healing); **Level** cleric 7, druid 8

This spell functions like *mass cure light wounds*, except that it cures 3d8 points of damage + 1 point per caster level (maximum +35).

### Freedom of Movement

**School** abjuration; **Level** bard 4, cleric 4, druid 4, ranger 4

**Casting Time** 1 standard action

**Components** V, S, M (a leather strip bound to the target), DF

**Range** personal or touch

**Target** you or creature touched

**Duration** 10 min./level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

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

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

### Nondetection

**School** abjuration; **Level** ranger 4, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (diamond dust worth 50 gp)

**Range** touch

**Target** creature or object touched

**Duration** 1 hour/level

**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

The warded creature or object becomes difficult to detect by divination spells such as *clairaudience/clairvoyance*, *locate object*, and *detect* spells. *Nondetection* also prevents location by such magic items as *crystal balls*. If a divination is

attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast *nondetection*. If you cast *nondetection* on yourself or on an item currently in your possession, the DC is 15 + your caster level.

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

### Tree Stride

**School** conjuration (teleportation); **Level** druid 5, ranger 4

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 hour/level or until expended; see text

When you cast this spell, you gain the ability to step into a tree, magically infusing yourself with the plant. Once within a tree, you can teleport from that particular tree to another tree. The trees you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

You may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action.

You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

### Summon Nature's Ally I

**School** conjuration (summoning); **Level** druid 1, ranger 1

**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 immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

A summoned monster cannot summon or otherwise conjure

another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (such as *wish*).

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

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

#### Summon Nature's Ally II

**School** conjuration (summoning); **Level** druid 2, ranger 2

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

#### Summon Nature's Ally III

**School** conjuration (summoning) [see text]; **Level** druid 3, ranger 3

This spell functions like *summon nature's ally I*, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.

#### Summon Nature's Ally IV

**School** conjuration (summoning) [see text]; **Level** druid 4, ranger 4

This spell functions like *summon nature's ally I*, except that you can summon one 4th-level creature, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

#### Summon Nature's Ally V

**School** conjuration (summoning) [see text]; **Level** druid 5

This spell functions like *summon nature's ally I*, except that you can summon one 5th-level creature, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

#### Summon Nature's Ally VI

**School** conjuration (summoning) [see text]; **Level** druid 6

This spell functions like *summon nature's ally I*, except that you can summon one 6th-level creature, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

#### Summon Nature's Ally VII

**School** conjuration (summoning) [see text]; **Level** druid 7

This spell functions like *summon nature's ally I*, except that you can summon one 7th-level creature, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

#### Summon Nature's Ally VIII

**School** conjuration (summoning) [see text]; **Level** druid 8

This spell functions like *summon nature's ally I*, except

that you can summon one 8th-level creature, 1d3 7th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

#### Summon Nature's Ally IX

**School** conjuration (summoning) [see text]; **Level** druid 9

This spell functions like *summon nature's ally I*, except that you can summon one 9th-level creature, 1d3 8th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

### Summon Nature's Ally

1st Level	Subtype
Dire rat	—
Dog	—
Dolphin	—
Eagle	—
Giant centipede	—
Fire beetle	—
Mite (gremlin)	—
Poisonous frog	—
Pony (horse)	—
Stirge	—
Viper (snake)	—
2nd Level	Subtype
Ant, giant (worker)	—
Elemental (Small)	Elemental
Giant frog	—
Giant spider	—
Goblin Dog	—
Horse	—
Hyena	—
Octopus	—
Squid	—
Wolf	—
3rd Level	Subtype
Ant, giant (soldier)	—
Ape	—
Aurochs (herd animal)	—
Boar	—
Cheetah	—
Constrictor snake	—
Crocodile	—
Dire bat	—
Electric Eel	—
Giant crab	—

Leopard (cat)	—	Triceratops (dinosaur)	—
Monitor lizard	—	<b>7th Level</b>	<b>Subtype</b>
Shark	—	Brachiosaurus (dinosaur)	—
Wolverine	—	Dire crocodile	—
<b>4th Level</b>	<b>Subtype</b>	Dire shark	—
Ant, giant (drone)	—	Elemental (greater)	Elemental
Bison (herd animal)	—	Fire giant	Fire
Deinonychus (dinosaur)	—	Frost giant	Cold
Dire ape	—	Giant squid	—
Dire boar	—	Mastadon (elephant)	—
Dire wolf	—	Roc	—
Elemental (Medium)	Elemental	Tyrannosaurus (dinosaur)	—
Giant scorpion	—	<b>8th Level</b>	<b>Subtype</b>
Giant stag beetle	—	Cloud giant	Air
Giant wasp	—	Elemental (elder)	Elemental
Griffon	—	Purple worm	—
Grizzly bear	—	<b>9th Level</b>	<b>Subtype</b>
Lion	—	Pixie (w/irresistible dance and sleep arrows)	—
Mephit (any)	Elemental	Storm giant	—
Owlbear	—		
Pteranodon (dinosaur)	—		
Rhinoceros	—		
Satyr	—		
Tiger	—		
<b>5th Level</b>	<b>Subtype</b>		
Ankylosaurus (dinosaur)	—		
Cyclops	—		
Dire lion	—		
Dolphin (orca)	—		
Elemental (Large)	Elemental		
Ettin	—		
Giant moray eel	—		
Girallon	—		
Manticore	—		
Woolly rhinoceros	—		
<b>6th Level</b>	<b>Subtype</b>		
Bulette	—		
Dire bear	—		
Dire tiger	—		
Elasmosaurus (dinosaur)	—		
Elemental (Huge)	Elemental		
Elephant	—		
Giant octopus	—		
Hill giant	—		
Stegosaurus (dinosaur)	—		
Stone giant	Earth		

# Appendices



## Appendix A:

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