

## Spell Book for Aldimir

### Alarm

#### Abjuration

Level: Rgr 1; DC: 12; Comp: V, S, F/DF; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Area: 20-ft.-radius emanation centered on a point in space; Dur: 2 hours/level (D); SV: None; SR: No

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

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

**Audible Alarm:** An audible alarm produces the sound of a hand bell, and anyone within 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.

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

### Animal Messenger

#### Enchantment (Compulsion) [Mind-Affecting]

Level: Rgr 1; DC: 12; Comp: V, S, M; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Trg: One Tiny animal; Dur: One day/level; SV: None; see text; SR: Yes

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

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

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he or she doesn't know, for example).

**Material Component:** A morsel of food the animal likes.

### Calm Animals

#### Enchantment (Compulsion) [Mind-Affecting]

Level: Rgr 1; DC: 12; Comp: V, S; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Trg: Animals within 30 ft. of each other; Dur: 1 min./level; SV: Will negates; see text; SR: 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 Hit Dice of animals you can affect is equal to 2d4 + caster level. A dire animal or an animal trained to attack or guard is allowed a saving throw; other animals are not.

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

#### Enchantment (Charm) [Mind-Affecting]

Level: Rgr 1; DC: 12; Comp: V, S; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Trg: One animal; Dur: 1 hour/level; SV: Will negates; SR: Yes

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

### Delay Poison

#### Conjuration (Healing)

Level: Rgr 1; DC: 12; Comp: V, S, DF; CT: 1 standard action; Rng: Touch; Trg: Creature touched; Dur: 1 hour/level; SV: Fortitude negates (harmless); SR: 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

#### Divination

Level: Rgr 1; DC: 12; Comp: V, S; CT: 1 standard action; Rng: Long (400 ft. + 40 ft./level); Area: Cone-shaped emanation; Dur: Concentration, up to 10 min./level (D); SV: None; SR: 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 plant is outside your line of sight, then you discern its direction but not its exact location.

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

**Normal:** Has at least 90% of full normal hit points, free of disease.

**Fair:** 30% to 90% of full normal hit points remaining.

**Poor:** Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

**Weak:** 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

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

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

### Detect Poison

#### Divination

Level: Rgr 1; DC: 12; Comp: V, S; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Trg: One

creature, one object, or a 5-ft. cube; Dur:

Instantaneous; SV: None; SR: No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check.

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

#### Divination

Level: Rgr 1; DC: 12; Comp: V, S; CT: 1 standard action; Rng: 60 ft.; Area: Cone-shaped emanation; Dur: Concentration, up to 10 min./level (D); SV: None; SR: No

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

Detect snares and pits does detect certain natural hazards—quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous conditions. 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 detect snares and pits 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.

### Endure Elements

#### Abjuration

Level: Rgr 1; DC: 12; Comp: V, S; CT: 1 standard action; Rng: Touch; Trg: Creature touched; Dur: 24 hours; SV: Will negates (harmless); SR: 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

#### Transmutation

Level: Rgr 1; DC: 12; Comp: V, S, DF; CT: 1 standard action; Rng: Long (400 ft. + 40 ft./level); Area: Plants in a 40-ft.-radius spread; Dur: 1 min./level (D); SV: Reflex partial; see text; SR: No

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. A creature that succeeds on a Reflex save is not entangled but can

still move at only half speed through the area. Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement.

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

### Hide from Animals

Abjuration

Level: Rgr 1; DC: 12; Comp: S, DF; CT: 1 standard action; Rng: Touch; Trg: One creature touched/level; Dur: 10 min./level (D); SV: Will negates (harmless); SR: Yes

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

### Jump

Transmutation

Level: Rgr 1; DC: 12; Comp: V, S, M; CT: 1 standard action; Rng: Touch; Trg: Creature touched; Dur: 1 min./level (D); SV: Will negates (harmless); SR: Yes

The subject gets a +10 enhancement bonus on Jump checks. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

Material Component: A grasshopper's hind leg, which you break when the spell is cast.

### Longstrider

Transmutation

Level: Rgr 1; DC: 12; Comp: V, S, M; CT: 1 standard action; Rng: Personal; Trg: You; Dur: 1 hour/level (D)

This spell increases your base land speed by 10 feet. (This adjustment counts as an enhancement bonus.) It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Material Component: A pinch of dirt.

### Magic Fang

Transmutation

Level: Rgr 1; DC: 12; Comp: V, S, DF; CT: 1 standard action; Rng: Touch; Trg: Living creature touched; Dur: 1 min./level; SV: Will negates (harmless); SR: Yes (harmless)

Magic fang gives one natural weapon of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. (The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage.)

Magic fang can be made permanent with a permanency spell.

### Pass without Trace

Transmutation

Level: Rgr 1; DC: 12; Comp: V, S, DF; CT: 1 standard action; Rng: Touch; Trg: One creature/level touched; Dur: 1 hour/level (D); SV: Will negates (harmless); SR: Yes (harmless)

The subject or subjects can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible by nonmagical means.

### Read Magic

Divination

Level: Rgr 1; DC: 12; Comp: V, S, F; CT: 1 standard action; Rng: Personal; Trg: You; Dur: 10 min./level

By means of read magic, 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 scroll.

Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

Focus: A clear crystal or mineral prism.

### Resist Energy

Abjuration

Level: Rgr 1; DC: 12; Comp: V, S, DF; CT: 1 standard action; Rng: Touch; Trg: Creature touched; Dur: 10 min./level; SV: Fortitude negates (harmless); SR: Yes (harmless)

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

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

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

### Speak with Animals

Divination

Level: Rgr 1; DC: 12; Comp: V, S; CT: 1 standard action; Rng: Personal; Trg: You; Dur: 1 min./level

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

### Summon Nature's Ally I

Conjuration (Summoning)

Level: Rgr 1; DC: 12; Comp: V, S, DF; CT: 1 round; Rng: Close (25 ft. + 5 ft./2 levels); Effect: One summoned creature; Dur: 1 round/level (D); SV: None; SR: No

This spell summons a natural creature. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Nature's Ally table. 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.