

Cure Light Wounds

School - conjuration/healing; Level - bard 1, cleric 1, druid 1, paladin 1, ranger 2, witch 1, inquisitor 1, alchemist 1
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half (harmless); see text; SR - 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.

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Flare

School - evocation; Level - bard 0, druid 0, sorcerer/wizard 0, magus 0
Casting Time - 1 standard action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Effect - burst of light
Duration - instantaneous
Saving Throw - Fortitude negates; SR - yes

This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by flare.

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Guidance

School - divination; Level - cleric 0, druid 0, summoner 0, witch 0, inquisitor 0, summoner 0, witch 0, inquisitor 0
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 minute or until discharged
Saving Throw - Will negates (harmless); SR - 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.

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Magic Stone

School - transmutation; Level - cleric 1, druid 1
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - up to three pebbles touched
Duration - 30 minutes or until discharged
Saving Throw - Will negates (harmless, object);

yes (harmless, object) You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage (including the spell's enhancement bonus), or 2d6+2 points against undead.

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Read Magic

School - divination; Level - bard 0, cleric 0, druid 0, paladin 1, ranger 1, sorcerer/wizard 0, summoner 0, witch 0, inquisitor 0, magus 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.

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Resistance

School - abjuration; Level - bard 0, cleric 0, druid 0, paladin 1, sorcerer/wizard 0, summoner 0, witch 0, inquisitor 0
Casting Time - 1 standard action
Components - V, S, M/DF (a miniature cloak)
Range - touch
Target - creature touched
Duration - 1 minute
Saving Throw - Will negates (harmless); SR - yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a permanency spell.

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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
Saving Throw - none; SR - 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

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Summon Nature's Ally I (Cont.)

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.

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True Strike

School - divination; Level - sorcerer/wizard 1, alchemist 1, inquisitor 1, magus 1
Casting Time - 1 standard action
Components - V, F (small wooden replica of an archery target)
Range - personal
Target - you
Duration - see text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus.

Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.