

Dov, Hunter 17 – Spells

Create Water

Hunter 0

School conjuration (creation) [water]

Casting Time 1 action

Components V, S

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

Effect up to 2 gallons of water/level

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large - possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed.

Note: Conjunction spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Detect Magic

Hunter 0

School divination

Casting Time 1 action

Components V, S

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 min./level (D)

Saving Throw none; **Spell Resistance** no

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength - Duration of Lingering Aura

Faint - 1d6 rounds

Moderate - 1d6 minutes

Strong - 1d6 x 10 minutes

Overwhelming - 1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic 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 magic can be made permanent with a *permanency* spell.

Detect Poison

Hunter 0

School divination

Casting Time 1 action

Components V, S

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

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 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.

Guidance

Hunter 0

School divination / void elemental

Casting Time 1 action

Components V, S

Range touch

Target creature touched

Duration 1 minute or until discharged

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

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Light

Hunter 0

School evocation / wood elemental [light]

Casting Time 1 action

Components V, M/DF (a firefly)

Range touch

Target object touched

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.

Light can be used to counter or dispel any darkness spell of equal or lower spell level.

Dov, Hunter 17 – Spells

<p>Mending Hunter 0</p> <p>School transmutation / metal elemental Casting Time 10 minutes Components V, S Range 10 ft. Target one object of up to 1 lb./level Duration instantaneous Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)</p> <p>This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.</p>	<p>Produce Flame Hunter 1</p> <p>School evocation [fire] Casting Time 1 action Components V, S Range 0 ft. Effect flame in your palm Duration 1 min./level (D) Saving Throw none; Spell Resistance yes</p> <p>Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment. In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 + 1 point per caster level (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves. This spell does not function underwater.</p>
<p>Cheetah's Sprint Hunter 1</p> <p>School transmutation Casting Time 1 swift action Components V Range personal Target you Duration 1 round</p> <p>A wild surge of energy courses through your body and propels you into a sprint. If you take a charge or run action before the end of your turn, you can move a total distance of up to 10 times your base land speed. This adjustment is an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with other effects that increase your speed, this spell affects your jumping distance.</p> <p>Appears in : Heroes of the Wild</p>	<p>Resist Energy Hunter 1</p> <p>School abjuration / all elements Casting Time 1 action Components V, S, DF Range touch Target creature touched Duration 10 min./level Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)</p> <p>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.</p> <p>Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.</p> <p>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.</p>
<p>Longstrider Hunter 1</p> <p>School transmutation Casting Time 1 action Components V, S, M (a pinch of dirt) Range personal Target you Duration 1 hour/level (D)</p> <p>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.</p>	<p>Speak with Animals Hunter 1</p> <p>School divination Casting Time 1 action Components V, S Range personal Target you Duration 1 min./level</p> <p>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.</p>

Summon Nature's Ally I	Hunter 1	Barkskin	Hunter 2
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School conjuration (summoning)
Casting Time 1 round
Components V, S, DF
Range close (25 + 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 Tables

1st Level : Dire rat, Dolphin, Dog, Eagle, Frog, poison, Giant centipede, Fire beetle, Mite (gremlin), Pony (horse), Stirge, Viper (snake)

Thunderstomp	Hunter 1
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School evocation / earth elemental [earth]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You stomp your foot or strike your weapon against the ground or floor, creating a ripple of power that you can use to trip a creature. Attempt the combat maneuver check to trip the target, but instead of your base attack bonus you can use your caster level, and instead of your Strength modifier you can use your spellcasting ability score modifier (Intelligence for magi and wizards; Wisdom for druids and rangers; Charisma for bloodragers and sorcerers). This does not provoke an attack of opportunity. This spell has no effect if you cannot reach the ground or floor, or if your target is not in contact with the ground or floor.

Appears in : Advanced Class Guide

School transmutation
Casting Time 1 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.

Campfire Wall	Hunter 2
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School evocation / fire elemental [fire, light]
Casting Time 1 action
Components V, S, M/DF (ash made from burnt thorns)
Range close (25 + 5 ft./2 levels)
Effect 20-ft.-radius sphere centered on fire source
Duration 2 hours/level; see below (D)
Saving Throw none; **Spell Resistance** yes

You can create a barrier around a fire of at least campfire size that shelters everyone inside so long as the fire continues to burn. The barrier appears as a crackling sphere of light and fire that is clearly visible, providing as much illumination as a torch. The barrier blocks line of sight, granting creatures on either side of the barrier total concealment from creatures on the other side. Any object or creature passing through the barrier from outside takes 1d6 points of fire damage and is also outlined with light equivalent to that of a torch, for 1d6 minutes. Creatures outlined in this way are plainly visible regardless of the light conditions and do not benefit from any sort of concealment, magical or otherwise. The light is not bright enough to have any special effect on undead or creatures vulnerable to light. Creatures inside the barrier can leave without penalty, but if they try to return they suffer the same consequences as anyone else. If the fire source at the barrier's center is extinguished or moved, the spell ends.

Appears in : Advanced Player's Guide

Carry Companion	Hunter 2
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School transmutation
Casting Time 1 action
Components V, S, M (a pinch of sand or limestone dust)
Range touch
Target one willing creature touched
Duration permanent; see text
Saving Throw none; **Spell Resistance** yes (harmless)

You touch an animal or magical beast that has a helpful attitude toward you, instantly transforming the creature into a miniature figurine of stone, small enough to fit into the palm of your hand. Creatures with an attitude of less than helpful will not tolerate this spell, and it automatically fails to work on them. An intelligent animal or magical beast must be a willing subject in order for this spell to take effect. Any items that the creature wears (such as a harness or saddle) or carries (such as those stowed in saddlebags) are transformed along with the creature.

While miniaturized, the creature is under an effect similar to that of a *flesh to stone* spell: It is mindless and inert, and does not seem alive when viewed with spells like *deathwatch*. However, you may return the creature to its normal form at any time simply by placing the figurine on the ground, touching it, and uttering a word of command. Otherwise, the creature remains in miniature form unless the spell is broken, such as by *dispel magic* or stronger magic. Unlike a *flesh to stone* spell, a creature affected by *carry companion* is unaffected by *stone to flesh*. If the miniature figurine is broken or damaged, the creature (if returned to its original state) has similar damage or deformities.

Appears in : Knights of the Inner Sea

Restoration, Lesser	Hunter 2
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School conjuration (healing)
Casting Time 3 rounds
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Share Language	Hunter 2
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School divination
Casting Time 1 action
Components V, S, M (a page from a dictionary)
Range touch
Target creature touched
Duration 24 hours
Saving Throw DC 17 Will negates (harmless); **Spell Resistance** yes (harmless)

You can share your facility for one particular language with another creature. For 24 hours the target can read, understand, and communicate to the best of its ability in any one language which you already know. For every 5 levels you possess, you can grant the use of another language you know, to a maximum of 5 languages at 20th level. The target must have the physical capacity to articulate sounds, make gestures, or engage in whatever other method speakers of the language use to communicate with each other in order to actually converse. If the target lacks the mental capacity to grasp an actual language it still gains enough knowledge to respond to and carry out even extremely complex commands or suggestions coached in the language (whether written or spoken). However, since this spell does not endow the target with greater reasoning capacity, merely a temporarily enhanced vocabulary, the person offering up instructions to non-sentient creatures must take care to remove any ambiguity or guesswork.

Similarly, this spell does not affect the basic nature of the target, or its disposition toward you or anyone else, so convincing it to actually carry out these instructions could require negotiation, threats, or outright bribery.

Appears in : Advanced Player's Guide

Spider Climb	Hunter 2
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School transmutation
Casting Time 1 action
Components V, S, M (a live spider)
Range touch
Target creature touched
Duration 10 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Summon Nature's Ally II Hunter 2	Life Bubble Hunter 3
<p>School conjuration (summoning) Casting Time 1 round Components V, S, DF Range close (25 + 5 ft./2 levels) Effect one summoned creature Duration 1 round/level (D) Saving Throw none; Spell Resistance no</p> <p>This spell functions as <i>summon nature's ally I</i>, except that you summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.</p> <p>Summon Nature's Ally Tables 2nd Level : Ant, giant (worker), Elemental (Small) [Elemental subtype], Giant frog, Giant spider, Goblin dog, Horse, Hyena, Octopus, Squid, Wolf 1st Level : Dire rat, Dolphin, Dog, Eagle, Frog, poison, Giant centipede, Fire beetle, Mite (gremlin), Pony (horse), Stirge, Viper (snake)</p> <p>Summon Nature's Ally I 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 <i>wish</i>). 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.</p> <p>Summon Nature's Ally Tables 1st Level : Dire rat, Dolphin, Dog, Eagle, Frog, poison, Giant centipede, Fire beetle, Mite (gremlin), Pony (horse), Stirge, Viper (snake)</p>	<p>School abjuration Casting Time 1 action Components V, S, M/DF (a bit of eggshell) Range touch Target creatures touched, up to one/level Duration 2 hours/level; see text Saving Throw DC 18 Will negates (harmless); Spell Resistance yes (harmless)</p> <p>You surround the touched creatures with a constant and moveable 1-inch shell of tolerable living conditions. This shell enables the subjects to breathe freely, even underwater or in a vacuum, as well as making them immune to harmful gases and vapors, including inhaled diseases and poisons and spells like <i>cloudkill</i> and <i>stinking cloud</i>. In addition, the shell protects subjects from extremes of temperature (per <i>endure elements</i>) as well as extremes of pressure.</p> <p>Life bubble does not provide protection from negative or positive energy (such as found on the Negative and Positive Energy planes), the ability to see in conditions of poor visibility (such as in smoke or fog), nor the ability to move or act normally in conditions that impede movement (such as underwater).</p> <p>When you cast this spell it has a total duration of 2 hours per caster level. You can divide this duration up in any manner you wish, not necessarily equally, between up to 1 creature per caster level.</p> <p>Appears in : Advanced Player's Guide</p>
<p>Burst of Speed Hunter 3</p> <p>School transmutation Casting Time 1 swift action Components V Range personal Target you Duration see text</p> <p>Until the end of your turn, you gain a +20-foot bonus to speed (or +10-foot bonus if you are wearing Medium or Heavy armor), your movement does not provoke attacks of opportunity, and you can move through the space of creatures that are larger than you are, but you cannot end your movement this round in a space occupied by a creature.</p> <p>Appears in : Ultimate Combat</p>	<p>Magic Fang, Greater Hunter 3</p> <p>School transmutation Casting Time 1 action Components V, S, DF Range close (25 + 5 ft./2 levels) Target one living creature Duration 1 hour/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)</p> <p>This spell functions like <i>magic fang</i>, 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).</p> <p><i>Greater magic fang</i> can be made permanent with a <i>permanency</i> spell.</p> <p>Magic Fang 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.</p> <p>Magic fang can be made permanent with a permanency spell.</p>

Neutralize Poison**Hunter 3****School** conjuration (healing)**Casting Time** 1 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.

Raven's Flight**Hunter 3****School** transmutation**Casting Time** 1 swift action**Components** V**Range** personal**Target** you**Duration** 1 round

You can cast this spell only if it is the first action you take on your turn. In a burst of shadowy feathers, you turn into a Tiny blurred shape reminiscent of a black raven until the beginning of your next turn. You gain a fly speed of 50 feet with good maneuverability, and apply appropriate size modifiers (though your ability scores don't change). Until the beginning of your next turn, you can take only the 5-foot step, move, run, or withdraw actions. If the spell is dispelled while you are still aloft, the power of flight dissipates slowly; you float downward 60 feet on your next turn, then fall any remaining distance.

Appears in : Heroes of the Wild

Strong Jaw**Hunter 3****School** transmutation**Casting Time** 1 action**Components** V, S**Range** touch**Target** creature touched**Duration** 1 minute/level**Saving Throw** DC 18 Fortitude negates (harmless); **Spell Resistance** yes (harmless)

Laying a hand upon an allied creature's jaw, claws, tentacles, or other natural weapons, you enhance the power of that creature's natural attacks. Each natural attack that creature makes deals damage as if the creature were two sizes larger than it actually is (see page 302 of the Pathfinder Bestiary for more information). If the creature is already Gargantuan or Colossal-sized, double the amount of damage dealt by each of its natural attacks instead. This spell does not actually change the creature's size; all of its statistics except the amount of damage dealt by its natural attacks remain unchanged.

Appears in : Advanced Player's Guide

Summon Nature's Ally III**Hunter 3****School** conjuration (summoning)**Casting Time** 1 round**Components** V, S, DF**Range** close (25 + 5 ft./2 levels)**Effect** one summoned creature**Duration** 1 round/level (D)**Saving Throw** none; **Spell Resistance** no

This spell functions like *summon nature's ally I*, except that you can summon one 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 Tables

3rd Level : Ant, giant (soldier), Ape, Aurochs (herd animal), Boar, Cheetah, Constrictor snake, Crocodile, Dire bat, Electric eel, Giant crab, Leopard (cat), Monitor lizard, Shark, Wolverine

2nd Level : Ant, giant (worker), Elemental (Small) [Elemental subtype], Giant frog, Giant spider, Goblin dog, Horse, Hyena, Octopus, Squid, Wolf

1st Level : Dire rat, Dolphin, Dog, Eagle, Frog, poison, Giant centipede, Fire beetle, Mite (gremlin), Pony (horse), Stirge, Viper (snake)

Summon Nature's Ally I

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 Tables

1st Level : Dire rat, Dolphin, Dog, Eagle, Frog, poison, Giant centipede, Fire beetle, Mite (gremlin), Pony (horse), Stirge, Viper (snake)

Dov, Hunter 17 – Spells

Air Walk	Hunter 4	Firewalker's Meditation	Hunter 4
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School transmutation [air]
Casting Time 1 action
Components V, S, DF
Range touch
Target creature (Gargantuan or smaller) touched
Duration 10 min./level
Saving Throw none; **Spell Resistance** yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed. A strong wind (21+ miles per hour) can push the subject along or hold it back. At the end of a creature's turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled, but not if it is negated by an antimagic field. You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk (counts as a trick; see Handle Animal skill) with 1 week of work and a DC 25 Handle Animal check.

School abjuration [meditative]
Casting Time 1 hour
Components V, M (soothing incense worth 400 gp)
Range personal
Target you
Duration 24 hours or until discharged

You focus your mind on blocking out pain, allowing your body to endure punishments that would be otherwise unbearable. While under the effects of this spell, you continue to register pain—you simply don't suffer the deleterious effects such sensations bring. For example, if you were lit on fire as you slept, you would still wake from the pain of burning even though some of the fire damage you endured (perhaps all of it) would be negated by this spell.

You gain DR 5/magic, resist fire 10, and a +4 bonus on saving throws to resist pain effects. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged. At any time during the spell's duration when you take damage that would be subject to the damage reduction or energy resistance granted by this spell, you can expend the spell's remaining duration as an immediate action in order to increase the effects to DR 10/magic, resist fire 30, and immunity to pain effects. If you do so, these enhanced effects persist for 3 rounds. After this time, the spell ends.

Appears in : Divine Anthology

Animal Growth	Hunter 4	Freedom of Movement	Hunter 4
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School transmutation
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Target one animal (Gargantuan or smaller)
Duration 1 min./level
Saving Throw DC 19 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.

School abjuration
Casting Time 1 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.

Sturdy Tree Fort	Hunter 4	Summon Nature's Ally IV	Hunter 4
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School transmutation
Casting Time 1 minute
Components V, S, F (a nail, a rope, and a short wooden plank)
Range touch
Effect one large tree and a sturdy wooden house
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

You cause a large tree to grow in the 5-foot square you touch. The tree has 1 foot of thickness for every 4 caster levels you have, and it can grow to any height you designate, up to 5 feet high per caster level you have. If there is a ceiling or other barrier overhead, the maximum height of the tree cannot exceed the space available. At any point along the tree's height, you can create a sturdy wooden building that fills one 10-foot cube for every 4 caster levels you have. All portions of the structure must be adjacent to the trunk of the tree (or can have the tree trunk extend up through their spaces), but otherwise these cubes need not be contiguous. If you place the cubes so that they are contiguous, the buildings merge together, complete with ladders connecting different vertical levels. The fort is magically supported, but if the tree it is attached to is destroyed, the structure is destroyed as well (the tree has hardness 5 and 20 hp per caster level you have).

Each building you create has shuttered arrow slits on its walls and in the floor, granting those within the structure improved cover against attacks from outside while the arrow slits are open and total cover when they are closed. Each cube within the fort is equivalent to a *secure shelter*, other than the size and its wooded construction material (hardness 5). When you cast *sturdy tree fort*, you can designate a number of creatures equal to your caster level. Designated creatures gain a +10 bonus on Climb checks and are not denied their Dexterity bonuses while climbing on the fort's structure, as they find handholds and stable footholds easily on the tree and its buildings.

You cannot cast this spell in an area of worked stone, though you can cast it in natural surroundings that would not normally support the growth of a large tree, such as a cavern, desert, or glacier. If you cast this spell in a forest, jungle, or similar heavily treed terrain, the fort is camouflaged as long as its doors and windows remain closed (or even if they are open, as long as those within remain quiet and take no violent actions), requiring a successful DC 25 Perception check or Survival check to notice its presence.

Secure Shelter

You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. The lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace. The shelter must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise - it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants). The door, shutters, and even chimney are secure against intrusion, the former two being secured with arcane lock and the latter by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an alarm spell. Finally, an unseen servant is conjured to provide service to you for the duration of the shelter. The secure shelter contains crude furnishings - eight bunks, a trestle table, eight stools, and a writing desk.

Appears in : Ultimate Wilderness

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

This spell functions like *summon nature's ally I*, except that you can summon one 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 Tables

4th Level : Ant, giant (drone), Bison (herd animal), Deinonychus (dinosaur), Dire ape, Dire boar, Dire wolf, Elemental (Medium) [Elemental subtype], Giant scorpion, Giant stag beetle, Giant wasp, Griffon, Grizzly bear, Lion, Mephit (any) [Elemental subtype], Owlbear, Pteranodon (dinosaur), Rhinoceros, Satyr, Tiger

3rd Level : Ant, giant (soldier), Ape, Aurochs (herd animal), Boar, Cheetah, Constrictor snake, Crocodile, Dire bat, Electric eel, Giant crab, Leopard (cat), Monitor lizard, Shark, Wolverine

2nd Level : Ant, giant (worker), Elemental (Small) [Elemental subtype], Giant frog, Giant spider, Goblin dog, Horse, Hyena, Octopus, Squid, Wolf

Summon Nature's Ally I

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 Tables

1st Level : Dire rat, Dolphin, Dog, Eagle, Frog, poison, Giant centipede, Fire beetle, Mite (gremlin), Pony (horse), Stirge, Viper (snake)

Fire Snake	Hunter 5
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School evocation / fire elemental [fire]
Casting Time 1 action
Components V, S, M (a snake scale)
Range 60 ft.
Area see text
Duration instantaneous
Saving Throw DC 20 Reflex half; **Spell Resistance** yes

You create a sinuous line of flames that you may shape as desired. The fire snake affects one 5-foot square per caster level, and each square must be adjacent to the previous square, starting with you. The fire snake may not extend beyond its maximum range. Creatures in the path of the fire snake take 1d6 points of fire damage per caster level (maximum 15d6).

Appears in : Advanced Player's Guide

Hunter's Blessing	Hunter 5	Summon Nature's Ally V	Hunter 5
School transmutation Casting Time 1 action Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Target one creature/level, no two of which can be more than 30 ft. apart Duration 1 hour/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)		School conjuration (summoning) Casting Time 1 round Components V, S, DF Range close (25 + 5 ft./2 levels) Effect one summoned creature Duration 1 round/level (D) Saving Throw none; Spell Resistance no	

When casting this spell, you designate a type or type and subtype of creature (using the ranger's favored enemy categories; *Pathfinder RPG Core Rulebook* 64) and a type of terrain (using the list of ranger's favored terrain categories, *Core Rulebook* 65). Targets of the spell gain a +2 sacred bonus on Bluff, Perception, Sense Motive, and Survival checks attempted against creatures of the selected type, and a +2 sacred bonus on attack rolls and damage rolls made against creatures of that type. Furthermore, they gain a +2 sacred bonus on initiative checks, Perception, Stealth, and Survival checks while they are in the type of terrain you designate. Lastly, when tracking the designated creature type in the chosen terrain, the targets can follow the tracks of such creatures untrained, even if the DC for the task is 11 or higher.

Appears in : Inner Sea Gods

Insect Plague	Hunter 5
School conjuration (summoning) Casting Time 1 round Components V, S, DF Range long (400 + 40 ft./level) Effect one swarm of wasps per three levels, each of which must be adjacent to at least one other swarm Duration 1 min./level Saving Throw none; Spell Resistance no	

You summon a number of swarms of wasps (one per three levels, to a maximum of six swarms at 18th level, see the *Pathfinder RPG Bestiary*). The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). You may summon the wasp swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.

Stoneskin	Hunter 5
School abjuration / earth elemental / metal elemental Casting Time 1 action Components V, S, M (granite and diamond dust worth 250 gp) Range touch Target creature touched Duration 10 min./level or until discharged Saving Throw Will negates (harmless); Spell Resistance yes (harmless)	

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

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 Tables

5th Level : Ankylosaurus (dinosaur), Cyclops, Dire lion, Dolphin (orca), Elemental (Large) [Elemental subtype], Ettin, Giant moray eel, Girallon, Manticore, Woolly rhinoceros

4th Level : Ant, giant (drone), Bison (herd animal), Deinonychus (dinosaur), Dire ape, Dire boar, Dire wolf, Elemental (Medium) [Elemental subtype], Giant scorpion, Giant stag beetle, Giant wasp, Griffon, Grizzly bear, Lion, Mephit (any) [Elemental subtype], Owlbear, Pteranodon (dinosaur), Rhinoceros, Satyr, Tiger

3rd Level : Ant, giant (soldier), Ape, Aurochs (herd animal), Boar, Cheetah, Constrictor snake, Crocodile, Dire bat, Electric eel, Giant crab, Leopard (cat), Monitor lizard, Shark, Wolverine

Summon Nature's Ally I

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 Tables

1st Level : Dire rat, Dolphin, Dog, Eagle, Frog, poison, Giant centipede, Fire beetle, Mite (gremlin), Pony (horse), Stirge, Viper (snake)

Dispel Magic, Greater	Hunter 6	Enlightened Step	Hunter 6
<p>School abjuration / void elemental Casting Time 1 action Components V, S Range medium (100 + 10 ft./level) Target one spellcaster, creature, or object; or a 20-ft.- radius burst Duration instantaneous Saving Throw none; Spell Resistance no</p>		<p>School transmutation [air, meditative] Casting Time 1 hour Components V, M (soothing incense worth 600 gp) Range personal Target you Duration 24 hours or until discharged</p>	
<p>This spell functions like <i>dispel magic</i>, except that it can end more than one spell on a target and it can be used to target multiple creatures.</p>		<p>Through careful regulation of your body's mystical energies, thoughtful control of your poise and balance, and the focus in your mind on the surety of each and every step you take, you are able to make your steps lighter than air. This grants you the benefits of <i>air walk</i>, except as noted above. Additionally, at any time during the spell's duration, you can expend the spell's remaining duration as a swift action in order to gain a fly speed of 120 feet with perfect maneuverability for 1 minute. After this time, the spell ends.</p>	
<p>You choose to use <i>greater dispel magic</i> in one of three ways: a targeted dispel, area dispel, or a counterspell:</p>			
<p>Targeted Dispel: This functions as a targeted <i>dispel magic</i>, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.</p>		<p>Air Walk The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed. A strong wind (21+ miles per hour) can push the subject along or hold it back. At the end of a creature's turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled, but not if it is negated by an antimagic field. You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk (counts as a trick; see Handle Animal skill) with 1 week of work and a DC 25 Handle Animal check.</p>	
<p>Additionally, <i>greater dispel magic</i> has a chance to dispel any effect that <i>remove curse</i> can remove, even if <i>dispel magic</i> can't dispel that effect. The DC of this check is equal to the curse's DC.</p>			
<p>Area Dispel: When <i>greater dispel magic</i> is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by <i>dispel magic</i>. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.</p>			
<p>For each ongoing area or effect spell whose point of origin is within the area of the <i>greater dispel magic</i> spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the <i>greater dispel magic</i> spell, apply the dispel check to end the effect, but only within the overlapping area.</p>			
<p>If an object or creature that is the effect of an ongoing spell (such as a monster summoned by <i>summon monster</i>) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.</p>			
<p>You may choose to automatically succeed on dispel checks against any spell that you have cast.</p>			
<p>Counterspell: This functions as <i>dispel magic</i>, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.</p>			
<p>Dispel Magic</p>			
<p>You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.</p>			
<p>Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stonewood (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stonewood (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stonewood would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no</p>		<p>Appears in : Divine Anthology</p> <p>Spellstaff</p> <p>School transmutation Casting Time 10 minutes Components V, S, F (the staff that stores the spell) Range touch Target wooden quarterstaff touched Duration permanent until discharged (D) Saving Throw DC 21 Will negates (object); Spell Resistance yes (object)</p> <p>You store one spell that you can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given time, and you cannot have more than one spellstaff at any given time. You can cast a spell stored within a staff just as though it were among those you had prepared, but it does not count against your normal allotment for a given day. You use up any applicable material components required to cast the spell when you store it in the spellstaff.</p>	

Summon Nature's Ally VI**Hunter 6****School** conjuration (summoning)**Casting Time** 1 round**Components** V, S, DF**Range** close (25 + 5 ft./2 levels)**Effect** one summoned creature**Duration** 1 round/level (D)**Saving Throw** none; **Spell Resistance** no

This spell functions like *summon nature's ally I*, except that you can summon one 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 Tables

6th Level : Bulette, Dire bear, Dire tiger, Elasmosaurus (dinosaur), Elemental (Huge) [Elemental subtype], Elephant, Giant octopus, Hill giant, Stegosaurus (dinosaur), Stone giant [Earth subtype], Triceratops (dinosaur)

5th Level : Ankylosaurus (dinosaur), Cyclops, Dire lion, Dolphin (orca), Elemental (Large) [Elemental subtype], Ettin, Giant moray eel, Girallon, Manticore, Woolly rhinoceros

4th Level : Ant, giant (drone), Bison (herd animal), Deinonychus (dinosaur), Dire ape, Dire boar, Dire wolf, Elemental (Medium) [Elemental subtype], Giant scorpion, Giant stag beetle, Giant wasp, Griffon, Grizzly bear, Lion, Mephit (any) [Elemental subtype], Owlbear, Pteranodon (dinosaur), Rhinoceros, Satyr, Tiger

Summon Nature's Ally I

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 Tables

1st Level : Dire rat, Dolphin, Dog, Eagle, Frog, poison, Giant centipede, Fire beetle, Mite (gremlin), Pony (horse), Stirge, Viper (snake)