

Table 1

LEVEL 1	5/day	
Calm Animals	Calms 2d4 + level HD of animals.	CRB
Charm Animal	Makes one animal your friend.	CRB
Cure Light Wounds	Cures 1d8 damage + 1/level (max +5).	CRB
Detect Animals or Plants	Detects kinds of animals or plants.	CRB
Detect Snares and Pits	Reveals natural or primitive traps.	CRB
Endure Elements	Exist comfortably in hot or cold regions.	CRB
Entangle	Plants entangle everyone in 40-ft. radius.	CRB
Faerie Fire	Outlines subjects with light and cancels blur concealment and the like.	CRB
Goodberry	2d4 berries each cure 1 hp (max 8 hp/24 hours).	CRB
Hide from Animals	Animals can't perceive one subject/level.	CRB
Jump	Subject gets bonus on Acrobatics checks.	CRB
Keen Senses	Gain +2 Perception and low-light vision.	CRB
Longstrider	Your speed increases by 10 ft.	CRB
Magic Fang	One natural weapon of subject creature gets +1 on attack and damage rolls.	CRB
Magic Stone	Three stones gain +1 on attack rolls- deal 1d6+1 damage.	CRB
Obscuring Mist	Fog surrounds you.	CRB
Pass without Trace	One subject/level leaves no tracks.	CRB
Produce Flame	1d6 damage + 1/level and touch or thrown.	CRB
Shillelagh	Cudgel or quarterstaff becomes +1 weapon (2d6 damage) for 1 min./level.	CRB
Speak with Animals	You can communicate with animals.	CRB
Summon Nature's Ally I	Summons creature to fight.	CRB
Alter Winds	Increase/decrease strength of natural winds.	APG
Ant Haul	Triplies carrying capacity of a creature.	APG
Aspect of the Falcon	Gives bonuses on Perception checks and ranged attacks.	APG
Bristle	Trade natural armor bonus for a bonus on attacks with natural weapons.	APG
Cloak of Shade	Reduces effects of sun exposure and heat.	APG
Detect Aberration	Reveals presence of aberrations.	APG
Expeditious Excavation	Moves 5-ft. cubes of earth.	APG
Feather Step	Ignore movement penalty in difficult terrain.	APG
Flare Burst	As flare but all creatures within 10 ft.	APG
Hydraulic Push	Wave of water bull rushes an enemy.	APG
Negate Aroma	Subject cannot be tracked by scent.	APG
Stone Fist	Your unarmed strikes are lethal.	APG
Touch of the Sea	Swim speed becomes 30 ft.	APG
LEVEL 2	4/day	
Animal Messenger	Sends a Tiny animal to a specific place.	CRB
Animal Trance	Fascinates 2d6 HD of animals.	CRB
Barkskin	Grants +2 (or higher) enhancement to natural armor.	CRB
Bear's Endurance	Subject gains +4 to Con for 1 min./level.	CRB
Bull's Strength	Subject gains +4 to Str for 1 min./level.	CRB
Cat's Grace	Subject gains +4 to Dex for 1 min./level.	CRB
Chill Metal	Cold metal damages those who touch it.	CRB
Delay Poison	Stops poison from harming subject for 1 hour/level.	CRB
Fire Trap	Opened object deals 1d4 + 1/level damage.	CRB
Flame Blade	Touch attack deals 1d8 + 1/two levels damage.	CRB
Flaming Sphere	Rolling ball of fire deals 3d6 fire damage.	CRB
Fog Cloud	Fog obscures vision.	CRB
Gust of Wind	Blows away or knocks down smaller creatures.	CRB
Heat Metal	Makes metal so hot it damages those who touch it.	CRB
Hold Animal	Paralyzes one animal for 1 round/level.	CRB
Owl's Wisdom	Subject gains +4 to Wis for 1 min./level.	CRB
Reduce Animal	Shrinks one willing animal.	CRB
Resist Energy	Ignores 10 or more points of damage per attack from specified energy type.	CRB

Lesser Restoration	Dispels magical ability penalty or repairs 1d4 ability damage.	CRB
Soften Earth and Stone	Turns stone to clay or dirt to sand or mud.	CRB
Spider Climb	Grants ability to walk on walls and ceilings.	CRB
Summon Nature's Ally II	Summons creature to fight.	CRB
Summon Swarm	Summons swarm of bats or rats or spiders.	CRB
Tree Shape	You look exactly like a tree for 1 hour/level.	CRB
Warp Wood	Bends wood.	CRB
Wood Shape	Reshapes wooden objects to suit you.	CRB
LEVEL 3	3/day	
Call Lightning	Calls down lightning bolts (3d6 per bolt) from sky.	CRB
Contagion	Infects subject with chosen disease.	CRB
Cure Moderate Wounds	Cures 2d8 damage + 1/level (max +10).	CRB
Daylight	60-ft. radius of bright light.	CRB
Diminish Plants	Reduces size or blights the growth of normal plants.	CRB
Dominate Animal	One animal obeys your silent mental commands and orders.	CRB
Magic Fang Greater	One natural weapon gets + 1/four levels (max +5).	CRB
Meld into Stone	You and your gear merge with stone.	CRB
Neutralize Poison	Immunizes subject against poison and detoxifies venom in or on subject.	CRB
Plant Growth	Grows vegetation and improves crops.	CRB
Poison	Touch deals 1d3 Con damage 1/round for 6 rounds.	CRB
Protection from Energy	Absorbs 12 points/level of damage from one kind of energy.	CRB
Quench	Extinguishes fires.	CRB
Remove Disease	Cures all diseases affecting subject.	CRB
Sleet Storm	Hampers vision and movement.	CRB
Snare	Creates a magic booby trap.	CRB
Speak with Plants	You can talk to plants and plant creatures.	CRB
Spike Growth	Creatures in area take 1d4 damage may be slowed.	CRB
Stone Shape	Sculpts stone into any shape.	CRB
Summon Nature's Ally III	Summons creature to fight.	CRB
Water Breathing	Subjects can breathe underwater.	CRB
Wind Wall	Deflects arrows and smaller creatures and gases.	CRB
Aqueous Orb	Creates rolling sphere of water.	APG
Cloak of Winds	Creates screen of strong wind around you.	APG
Create Treasure Map	Creates treasure map out of a creature's corpse.	APG
Cup of Dust	Causes a creature to become dehydrated.	APG
Mass Feather Step	As feather step but multiple creatures.	APG
Hide Campsite	Hides all traces of your campsite.	APG
Hydraulic Torrent	Creates torrent of water that bull rushes any creature in its path.	APG
Lily Pad Stride	Walk across water on moving lily pads.	APG
Nature's Exile	Gives subject -10 on Survival checks.	APG
Shifting Sand	Creates difficult terrain and erases tracks; can carry creatures or objects along.	APG
Accelerate Poison	Hastens targeted poison's onset.	APG
Aspect of the Bear	+2 AC and combat maneuver rolls.	APG
Burning Gaze	Inflict 1d6 fire damage to creature.	APG
Campfire Wall	Creates a shelter around a campfire.	APG
Eagle Eye	Creates a magical sensor high above you.	APG
Elemental Speech	Enables you to speak to elementals and some creatures.	APG
Feast of Ashes	A target starves with an insatiable hunger.	APG
Glide	You take no falling damage move 60 ft./round while falling.	APG
Lockjaw	Creature gains grab ability with natural attack.	APG
Natural Rhythm	+1 on damage rolls with each hit (max +5).	APG
Pox Pustules	Subject is sickened and has -4 Dex.	APG
Scent Trail	Leave trail for allies to follow.	APG
Share Language	Subject understands chosen language.	APG
Slipstream	Wave boosts creature's speed.	APG
Stone Call	2d6 damage to all creatures in area.	APG